

ZOMG!

Zombies, Oh My God!

A One-shot Adventure
for Tri-stat dX



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"Scientists say that they have isolated a blood-borne pathogen which appears to be causing the symptoms..."

The radio faded into static again, so he tuned it to another station.

"Calling on all sinners to repent! The end is here! Buildings are falling, cities are burning, and the dead walk the earth. It is not too late to be saved!"

The religious nutters had been at it from day one, even before the television and internet failed. Before anyone had realized just how bad things were. Now only the radio was left, and he had no way of finding out just how bad everything had gotten since the power in the apartment building had failed two days ago. The radio's batteries wouldn't last much longer, and then he would have to make a choice.

"Reports are coming in of entire cities devastated. The national guard has been deployed. A spokesman for the military advised civilians to avoid populated areas at all costs. If at all possible, stay indoors..."



"Do you have any food, any weapons, anything we can use?"

"No, I'm sorry, I- I don't have anything here. I have some food, but I need it."

"You won't last forever. Are you sure you don't want to come with us?"

"No. I need to wait. I need to wait for my parents. They're coming back. I know they are."

She watched from the window as the group left. It had been two days since anyone had tried, and the remains of that unlucky band were beginning to rot where they had fallen, just outside the front door. Fallen wasn't exactly the right word for what had happened, but she didn't want to think about it too hard.

At least the zombies - was that really what they were, zombies? - that had attacked, hadn't made it through the front door. The few people who stayed behind had hastily reassembled the barricade as soon as the leaving group was out the door.

Now, there were even fewer people left, and she wondered what would happen when they left. If they left. Help would come, she was sure of it. She just had to keep hanging on.



"...anyone still alive in the area, the National Guard will be landing heli..."

The station faded out again as quickly as it had come in. Shaking the radio and swearing at it didn't really help, but he did it anyway.



The good news was, the remote control for the flamethrower finally worked. The bad news was, the zombie apocalypse seemed to have started without him noticing. Was it April Fools? Radio broadcasters had been known to make things up, after all.

Still, it was really weird that a power outage would last this long. And the apartment building did seem awfully empty.



You can escape this.

The magic 8-ball kept saying the same thing. She shook it again, just to be sure.

You can escape this.

She was pretty sure that wasn't one of the normal messages. At least, she had never seen it before. But that, combined with the weird dream she'd had, of the sun rising over the reservoir... She had had prophetic dreams now and then, and she knew what they felt like. The message seemed clear.

You can escape this. But not on your own.



"Contact with the infected is to be avoided. Wear sturdy clothing. Carry weapons. Hitting some vital areas seems to affect them, but not others."

The advice had been on loop for the past two hours. He wasn't sure who at the radio station had recorded it, but they seemed to know what they were doing.

"Try to remove the head, if possible. If not, hack off limbs, or use blunt weapons to crush them. Even if they appear to be your friends, remember that they no longer are. Try to travel in groups..."

The stream of speech turned into static, and then the static turned into silence. It was time to go.



Zombies, Oh My God!

Welcome to ZOMG!, a one-shot adventure for tri-stat dX. Tri-stat is a flexible, rules-light system that's aimed at players who prefer story over crunchy mechanics. It's published by Guardians of Order, which sadly no longer exists, but the free .pdf of the core rulebook is still available in various places on the web.

ZOMG! is built for tri-stat d8, with the post apocalyptic skill costs. Since all of the characters and monsters you'll need are right here, the skill costs don't matter as much. What you will need are two d8s per player, as well as at least one copy of the core tri-stat rulebook.

Zombie Mayhem

ZOMG! is designed to mimic the action-packed absurdity of your standard bad zombie movie, with a little bit of a videogame feel thrown in for good measure. The incompetent PCs (player characters) struggle desperately against hordes of undead, succeeding as much through luck, determination and moxie as through any inherent skill.

The pregenned PCs for this game aren't balanced, and that's okay. They're meant to all be equally fun to play as comedic heroes, not as finely-tuned killing machines. If you're looking for a gritty, tactical battle against the forces of darkness, this is not the adventure for you. If you want to kill zombies, kill your friends, and blow stuff up - not necessarily in that order - read on.

Getting Started

Tri-stat is a fairly easy system to learn, and I designed this one-shot to make it even easier. The stat blocks are a little dense, but that's why there's annotated player handouts in Appendix A. Hopefully,

the players won't have to spend any time at all worrying about rules during the game. The GM shouldn't have to worry much, either.

When in doubt, pick a number, and try to roll under it with two d8s. Most of the time, those numbers will be provided. To attack, roll under your Attack Combat Value (ACV), plus the relevant combat skill if you have it, plus an extra one point if you specialize.

For example, the Surprisingly Heroic Geek has an ACV of 9, and a Gun Combat(rifle) skill of 2. To successfully shoot a rifle, he would roll under a total of 12. He would only have an 11 for a handgun, because his skill specialization is in rifles. Because he doesn't have the Melee Attack(improvised weapons) skill, he would have to roll under his base ACV, 9, in order to use a chainsaw.

Defense involves rolling under Defense Combat Value plus the Dodge skill, and the specialization if it applies. The Dodge skill is not a part of the normal tri-stat skill list, but was added for this game to simplify defense.

Other skills function similarly. To make a skill check, roll under the relevant stat (Body, Mind, or Soul), plus the skill, and the specialization. Characters can make untrained attempts for most skills, at the GM's discretion. Some rolls don't involve skills at all, and are merely stat checks.

Meta-Zombie Knowledge

Most zombie movies take place in a reality much like our own, with two major differences: 1) there are zombies, and 2) there are no zombie movies. While the first difference obviously applies to the world of this adventure, the second does not.

This means there's no need for the players to try and separate their knowledge of zombies from that of their characters. While it may be fun to play a character who is completely ignorant of the zombie genre, it is not a requirement.

Do your players all know that where there are zombies, there are zombie dogs, and that they are probably rottweilers or dobermans? Then their characters can probably guess it, too. The same goes for splitting up, investigating underground parking garages, and trying to reason with zombified loved ones.

This can make for some interesting conflict between the characters more likely to be aware of successful zombie survival strategies and those less likely to.

Optional Rules

The tri-stat core rulebook is full of optional rules. Some of them work well with this particular one-shot, but a lot of them don't.

The following optional rules are suggested: Hong Kong Action Theatre! and Big Eyes, Small Mouth. Both rules can be found on page 69 of the manual, page 75 in the .pdf. These two rules have the effect of speeding up combat, with all participants taking more damage. A home-brewed addition to the HKAT! rule that your group might find handy is this: rather than taking half damage when an attack check beats a successful defense check, take full damage.

The other optional rules in the book mostly serve to make the game more realistic, which is at odds with the goal of this adventure. The Knockback rule may add to the fun, or it may just add to the bookkeeping. As always, it is up to the GM which rules, optional and standard, you want to use.

Attributes work much like skills. Some have a relevant skill, some require a plain stat check, and many don't require a check at all.

Various modifiers may apply depending on the situation. One option is to scour the rulebook for the tables containing these modifiers. Another is to simply make them up as you go along. At the d8 level, a good rule of thumb is: -2 for slightly difficult, -4 for very difficult, -6 for "why are you even trying?" As for bonuses, +2 for favorable conditions, +4 for very favorable conditions, and if you're up to +6 you probably shouldn't even be asking for a roll.

New Rule: The Rain Effect

A zombie virus is no fun if the PCs are immune to it, but even less fun if one bite means zombification. Hence the Rain Effect, after Rain from the original Resident Evil, who (spoiler) was bitten by every single zombie in the movie, yet survived until the final scene.

The Rain Effect takes hold as soon as a PC's hit points drop below 50% of their maximum total. If the PC has at some point been infected with the zombie contagion, they are eligible to become a zombie.

Infection can come from a variety of sources: most commonly, zombie bites, but also taking a dip in the toxic river, becoming spattered with zombie gore, or anything else that causes contact with toxic substances or infected blood. The infection itself is not curable even if the damage that caused it is somehow healed, but the danger of zombification is only present when hit points drop below half of maximum.

The affected PC's player must roll a die, and call even or odd. (Coin flips are also an option, for those of you who roll that way.) If they lose the roll or flip, the character immediately becomes a zombie. If they win the flip, the character continues on as a living human, until the next time they take damage, at which point the process is repeated. If a character reaches zero hit points, they immediately become a zombie.

Up and At(e) 'Em

When a PC finally succumbs to the contagion, they are stunned for either two rounds, or an amount of time that is dramatically appropriate for the situation. They then return as a zombie, with full hit points, but -3 each to ACV and DCV. Replace their highest combat skill with Unarmed Attack(bites).

While the GM can take over any zombified PCs, it is recommended that you allow the players to play their undead characters, at least until the rest of the party wipes them out. This is, of course, the player's choice; if their zombie ends up separated from the living party members, it will probably be more fun for them to just jump back into the action as if the zombie PC were no more.

New Rule: Extra Lives

In zombie movies, most of the characters die. This works great for zombie movies, but horribly for RPGs. Or does it? To better mimic the high death tolls of the zombie genre, without ending up with a table full of bored players, extra lives are available.

In the next few pages, you'll find stats and descriptions of pregenerated characters. Rather than discarding any characters that aren't claimed, leave the stat sheets with the players. Any time a PC dies, that player can immediately take over one of the unused pregens, who has "been with the party all the time," in the background.

When the party meets friendly NPCs and convinces them to join forces, hand over those stat sheets as well. Those NPCs are now further extra lives for the party.

NPCs and spare pregenerated PCs traveling with the party are not controlled by the GM. They simply fade into the background until they are needed.

If a player would rather play a new party member than their current PC, it's up to the GM whether or not they can switch. Allowing players to switch characters at will is a possibility. It will make the game feel a little bit more like a videogame, and increase the range of skills available to the party at any one time. On the other hand, it will probably reduce roleplaying if players are constantly switching PCs.

Either way, the game isn't truly over until every single living character has been wiped out.

Rules to Ignore

Some rules in tri-stat are best forgotten. One such example: the cumulative -2 penalty a character takes for each defense beyond the first each turn.

This can quickly get overwhelming for PCs, and is often a hassle to keep track of for the GM.

I suggest giving each player one free extra defense per round. This is the equivalent of one level of the 3 point per level attribute Extra Defenses, so it's hardly unbalancing.

For less important enemies, three extra defenses are probably fine. One option is to just build all baddies with the Extra Defenses attribute, but I personally prefer adjusting enemies on the fly anyway.

Most zombies are easy enough to hit as it is, so they need all the help they can get.

The Adventure Begins

The zombie apocalypse is here. All across the country, perhaps even the world, heroic groups are making their last stands against the ravaging undead. Shotguns are being fired, grenades thrown, and chainsaws revved. Everywhere, humans are making the ultimate effort in the struggle against the zombies.

Everywhere, except one apartment building at the edge of a city, right next to Bearcoon Park. There, and in similar buildings scattered throughout the world, a few people remain. Hiding, not quite believing, hoping that the zombie menace will pass them by.

Each of these people had a reason for staying in the apartment. But the food and other supplies have run out. Now, each of these people has a reason to leave, above and beyond their own mere survival. Each one has something they want or need to accomplish, be it the safety of a loved one, the acquisition of more and better supplies, or the fulfillment of a prophetic dream.

Starting Equipment

Being the last to leave the apartment means that most of the good stuff has already been taken. Previous parties have begged, borrowed, or stolen just about anything of use in the apartment. What are our hapless heroes left with? This:

Starting Weapons

	Weapon	Damage	Relevant Combat Skill
4x	bowling balls	10	Melee Attack(improvised weapons) or Thrown Weapons(rocks)
1x	chainsaw	15	Melee Attack(improvised weapons)
1x	croquette mallet	5	Melee Attack(club) or Melee Attack(improvised weapons)
3x	hunting knives	7	Melee Attack(knife) or Thrown Weapons(knives)
1x	paintball gun	5	Gun Combat(rifles) or Melee Attack(improvised weapons)
1x	rapier	10	Melee Attack(sword)
1x	sniper rifle	20	Gun Combat(rifles)

Starting Armor

Armor	Damage Blocked	Area Protected
bracers	5	forearms
corset	10	upper torso
hiking boots	5	feet and lower legs
Kevlar helmet	10	head
mittens	1	hands
motorcycle jacket	5	arms and upper torso

Other Equipment

2x	bug spray cans
0.5x	duct tape rolls
1x	kangaroo-shaped cigarette lighter (3/4 full of lighter fluid)
2x	laser pointers (one red, one green)
1x	magic 8-ball

Magic 8-ball Magic

Think of the magic 8-ball as a mischievous, slightly malevolent imp. It knows what's going on, but it won't always tell the truth.

In the hands of the Angsty Pseudo-Wiccan, the 8-ball will answer any questions with brief phrases that are sometimes helpful, sometimes not. When in doubt, its default response is "kill them all."

In the hands of other characters, the 8-ball will answer with its typical "yes," "no," "maybe," and "try again later" responses, depending on the situation.

Starting Characters

There is a pool of five starting characters from which to choose. If there are five or more players, than the Intense Survivalist Guy and the Apocalyptic Jesus Freak (found on page 19) can also be used as starting characters.

The starting characters, unlike the NPCs who might join the party later, don't come with weapons of their own. They have to be armed out of the communal pool of weapons from the previous page. While some weapons clearly fit better with some characters, there is no "best" arrangement of equipment.

The descriptions and abilities of each starting PC give a good idea as to their general personality, but the rest is left up to the choice of the players. The Ditzzy Blonde Chick can be friendly, or cold. The Spunky Teenage Punk can scorn the Angsty Pseudo-Wiccan's beliefs, or think that they're the most metal thing ever. The characters may or may not have previous relationships with each other; it is up to the players.

The Angsty Pseudo-Wiccan

Personality

The Angsty Pseudo-Wiccan isn't entirely sure what the practice of Wicca entails, but her parents are against it, so by the Goddess, she's for it. Her magic 8 ball told her she could escape the zombies, a message that she's pretty sure doesn't come factory-installed.

Now she's determined to get everyone to the reservoir by dawn, because it's their only chance at survival. She's unclear on just what that means, but that doesn't stop her from believing in it.

Angsty Pseudo-Wiccan

Body: 5 Mind: 10 Soul: 12

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 10 [11 melee]
HP: 85 Perception: 10

Attributes

Divine Relationship lvl 2
Sixth Sense lvl 1 – auras (Area: 3 [10 meters])

Skills

Disguise(makeup): 1
Occult(rituals, spirits): 3
Poisons(natural): 1
Writing(poetry): 1

Unarmed Attack(strikes): 2
Melee Attack(improvised weapons): 2
Dodge(melee): 3

Defects

Easily Distracted: 1 bp [shiny things]

Abilities

The Divine Relationship attribute allows for a total of two rerolls per game, of any dice rolls. The player can, of course, choose to keep the original roll. A suggested house rule is that the option to reroll not apply to botches (rolls of 2 8s).

The Sixth Sense attribute lets the Angsty Pseudo-Wiccan sense the presence and mood of any beings within ten meters. She may also pick up hints as to their personalities. If zombies are nearby, she will be able to sense the presence of death and hunger.

She doesn't have a whole lot in the way of combat skills, but her sixth sense and the magic 8-ball can help keep the party out of trouble. She knows where she needs to go, even if she doesn't know exactly why, so she can also help to keep the party on track.

The Ditzzy Blonde Chick

Personality

Who's got spirit? The Ditzzy Blonde Chick does! Maybe not as much in the brains department, but that's never really mattered to her. She's good at what she does - cheerleading - and that's all she needs.

She's not sure exactly what's going on, but she's starting to give up on the idea of her parents making it back to the apartment. They're probably hiding in some other building, but who knows if they've had a chance to go rescue her little brother from the daycare nearby? He's too young to fend for himself, so absent any parental reassurance, it's up to her to save him.

Abilities

The Ditzzy Blonde Chick's Jumping and Special Movement attributes make her very good at navigating obstacles. She can jump about four times as high as a normal human can, and her Balance and Cat-like abilities mean that she's not likely to fall, but even if she does, it won't hurt her much.

Skills-wise, she's not great in combat, but for this group, she's not bad. As for whether or not she has the stomach for combat, that's another matter entirely.

Ditzzy Blonde Chick

Body: 10 Mind: 7 Soul: 10

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 9 [10 ranged]
HP: 70 Perception: 7

Attributes

Jumping lvl 2
Special Movement lvl 2
Balance
Cat-like

Skills

Acrobatics(tumbling): 2
Performing Arts(singing): 1
Seduction(males): 3
Sports(cheerleading): 3

Unarmed Attack(strikes): 4
Melee Attack(polearm): 2
Dodge(ranged): 2

Defects

Not So Tough: 3 bp

Grouchy Ex-Marine

Body: 12 Mind: 9 Soul: 6

ACV: 10 Initiative: 15 + 2d8
DCV: 7 Dodge: 10 [11 ranged]
HP: 90 Perception: 9

Attributes

Attack Combat Mastery lvl 1
Combat Techniques lvl 2
Lightning Reflexes
Weapons Encyclopaedia

Skills

Demolitions(bomb disposal): 1
Driving(tank): 1
Intimidation(street): 3
Stealth(silent movement): 2

Unarmed Attack(strikes): 4
Melee Attack(knife): 3
Gun Combat(rifle): 3
Dodge(ranged): 3

Defects

Unappealing: 1 bp [unattractive, grouchy]

The Grouchy Ex-Marine

Personality

These darn kids don't have a clue what's going on. Neither does the Grouchy Ex-Marine, but that sort of thing has never stopped him before. He does know that the National Guard is landing somewhere around here, just not where.

It's not safe to leave the building, what with the undead running around like some kind of bad movie. But his radio finally died, he's almost out of food, and leaving looks like the only option. Too bad the closest thing to soldiers he's got are a bunch of kids who probably don't know a firing pin from a futon.

Abilities

The Grouchy Ex-Marine has the best combat skills of any starting character, but not much else. His Weapons Encyclopaedia combat technique means that he'll be able to identify any weapon the party runs into, and his Stealth(silent movement), combined with his high Body stat, makes him fairly good at sneaking around.

He knows the reservoir is as likely a place as any for the National Guard to land. His combat experience might make him a leader figure, but his gruff personality makes that role slightly difficult.

The Spunky Teenage Punk

Personality

Underneath all the ripped clothing and spikes, the Spunky Teenage Punk has a heart of gold. At least, that's what he's always told himself. Running around wasting zombies looks like fun, but he has higher priorities.

For one, there's girls around, and someone needs to protect them. Girls go for a guy who's all chivalrous like that, or so he's heard. For another, his nephew's at that daycare over on the edge of the park. He hopes that he's not the only one looking out for the little guy, but better safe than sorry.

Abilities

The Spunky Teenage Punk's skills make him useful for acquiring resources. His Heightened Awareness, combined with his good Mind stat, make him one of the most likely characters to notice approaching zombies. He's also decent in combat, and his Lightning Reflexes mean that he'll probably be one of the first to strike.

Surprisingly Heroic Geek

Body: 5 Mind: 13 Soul: 9

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 8 [9 melee]
HP: 70 Perception: 13

Attributes

Gadgeteer lvl 1
Owns a Big Mecha lvl 1
HP: 20 Speed: 30 kph
Armor: 10 Damage: 20, burning

Skills

Computers(programming): 3
Electronics(robotics): 2
Gaming(videogames): 4

Gun Combat(rifle): 2
Dodge(melee): 1

Defects

Concentration(Owns Big Mecha): 1 bp

but luckily, he has a specially-built backpack for just that task. He can't attack on his own while operating the RC car, but given his low dodge skill, it's probably better that way. His Gadgeteer attribute means that if the party needs something rigged up in a hurry, he can probably take care of it.

Spunky Teenage Punk

Body: 9 Mind: 9 Soul: 9

ACV: 9 Initiative: 14 + 2d8
DCV: 7 Dodge: 11 [12 melee]
HP: 90 Perception: 11

Attributes

Combat Techniques lvl 1
Lightning Reflexes
Heightened Awareness lvl 1

Skills

Burglary(hotwiring): 1
Driving(motorbike): 1
Sleight of Hand(lock picking): 1

Unarmed Attack(strikes): 3
Melee Attack(club): 2
Gun Combat(pistol): 1
Dodge(melee): 4

Defects

Wanted: 1 bp [car theft, vandalism]

The Surprisingly Heroic Geek

Personality

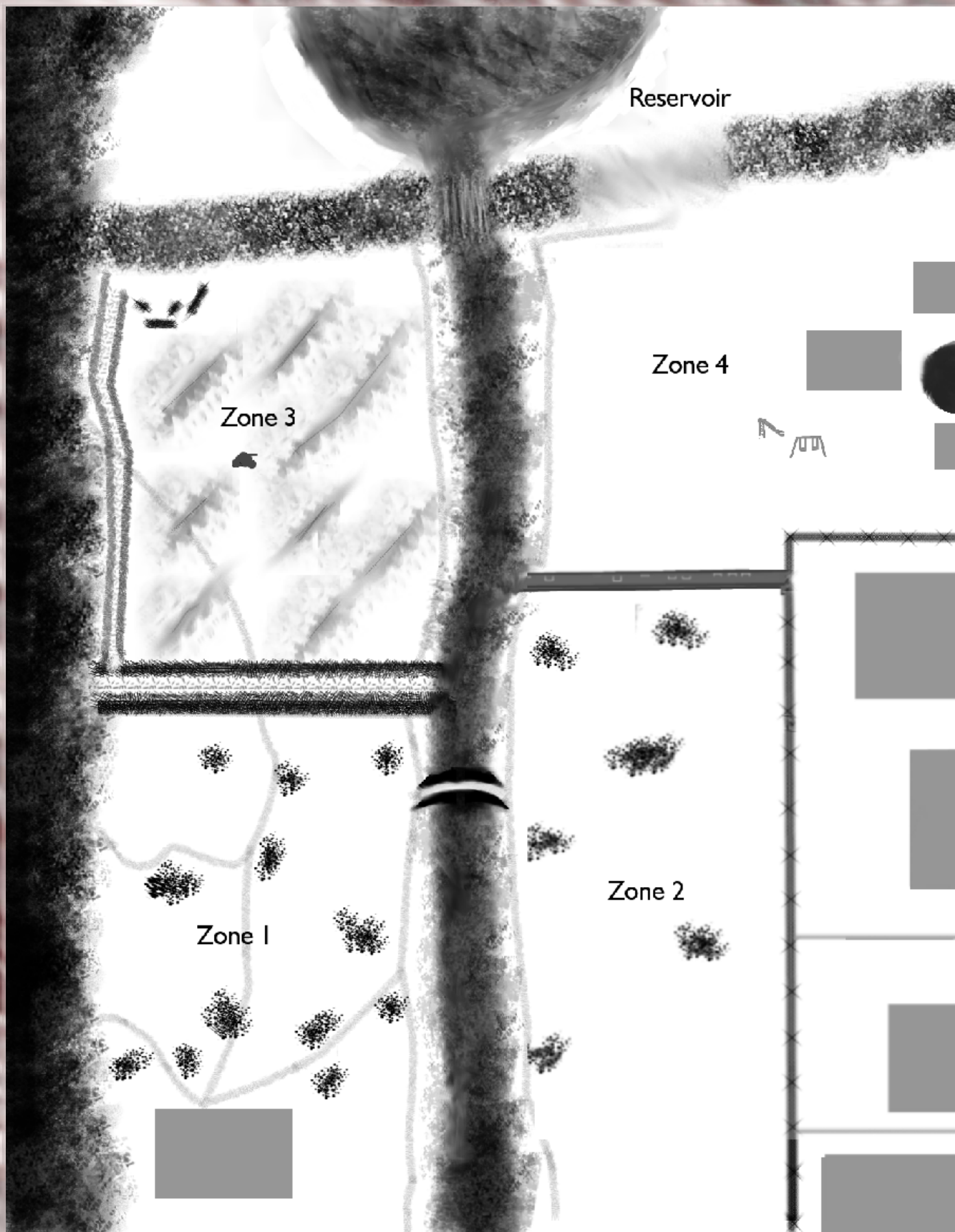
The Surprisingly Heroic Geek never really considered himself a hero, except maybe when he was playing his 12th level Fighter. But now the zombie apocalypse is here, and he's one of the only ones who's played enough Resident Evil to know what's going on.

Sure, he may have been too busy working on his modded RC car to know what was going on at first, but he's finally paying attention. And what better weapon against the flammable undead, than a remote-controlled flamethrower?

Abilities

The Surprisingly Heroic Geek's biggest contribution to the group is probably going to come from his RC car, represented by the Owns a Big Mecha attribute.

A large remote-controlled car with a flamethrower mounted on top, the "mecha" attacks and defends using the Geek's ACV and DCV, respectively. Its 20 HP means it can't take much punishment, but since it doesn't have braaaaiinns of its own, most zombies probably won't target it. The terrain sometimes forces the Geek to carry the car,



Zone Descriptions

The apartment elevator stops at the top floor, but the stairs go all the way up to the roof. From there, a good portion of the park is visible. Everything on the above map can be easily seen from the roof, though any details will probably be obscured by the darkness.

The nearer areas of the map, especially those in just behind the apartment building, will probably be familiar to at least some of the characters.

Zone 1:

"Do you see anything moving out there?"

"Yes. Maybe. No. I don't know."

"I see something."

"Me too."

"There's definitely a group of... something out front."

"We'll have to take the back way, like the last group did."

"Are you sure that's a good idea?"

"We don't have a choice."



Zone 1 is the area immediately outside the apartment, with the woods on the west, the Tanuk River on the east, and the barbed wire and mines of the military area on the north. The only zombies in this zone are the standard, slow, fairly incompetent human zombies.

The zone can most easily be left by crossing the footbridge over the river, into Zone 1.



Zone 2:

"What about those houses? Should we check them out?"

"It's not worth trying to get through the wall. Still, if we can find an easy way in, it could be worth it. They might have some weapons, or at least some food."

"Are you idiots? One of those guys has dogs. Do you people watch zombie movies? Ever?"

"What are you talking about?"

"Zombie dogs. I'm not going near them. Those things are fast."



Zone 2 is the area in front of the gated housing community on the edge of the park, all the way up to Memorial Wall. The nearest row of houses is accessible if players can get through the brick wall surrounding them. There is a gap in the wall which make this relatively easy, and also serves as an entry point for many of this area's zombie dogs.

If they didn't start out with the party, the Intense Survivalist Guy can be found here together with the Apocalyptic Jesus Freak. Also in this zone are a functional scooter and a motorcycle.

Zone 2 is reachable by crossing the footbridge from Zone 3, and can most easily be exited by crossing the shaky wooden plank bridge (not visible from the apartment roof, but potentially known to the characters) over the river into Zone 3. The wooden plank bridge requires an Acrobatics(balance) check or Body check with a +2 bonus to successfully cross. For consequences of falling into the river, see Map Barriers – Tanuk River on page 11.



Zone 3:

"Past that barbed wire stuff, and those ditches.. what is that, a tank?"

"Yeab. I heard on the radio a few days back that there was an army regiment in the area. I'm not sure how they ended up on this side of town, but it looks like that's all that's left of them."

"There doesn't seem to be much motion... wait, what was that?"

"Hard to tell, at this distance. I wouldn't be surprised if everyone's dead. Still, would be a good place to get supplies. Guns, ammo, maybe some first aid kits."



Zone 3 is the military area, bordered on the south by barbed wire and mines, on the west by the forest, on the north by the steep reservoir wall, and on the east by the toxic river. The area is filled with seemingly random trenches, as well as scattered corpses clutching semi-functional weapons.

The greatest source of supplies is the outpost in the northwest corner, where two NPCs, the Traumatized Young Soldier and the Hardcore Army Type, are the only survivors guarding a make-shift barricade of sandbags and cement. With them are guns, ammunition, and first-aid supplies. Also available is the tank in the center of the zone, which can be driven, but will attract zombies.

In addition to a few of the standard zombies, this zone also introduces zombie soldiers, which are stronger, and wear armor.

Zone 3 is reachable from Zone 2 via the shaky wooden plank bridge, and can be exited by way of the jumpable stones across the river (not visible from the apartment roof). The jumpable stones require an Acrobatics or Body check to cross successfully. If the characters are in a hurry, the check is at -2. An improvised bridge over the stones might be possible, if the party has any relevant supplies.



Zone 4:

"The daycare is all the way over there?"

"Yeab. Is that a problem?"

"It looks kind of hard to get to..."

"We need to make it to the reservoir somehow anyway. The slope near the daycare isn't too hard to climb."

"If you say so. That playground is always kind of creepy at night, though."



Zone 4 contains the daycare, playground, surrounding houses, and the rest of the area north of Memorial Wall and south of the reservoir slope. There are standard zombies, zombie dogs, and mutant zombies. The Little Old Lady can be found here, along with the children in the daycare.

Zone 4 is reachable from Zone 3 via the jumpable rocks across the river. The reservoir can be reached from Zone 4 by simply climbing up the relatively shallow slope.

Map Barriers

Players being players, someone, at some point, is going to decide to take the hard way from one zone to the next. While none of the barriers on the map are totally impassable, most of them are relatively difficult to bypass. Some barriers are more dangerous than others.

Tanuk River

Swimming in the now-toxic Tanuk River requires at least one (Body-based) Swim skill check. Even if the character succeeds any and all swim checks, they will take 5 points of damage

per round from contact with the water, and will count as having been infected with the zombie contagion.

A failed swim check results in 15 points of damage from having swallowed some amount of water, and requires a new swim check at a -2 penalty in order to recover some sort of stability. Every failed swim check after this will add an additional -2 penalty. If the penalty reaches -8 (five failed swim checks in a row), the character drowns. Drowned characters may return as zombies (presumably somewhere downstream) at the GM's discretion.

Barbed Wire & Mines

It is possible, although difficult, to successfully navigate the barbed wire and mine barrier. A character must cut through or otherwise eliminate the barbed wire closest to them, find a way to either safely detonate or avoid the mines, and then eliminate the barbed wire on the other side of the mine field.

Some characters, such as the Ditzzy Blonde Chick, may be able to simply jump over or otherwise perform acrobatics to avoid the barbed wire; however, they run the risk of landing on the mines on the other side.

A mine which detonates deals 60 damage to anything in contact with it, and 40 damage to anything within a five meter radius. Any character killed by mines is highly unlikely to return as a zombie.

Through the Woods

Because the mined area doesn't extend past the edge of the forest, it is possible to take a brief hike through the woods and make it to Zone 3 directly from Zone 1. There is some barbed wire on the edge of the woods in Zone 3, as well as a small area of mines, but these are much easier to navigate than the larger tract on the southern border.

For more on the woods and possible encounters therein, take a look at the "Forest" section on page 29 under "Off the Map."

Memorial Wall

Memorial Wall can be climbed, with some amount of difficulty and ingenuity. Using a rope of some sort, climbing on each other's shoulders, or performing elaborate acrobatics are all options for getting across. Simply

demolishing a section of the wall is also a possibility.

If a character attempts to simply climb the wall, they should make a (Body-based) Climb skill check at -2, with the relevant specialty being "artificial surfaces." Use of a rope or of help from other characters may eliminate this penalty, and possibly even provide a bonus, depending on the circumstance.

Demolishing the wall, especially with explosives, is very likely to attract zombie attention. Characters who linger at the wall overlong while deciding on a course of action will probably attract zombies as well.

Memorial Wall

Built to commemorate various community leaders of the past, Memorial Wall has been standing nearly as long as the park has been in existence. When the gated subdivision was built on the edge of the park, many complained that the old path next to the wall was now gone. This meant a lengthy trip around the river for anyone trying to get past the wall.

Several petitions were circulated to alter either the wall or the subdivision, but nothing was done. After all, there's only so much money that can go into park upkeep, and as the city bureaucrats pointed out, being forced to take a slight detour through a scenic park is hardly a matter of life and death.

Reservoir Slope

The rocky slope on the side of the military area (Zone 3) is very difficult to climb, requiring a climb check at a -4 penalty. The slope on the other side, bordering Zone 4, is much less steep. Climbing that slope does not require a climb check, just several minutes of effort.

Characters who try to climb the slope from Zone 3 should encounter some of Zone 4's mutant zombies on the way. If dawn is fast approaching as they climb, they should be able to see the National Guard helicopters preparing to land across the reservoir, on the side closer to Zone 3.

The reservoir, like the river, is infected with the zombie contagion. Attempts to swim across it face similar risks swimming across the river, as well as the danger of inadvertently going over the waterfall.

Vehicles and Barriers

Zone 2 and Zone 3 both feature vehicles, which the players may want to take across barriers. This can be fun, but it can also lead to complications when encounters that are meant for a party on foot are met with a vehicle.

Vehicles being restricted to certain areas is common in many videogames. In movies, when characters lose the use of an important vehicle, it heightens the tension and the danger. If the players are upset about not being allowed to take a vehicle with them, try describing it in those terms.

Motorcycle

May be driven across the wooden plank bridge from Zone 2 into Zone 3 with a Driving(motorcycle) check at a -4 penalty. If two characters are riding the motorcycle during this attempt, increase the penalty to -6.

Failure means the motorcycle goes off the bridge, and/or the planks fall apart, requiring the character(s) to make an Acrobatics(tumbling) check to avoid falling into the river.

It requires a check at -8 (nearly impossible) to cross the jumpable rocks into Zone 4.

Scooter

Is not leaving Zone 2. Though it may be possible for especially enterprising characters to carry it across the plank bridge, with teamwork and luck.

Crossing the bridge while carrying something as heavy as the scooter requires an Acrobatics(balance) check at -4. If any of the characters carrying the scooter fail this check, the scooter falls, and all characters carrying it must now make balance checks to avoid falling into the river with it.

Tank

The tank cannot make it up the steep grade of the slope up to the reservoir. It may be driven into the river, but will get stuck in the

middle of the river, at which point it will be entirely submerged.

A Driving(tank) check at -6 may free the tank to back up out of the river, and at the GM's discretion, allow the tank to continue forward through the river. Having the tank available in Zone 4 reduces a lot of the difficulties of navigating that zone, so it is not recommended unless the party is running short on time.

Off Map

The off-map areas are all very dangerous. However, players tend to be very adventurous (some would say foolish). These areas are all described in greater detail later, in "Off the Map" on pages 29 and 30.

Here are brief summaries, in case you need a quick reference during play.

Forest

Going into the forest is a very bad idea. It is endless, and full of zombies. To make this clear, growls, screams, and creepy noises should issue from the forest any time the players get close to the edge.

City

Going into the city is also a bad idea. There are buildings on fire, impassable roads, and large hordes of zombies. All of these conditions should be clearly visible from the apartment roof.

Gated Subdivision

While there are some useful supplies here, this area is also a bad idea. There are standard zombies, zombie dogs, chain link fences, and things to trip over. Most importantly, this area takes much more time to navigate than the relatively open park.

The gated subdivision only goes on for several blocks before it runs into the outskirts of the city. Thus, it is not covered in greater detail later.

If the players feel the need to search more houses, simply re-use the floor plans given for the closest three houses, with minor variations. Kitchen knives, tools, first-aid kits, and small personal firearms can probably be found in some combination in most of the houses.

Zone One

Just outside the apartment door are the mangled remains of several bodies, most of them from the last group to attempt to leave the apartment. Aside from these, there are no other corpses, walking or otherwise, immediately in sight.

Ahead is a fairly well-kept green, with small clumps of trees here and there. There might be shadowy figures moving beneath some of the trees, or it might just be the cool evening breeze.



Zone One shouldn't be too difficult to navigate, and should introduce players to the basics of the scenario, including the setting and the game mechanics. The goal for this zone is to survive the first encounter with zombies, and make it to Zone Two. If plot developments and party cohesion begin to happen along the way, that's great.

Zone Layout

There are ornamental trees and flowerpots, as well as benches, in the area around the apartment's back door. The river can just barely be made out glinting in the moonlight off to the right. To the left, the edge of the forest is not far away. Low growls and rustling noises can be heard from the forest, occasionally punctuated by loud roars.

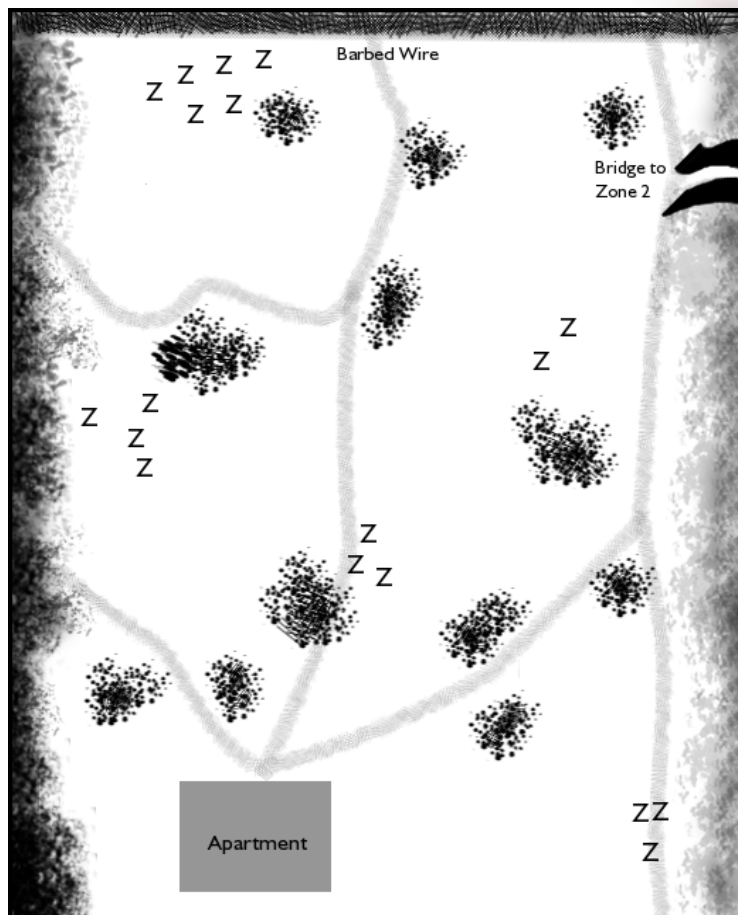
Three paths lead away from the back door of the apartment. One heads into the woods, another, deeper into the park, and the third, towards the river. Due to the darkness, the paths are somewhat difficult to make out. Wandering off the paths and into the grass presents no inherent dangers, aside from the chance of spraining an ankle in a badger hole.

Clumps of trees are scattered throughout the area. These provide good cover for humans and zombies alike. Zombies are more likely than living humans to pay attention to their sense of smell, so venturing into the trees is probably not worth the risk of being surprised by zombies.

You can assume that the player characters are familiar with this area. Even though the bridge is not readily visible from the apartment's back door, the characters will likely have a good idea of about how far away it is, and in which direction.

Zombie Encounters

The zombies in this zone are all fairly incompetent human zombies, composed of those brave souls who had previously tried to leave the apartment, as well as a few unfortunate hikers. If you wish to heighten the drama, you can describe some of the zombies as being well known to the player characters.



Since the zombie apocalypse only reached this area within the past week, none of the zombies will be too decayed. Most of them are bloody and sporting bite marks and various other injuries. Some might have portions of ad-hoc melee weapons sticking out of their bodies from previous battles. Some zombies' internal organs are spilling out of gruesome wounds, while others are missing appendages.

Basic Human Zombie

30 CP, 40 SP

Body: 8 Mind: 3 Soul: 4

ACV: 6 Initiative: 6 + 2d8
DCV: 3 Dodge: 6 [7 melee]
HP: 60 Perception: 7

Attacks

Strike: 15 damage, 11 to hit
Bite: 20 damage, 10 to hit, causes infection

Attributes

Attack Combat Mastery lvl 1
Heightened Awareness lvl 2
Superstrength lvl 1
Special Defense lvl 4: pain x2, sleep x2

Skills

Unarmed Attack(strikes): 4
Dodge(melee): 3

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Confined Movement: 3 bp [will not chase PCs who are more than 100m away]
Easily Distracted: 2 bp [braaaaiinnssss]
Physical Impairment: 2 bp [is zombie]

Fortunately, zombies are not too bright. They will only ever accidentally make use of cover, and never employ weapons. Upon seeing, hearing, or smelling humans, they will charge towards the group in a more-or-less straight line, stumbling around or over any obstacles.

Zombies will never retreat when outnumbered, or run away when gravely wounded. They will not attempt to communicate or coordinate with each other in any way. Nearby zombies might, however, be drawn by the sounds of a conflict. In general, any sort of commotion will attract zombies.

When a zombie reaches zero hit points, it is so damaged as to be unable to continue fighting. Decapitating a zombie will also render it harmless. Targeting vital organs with called shots will do nothing to stop a zombie.

Hacking off limbs is a valid tactical approach. Consider reducing a zombie's ACV and DCV after the loss of one or more limbs. Targeting a limb requires a called shot at -2 or -4.

The zombies in this zone wander around aimlessly, starting out near paths or clumps of trees. For practical purposes you can assume they will stay in their groups, relatively near their location on the map, unless they catch sight or smell of the party.

Zombie Tactics

Zombie combat tactics are fairly straightforward: locate a target, and attack. The zombies will initially target whomever is closest to them. Once combat begins, two things will cause them to switch their target: being attacked, and wounded humans.

A zombie that is attacked in melee range might switch targets to its attacker. This is not guaranteed. Make this choice for the zombie in question based on either dramatic potential, or a coin flip.

If a zombie is failing to successfully damage its target, and a nearby human becomes wounded, it might switch targets to the wounded human. This is unfortunate for the PCs, but makes a lot of sense for the zombies. It is less a question of tactical acuity, and more of the smell of blood. This, combined with the previous tendency, lends itself to the chance for PC heroics in dire straights.

A zombie will cease attacking any character who falls unconscious. However, because such a state immediately triggers zombification, this is not much of a help to the party.

Running from Zombies

Running away is a valid tactical decision, especially in Zone 1.

A footrace can be done in one of two ways: a series of initiative checks, or a series of Body checks. The former will probably benefit the PCs more.

A combination of both checks also works: the character that wins the initiative gets ahead by a little bit, and the character that wins the Body check either regains ground or widens the gap, depending on their goal.

Tri-stat Combat

Combat in tri-stat is much less tactical than that of many other popular games. There is no grid. However, miniatures or sketches of the scene might be handy for keeping track of character locations and relative distances.

Aside from the optional rules mentioned earlier, there are a lot of choices that can be made in regards to the mechanics of combat. Rolling initiative at the beginning of the battle is faster, but rolling every round can increase tension and lead to reversals of fortune. Any useful trick to make battles more fun that can be applied to other games, can probably be worked into tri-stat in some way.

There are fewer built-in mechanics to provide characters with situational bonuses than in other games. You should feel free to allow bonuses for attacks, defense, initiative, and anything else that's rolled for. The reason can be anything from a brilliant tactical maneuver, to a stunningly vivid description of a creative and heroic action.

Think of the rules as a background against which you can play out the characters' actions, rather than a structure in which to contain them.

Zone 1 Loot

There isn't much of value to be found in this zone. No buildings to investigate, and no vehicles. There are, however, the zombies. While they don't use weapons, they just might be carrying them, either appropriately holstered/sheathed, or embedded in their torsos. Weapons can also be found lying on the ground at the scene of previous fights.

If your group is either sick of the starting inventory already, or seems to be having trouble fighting off the undead without extra firepower, this is a good time to present them with some more options.

Much hilarity can come from struggling against impossible odds while improbably armed. This sort of thing isn't for all groups, however, so some more realistic weapons might be in order. Keep in mind that potential allies with more powerful armaments will show up in the later zones, so don't go overboard with the upgrades right away.

Here's a table of weapons that might show up in Zone One.

Weapon	Damage	Relevant Combat Skill
baseball bat	6	Melee Attack(club)
butcher knife	6	Melee Attack(knife) or Thrown Weapons(knives)
darts	3	Thrown Weapons(darts)
hand axe	10	Melee Attack(axe)
katana	10	Melee Attack(sword)
lead pipe	6	Melee Attack(polearm) or Melee Attack(improvised weapons)
machete	10	Melee Attack(knife)
medium pistol	10	Gun Combat(pistol)
revolver	8	Gun Combat(pistol)

Zombie Fudge

The zombie groups shown on the various maps assume that you have four players, all of whom have about average luck. If any part of that statement is untrue, feel free to add or subtract zombies from the groups, change stats around, etc.

This adventure isn't meant to be a challenge to overcome - it's meant to be a fun, cinematic experience. If that means holding back a few zombies, or sneaking a few more in, then do that.

Always being just a few HP away from death can be fun, as can mowing down hordes of the undead without ever taking a hit. Whatever is most fun for your group, try to make happen, no matter what the map says.

Think of the maps – really, of everything written here – as suggestions. This is what I think will make for a fun, action-packed game. If I'm wrong, then fix it, and do what's right for your group.

Zone Two

The river runs sluggishly beneath the cobblestone footbridge. On the other side the path continues, running along the river towards Memorial Wall in the distance. Low shapes slink through the shadows not far down the path, and faint growling noises can be heard.

From far off to the right, in the direction of the houses, comes the sound of shouts, and barking.



Zone Two is full of opportunity, but also full of risk. While the houses here provide a decent source of supplies, the zombie dogs are a more formidable challenge than the human zombies of Zone One.

Zone Two also provides some fun toys, in the form of the motorcycle and scooter, and some reinforcements, in the form of the Apocalyptic Jesus Freak and the Intense Survivalist Guy.

Zone Layout

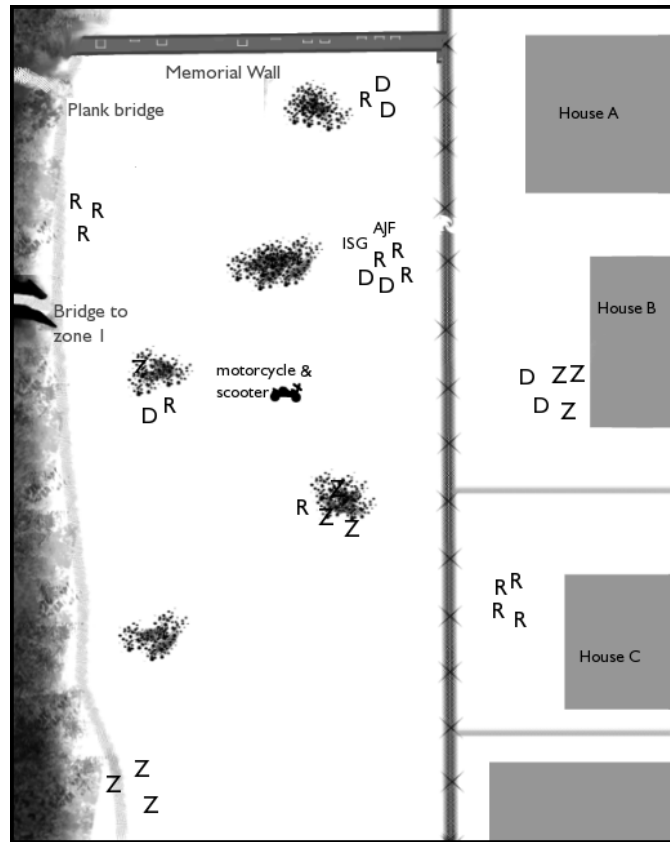
The fastest way through Zone Two is right down the path to the plank bridge across the river. There is a pack of rottweilers on the path, which might discourage this approach. There is nothing specific in this zone related to the goals of the characters, so skipping most of it is fine. However, this means skipping a potential opportunity for supplies and reinforcements.

It might be possible to hear the sounds of the battle between the Apocalyptic Jesus Freak, the Intense Survivalist Guy, and the pack of zombie dogs from shortly past the bridge. Depending on how the party is doing, and what decisions the players make, the players can swoop in and rescue the NPCs, or visa versa. Obviously, if you choose the latter option, the battle sounds won't be audible – the NPCs will appear in the nick of time when the players run into the zombie dog pack.

Either way, the two new characters appear near the break in the ornamental wall which surrounds the housing division. If the party doesn't look like they'll be heading in that direction, feel free to move the NPCs somewhere more convenient. After all, if the PCs are going somewhere, there must be a reason, and that reason might apply to other people, too.

The break in the wall allows easy access to House A and House B. House C can be reached by climbing over the chain-link fence surrounding the back yard. This requires a Climbing(walls) check. The ornamental wall around the entirety of the housing community can also be climbed, with a similar check.

The motorcycle and scooter are located in the center of the zone, next to a pile of mangled corpses. The motorcycle seats two comfortably. Driving the scooter requires a Driving(motorcycle) check, but with a +2 bonus. The ignition keys to both can be found on the bodies. A path of tire treads, flattened grass and blood spatters leads back from the vehicles to the path by the river, just south of the bridge.



Zombie Rottweiler

35 CP, 40 SP

Body: 10 Mind: 2 Soul: 3

ACV: 6 Initiative: 6 + 2d8
DCV: 3 Dodge: 6 [7 melee]
HP: 60 Perception: 6 [11 smell, hearing]

Attacks

Bite: 30 damage, 10 to hit, causes infection

Attributes

Attack Combat Mastery lvl 1
Heightened Awareness lvl 2
Heightened Senses lvl 2: hearing, smell
Massive Damage lvl 1 – natural weapons
Natural Weapons lvl 1: Fangs
Superstrength lvl 1
Special Defense lvl 4: pain x2, sleep x2

Skills

Unarmed Attack(bites): 4
Dodge(melee): 3

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Confined Movement: 3 bp [will not chase PCs who are more than 100m away]
Easily Distracted: 2 bp [braaaaiinnssss]
Physical Impairment: 2 bp [is zombie]

While most of the PCs have a fairly good chance of outrunning a human zombie, the same is not true for the zombie dogs. The dobermans are nearly impossible to outrun, and the rottweiler's high body stat means that they are relatively speedy, as well. Characters on the scooter and the motorcycle can escape the dogs, but there's only so far that those vehicles will go.

Normal rottweilers and dobermans would probably be capable of swimming across the river. However, zombies lack the necessary coordination, and are also less likely to float, so any characters escaping over the wooden plank bridge are unlikely to be followed.

The zombie dogs tend to travel and hunt in packs, much like their living counterparts in the wild. They are less discerning about whom they attack, however, and will select victims at random. Unlike human zombies, zombie dogs will focus on a target until either it or they are disabled, regardless of who is attacking them at the moment.

Zombie Encounters

In addition to human zombies, Zone Two features zombie dogs: rottweilers, and dobermans. At least a few of them are the former pets of those living in the houses nearby, but where did the rest of them come from? From the fact that more is better, especially when it comes to zombie dogs.

Both kinds of zombie dog are stronger than their human counterparts, and have keener senses. The rottweilers are much stronger, with more damaging bites, while the dobermans are incredibly fast.

Their heightened senses mean that there's a good chance the dogs will notice the party before the party notices them, and the dobermans' speed makes them very likely to be first in the fight.

Zombie Doberman

40 CP, 40 SP

Body: 9 Mind: 3 Soul: 3

ACV: 7 Initiative: 9 + 2d8
DCV: 3 Dodge: 6 [7 ranged]
HP: 60 Perception: 7 [11 smell, hearing]

Attacks

Bite: 25 damage, 11 to hit, causes infection

Attributes

Attack Combat Mastery lvl 2
Heightened Awareness lvl 2
Heightened Senses lvl 2: hearing, smell
Massive Damage lvl 1 – natural weapons
Natural Weapons lvl 1: Fangs
Special Defense lvl 4: pain x2, sleep x2
Speed lvl 1

Skills

Unarmed Attack(bites): 4
Dodge(ranged): 3

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Confined Movement: 3 bp [will not chase PCs who are more than 100m away]
Easily Distracted: 2 bp [braaaaiinnssss]
Physical Impairment: 2 bp [is zombie]

New Characters

Zone Two has two new characters available to be rescued by, or come to the rescue of, the party. Despite being somewhat standoffish towards each other, they will be friendly towards the party, and it shouldn't be too difficult to convince them to join forces.

Apocalyptic Jesus Freak

Body: 7 Mind: 7 Soul: 13

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 9 [10 ranged]
HP: 100 Perception: 7

Weapons

Light Rifle: 8 damage, 11 to hit

Attributes

Exorcism lvl 1 (Targets: 1, Range: 1 [10m])
Combat Techniques lvl 1
Leap Attack

Skills

Demolitions(artificial structures):
Languages(Latin): 1
Occult(numerology): 1
Writing(pamphlets): 2

Gun Combat(rifle): 1
Unarmed Attack(strikes): 1
Melee Attack(knife): 2
Dodge(ranged): 2

Defects

Ism(religious fundamentalist): 1 bp

Apocalyptic Jesus Freak

The heathens have finally done it. They've brought about the End Times, and the Apocalyptic Jesus Freak isn't sure she can save them all. These misguided, doomed nonbelievers have never listened to her before, but surely, with the evidence of God's wrath all around them, they must listen now!

The End of Days is clearly here, with the dead walking above ground just as was predicted. It's a good thing her faith gives her the power to turn back these wicked abominations, enabling her to survive this Hell on Earth for long enough to save even a few more souls.

Intense Survivalist Guy

Body: 12 Mind: 10 Soul: 5

ACV: 9 Initiative: 9 + 2d8
DCV: 8 Dodge: 12 [13 melee]
HP: 85 Perception: 10

Weapons

Submachine Gun: 10 damage, auto-fire, 12 to hit

Attributes

Defense Combat Mastery lvl 1
Special Movement lvl 1
Untrackable

Skills

Biological Sciences(viruses): 1
Climbing(natural surfaces): 2
Medical(first aid): 1
Navigation(wilderness): 1
Stealth(camouflage): 2
Wilderness Survival(post-apocalyptic wasteland): 1

Gun Combat(auto-fire): 2
Unarmed Attack(bites): 2
Melee Attack(improvised weapons): 3
Dodge(melee): 4

Intense Survivalist Guy

The Intense Survivalist Guy saw this coming. He'd always assumed it would be the government, of course, but who's to say the government wasn't behind these zombies? Everyone is running to the military for protection, and then what's to stop the government from setting up a fascist police state once this is all over?

People like him, that's who. He knows how to live off the land, and he has enough supplies to do it for a good long time. Even without all of the guns and canned food, he'd be fine, but more guns never hurt. And that's exactly his plan: get more guns.

House Layouts

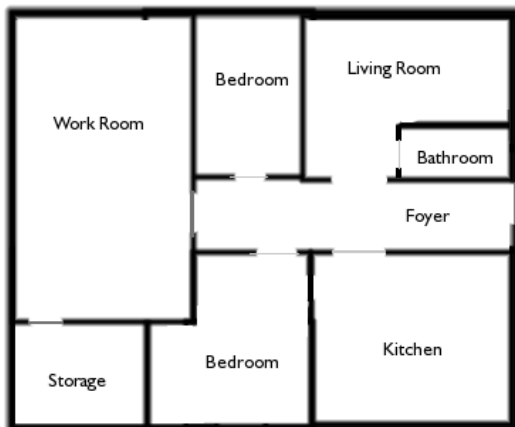
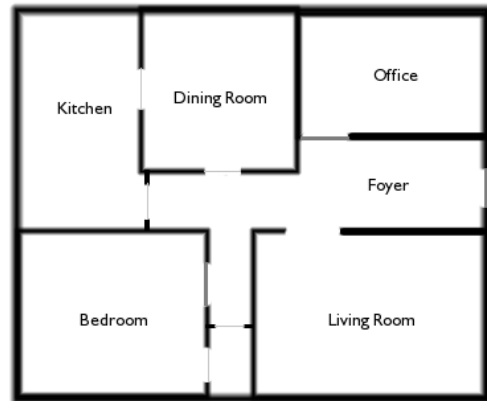
The three houses closest to the edge of the park all have useful supplies. So do many of the further-off houses, but searching them probably isn't worth the time. While the front doors of the nearby houses face the street, away from the park, there are windows in the back that can easily be broken.

The front doors of the houses are locked, but can be opened with a Sleight of Hand (lock-picking) check, or broken down by a Strength check at a -2 penalty, which may be reduced or eliminated if the players use tools. Windows have 5 HP, so anything that does at least that much damage will break them. Characters should, however, beware of the resulting sharp edges and broken glass.

House A

The bedroom and office doors are locked, but the bedroom can also be reached via the bathroom, which is unlocked, or by the outside windows.

There is an antique rifle (10 damage) over the mantle in the living room. There are three butcher knives (5 damage) in a drawer in the kitchen. There are a pair of handcuffs in a drawer on the nightstand in the bedroom. All of the valuables in the house are located in the office.



House B

The patio behind the house is filled with lawn chairs and zombies. The work room and storage room have no windows; the nearest windows to the back of the house are in the bedrooms. The work room and storage room are both locked.

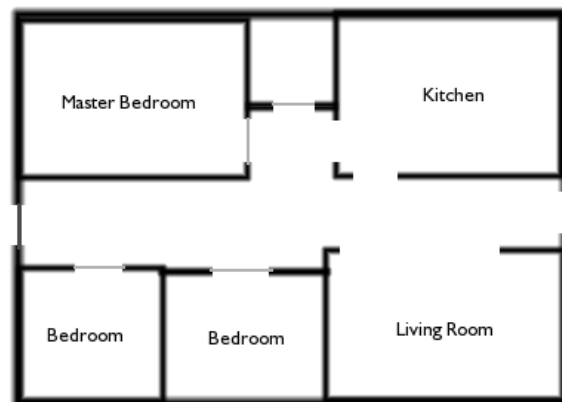
In the work room are a hammer (5 damage), a cordless power drill (10 damage, -1 to hit), a welding torch (15 damage) and a welding mask (blocks 5d to face). The storage room has a number of plywood 2x4s (5 damage), some sheet metal, and a first aid kit (restores 5 HP each use, max 2 uses).

House C

There is a back door, which is ajar. There are no readily apparent useful supplies, and the house has obviously already been ransacked. The front door is hanging off of its hinges, and the inside doors have all been flung open.

There is a human zombie in the kitchen, and two zombie rottweilers in the living room. The human zombie is wearing an apron.

Upon closer examination, there is a rolling pin [5 damage] in the kitchen.



Zone Three

The ground has been blasted clear of grass all the way up to the forest. Trenches filled with barbed wire score the ground. The silhouette of a tank is visible in the darkness, halfway to the reservoir wall.

Sporadic spurts of gunfire, mixed with explosions and screams, can be heard from beyond the tank.



Zone Three is a great place to stock up on supplies, as well as gain some exceptionally useful allies. There isn't much here that will advance the characters' goals beyond that, but driving around the tank sure can be fun.

Zone Layout

The only way to get from Zone Three to Zone Four is via the jumpable rocks across the river. It is possible to merely make a beeline down the river path to the rocks, and avoid most of the zone. However, two things make this choice unlikely: the characters would not be aware of the presence of the jumpable rocks, and at least one of the characters will probably want to search the outpost for useful weapons.

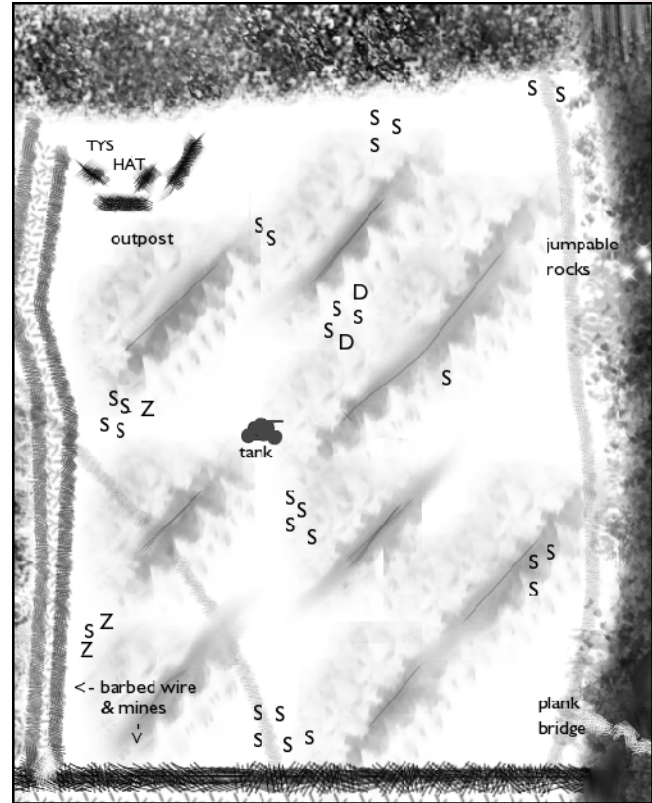
The trenches that fill the zone are not too difficult to navigate. They merely require caution. Walking through them slowly, while keeping aware of the barbed wire, will get characters through with no damage. This focus on the barbed wire will, of course, distract them from any nearby zombies.

Fighting in the trenches is also a bad idea, though fighting near them is not; some trenches have explosives in the bottom. These explosives vary in strength, most of them being far weaker than the mines at the edges of the zone. They will do significant damage to anyone standing on them when they go off, and can be detonated by gunfire.

Barbed wire does 5 damage per round to anyone hurrying through it. A Body check is also necessary each round, to avoid becoming tangled. Failing this body check results in an additional 5 damage, as well as slowing down the affected character.

The trenches are shallow enough that the tank can be driven through them with ease. The tank itself is impervious to zombies. Only four characters can fit inside, but more could potentially ride on the outside, assuming the tank keeps to a slow speed. The tank requires a Driving(tank) check to pilot. The tank's gun can be operated with either a similar check, or with a Gun Combat or Heavy Weapons check, depending on what skills the player characters at this point possess. The driver and gunner must be two separate characters. The tank's gun does 40 damage, and affects anything within 2 meters of the target.

While there are caches of weapons throughout the area, the best place to find functional armaments is the outpost in the northwest corner of the zone. Weapons in the rest of the zone will probably be damaged, have very little ammunition left, and need to be pried from the cold, dead hands of their former owners.



Zombie Encounters

Nearly all of the zombies in this zone are zombie soldiers. While there are a few human zombies and zombie dogs, the soldiers were successful in eradicating many of them before succumbing to the attacks of their own infected brethren.

Zombie soldiers are zombies first, soldiers second. They are stronger and faster than most human zombies, but they do not possess any heightened capabilities in terms of tactics or teamwork. What primarily makes them dangerous is their armor. While it is obviously damaged or outright destroyed in places as a result of the battle that turned these soldiers into zombies, it still stops a good deal of damage.

Aiming attacks at places where the armor is missing or damaged is a good way of dealing with this problem. The size and placement of these weak points will vary by the individual zombie, requiring called shots with penalties ranging from -2 to -4.

Armor is not the only equipment the zombie soldiers benefit from. Many of them were wearing night-vision goggles or something similar, and while zombies are incapable of operating such items, anything that was on to begin with probably still is. Because of this, the zombies might notice the party before the party notices them. They will not intentionally sneak up on the party, but they have no moral barrier against attacking an unsuspecting opponent.

If the players can lure zombie soldiers into the trenches, there is a decent chance that the zombies will get tangled up in the barbed wire. While it is not enough to do serious damage to them, it does slow them down significantly.

The Outpost

The only remnant of the military presence in the area, the outpost in the northwest corner of the zone is made of sandbags, slabs of cement, and plywood. Its makeshift walls are spattered with blood and gore, and the area around it is pitted with holes from grenade explosions.

The outpost contains the only two surviving soldiers in the zone. They will be hesitant to let the party approach, fearing that the PCs have been infected by the contagion, and are on the verge of becoming zombies.

The party will have to convince the soldiers first, not to shoot them, second, to let them into the outpost, and third, to join them. The first and second are the most difficult; the third should not be hard.

The soldiers will be much easier to persuade if the Grouchy Ex-Marine is with the party. The Hardcore Army Type will probably react negatively to the teenaged characters, although the Traumatized Young Soldier might be willing to listen to them.

Zombie Soldier

45 CP, 40 SP

Body: 10 **Mind:** 3 **Soul:** 5
ACV: 7 **Initiative:** 7 + 2d8
DCV: 4 **Dodge:** 7 [8 melee]
HP: 75 **Perception:** 9 [13 vision]

Attacks

Strike: 25 damage, 12 to hit
Bite: 30 damage, 11 to hit, causes infection

Attributes

Armor lvl 1 [stops 10 points of damage per hit]
Attack Combat Mastery lvl 1
Heightened Awareness lvl 3
Heightened Senses lvl 1: vision
Superstrength lvl 2
Special Defense lvl 4: pain x2, sleep x2

Skills

Unarmed Attack(strikes): 4
Dodge(melee): 3

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Confined Movement: 3 bp [will not chase PCs who are more than 100m away]
Easily Distracted: 2 bp [braaaaaiinnnsss]
Physical Impairment: 2 bp [is zombie]

Traumatized Young Soldier

Body: 10 Mind: 8 Soul: 9

ACV: 8 Initiative: 10 + 2d8
DCV: 7 Dodge: 10 [11 ranged]
HP: 95 Perception: 8

Weapons

Assault Rifle: 14 damage, auto-fire, 11 to hit
Ka-Bar: 10 damage, 11 to hit

Attributes

Speed lvl 1
Combat Techniques lvl 1
Blind Shooting

Skills

Climbing(walls): 1
Military Sciences(teamwork): 1
Mechanics(gunsmith): 2
Sports(football): 1

Gun Combat(rifle): 2
Unarmed Attack(strikes): 3
Melee Attack(knife): 2
Dodge(ranged): 3

Defects

Inept Attack: 3 bp

Traumatized Young Soldier

The Traumatized Young Soldier isn't in it for the glory. He joined to pay for college, or maybe because his buddies joined. He's so scared right now that he can barely remember his own name, let alone how this whole mess got started.

He has guns and he has training, but he also has an overpowering urge to run and not stop running. Still, he remembers that he has a job to do, and that job involves protecting civilians. Somehow.

Hardcore Army Type

Body: 13 Mind: 6 Soul: 8

ACV: 10 Initiative: 15 + 2d8
DCV: 7 Dodge: 10 [11 ranged]
HP: 105 Perception: 6

Weapons

Heavy Assault Rifle: 18 damage, auto-fire, 14 to hit
Ka-Bar: 10 damage, 14 to hit

Attributes

Attack Combat Mastery lvl 1
Combat Techniques lvl 2
Accuracy
Lightning Reflexes

Skills

Driving(tank): 1
Intimidation(physical): 4
Military Sciences(tactics): 2
Stealth(concealment): 1

Gun Combat(rifles): 3
Heavy Weapons(launchers): 2
Unarmed Attack(strikes): 3
Melee Attack(knife): 3
Dodge(ranged): 3

Defects

Blind Fury: 2 bp

Hardcore Army Type

The Hardcore Army Type joined up to protect the citizens of this proud nation, and by God, that's what he's going to do. No matter if the enemy is foreign soldiers, terrorists, or the ravaging undead.

He has firepower and the skills to use it, and he's not going to stop until every last freedom-hating walking corpse has been blasted to smithereens. Hoo-ah.

The outpost is stocked with a variety of weapons and supplies. Once the party has won over the soldiers, they are free to help themselves to whatever they need.

Weapons

	Weapon	Damage	Relevant Combat Skill	Notes
2x	66 mm LAW	40	Heavy Weapons(launcher)	2 shots total, difficult to carry
1x	assault rifle	14	Gun Combat(auto-fire)	auto-fire
2x	concussion grenade	30	Thrown Weapons(grenades)	affects 6m radius
6x	dynamite stick	20	Thrown Weapons(grenades)	affects 3m radius
4x	flash-bang grenade	-	Thrown Weapons(grenades)	Body check or be blinded
1x	heavy pistol	12	Gun Combat(pistol)	
6x	Ka-Bar	10	Melee Attack(knife)	
2x	light rifle	8	Gun Combat(rifle)	
1x	sniper rifle	20	Gun Combat(rifle)	includes laser sight [+1 to hit]

Weapon Accessories

	Accessory	Relevant Weapon	Notes
99x	armor-piercing bullets	most guns	halves damage, but penetrates armor
3x	bayonet	all rifles	10 damage, uses Melee Attack(polearm)
3x	flash suppressor	most guns	bright flashes attract zombies
2x	night-vision scope	all guns	+1 to hit if taking a round to aim
3x	silencer	any pistol or rifle	quiet guns don't attract zombies

Armor

	Armor	Damage Blocked	Area Protected	Notes
6x	combat boots (pair)	5	feet	
4x	Kevlar helmet	10	head	
3x	Kevlar vest	8	upper torso	-2 to Body checks

Other Equipment

	Item	Notes
5x	backpack	has enough pockets that it might as well be a bag of holding
4x	first-aid kit	restore 5 HP when used, 2 uses each
5x	flashlight	illuminate 20 meter cone, attract zombies like crazy
3x	gas mask	-4 to Perception checks involving peripheral vision
2x	night-vision goggles	+4 vision (applies to Perception checks that involve vision)
1x	timed detonator	40 damage, 8 meter radius, requires Demolitions check to set
6x	walky-talky	range of 100 meters, 3 channels

While grenades, guns, and other things that go boom are a lot of fun, keep in mind that light and noise attract zombies. There should now be more than enough guns to go around, but there are only a few silencers and flash suppressors. Depending on your party's style, this may or may not factor into their combat strategy.

Zone Four

The far side of the river seems quiet and green, after the barrenness of the military area. The waterfall from the reservoir drums on the rocks just a little ways up the river.

The end isn't far away now. The daycare is almost in sight, as is the gentle slope up to the reservoir.



Zone four is it. There are no more opponents once the party reaches the reservoir, so if there's going to be a time for heroics, that time is now. All the characters' objectives are either accomplished, or within sight, but a few obstacles still lie ahead.

Zone Layout

The slope to the reservoir is just off to the left, so if the party no longer cares about rescuing small children, the end is here.

If the daycare remains the goal of at least some party members, there are a few hurdles to clear. While this zone isn't difficult to navigate, it has challenges of its own.

The daycare is easy to reach. It's straight east from the jumpable rocks, on a cul-de-sac with a few other houses. Right next to the daycare is a playground, with a couple of zombies sitting on the swing set. Zombie children might not fit the tone of your game, but a playground occupied by adult zombies should be more than creepy enough. And, of course, there are the new mutant zombies.

While other zone maps provide a fair distribution of zombies, this one is different. The zombies shown should all be present before the characters enter the daycare. Afterwards, zombies, and especially mutant zombies, should be far more prevalent.

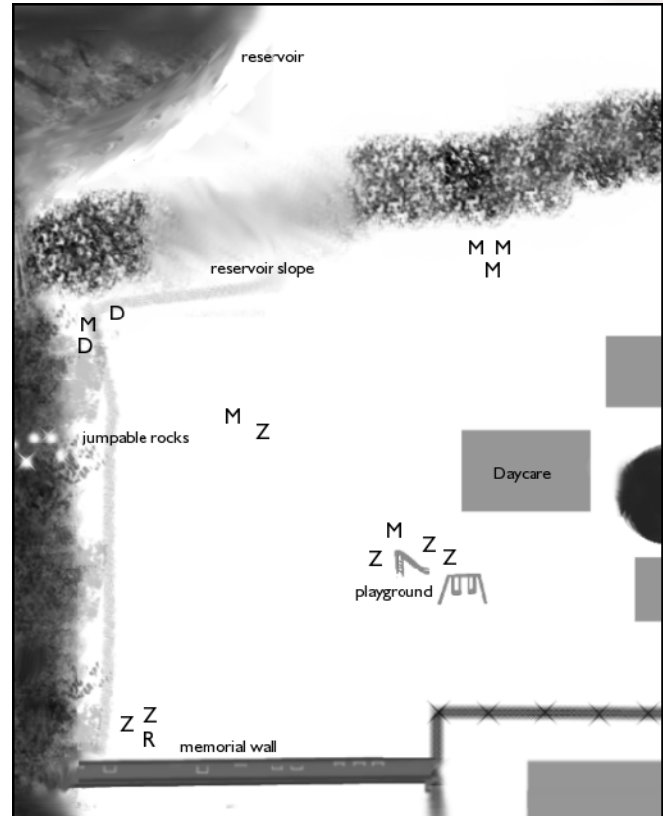
Keep in mind that this is the final zone which the party will traverse. Once they reach the reservoir, the game ends. If you have any cool ideas, now is the time to use them. There isn't much on the zone map, and that's intentional. If it's been a hard fight this far, perhaps the players deserve a rest. But if they've yet to meet a challenge that has slowed them down, this is the place.

Consider using some of the monsters from the Bonus Stats. Or, throw in baddies of your own. Maybe some friendly NPCs are being besieged by zombies in the houses near the daycare. Shepherding these characters to the reservoir is certainly a worthy goal. No matter what you feel the game has been lacking up until this point, it can make an appearance in this zone.

Zombie Encounters

Zombie humans and dogs are present in this zone, in small numbers. None of the zombie soldiers have made it across the river – at least, not yet – so the party is at least temporarily safe from them. What are decidedly unsafe are the strange mutated zombies that have shown up in this area.

Mutant zombies are a formidable enemy. They have the appearance of huge, warped rabbits, with hairless skin and fangs. Most of the rabbit-like look comes from their giant ears, and their powerful



hind legs. They have the keen hearing to match the ears, and the jumping ability that the legs would suggest.

The mutants tend to stalk through the grass in the style of a predator, then leap upon their prey. They will always make leap attacks at the start of melee combat, and will often jump on opponents who are right next to them. This is a good time to attack, as a failed jump will put them temporarily off-balance. The mutants are harder to hit than most zombies, so the party will need every advantage they can get.

The mutants' great speed gives them an advantage in combat. They will generally win initiative, and will always make two attacks per round. They are also very difficult, if not impossible, to outrun.

Unlike most other zombies, the mutants are not just blindly driven by hunger. Though hardly smart by human standards, they are intelligent enough to make simple tactical decisions.

When mutants hunt in packs, some will circle around to cut off escape, or pick off ranged combatants. Mutants hunting alone will focus on attacking the weakest party members; mutants in groups are more likely to target the strongest.

A badly wounded mutant zombie might attempt to flee. If it manages to escape the party, it will very shortly return with backup. Because the mutants' Speed attribute makes them difficult to catch, consider reducing the effectiveness of the attribute as the creature takes damage.

As with human zombies, hacking off limbs is a reasonable option. Removing or disabling a mutant's hind legs will eliminate its jumping ability, including the danger of leap attacks. A mutant that is missing legs should probably suffer a reduction in ACV and DCV as well.

Mutant zombies bleed green.

The Daycare

The daycare is run out of the Little Old Lady's modest home. She has small windows, and an old-fashioned, thick wooden door. This is great for her, because she has managed to thoroughly barricade all of these potential entrances, and bad for the party, for the same reason. Yelling through the door might get her attention, but it will be difficult to convince her to open up.

Climbing up onto the roof and down the chimney is an option for getting inside, but is probably not going to aid with negotiation. A Climbing(walls) check is required to get on the roof, and a similar

Mutant Zombie

70 CP, 40 SP

Body: 10

Mind: 6

Soul: 3

ACV: 7

Initiative: 14 + 2d8

DCV: 5

Dodge: 9 [10 melee]

HP: 80

Perception: 10 [14 hearing/smell]

Attacks

Strike: 35 damage, 12 to hit

Leaping Strike: 40 damage, 12 to hit, -2 def if miss

Bite: 40 damage, 11 to hit, causes infection

Attributes

Attack Combat Mastery lvl 1

Defense Combat Mastery lvl 1

Combat Techniques lvl 2

Lightning Reflexes

Leap Attack

Extra Attacks lvl 1

Heightened Awareness lvl 2

Heightened Senses lvl 2 - smell, hearing

Jumping lvl 2

Natural Weapons lvl 2 - claws, fangs

Superstrength lvl 3

Speed lvl 1

Special Defense lvl 4: pain x2, sleep x2

Skills

Unarmed Attack(strikes): 4

Dodge(melee): 4

Defects

Awkward Size: 1 bp

Unappealing: 3 bp [rotting]

Marked: 3 bp [rotting, bloody, etc]

Easily Distracted: 2 bp [braaaaiinnnsss]

Physical Impairment: 2 bp [is zombie]

check at -2, as well as an Acrobatics(flexibility) or Body check, to make it down the chimney. The character who successfully enters the daycare in this way will be greeted with the business end of a sawed-off shotgun.

There are five children currently in the daycare, including the party members' relatives. There are three boys and two girls, all between the ages of six and ten. They have been sheltered from the situation thus far, and are therefore relatively calm. Any discussion that might shatter this calm will be strongly discouraged by the Little Old Lady, who considers the PCs' presence a danger and a nuisance.

The Little Old Lady will be reluctant to abandon her home. She believes that she will be safest if she stays put, and she has enough firepower to lend credence to that assertion.

Little Old Lady

Body: 5 Mind: 11 Soul: 11

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 10 [11 melee]
HP: 80 Perception: 11

Weapons

Sawed-off Shotgun: 32 damage, 17 to hit
melee, 12 to hit ranged
120 mm Heat: 90 damage, 13 to hit,
affects two meter radius, 3 shots total
Cane: 15 damage, 13 to hit

Attributes

Massive Damage lvl 1 – all weapons
Special Defenses lvl 2 – Pain x2

Skills

Artisan(knitting): 3
Domestic Arts(home budgeting): 2
Driving(motorbike): 3
Intimidation(street): 2
Visual Arts(flower arranging): 4

Gun Combat(auto-fire): 4
Melee Attack(sword): 3
Heavy Weapons(launcher): 3
Unarmed Attack(throws): 2
Dodge(melee): 3

Defects

Physical Impairment: 1 bp [needs a cane]

Why Does the Little Old Lady have a Rocket Launcher?

If your players wish to dispute the realism of the Little Old Lady's weapons arsenal, this is probably not the adventure for them. If you think your players will be surprised by this turn of events, but that the adventure is still workable, try playing up the zany angles of the story early on. That should prepare the players for the absurdity to come.

While game masters will naturally present the story with a different tone depending on their own inclinations, it should be noted that attempts to play this as a serious horror game are very likely doomed.

But you'd probably figured that out already.

She won't invite the party to stay with her, as she is understandably low on resources.

She will surrender the Ditzzy Blonde Chick's little brother and the Spunky Teenage Punk's nephew to their relatives, if they are present, but will be hesitant to part with any of the other children. She thinks wandering around at night is dangerous and foolhardy, and doesn't want any of her charges dragged into it.

It is possible to convince her to join the party, in which case she will, of course, bring all of the children with her. She will be much easier to persuade if the Hardcore Army Type or Grouchy Ex-Marine are with the party, and far more difficult to persuade if none of the adult characters are present.

She might be convinced to part with her rocket launcher, but it is unlikely. She also has a machine gun [20 damage, auto-fire] and a broadsword [12 damage], which she is more likely to be consider lending out.

If one of the characters entered through the chimney, she will request that that character help her repair the barricade on the front door, before exiting the way that they arrived. This requires similar checks to entering, but at an additional -2 penalty.

The Reservoir

As the party reaches the slope of the reservoir, a horde of mutant zombies should come from the south and begin slowly approaching them. The reason for this uncharacteristic slowness is the sound which the mutants, at least, can already hear – the thunder of helicopter blades.

No matter what's been going on, or how long it's taken, the sun should probably start peeking over the horizon right around now. Its golden gleams will glimmer off of the shiny metal salvation that is flying in from the north – the promised National Guard helicopters.

The small children that the party might have with them will need help climbing the slope, slowing down the party at this crucial moment. This is a great opportunity for either last-minute heroics, or punting, depending on the mood of your group.

You can roleplay the party greeting their rescuers, or you can fade to black as the first helicopters touch down. You can even fade out sooner than then, closing the curtain on the last of the party battling their way up the slope with safety in sight, but just beyond reach.

If this isn't a dramatic enough finish for you, consider adding a "boss monster" from the Bonus Stats section, or perhaps a Mauler Bear or Shambling Goliath or two. They can be waiting for the party at the reservoir, or just before it.

No matter how you end it, it is done. Congratulations. You have survived zombies. Oh, my, god.



Off The Map

The off-map areas are all dangerous, but even more than that, they waste precious time. The party only has until dawn to make it to the reservoir, and time spent wandering around in the woods or the city doesn't get them any closer. You should do what you can to discourage your players from heading off into the wilderness.

Nonetheless, it's always better to be prepared, so here are descriptions and monsters for the off-map areas.

The Forest

The Bearcoon Forest stretches over most of the park. It is filled with hiking trails, scenic views, and picnic spots. At the moment, it is also filled with zombies. For game purposes, the forest is an endless, trackless expanse, dark branches reaching up to block out the stars.

Mauler Bear

50 CP, 40 SP

Body: 10 Mind: 4 Soul: 4

ACV: 8 Initiative: 8 + 2d8
DCV: 8 Dodge: 12 [13 melee]
HP: 60 Perception: 4

Attacks

Claws: 20 damage, 13 to hit
Bite: 25 damage, 14 to hit, causes infection
Shred: 30d, 14 to hit; deep, powerful bite causes a wound that refuses to close, bleeds 5d every hour until affected character makes a successful Soul check at -2

Attributes

Attack Combat Mastery lvl 2
Defense Combat Mastery lvl 4
Natural Weapons lvl 2 - claws, fangs
Superstrength lvl 1
Special Movement: Untrackable

Shred: Special Attack lvl 1
Abilities: Muscle-Powered, Burning, No Healing
Disabilities: Melee, Toxic

Skills

Unarmed Attack(bites): 4
Dodge(melee): 4

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Confined Movement: 3 bp [stays in forest]

Screams, growls, and suspicious rustling noises fill the air. Have the players make Perception checks every few minutes while in the forest, whether there is something specific to notice or not. Normal woodland creatures might be out and about, but it's more likely that all but the most sinister will be in hiding. The sight of a zombie owl swooping down to capture a squealing zombie rat should be unnerving, to say the least.

In addition to undead versions of its normal denizens, the forest is also inhabited by zombie humans and dogs. As for the normally placid black bears that the park takes half of its name from, well, the zombie apocalypse seems to have had a very peculiar affect on them.

Mauler Bears

Much larger in death than they were in life, these zombie bears have a terrifying form. Still covered in shaggy black fur, with rippling muscles underneath, connected to slashing, jet-black claws. Cavernous, dripping jaws are filled with fangs that seem too big for them. And what's that on the fangs? A glint of dark red on the white bone, in the shape of... runes?

The dull red glow can be seen even a little ways off through the trees, but the shapes that it emanates from are difficult to make out.

Mauler bears will attack using their claws at first, then close in and use their special attack. They typically only will hit a character once with the special attack, then quickly move on to another target, leaving the original victim to bleed to death.

Mauler bears will always hunt alone. Unlike most zombies, who wander randomly until they notice something worth eating, mauler bears actively seek out prey.

The City

Buildings are on fire, streets are filled with overturned cars, and if the zombies don't get you, the looters will. There's nowhere that the nature of the apocalypse is more clear than in the city. Previously teeming with people, it is now teeming with zombies, and those few humans who survive are likely to shoot first, steal second, and ask questions later behind safe barricades.

The city is laid out in a grid-like pattern, but most of the streets are clogged with rubble, burning cars, and corpses. Someone has clearly tried combating the zombies with explosives, and while the affect of this solution on the overall zombie population is unclear, the affects on the nearby buildings are obvious.

The large number of zombies in close proximity, while dangerous in of itself, also leads to other dangers. It seems that some of the zombies have bonded together. Perhaps they were drawn together by fell magic, or perhaps it is some previously unknown affect of the zombie virus. Whatever is causing the zombies, has caused some of them to come together in even more dangerous forms.

Shambling Goliaths

Gigantic, vaguely humanoid masses of meat and bones, these creatures look like what would result if a half-dozen corpses in various states of freshness were dumped into a large, human-shaped mould. There are no eyes or even eye sockets in the grotesque head, but instead, an overly large mouth with teeth that just might be the jagged edges of snapped femurs.

Their feet more closely resemble paws than human feet, and their arms end with large chunks of flesh in the shape of wrecking balls. Even when not actively using their special attack, they smell horrible.

The shambling goliaths are slower than their Body stat would indicate, as they are constantly distracted by the perceptions of the various zombies that went into their composition. They walk slowly, turning their head this way and that, and have trouble focusing on unmoving objects.

They will initially attack the closest moving living thing to them. Once combat has begun, they will spend their turn attacking whomever successfully attacked them last.

The goliath will begin to fall apart as it takes damage. Consider its ACV to be reduced by 1 for every 20 points of damage that it takes, not counting any damage that is blocked by its armor.

This "armor" actually consists of extraneous body parts, which will fall off through the course of the fight. There are enough of them that you don't need to worry about reducing the armor as the battle progresses, unless it seems necessary. However, describing the mangled masses of flesh and bone falling away as the players land blows is a good way to emphasize the gruesomeness of the situation.

Shambling Goliath

50 CP, 40 SP

Body: 12 **Mind:** 2 **Soul:** 4

ACV: 8 **Initiative:** 8 + 2d8
DCV: 2 **Dodge:** 7 [8 ranged]
HP: 80 **Perception:** 6

Attacks

Strikes: 30 damage, 13 to hit
Breath of Decay: no damage, no check; cloud of overpowering stench released - all characters within 1 meter must make Body checks at -1 or take -2 on every action due to distraction from retching; characters who fail this check are considered infected

Attributes

Armor lvl 1
Attack Combat Mastery lvl 2
Heightened Awareness lvl 2
Massive Damage lvl 2 - unarmed attacks
Superstrength lvl 1

Breath of Decay - Special Attack lvl 1

Abilities: Irritant, Area Effect, Aura

Disabilities: Toxic, Melee, No Damage

Skills

Unarmed Attack(strikes): 4
Dodge(ranged): 4

Defects

Unappealing: 3 bp [rotting]
Marked: 3 bp [rotting, bloody, etc]
Awkward Size: 1 bp
Inept Defense: 4 bp

Bonus Stats

What good is a videogame or DVD without unlockable content? Be they prizes for finishing the game, or just another ingredient to spice it up along the way, the bonus PCs and monsters are here to do with as you wish.

Vengeful Zombie-Hunter

Body: 12 Mind: 10 Soul: 5

ACV: 9 Initiative: 9 + 2d8
DCV: 9 Dodge: 13 [14 melee]
HP: 100 Perception: 12

Weapons

Sawed-off Shotgun: 22 damage, 15 to hit
melee, 10 to hit ranged
Concussion Grenades: 30 damage, 3 meter
radius, 14 to hit
Knife: 6 damage, 14 to hit
Chainsaw: 15 damage, 13 to hit

Attributes

Block Power lvl 2 – all attributes
Defense Combat Mastery lvl 2
Combat Techniques lvl 3
 Blind Fighting
 Blind Shooting
 Judge Opponent
Heightened Awareness lvl 1
Mind Shield lvl 3

Skills

Burglary(breaking&entering): 2
Demolitions(artificial structures): 2
Driving(motorcycle): 3
Intimidation(street): 3
Stealth(silent movement): 3

Gun Combat(rifle): 4
Unarmed Attack(strikes): 2
Melee Attack(knives): 3
Dodge(melee): 4
Thrown Weapons(grenades): 4

Defects

Blind Fury: 1 bp [vengeful rage]
Recurring Nightmares: 2 bp
Special Requirement: 2 bp [alcohol]

Buff Vampire Slayer

Body: 13 Mind: 6 Soul: 8

ACV: 10 Initiative: 15 + 2d8
DCV: 8 Dodge: 12 [13 melee]
HP: 105 Perception: 6

Weapons

Stake: 25 damage, 14 to hit
Longsword: 30 damage, 15 to hit
Crossbow: 30 damage, 14 to hit
Battleaxe: 35 damage, 14 to hit
Unarmed: 20 damage, 15 to hit

Attributes

Attack Combat Mastery lvl 1
Defense Combat Mastery lvl 1
Combat Techniques
 Blind Fighting
 Lightning Reflexes
Features lvl 1 - Attractive
Massive Damage lvl 1
Special Movement lvl 2
 Balance
 Cat-like
Superstrength lvl 1

Skills

Acrobatics(tumbling): 4
Climbing(walls): 3
Intimidation(street): 4
Occult(rituals): 4
Stealth(silent movement): 4
Seduction(males): 4
Urban Tracking(underworld): 2

Archery(crossbows): 3
Unarmed Attack(strikes): 4
Melee Attack(sword): 4
Dodge(melee): 4
Thrown Weapons(knives): 4

Defects

Easily Distracted: 2 bp [attractive evil males]

Everyone loves archetypes. Especially sexy archetypes with guns.

Badass Action Heroine

Body: 13 Mind: 7 Soul: 7

ACV: 10 Initiative: 15 + 2d8
DCV: 7 Dodge: 11 [12 ranged]
HP: 100 Perception: 7

Weapons

Sawed-off Shotgun: 32 damage, 16 to hit
melee, 11 to hit ranged
Sub-Machine Gun: 20 damage, 10 auto-fire
damage, 15 to hit
Ka-Bar: 20 damage, 14 to hit

Attributes

Attack Combat Mastery lvl 1
Combat Techniques lvl 2
 Accuracy
 Lightning Reflexes
Features lvl 1 - Attractive
Features lvl 1 - Is a Total Badass [+1 to
Intimidate, Driving(motorcycle), Demolitions, etc]
Massive Damage lvl 1

Skills

Acrobatics(tumbling): 2
Burglary(B&E): 2
Biological Sciences(viruses): 1
Climbing(walls): 2
Demolitions(bomb disposal): 2
Driving(tank, motorcycle): 3
Intimidation(street): 4
Military Sciences(hardware recognition): 2
Stealth(silent movement): 3
Seduction(males): 2

Gun Combat(rifles, auto-fire): 4
Heavy Weapons(launchers): 2
Unarmed Attack(strikes): 3
Melee Attack(knives): 3
Dodge(ranged): 4
Thrown Weapons(grenades): 3

Womanizing Action Hero

Body: 14 Mind: 7 Soul: 6

ACV: 10 Initiative: 10 + 2d8
DCV: 7 Dodge: 11 [12 ranged]
HP: 100 Perception: 7

Weapons

Heavy Assault Rifle: 28 damage, auto-fire, 14
to hit
Magnum Revolvers: 24 damage each, 15 to
hit for first, 13 to hit for second

Attributes

Attack Combat Mastery lvl 1
Combat Techniques lvl 5
 Blind Shooting
 Portable Armory
 Steady Hand
 Two Weapons x3
Features lvl 1 - Attractive
Features lvl 1 - Is a Total Badass [+1 to
Intimidate, Driving(motorcycle), Demolitions, etc]
Massive Damage lvl 1

Skills

Acrobatics(jumps): 2
Burglary(hot-wiring): 3
Demolitions(artificial structures): 2
Driving(sports car): 3
Intimidation(street): 4
Stealth(concealment): 3
Seduction(females): 4

Gun Combat(pistol): 4
Unarmed Attack(strikes): 4
Melee Attack(knives): 3
Dodge(ranged): 4

Defects

Easily Distracted: 1 bp [attractive women]

Spiky, undead, and on fire. Sound like a recipe for fun? If the subject in question is a monkey or a fox, the answer is: yes. Because everything is better with monkees. Especially flaming, skeletal monkees with spikes.

Strategic tip: They like candy.

Bonefire Monkey

60 CP, 40 SP

Body: 10 Mind: 4 Soul: 4

ACV: 7 Initiative: 19 + 2d8
DCV: 10 Dodge: 15 [16 melee]
HP: 70 Perception: 6

Attacks

Tail Strikes: 10 damage, -2 to defense check, 13 to hit
Bites: 15 damage, 13 to hit
Spikes: 10 damage
Be on Fire: 20 damage, 5 burning damage for five rounds, aura attack, 13 to hit

Attributes

Highly Skilled lvl 3
Attack Combat Mastery lvl 1
Defense Combat Mastery lvl 6
Mind Shield lvl 2
Natural Weapons lvl 3 - fangs, tail striker, spines
Massive Damage lvl 1 - natural weapons
Combat Techniques
 Lightning Reflexes x2
 Leap Attack
Jumping lvl 1
Speed lvl 1

Be On Fire: Special Attack lvl 1
Abilities: Aura, Burning x2
Disabilities: Melee, Toxic, Low Penetration

Skills

Unarmed Attack(bites,strikes): 5
Dodge(melee): 5

Climbing(walls,natural surfaces): 4

Defects

Unappealing: 3 bp
Marked: 3 bp
Achilles Heel(water/ice): 2 bp
Bane(water): 1 bp
Easily Distracted(gems, large fires): 2 bp
Phobia(water): 2

Bonefire Fox

60 CP, 40 SP

Body: 10 Mind: 5 Soul: 4

ACV: 7 Initiative: 19 + 2d8
DCV: 10 Dodge: 15 [16 melee]
HP: 50 Perception: 9

Attacks

Strikes: 20 damage, 13 to hit
Leaping Strike: 25 damage, 13 to hit, -2 to defense if miss
Bites: 15 damage, 12 to hit
Be on Fire: 20 damage, 5 burning damage for five rounds, aura attack, 13 to hit

Attributes

Highly Skilled lvl 2
Attack Combat Mastery lvl 1
Defense Combat Mastery lvl 6
Mind Shield lvl 2
Heightened Awareness lvl 2
Natural Weapons lvl 2 - fangs, spines
Massive Damage lvl 1 - natural weapons
Combat Techniques
 Lightning Reflexes x2
 Leap Attack
Jumping lvl 1
Speed lvl 1

Be On Fire: Special Attack lvl 1
Abilities: Aura, Burning x2
Disabilities: Melee, Toxic, Low Penetration

Skills

Unarmed Attack(strikes): 5
Dodge(melee): 5

Defects

Unappealing: 3 bp
Marked: 3 bp
Not So Tough: 2 bp
Achilles Heel(water/ice): 2 bp
Bane(water): 1 bp
Easily Distracted(gems, large fires): 2 bp
Phobia(water): 2

Who or what caused the zombie apocalypse? The most common theory is that it's a virus of some kind. But in a world where a Magic 8-ball can really be magic, and a fanatically religious Christian can strike out at zombies through the force of her faith, is a virus really the only explanation?

Presenting two "boss" monsters for two different theories of the apocalypse.

Necromancer

105 CP, 50 SP

Body: 6 Mind: 11 Soul: 10

ACV: 9 Initiative: 9 + 2d8
DCV: 7 Dodge: 11 [12 melee]
HP: 90 Perception: 11

Attacks

Life Drain: 40 damage, -3 Soul, heals necromancer for 40 HP, aura attack, 15 to hit
Staff: 20 damage, 14 to hit

Attributes

Contamination lvl 8 - Target must be dead
Targets: 2 [5 people]

Mind Control lvl 4 – undead
Targets: 2 [5 zombies]
Duration: 7 [1 day]
Range: 2 [100m]

Sixth Sense lvl 2 - corpses, undead
Area: 4 [100m]

Massive Damage lvl 1 - polearms
Tough lvl 1

Life Drain: Special Attack lvl 3
Abilities: Aura, Drain Soul, Vampiric(HP only)
Disabilities: Melee, Toxic, Low Penetration

Skills

Melee Attack(polearm): 4
Dodge(melee): 4

Power Usage(mind control): 4
Occult(spirits): 2
Controlled Breathing(slow heart rate): 1
Biological Sciences(physiology): 1
Intimidation(street): 1

Defects

Less capable(empathy): 2 bp
Less capable(immune system): 2 bp
Ism(few people like necromancers): 1 bp
Marked(skeletal looking): 3 bp
Unappealing(skeletal looking): 2 bp
Maximum force(Life Drain): 2 bp

Hellhound

100 CP, 50 SP

Body: 16 Mind: 6 Soul: 8

ACV: 10 Initiative: 11 + 2d8
DCV: 8 Dodge: 11 [12 melee]
HP: 100 Perception: 6 [10 hearing, 14 smell]

Attacks

Drain Bite: 15 damage, -2 Soul, 15 to hit
Acid Bite: 35 damage, burning, 15 to hit, 3 uses
Bite: 15 damage, 15 to hit
Claws: 20 damage, 14 to hit

Attributes

Adaptation lvl 2 – Heat, Acid
Combat Techniques lvl 1
Blind Fighting

Damage Conversion lvl 1
Restriction: only to massive damage: 2 bp
[for every 20d taken, all attacks do 10d more]

Heightened Senses lvl 3 – smell x2, hearing
Massive Damage lvl 1 – natural weapons
Natural Weapons lvl 2 - claws, fangs
Sixth Sense lvl 1 – spilled blood
Area: 4 [100m]

Special Movement lvl 1 – Dimension Hop (Hell)
Speed lvl 1

Drain Bite: Special Attack lvl 2
Abilities: Linked(bite), Drain Soul
Disabilities: No Damage, Toxic

Acid Bite: Special Attack lvl 2
Abilities: Linked(bite), Burning
Disabilities: Limited Shots x2

Skills

Unarmed Attack(bites): 4
Dodge(melee): 4

Defects

Not So Tough: 2 bp

Player Handouts

Because the stat blocks are small and probably confusing to first-time tri-stat players, and the equipment tables are all on pages that have GM-only stuff.

For your convenience, here are all of the PCs' stats in expanded, annotated form, as well as the weapon and equipment tables on separate pages.

Angsty Pseudo-Wiccan

Body: 5
Mind: 10
Soul: 12
ACV: 9
DCV: 7
HP: 85

Initiative: 9 + 2d8
Dodge: 10 [11 melee]
Perception: 10

Weapons:

Other Items:

Attributes

Divine Relationship lvl 2

Up to two rerolls per game, choose either result

Sixth Sense lvl 1 - auras (Area:3 [10m])

Can sense presence, mood of beings within 10 meters

Skills

Disguise(makeup): 1
Occult(rituals, spirits): 3
Poisons(natural): 1
Writing(poetry): 1

Unarmed Attack(strikes): 2
Melee Attack(improvised weapons): 2
Dodge(melee): 3

Defects

Easily Distracted(shiny things): 1 bp

Personality

The Angsty Pseudo-Wiccan isn't entirely sure what the practice of Wicca entails, but her parents are against it, so by the Goddess, she's for it. Her magic 8 ball told her she could escape the zombies, a message that she's pretty sure doesn't come factory-installed.

Now she's determined to get everyone to the reservoir by dawn, because it's their only chance at survival. She's unclear on just what that means, but that doesn't stop her from believing in it.

Abilities

The Divine Relationship attribute allows for a total of two rerolls per game, of any dice rolls. The player can, of course, choose to keep the original roll. A suggested house rule is that the option to reroll not apply to critical fumbles, aka botches (rolls of 2 8s).

The Sixth Sense attribute lets the Angsty Pseudo-Wiccan sense the presence and mood of any beings within ten meters. She may also pick up hints as to their personalities. If zombies are nearby, she will be able to sense the presence of death and hunger.

Apocalyptic Jesus Freak

Body: 7
Mind: 7
Soul: 13
ACV: 9
DCV: 7
HP: 100

Initiative: 9 + 2d8
Dodge: 9 [10 ranged]
Perception: 7

Weapons:

Light Rifle – 8 damage, 11 to hit

Other Items:

Attributes

Exorcism lvl 1 (Targets: 1, Range: 1 [10m])

Can target any zombie within 10 meters. If the character's Soul check beats the zombie's soul check, the zombie loses 1 point of Soul. Dropping to 0 Soul results in incapacitation.

Combat Techniques lvl 1

Leap Attack – leaping attacks deal an additional 5 damage, but the character will be off-balance and suffer -2 to defense for the rest of the round if the attack fails

Skills

Demolitions(artificial structures): 1
Languages(Latin): 1
Occult(numerology): 1
Writing(pamphlets): 2

Gun Combat(rifle): 1
Unarmed Attack(strikes): 2
Melee Attack(knife): 1
Dodge(ranged): 2

Defects

Ism(religious fundamentalist): 1 bp

Personality

The heathens have finally done it. They've brought about the End Times, and the Apocalyptic Jesus Freak isn't sure she can save them all. These misguided, doomed nonbelievers have never listened to her before, but surely, with the evidence of God's wrath all around them, they must listen now!

The End of Days is clearly here, with the dead walking above ground just as was predicted. It's a good thing her faith gives her the power to turn back these wicked abominations, enabling her to survive this Hell on Earth for long enough to save even a few more souls.

Ditzy Blonde Chick

Body: 10
Mind: 7
Soul: 10
ACV: 9
DCV: 7
HP: 70

Initiative: 9 + 2d8
Dodge: 9 [10 ranged]
Perception: 7

Weapons:

Other Items:

Attributes

Jumping lvl 2

Can jump about 4x as high as a normal person

Special Movement lvl 2

Balance - never lose balance

Cat-like - half damage from falls

Skills

Acrobatics(tumbling): 2

Performing Arts(singing): 1

Seduction(males): 3

Sports(cheerleading): 3

Unarmed Attack(strikes): 4

Melee Attack(polearm): 2

Dodge(ranged): 2

Defects

Not So Tough: 3 bp [HP reduction]

Personality

Who's got spirit? The Ditzy Blonde Chick does! Maybe not as much in the brains department, but that's never really mattered to her. She's good at what she does - cheerleading - and that's all she needs.

She's not sure exactly what's going on, but she's starting to give up on the idea of her parents making it back to the apartment. They're probably hiding in some other building, but who knows if they've had a chance to go rescue her little brother from the daycare nearby? He's too young to fend for himself, so absent any parental reassurance, it's up to her to save him.

Abilities

The Ditzy Blonde Chick's Jumping and Special Movement attributes make her very good at navigating obstacles. She can jump about four times as high as a normal human can, and her Balance and Cat-like abilities mean that she's not likely to fall, but even if she does, it won't hurt her much.

Skills-wise, she's not great in combat, but for this group, she's not bad. As for whether or not she has the stomach for combat, that's another matter entirely.

Grouchy Ex-Marine

Body: 12
Mind: 9
Soul: 6
ACV: 10
DCV: 7
HP: 90

Initiative: 15 + 2d8
Dodge: 10 [11 ranged]
Perception: 9

Weapons:

Other Items:

Attributes

Attack Combat Mastery lvl 1

Adds +1 to ACV (already factored in)

Combat Techniques lvl 2

Lightning Reflexes – adds +5 to initiative (already factored in)

Weapons Encyclopaedia – knowledge of stats, damage of most weapons

Skills

Demolitions(bomb disposal): 1

Driving(tank): 1

Intimidation(physical): 3

Stealth(silent movement): 2

Unarmed Attack(strikes): 4

Melee Attack(knife): 3

Gun Combat(rifle): 3

Dodge(ranged): 3

Defects

Unappealing: 1 bp [grouchy, unattractive, confrontational]

Personality

These darn kids don't have a clue what's going on. Neither does the Grouchy Ex-Marine, but that sort of thing has never stopped him before. He does know that the National Guard is landing somewhere around here, just not where.

It's not safe to leave the building, what with the undead running around like some kind of bad movie. But his radio finally died, he's almost out of food, and leaving looks like the only option. Too bad the closest thing to soldiers he's got are a bunch of kids who probably don't know a firing pin from a futon.

Abilities

The Grouchy Ex-Marine has the best combat skills of any starting character, but not much else. His Weapons Encyclopaedia combat technique means that he'll be able to identify any weapon the party runs into, and his Stealth(silent movement), combined with his high Body stat, means he's fairly good at sneaking around.

Hardcore Army Type

Body: 13
Mind: 6
Soul: 8
ACV: 10
DCV: 7
HP: 105

Initiative: 15 + 2d8
Dodge: 10 [11 ranged]
Perception: 6

Weapons:

Heavy Assault Rifle – 18 damage, auto-fire, 14 to hit
Ka-Bar – 10 damage, 14 to hit

Other Items:

Attributes

Attack Combat Mastery lvl 1

Adds +1 to ACV (already factored in)

Combat Techniques lvl 2

Accuracy – Gives a +2 bonus to called shots

Lightning Reflexes – adds +5 to initiative (already factored in)

Skills

Driving(tank): 1

Intimidation(physical): 4

Military Sciences(tactics): 2

Stealth(concealment): 1

Gun Combat(rifles): 3

Heavy Weapons(launchers): 2

Unarmed Attack(strikes): 3

Melee Attack(knives): 3

Dodge(ranged): 3

Defects

Blind Fury: 2 bp [moderate chance of going into a blind fury and attacking comrades]

Personality

The Hardcore Army Type joined up to protect the citizens of this proud nation, and by God, that's what he's going to do. No matter if the enemy is foreign soldiers, terrorists, or the ravening undead.

He has firepower and the skills to use it, and he's not going to stop until every last freedom-hating walking corpse has been blasted to smithereens. Hoo-ah.

Intense Survivalist Guy

Body: 12
Mind: 10
Soul: 5
ACV: 9
DCV: 8
HP: 85

Initiative: 9 + 2d8
Dodge: 12 [13 melee]
Perception: 10

Weapons:

Submachine Gun – 10 damage, auto-fire,
12 to hit

Other Items:

Attributes

Defense Combat Mastery lvl 1

Adds +1 to DCV (already factored in)

Special Movement lvl 1

Untrackable – character never leaves tracks or a scent

Skills

Biological Sciences(viruses): 1

Climbing(natural surfaces): 2

Medical(first aid): 1

Navigation(wilderness): 1

Stealth(camouflage): 2

Wilderness Survival(post-apocalyptic wasteland): 1

Gun Combat(automatic): 2

Unarmed Attack(bites): 2

Melee Attack(improvised weapons): 3

Dodge(melee): 4

Personality

The Intense Survivalist Guy saw this coming. He'd always assumed it would be the government, of course, but who's to say the government wasn't behind these zombies? Everyone is running to the military for protection, and then what's to stop the government from setting up a fascist police state once this is all over?

People like him, that's who. He knows how to live off the land, and he has enough supplies to do it for a good long time. Even without all of the guns and canned food, he'd be fine, but more guns never hurt. And that's exactly his plan: get more guns.

Little Old Lady

Body: 5
Mind: 11
Soul: 11
ACV: 9
DCV: 7
HP: 80

Initiative: 9 + 2d8
Dodge: 10 [11 melee]
Perception: 11

Weapons:

Sawed-off Shotgun – 32 damage, 17 to hit
melee, 12 to hit ranged
120 mm Heat – 90 damage, 13 to hit, affects
two meter radius, 3 shots total
Cane – 15 damage, 13 to hit

Other Items:

Attributes

Massive Damage lvl 1
+10 damage to all weapons

Special Defense lvl 2
Pain x2 – Feels no pain

Skills

Artisan(knitting): 3
Domestic Arts(home budgeting): 2
Driving(motorbike): 3
Intimidation(street): 2
Visual Arts(flower arranging): 4

Gun Combat(auto-fire): 4
Melee Attack(sword): 3
Heavy Weapons(gunnery): 3
Unarmed Attack(throws): 2
Dodge(melee): 3

Defects

Physical Impairment(cane): 1 bp [needs cane to walk effectively]

Spunky Teenage Punk

Body: 9
Mind: 9
Soul: 9
ACV: 9
DCV: 7
HP: 90

Initiative: 14 + 2d8
Dodge: 11 [12 melee]
Perception: 11

Weapons:

Other Items:

Attributes

Combat Techniques lvl 1

Lightning Reflexes – adds +5 to initiative (already factored in)

Heightened Awareness lvl 1

Adds +2 to Perception checks (already factored in)

Skills

Burglary(hotwiring): 1
Driving(motorbike): 1
Sleight of Hand(lock-picking): 1

Unarmed Attack(strikes): 3
Melee Attack(club): 2
Gun Combat(pistol): 1
Dodge(melee): 4

Defects

Wanted: 1 bp [suspicion of involvement in a car theft, vandalism]

Personality

Underneath all the ripped clothing and spikes, the Spunky Teenage Punk has a heart of gold. At least, that's what he's always told himself. Running around wasting zombies looks like fun, but he has higher priorities.

For one, there's girls around, and someone needs to protect them. Girls go for a guy who's all chivalrous like that, or so he's heard. For another, his nephew's at that daycare over on the edge of the park. He hopes that he's not the only one looking out for the little guy, but better safe than sorry.

Abilities

The Spunky Teenage Punk's skills make him useful for acquiring resources. His Heightened Awareness, combined with his good Mind stat, make him one of the most likely characters to notice approaching zombies. He's also decent in combat, and his Lightning Reflexes mean that he'll probably be one of the first to strike.

Surprisingly Heroic Geek

Body: 5
Mind: 13
Soul: 9
ACV: 9
DCV: 7
HP: 70

Initiative: 9 + 2d8
Dodge: 8 [9 melee]
Perception: 13

Weapons:

Other Items:

Attributes

Gadgeteer lvl 1

Can very quickly modify/fix/build mechanical things

Own A Big Mecha lvl 1

The "mecha" is in the form of a large RC car with a flamethrower attached to it. The character's ACV and DCV are used for attack and defense rolls by the car.

HP: 20

Speed: 10 kph

Armor: 10

Special Attack: 20 damage, burning, short range

Skills

Computers(programming): 3

Electronics(robotics): 2

Gaming(videogames): 4

Gun Combat(rifle): 2

Dodge(melee): 1

Defects

Concentration(OBM): 1 bp [no combat or complex movements while 'piloting' RC car]

Personality

The Surprisingly Heroic Geek never really considered himself a hero, except maybe when he was playing his 12th level Fighter. But now the zombie apocalypse is here, and he's one of the only ones who's played enough Resident Evil to know what's going on.

Sure, he may have been too busy working on his modded RC car to know what was going on at first, but he's finally paying attention. And what better weapon against the flammable undead, than a remote-controlled flamethrower?

Abilities

The Surprisingly Heroic Geek's biggest contribution to the group is probably going to come from his RC car, represented by the Owns a Big Mecha attribute.

A large remote-controlled car with a flamethrower mounted on top, the "mecha" attacks and defends using the Geek's ACV and DCV, respectively. Its 20 HP means it can't take much punishment, but since it doesn't have braaiinnss of its own, most zombies probably won't target it.

The terrain sometimes forces the Geek to carry the car, but luckily, he has a specially-built backpack for just that task. He can't attack on his own while operating the RC car, but given his low dodge skill, it's probably better that way.

His Gadgeteer attribute means that if the party needs something rigged up in a hurry, he can probably take care of it.

Traumatized Young Soldier

Body: 10
Mind: 8
Soul: 9
ACV: 8
DCV: 7
HP: 95

Initiative: 10 + 2d8
Dodge: 10 [11 ranged]
Perception: 8

Weapons:

Assault Rifle – 14 damage, auto-fire, 11 to hit
Ka-Bar – 10 damage, 11 to hit

Other Items:

Attributes

Combat Techniques lvl 1

Blind Shooting – Half penalties for shooting in poor visibility

Speed lvl 1

Can run up to 50 kph, +2 initiative (already factored in)

Skills

Climbing(walls): 1

Military Sciences(teamwork): 1

Mechanics(gunsmith): 2

Sports(football): 1

Gun Combat(rifle): 2

Unarmed Attack(strikes): 3

Melee Attack(knives): 2

Dodge(ranged): 3

Defects

Inept Attack: 3 bp [-1 ACV, already factored in]

Personality

The Traumatized Young Soldier isn't in it for the glory. He joined to pay for college, or maybe because his buddies joined. He's so scared right now that he can barely remember his own name, let alone how this whole mess got started.

He has guns and he has training, but he also has an overpowering urge to run and not stop running. Still, he remembers that he has a job to do, and that job involves protecting civilians. Somehow.

This is all that's left in the building. Divvy it up amongst yourselves as best you see fit.

Starting Weapons

	Weapon	Damage	Relevant Combat Skill
4x	bowling balls	10	Melee Attack(improvised weapons) or Thrown Weapons(rocks)
1x	chainsaw	15	Melee Attack(improvised weapons)
1x	croquette mallet	5	Melee Attack(club) or Melee Attack(improvised weapons)
3x	hunting knives	7	Melee Attack(knife) or Thrown Weapons(knives)
1x	paintball gun	5	Gun Combat(rifles) or Melee Attack(improvised weapons)
1x	rapier	10	Melee Attack(sword)
1x	sniper rifle	20	Gun Combat(rifles)

Starting Armor

Armor	Damage Blocked	Area Protected
bracers	5	forearms
corset	10	upper torso
hiking boots	5	feet and lower legs
Kevlar helmet	10	head
mittens	1	hands
motorcycle jacket	5	arms and upper torso

Other Equipment

2x	bug spray cans
0.5x	duct tape rolls
1x	kangaroo-shaped cigarette lighter (3/4 full of lighter fluid)
2x	laser pointers (one red, one green)
1x	magic 8-ball

This is everything functional that remains in the military outpost. Go wild.

Weapons

	Weapon	Damage	Relevant Combat Skill	Notes
2x	66 mm LAW	40	Heavy Weapons(launcher)	2 shots total, difficult to carry
1x	assault rifle	14	Gun Combat(auto-fire)	auto-fire
2x	concussion grenade	30	Thrown Weapons(grenades)	affects 6m radius
6x	dynamite stick	20	Thrown Weapons(grenades)	affects 3m radius
4x	flash-bang grenade	-	Thrown Weapons(grenades)	Body check or be blinded
1x	heavy pistol	12	Gun Combat(pistol)	
6x	Ka-Bar	10	Melee Attack(knife)	
2x	light rifle	8	Gun Combat(rifle)	
1x	sniper rifle	20	Gun Combat(rifle)	includes laser sight [+1 to hit]

Weapon Accessories

	Accessory	Relevant Weapon	Notes
99x	armor-piercing bullets	most guns	halves damage, but penetrates armor
3x	bayonet	all rifles	10 damage, uses Melee Attack(polearm)
3x	flash suppressor	most guns	bright flashes attract zombies
2x	night-vision scope	all guns	+1 to hit if taking a round to aim
3x	silencer	any pistol or rifle	quiet guns don't attract zombies

Armor

	Armor	Damage Blocked	Area Protected	Notes
6x	combat boots (pair)	5	feet	
4x	Kevlar helmet	10	head	
3x	Kevlar vest	8	upper torso	-2 to Body checks

Other Equipment

	Item	Notes
5x	backpack	has enough pockets that it might as well be a bag of holding
4x	first-aid kit	restore 5 HP when used, 2 uses each
5x	flashlight	illuminate 20 meter cone, attract zombies like crazy
3x	gas mask	-4 to Perception checks involving peripheral vision
2x	night-vision goggles	+4 vision (applies to Perception checks that involve vision)
1x	timed detonator	40 damage, 8 meter radius, requires Demolitions check to set
6x	walky-talkies	range of 100 meters, 3 channels



A Worldwide Adventure Writing Month 2008 Adventure

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