Quarantine
the RPG

There's a pandemic, and that means it's time to quarantine. In order to survive the pandemic, you will need to end the last round with food and toilet paper, and be uninfected (or recovered from infection). Create a character by choosing from or rolling 3d6 randomly on the chart below, and create a pandemic by rolling 4d6 on the chart on the right.

I am a(n)...	
1. Paranoid	4. Denying
2. Extroverted	5. Introverted
3. Felonious	6. Cassandra

1. Doctor	2. Artist
3. Grocery Worker	4. Unemployed
5. Work-From-Homer	6. Homeless

with access to...	
1. Food	4. Toilet Paper
2. A Respirator	5. Wine*
3. Medicine	6. Nothing

Quarantine is played over 3 rounds. Each round the players each secretly pick one action to take, then all simultaneously reveal what action they chose, and play out each of the resulting scenes.

Go here...	...to do this
The Store	Buy either TP or Food
The Hospital	Get Treated
Stay Home	Stay Safe

If you are at the same place as someone else, you roleplay out a scene between the two of you. If one of you is infected, you spread it to the other one. If you are the only player at your location, you have an encounter with the NPCs from the "plus we have to deal wtih" section; roleplay this scene with the help of the other players as members of the other threat.

If you have a respirator and would become infected, roll 1d6: on a 5 or 6, you avoid becoming infected.

Round 1

At the end of round 1, the initial infection is determined - everyone secretly rolls 1d6 to get their infection number. If you rolled a 1, reveal this: you are infected, as is everyone who was at the same place as you this round. If you're infected, you remain infected and contagious until the end of the game, when you might recover.

Round 2

At the end of round 2, you discover how contagious the disease is. One player publicly rolls 1d6 to get the contagion number for the pandemic. If your infection number is below the contagion number, you are infected, as is everyone who was at the same place as you this round.

Round 3

During round 3, anyone who was infected and went to the same location as another player infects them. Then, anyone who is sick tries to recover: roll 2d6. If both are above the infection number decided in round 2, they recover. Medicine, care from a Doctor, and going to the hospital each allow you to reroll a die.

A threat...	
1. Virus	4. Radioactive Meteor
2. Bacteria	5. Ancient Curse
3. Parasite	6. Nobody Knows

is causing...	
1. Shortness of Breath	4. Cancer
2. Boils	5. Zombies
3. Immunosuppresion	6. Doppelgangers

which threatens...	
1. The Players	4. All Humanity
2. The Town	5. All Life on Earth
3. The Country	6. Galactic Civilization

plus we have to deal with...	
1. Mad Max Gangs	4. Fascists
2. Regular Gangs	5. Billionaires
3. Karens Hoarding TP	6. Conspiracy Nuts

If you end the game infected and not recovered, without food, or without toilet paper, you die a sick, starving, shitty death, respectively.

*wine can't help you