

Left 4 Autism

Left 4 Autism uses a modified Savage Worlds System. This will detail what exactly has been changed for the setting.

Defeating autists, lolcows, or challenges gives you a certain amount of experience points, which will change as the game goes on and I increase the difficulty to keep it interesting.

Edges: You get one free edge at character creation. (These are just ones I made for the setting, you can pick others from the game book if they're at the novice level).

Humiliate (free at char creat.) You can grapple with an enemy (roll against strength). If successful, next round you can "humiliate" them in various ways, usually depending on the environment around you. (wedgies, noogies, chocolate swirlies, tossing them out of a window, ect). This is an instant kill. Humiliate can only be used once per combat.

Walking Arsenal: (free at char creation.) You can carry 10 pounds more of ammo and weapons. Up to four levels are available.

Alpha: (free at char creation.) You gain 5 additional hit points.

Survivalist: (free at char creation.) "They all called you crazy! Said that you were a fool for preparing for the the apocalypse. Well now they're all dead, **SO WHO'S CRAZY NOW!**" +4 to Survival checks, +1 for Healing checks.

Social Skills: (free at char creation.) "Congratulations, you have basic manners." +2 to Persuasion.

Football Tackle: (free at character creation) Body slam an autist into the ground. Does 1d6 damage and lasts the same amount of rounds. Can only be used once per combat encounter. Requires 1d6 strength.

'Tism Empowered: Allows you to use 'Tism Powers.

Note: Because of the setting, Arcane Backgrounds have been cut. 'Tism Points are now determined by four plus your Smarts die (so I'd have 11 if I had a Smarts score of d6)

New Hindrance: Pyromania. [Major] Must pass spirit check anytime there's a possibility of setting a fire.

'Tism Powers: You can pick two 'Tism Powers. The ones here are just some of the ones that I made up for the game, you can pick other novice ones from the Rulebook.

Heal: An Orange liquid shoots out of your hands and heals a team mate for 1d4, 2d4, or 3d4, depending on how many points you're using. *Cost: 1-3 'Tism Points.*

Gamerfuel: Increases the subject's agility by 1 to 3. Lasts 5 rounds. *Cost: 2 + one for each level increased.*

Crash into Slumber: Victim falls asleep, sleeps for 8 hours. Can only be awakened by spell caster. *Cost: 4.*

Light: Produces a small light. Cost: One point.

Ignite Flame: Ignites a fire (duh). Cost: 1-3 (depends on object.)

Tard Rage: Subject gains a two die boost to his strength, agility, vigor, and fighting. Subject's smarts is reduced to lowest level. Subject takes half damage, but can only use melee weapons. Lasts four rounds. Cost: 4.

Curse of Embarrassment: Yes, you can cause dirty crapped briefs on command. A subject hit with this is paralyzed by the foul sent of its dungaree droppings for d4 rounds if it's an Exceptional Individual and d6 rounds if it's a normal human. Cost: 4.

Combat:

Initiative is determined by die instead of playing cards. Roll a 10 sided die along with your agility die. Getting the highest or lowest possible score is the same as the joker in the normal rules.

Hit Points: Left for Autism uses hitpoints. These are determined by adding 10 to your Vigor die.

Toughness is the amount that damage is reduced by.

Pace is determined by $\text{Strength}/2 + \text{Agility}/2$.

Wounds have been removed.

Shaken is still a mechanic, although it's been modified. If an attack takes over 50% of an enemy's health, they are shaken. This will be modified to 25% as the game continues and enemies become tougher.

Incapacitation is still in, although slightly different. It's reached when your HP reaches zero or less. Every two points they go below zero, subtract -1 point from the Vigor roll. Injuries and bleeding out still work the same way.

Notes:

Aiming is a movement action. Aiming a weapon grants you a bonus to accuracy based on each weapon's accuracy score. With scoped weapons, each turn you stay aimed adds 1 to your accuracy score. This works for three rounds.

There is no penalty to attack for aiming a weapon, and you can aim and fire in one round, although that restricts you from moving.

Reloading is usually an attack action, but it depends on the weapon. A complex reload such as a revolver, belt fed machine gun, or pump action shotgun may require an entire round to reload.

If your weapon has a bipod, you can set it up. This takes one full turn to do. Once your bipod is up, you suffer no accuracy penalty for full auto fire. However, you are at a -2 to defense.

Suppressive fire works similarly, but...

Common autists who fail the roll suffer damage normally. Only Exceptional individuals, Lowcows, and hostile survivors can be shaken. Additionally, any failing a SF roll will trap the target behind cover and reduce their spirit by -2. This stops when suppressive fire is ended. Suppressive fire now only uses your rate of fire.

Ammo Types:

(Name) (Damage) (How many rounds make a pound of ammo)

.22 1d6 Rounds per Pound (How many rounds make roughly 1 pound): 153

.38 1d8 RpP: 78

9mm 1d8+2 RpP: 65

.45 ACP 2d6 RpP: 40

.44 Magnum 3d6 RpP: 34

5.56 2d6+1 RpP: 113

7.62mm 3d6+1 RpP: 45

.30-06 4d6+1 RpP: 41

12 Gauge 00 buck 4d6 RpP: 20

12 Gauge slug 4d8 RpP: 12

.30-.30 2d8 RpP: 64

.50 AE 8d6 RpP: 22

.50 BMG 13d6+1 RpP: 11

HP Rounds: Damage x2

AP Rounds: Ignore Armor threshold, halve damage (round up)

GUNS:

Full Auto Rules:

When using full auto, determine how many bullets you're firing. Automatic weapons fire in "groups" based off of their max rate of fire. The Uzi has a RoF

of 10, so it fires 2 rounds per group (each group that hits gets a +2 to damage). This means that you only have to roll five die instead of 10. (You can just roll one dice per bullet if you want to though. It saves ammunition but it's annoying). Full auto firing is inaccurate, and incurs a -2 to your chance to hit. However, instead of rolling five (or 10) different damage scores, you only have to roll a single damage score. All hits do that same amount of damage.

Automatic Weapons Full Auto Grouping:

Uzi, M4, M60: RoF: 10, bullets per die: 2, dice rolled: 5 (Assuming not counting individual bullets.)

AK-47, BAR: RoF: 8, Bullets per die: 2, dice rolled: 4.

MP5: RoF: 13, Bullets per die: 2, dice rolled: 6. (yes, I know that doesn't work out mathematically. The last round magically disappeared.)

M249: RoF: 9, Bullets per die: 2, dice rolled: 4.

M2: RoF: 14, *Note, the M2 works differently. Full auto is divided up into four bursts of gunfire, which is determined with four dice. Each full auto usage consumes 14 ammo. Unlike other weapons, you have to fire all 14 bullets in full auto mode.*

AA-12: RoF: 5, Bullets per die: 1, dice rolled: 5.

Three Round Burst: certain weapons have a three round burst capability. This gives you +2 to hit and damage.

Double Tap: Semi-automatic weapons can be "double tapped". Double Tap is a single shooting roll that gives you a +1 to hit and damage.

Pistols:

Range (in feet): 36/72/144.

Glock 17: DAM: 1d6+2. MinSt: d4. ACC: 2. RoF: 3. WT: 2lbs. AmmCap: 17.

M1911: DAM: 2d6. MinSt: d4. ACC: 2. RoF: 3. WT: 2.7lb. AmmCap: 7

.38 Revolver: DAM: 1d8. MinSt: d4. ACC: 3. RoF: 2. WT: 2lb. AmmCap: 6. *Requires one full turn to reload!*

.22 Target Pistol: DAM: 1d6. MinSt: d4. ACC: 3. RoF: 3. WT: 3lb. AmmCap: 10.

Browning Hi-Power: DAM: 1d8+2. MinSt: d4. ACC: 2. RoF: 3. WT: 2lb. AmmCap: 13.

Raging Bull .44 Magnum: DAM: 3d6. MinSt: d6. ACC: 3. RoF: 1. WT: 2lb. AmmCap: 6. *Takes a full round to reload!*

Deagle: DAM: 8d6. MinSt d10. ACC: 1. RoF: 1. WT: 4.5lb. AmmCap: 7

Submachine Guns:

Range (In feet): 36/72/144.

Uzi: DAM: 1d8+2. MinSt: d4. ACC: 4. RoF: 10 (full auto). WT: 8lb. AmmCap: 25.

MP5: DAM: 1d8+2. MinSt: d4. ACC: 5. RoF: 13. WT: 7lb. AmmCap: 15

Assault Rifles:

Range (in feet): 72/144/288.

AK-47: DAM: 3d6+1 MinSt: d6. ACC: 6 RoF: 8. WT: 9.5lb. AmmCap: 30.

M4: DAM: 2d6+1 MinSt: d4. ACC: 8. RoF: 13. WT: 7.5lb. AmmCap: 30.

Three round burst capable.

Rifles:

Range (in feet, non-scoped): 72/144/288.

Range (in feet, scoped): 150/300/600.

Note, a scoped rifle suffers no penalty to accuracy at long range. It also gains one point to accuracy for every round you're scoped in, with a cap of three

.30-.30 Lever action: DAM: 2d6 MinSt: d4. ACC: 9 RoF: 1. WT: 7lb.

AmmCap: 6. *Take entire round to reload!*

M1 Garand: DAM: 4d6+1. MinSt: d6. ACC: 8. RoF: 3. WT: 10. AmmCap: 8

Pump Action Hunting Rifle: DAM: 4d6+1 MinSt: d6. ACC: 9 RoF: 1 WT: 10 AmmCap: 5. *Always scoped.*

M21: DAM: 3d6+1 MinSt: d4. ACC: 9. RoF: 2. WT: 12lb. AmmCap: 20
Always scoped.

M40A1: DAM: $3d6+1$ MinSt: $d6$. ACC: 10. RoF: 1. WT: 14lb. AmmCap: 5
Requires 1 full round to reload. Always scoped.

L96A1: DAM: $3d6+1$. MinSt: $d4$. ACC: 11. RoF: 1 WT: 13lb. AmmCap:
10. *Always scoped.*

M82A1: DAM: $13d6+1$ MinSt: $d8$. ACC: 14. RoF: 1 WT: 32lb. AmmCap:
11

Always scoped. Can't be fired without crouching and aiming.

Machine Guns:

Range (in feet): 90/180/360.

BAR: DAM: $4d6+1$ MinSt: $d6$. ACC: 6. RoF: 8 WT: 15. AmmCap: 20

M60: DAM: $3d6+1$ MinSt: $d8$. ACC: 7. RoF: 10. WT: 23lb. AmmCap:
100 *Requires entire turn to load.*

M249: DAM: $2d6+1$ MinSt: $d8$. ACC: 9. RoF: 9. WT: 22lb AmmCap: 200
Requires entire turn to load.

M2: DAM: $13d6+1$ ACC: 10. RoF: 14 WT: 83lb. AmmCap: 1'000.

Can't fire unmounted or unaimed unless you have $d12$ strength.

Shotguns:

Range (in feet): 36/72/144.

Add +2 to accuracy at short ranges. Damage done with shotguns decreases with range. At medium range, they roll 3d6 for damage. At long ranges, they only roll a 1d6. This does not apply to slugs, which roll the same damage at all ranges

Double Barrel: DAM: 4d6 MinSt: d4. ACC: 5. RoF: 2. WT: 9lb. AmmCap: 2.

Can fire both barrels. Roll two dice, don't add the +2 to accuracy.

Model 12: DAM: 4d6. MinSt: d6. ACC: 5 RoF: 1. WT: 8lb AmmCap: 6
Requires full round to reload.

AA-12: DAM: 4d6 MinSt: d8. ACC: 4. RoF: 5. WT: 12lb AmmCap: 20

Melee Weapons:

Certain melee weapons can be used as tools in appropriate situations, such as using a crowbar to pry open a door.

Short Lead Pipe: St+d4. WT: 2

Kitchen Knife: St+d4. WT: 1. *Can be used as tool in appropriate situations.*

Billy Club: St+d4. WT: 1.

Claw Hammer: St+d4. WT: 2 *Tool.*

Hatchet: St+d4. WT: 3. *Tool.*

Wrench: St+d4. WT: 2. *Can be used as tool in appropriate situations.*

Crowbar: St+d6. WT: 5. Tool.

Baseball Bat: St+d6. WT: 5.

Trench Shovel: St+d6. WT: 6. Tool.

Machete: St+d8. WT: 7. Tool.

Armor and Clothing.

You start the game with whatever clothing you feel like dressing your character in. Some clothing you may find grants additional effects.

Armor reduces Increases your toughness when worn. Certain types of armor can be worn under your clothing.

Leather Jacket: An ordinary leather jacket. +1 vs Melee, +1 vs Shooting. WT: 5lb.

Improvised Armor: Football pads backed with layers of newspaper. Can be worn under ordinary clothes. +2 vs Melee, +0 vs shooting WT: 7lb.

Heavy Improvised Armor: A crude suit of armor made from football pads, street signs, bungee cords, and newspaper. +2 vs melee, +1 vs shooting WT: 19lb.

Light Bullet Resistant Vest: a soft Kevlar vest designed for police use. Can be worn under clothing. +1 vs melee, + 2 vs shooting (+1 more if the gun is a pistol or shotgun). WT: 12 lb.

Medium Bullet Resistant Vest: A military grade Modular Body Armor Vest. +1 vs Melee, +4 vs Shooting (+1 more if the gun is a pistol or shotgun). WT: 16lb.

Heavy Bullet Resistant Vest: A military grade Improved Outer Tactical Vest with protective inserts. +2 vs Melee, +8 vs Shooting (+2 if against pistol or shotgun round). -2 to movement. WT: 30lb.

Bestiary Of Fail:

The Autism Virus (Severe Personality Effacement, Rage, and Generalized degradation Syndrome): This mysterious illness was only recently discovered, and seems to transmit through saliva or other bodily fluids. Once a person has been infected, they will turn within 24 hours. Symptoms begin with excess sweating, fever, moodiness, and irritability. As the disease develops, the subject begins to obsess over various obscure topics, such as children's video games. They forget societal rules, have an increase in sex drive, talk endlessly about their increase in sex drive, gain weight, lose most of their higher intelligence, hygiene, and bowel control, and then finally become highly aggressive. It should be noted that S.P.E.R.G.S is different from autism. While people with autism are capable of living relatively normal lives, people infected with S.P.E.R.G.S. will always degrade into mindless rage. The term "autism virus" was coined by the media when the first known outbreaks of S.P.E.R.G.S happened, due to similarities. The first outbreaks of S.P.E.R.G.S occurred several weeks ago, in the form of attacks in several cities across the globe. These early attacks were characterized by random people going berserk in public places and attacking other people nearby with punching, biting, and kicking. These incidents were chalked up to drugs or mental illness. However,

people infected then began to turn, which starting outbreaks across the globe. Soon, the whole world would be in panic as hordes of autists flooded the streets of major cities, infecting all in their wake. The worst current outbreak is Richmond. "Ground Zero" for the virus there was the combined "East Coast Anime-Dashcon Convention". Most of the city has fallen to the autists, with only a few "Safe Zones" still running.

Common Autistics: These are the average S.P.E.R.G.S infectee. They display very little intelligence, operate in packs, and have no sense of fear or self-preservation. It should be noted that unlike movie zombies, autists don't kill and eat their victims. Rather, they mob them into submission through bites and punches, causing the victim to be infected. Autist saliva has a mild sedative to mild to be noticed by one bite. However, multiple bite are capable of incapacitating the victim, preventing them from fighting back. Once the victim has been infected, the autist horde will back away, allowing their now sedated victim to begin the transformation without further injury.

Stats (level one): **Attributes:** Strength: d6. Agility: d6 Smarts: d4. Spirit: d4. Vigor: d6. **Skills:** Fighting d6. Notice: d4. Pace: 6. Parry: 4. Toughness: 3. **Special Abilities:** Unarmed Skilled, roll d6 when determining attack damage. **Can't be intimidated.** -1 to parry, -2 to toughness **Sedative Bite:** If a player character is hit three times in a combat situation, they suffer a -1 to all attributes. Further bites increases the penalty by -1 per bite. Decreases by 1 level per hour. Hit Points: 5.

Exceptional Individuals: These creatures are mutations of Common Autistics.

Love-Shies: Love-Shies are gaunt, scrawny, and fast. They lurk in the shadows and prefer to stalk their prey. **Attributes:** Strength: d4. Agility: d10. Smarts: d4. Spirit: d4. Vigor: d4. **Skills:** Fighting d6. Stealth: d8. Pace: 7. Parry: 7. Toughness: 2. HP: 9. **Special Abilities:** **Unarmed Skilled:** No penalty to unarmed combat. **Stealth Pounce:** If not detected, a Love-Shy can charge at an opponent, doing d4 damage and pinning them to the ground. Pinned opponent must make a strength roll of 4 or better to knock the Love-Shy off. **Parkour Master:** Can use parkour to scale walls with no effort.

Weeaboos: Weeaboos are a type of autistic with an extreme obsession with Japan. Due to virus induced mutations, weeaboos have developed specialized chemical glands in their skin. These glands allow bioluminescence in the form of flashes of brilliant light white, which has been described as "sparkling". Weeaboos have been observed to ignite all of these glands at once, creating a powerful flash of light capable of briefly blinding a person. During the course of their mutation, weeaboos eye sockets and eyeballs increases dramatically. This gives weeaboos noticeably larger eyes. This seems to give weeaboos a better sense of sight than normal humans, particularly in low light environments. Weeaboos carry swords patterned after Japanese katanas. These are usually plastic, although weeaboos have been spotted with swords made out of scrap metal. **Attributes:** Strength: d6. Agility: d8. Smarts: d4. Spirit: d4. Vigor: d4. **Skills:** Fighting d6. Notice: d6. Pace: 7. Parry: 6. Toughness: 4. HP: 10. **Special Abilities:** **Kawaii Sparkles:** Ability to activate all bioluminescent glands at once. Attack target must roll their base Vigor against the weeaboos d4. If unsuccessful, target is blinded for that many rounds. **Low Light Vision:** Weeaboo's mutated eye structure allows more light to enter the pupil when

fully dilated, giving them better vision in dark environments. Ignore low light penalties to notice. **Authentic Nipponese Katana:** Weeabos carry katanas with them, usually plastic. Does ST + d4 damage.

Bronies: Fat, neck-bearded, and fedora wearing, Bronies stalk the streets, clutching their favorite pony doll. **Attributes:** Strength: d6. Agility: d4. Smarts: d4. Spirit: d4. Vigor: d6. **Skills:** Fighting: d6. Pace: 5. Parry: 4. Toughness: 5. HP: 15. **Special Abilities: Friendship is Magic:** Using their unhealthy obsession with their pony doll, Bronies are capable of triggering an endorphin rush, restoring d4 hit points. They have been observed to use this ability on other autists as well. **Unarmed Skilled.** No unarmed penalty. **Pony Rage:** If their pony doll is hit, Bronies will fly into a rage and attack anything near them. Pony Doll is a very hard target.

SJWs: Social Justice Warriors display a bizarre form of sexual dimorphism. Females tend to dye their short in hair bright colors, dress in traditionally male fashion, and often attach collars or tails to themselves. By contrast, male SJWs dress in either women's clothing, camouflage, or communist imagery, apply copious amounts of makeup (poorly), and grow long unkempt hair. SJWs speech patterns are odd, to say the least. Their voices are harsh and raspy from yelling, which seems to be their favorite activity. The sentences that they actually yell resembles the "word salad" sentences of schizophrenics. To quote a recently captures specimen, "You fucking shitlords get you kyriarchy laden hands off of urself. Ur am a genderfluid, pandakin, demisexual headmate bearing, trans-person of color! Smash the patriarchy!" it should be noted that 8 of those 25 words do not appear in the dictionary. **Attributes:** Strength: d4. Agility: d8. Smarts: d4. Spirit: d4. Vigor: d6. **Skills:** Fighting d6. Pace:

6. Parry: d4. Toughness: 5. HP: 14. **Special Abilities:** **Screech:** All PCs must make a vigor roll. Failure causes damage equal to the number you rolled. Every failure causes a new SJW to join the fight, although they can't use screech. **Unarmed Skilled:** No penalty for unarmed combat.

Lolcows: Rumors are the only source of information we have about Lolcows, and it's highly conflicting. The rumors don't even agree on what Lolcows are. Some claim that Lolcows are the final mutation of autists. Others claim that Lolcows are ordinary people who snapped, and now walk among the autists. And the most outlandish rumors claim that Lolcows are demonic creatures from the very pits of hell itself, come to command over the autist armies that usher in the apocalypse.