

# TINY LIVING DEAD

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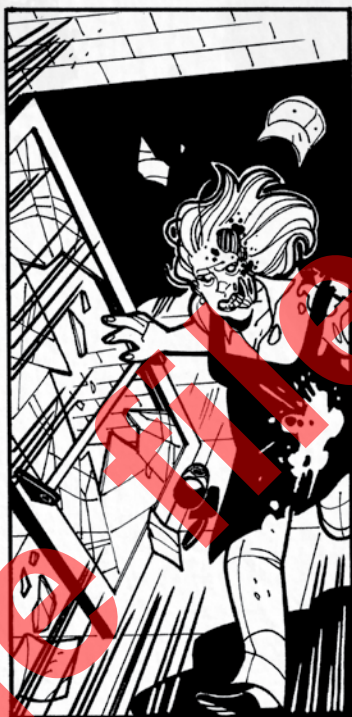
|                                  |           |
|----------------------------------|-----------|
| Introduction .....               | 4         |
| Getting Started .....            | 4         |
| <b>How to Play.....</b>          | <b>5</b>  |
| Tests .....                      | 5         |
| Obstacles.....                   | 6         |
| Save Tests.....                  | 6         |
| Combat .....                     | 7         |
| Optional Rule: Zones .....       | 10        |
| Hit Points .....                 | 12        |
| Recovery.....                    | 13        |
| Hiding & Sneaking .....          | 15        |
| Optional Rules: Experience.....  | 16        |
| <b>Survivor Creation.....</b>    | <b>18</b> |
| Trait List.....                  | 20        |
| Weapons .....                    | 22        |
| <b>For the Game Master .....</b> | <b>23</b> |
| Enemies Chart .....              | 23        |
| The Undead Threat .....          | 24        |
| Sample Zombie Bestiary.....      | 26        |



# Introduction

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Tiny Living Dead is a minimalistic table-top roleplaying game that delivers a satisfying gaming experience without books upon books of rules and options. You will not find classes, levels, or experience points in Tiny Living Dead—instead, you create organic characters that grow through roleplaying. While Tiny Living Dead does assume its players are familiar with the table-top roleplaying, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.



## Getting Started

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You will need at least two players: one to act as the Game Master, and one to act as a Survivor. It is highly recommended to have at least three players acting as survivors of a zombie outbreak in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can make do with 1d6 by rolling it multiple times, but it's easier to have three to roll at once when needed. Besides, d6 dice are easy to come by.

You should also have some paper and a pencil to write down your Survivor's information and notes. A plain index card generally has enough space on it to be an adequate Survivor Sheet, which simply lists all of your Survivor's information, gear, and notes.

Game Masters will usually require more paper in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Survivors will encounter.

Finally, Tiny Living Dead is truly a pen and paper game in the classic sense; however, maps and miniatures do assist in visualizing where things are so that everyone is on the same page. While maps and miniatures aren't required, they do have their place at the table.

# HOW TO PLAY

Before you create your Survivors, it's time to get down to the nitty-gritty of playing the game.

Roleplaying games are about storytelling, and *Tiny Living Dead* is no different. Most of the game is played simply by describing your Survivor's actions to the Game Master. When describing these actions, relay what you want to do, or what you're attempting to try. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved with just the Game Master's consent.

## Tests

The core mechanic that runs *Tiny Living Dead* is called a Test, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain Traits selected at Survivor Creation, can grant you Advantage in situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at Disadvantage. When at Disadvantage, you will only be able to roll 1d6 to resolve your Test. It is important to note that if the Game Master declares you have Disadvantage in a situation, even if you would normally have Advantage due to a particular Trait, you still roll 1d6 for that Test.





## Obstacles

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Obstacles are challenges that usually require you to make a Test to overcome. Obstacles may include attempting to barter with a shopkeeper, pick a lock, search a room for a hidden item, or resolve a conflict with words rather than laser beams shooting out of your eyes. The Game Master may determine your roleplaying is sufficient in overcoming the Obstacle and grant you an immediate success without having to Test; however, in most situations, a Test will be necessary to determine the outcome.

## Save Tests

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Obstacles may arise that require you to make what's called a Save Test in order to prevent something from happening to you. For example, you need to successfully leap out of the way as a trap springs, or you're climbing a rope when it snaps and could potentially fall (right next to your secret weakness that keeps you from flying). Save Tests are also used to stabilize yourself if you begin a turn at 0 Hit Points. Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test. A 5 or 6 on any of the rolled dice represent a successful Save.