

SURVIVE THIS!!

Zombies!



2ND EDITION



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*This work is dedicated to **Jeff Cape** (aka God Emperor Leto II on YouTube). Jeff, you were really the first person outside of my inner circle of friends and families to support me. Your live-plays, reviews, posts and more, in those early days of Bloat Games, were paramount and a very significant contributor to our success.*

Your friendship will forever be cherished, your support never forgotten and your dedication to independent game designers admired! Without question, you shall always have a spot reserved at my game table.

Thanks Hood!

Eric from Bloat Games

SURVIVE THIS!!



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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970s FANTASY ROLEPLAYING GAME.**

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SURVIVE THIS!! Zombies! or STZ was originally released in 4 individual booklets that were later combined into 1 “Collected Edition”. Even later, another supplement was released in PDF form only, “The Zombie Manual II: Welcome to Zombie Land!”

The game that you hold in your hands today is **SURVIVE THIS!!** Zombies! 2nd Edition. All the original game content is present but some rules have been updated for better play. Plus, a lot of new material has been added to enhance your game play experience.

NOTE: The term Survivor and Zombie Master are interchangeable with the terms Character and Game Master. Use whichever you prefer.

WHAT'S THIS?

Imagine if you will, you find yourself trapped in your favorite zombie movie, TV show, video game, comic or novel. The first question you'd have to ask yourself is how am I going to survive this? **SURVIVE THIS!! – Zombies!** makes you ask just that. It gives you the chance to play out your favorite zombie-apocalypse scenario. Whether you like fast zombies, slow zombies, rage zombies, talking zombies, whatever; if you've seen it, it's all right here ready to be played through.

In **SURVIVE THIS!! – Zombies!** you can make your campaign as large and as epic as discovering and bringing to justice who is behind the zombie outbreak and creating a cure that saves the human race or as small as just trying to survive day to day in a world that has gone completely to hell. The tools included in this gameplay setting are designed to be easily customizable and can be tweaked for desired intent.

THE BASICS

What is a roleplaying game? Great question! A roleplaying game is a game that's played by a small group of people, usually around a kitchen table, that involves several “players” who, like yourself have created “characters” and they then take their characters through a world and scenario created by the Game Master and roleplay or do battle to overcome a situation or to reach a goal and advance their character up in levels.

What do I need to play? Not a lot really. You'll need some paper and a pencil, this handbook and a set of roleplaying dice. These dice can be picked up at your local hobby store or a multitude of places online. A standard set include 1 four-sided die, 1 six-sided die, 1 eight-sided die, 1 ten-sided die, 1 twelve-sided die and 1 twenty-sided die. Sets are very inexpensive; usually less than \$10. But most important of all, you'll need your imagination. Don't forget that!

RULES VS RULINGS

STZ requires a minimum of 2 participants: 1 Survivor and 1 Zombie Master. It is the Zombie Master's duty to make fair rulings and it is the Survivor's duty to accept these rulings as final without argument. The Zombie Master should work with all Survivors to make the most enjoyable experience possible.

GAME MASTER or GM: This is the person who is responsible for creating a world for you to play in. The GM should be thought of as the "Woman or the Man with the plan". The GM should have a good understanding of the rules and the mechanics and be able to answer any questions a player might have. If you're ever unsure about what to do, the GM should be able to provide guidance.

PLAYER: That's you! A player is the person who the GM creates the world for to enjoy. A player is not to be confused with a Character. A Character is who the player controls in the game. It may be easier to think of this as your "in-game Avatar". Furthermore, during game play it is okay for one Character to disagree or even be mad at another Character, but you wouldn't want one player to be mad at another player; remember we're all playing this game to have fun!

DICE REFERENCE: In the coming pages, you'll begin seeing over and over of what is referred to as dice reference. An example would be: 1d6. What this refers to is what type of die you will roll and how many times you'll roll it. In the example of 1d6, means you will roll 1 six-sided die, 1 time and the total would be the number that lands face-up on the die. If you were to see 3d6, then you'd roll 3 six-sided dice once (adding the dice totals together) or roll one six-sided die 3 times for the total.

GETTING STARTED

All roleplaying adventures truly begin at character creation. This is where you shape and mold your character into the person that you are going to be portray in the game world. If you have any questions during this process, your Game Master will be able to assist you.

To start you'll need some paper, the before mentioned roleplaying dice set and a pencil. Start in pencil as you will be changing or adjusting things during this process and may require some erasing on your behalf.

On the next page, there is an example blank character sheet to serve as a guide. Each player can lay out their character sheet however it makes the most sense to them but if this is your first time, we recommend copying this template verbatim.

Once you have your blank character sheet copied, then simply follow the next several pages (Stopping when you reach the "Sample Character" section of this book) or until all the blanks on your character sheet have been filled out.

Have fun and be creative!



Name:

Alignment:

Languages:

Class:

Level:

XP:

HP:

AC:

Attack Bonus:

Background:

ATTRIBUTES

DESCRIPTION:

STR: ()

Height:

INT: ()

Weight:

WIS: ()

Hair:

DEX: ()

Eyes:

CON: ()

Sex:

CHA: ()

Age:

SUR: ()

Valuables:

SAVINGS THROWS

Infection:

Critical:

Death:

Mental:

Poison:

CLASS ABILITIES:

SKILLS:

POSSESSIONS:

Available online there are several "Fancy" character sheets available that you can print out and fill in. However, as this game is based off the Original Fantasy game, the designer thought it would be nice to show a character sheet that is more reminiscent of the old school days of gaming.

ATTRIBUTE BONUS CHART

ABILITY SCORE	-	MODIFIER
3	-	-3
4-5	-	-2
6-8	-	-1
9-12	-	0
13-15	-	+1
16-17	-	+2
18	-	+3

ATTRIBUTES

Each Character in STZ is at their core a collection of 7 Attributes. These Attributes are **STRENGTH (STR)**, **INTELLIGENCE (INT)**, **WISDOM (WIS)**, **DEXTERITY (DEX)**, **CONSTITUTION (CON)**, **CHARISMA (CHA)** & **SURVIVAL (SUR)**.

To determine your Character's Attributes, you will roll 3 six-sided dice or 3d6 and record the total of the 3 dice, giving you a score of 3-18. You will do this a total of 7 times. Then you can assign and record your scores on your Character Sheet as you desire.

NOTE: Attributes for *humans* cannot exceed 18. If you're character has an attribute that is already an 18 and then receives a bonus that would increase this stat, simply ignore the increase.

STRENGTH

Strength represents the Character's ability to lift heavy items, force open stuck or locked doors and pull themselves or others up who may be hanging from something.

The Strength Modifier Bonus gives the Character a bonus/negative when attacking hand to hand or with a melee weapon.

INTELLIGENCE

Intelligence represents the Character's smarts and wit also, the Character's ability to problem solve and to speak additional languages.

The Intellect Modifier Bonus allows a Character to speak one additional language for every positive bonus point.

WISDOM

Wisdom represents the character's good judgement, insight and perception.

The Wisdom Modifier Bonus gives the Character a bonus on Spot and Perception checks.

DEXTERITY

Dexterity represents the Character's ability to move easily on unsteady terrain, reflexes when surprised, and the ability to evade during combat.

The Dexterity modifier bonus gives the Character a bonus/negative to Armor Class, ability to hit with a ranged weapon and to Initiative.

CONSTITUTION

Constitution represents the Character's overall health and toughness, showing how long a Character can maintain a physical activity before rest is required.

The Constitution modifier bonus gives the Character a bonus/negative to Hit Points.

CHARISMA

Charisma represents the Character's natural ability to lead a group, to intimidate or to charm another and Character's appeal to others.

The Charisma modifier bonus gives the Character a bonus/negative to Intimidate/Charm and a bonus to Persuade others.

SURVIVAL

Survival Points represents a player's in game ability to re-roll a failed attempt on a dice roll at the cost of 1 Survival point per re-roll. Each failed dice roll can only be re-rolled once. If the player fails again, then the player must take the second roll as final (even if the second roll is less advantageous than the first failure) and cannot spend another point to re-roll.

There is no limit as to how many Survival Points can be spent per gaming session up to the Character's Survival point score. However, Survival points are only recovered at 1 point per gaming session, so spend them wisely

HIT POINTS

To determine a Character's starting Hit Points (HP), simply roll 2d6 plus the Constitution Bonus Modifier. If the total rolled is less than 5, adjust the Character's starting HP to 5.

Each time a Character increases in Level, add 1d6 plus Constitution Bonus Modifier to the Character's total HP.

HP are lost as the Character takes damage during the course of a session but can be regained with rest. Resting for 8 hours will bring the Character back to full HP.

MENDING WOUNDS

At the GM's discretion, after combat, a Character can attempt to mend wounds on another Character restoring 1d4 HP. This requires 5 minutes of uninterrupted concentration to perform and can only be done once per day. Note: A Character cannot perform this on herself.

SAVING THROWS

Saving Throws give Characters a second chance where they would normally suffer devastating (possibly life ending) effect. Each Character has 3 Saving Throws and they are **CRITICAL INJURY, DEATH, INFECTION, MENTAL & POISON**.

To determine the Character's starting number for each Saving Throw, simply roll 4d4 + the Character's constitution bonus. Each time a Character increases in Level, the Character gains 2 additional Saving Throws points that can be distributed among the 5 Saving Throws to a maximum score of 18 points and cannot exceed that amount.

In determining a successful Save, the player simply rolls 1d20 and attempts to roll *under* or *tie* the corresponding Saving Throw score. If the player rolls *higher* she fails the save.

CRITICAL INJURY saves are rolled when a Character takes 50% or more damage from their maximum HP in a single attack. If the Critical Injury save is successful, then the Character suffers only the HP loss with no other negative impact. However, if the Character is unsuccessful then the Character loses all bonuses and is at a -4 on all die rolls for 12 hours.

DEATH saves are rolled when a Character sustains damage taking them below 1 HP. When a Character is reduced to zero Hit Points (HP) they are taken Out of Action (OofA), they are unconscious and cannot make any actions. When the fight is over/they are out of danger, a Character that is taken OofA can roll on the table below to see what happens to them. If they survive they gain 1d4 HP. If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

OUT OF ACTION

1 – KO'd Just knocked out.

2 – Concussed Disadvantage on all tests for the next hour.

3 – Cracked Bones STR, DEX and CON are temporary -2 for the next day.

4 – Crippled STR or DEX is permanently reduced by 2.

5 – Disfigured CHA reduced to 4, permanently.

6 – Dead Not alive anymore.

INFECTION saves are rolled when a Survivor is dealt 1 or more points of bite/claw damage from a zombie. If the roll is successful, then there are no effects other than damage that was initially dealt by the bite/claw. However, if the roll is unsuccessful, then the Survivor must immediately make a Death save. If the Survivor fails her Death save then she dies and rises as a zombie in 1d4 rounds. If the Survivor fails the Infection save but passes the Death save then damage that was initially dealt by the bite/claw is doubled, with no other negative penalty imposed.

MENTAL saves are rolled when a character's will power is tested or their mind is assailed by a psionic attack. If the roll is successful, they suffer no ill effects (unless otherwise noted). However, if they fail they succumb to the full effect or influence of the attack.

POISON saves are rolled when a Character inhales or ingests poison of any kind including those from contaminated food or medicine or gas. If the Poison save is successful, then the Character suffers no ill effects. However, if the Character fails the Poison save then she succumbs to the effects of the poison.

LIVING MONSTER/ NPC SAVING THROWS

Living Monsters and NPCs, unless otherwise noted, have a generic Saving Throw for each save. The base save is 8 + their hit dice (with a maximum of Saving Throw of 18).

RANDOM BACKGROUND *Optional*

Your GM may choose to have you roll twice on the Random Background Chart to give your character an interesting background. The GM can weave this info into the game to enhance the overall gaming experience for the player. Re-roll any background that contradicts your character class you plan to choose.

D20	BACKGROUND
1	You were a tourist on your first trip to America when the zombie apocalypse hit. Now you are trapped in a land that you do not know very well, alone. Bonus: One Additional Language
2	You were a teacher. Bonus: Knowledge Skill +2
3	You were a Scientist. Bonus: Science Skill +2
4	You were a Doomsday Preppers. Outdoorsmanship at +1. Toughness +1.
5	You were a guitarist in a Metallica Tribute Band. Bonus: Art & Music +2
6	You were a prostitute. Bonus: Toughness +2
7	You were from a very rich family. Bonus: \$3500 in starting cash.
8	You were an office worker. Bonus: Computer Skills +2
9	You were a used cars salesman. Bonus: Persuasion +2
10	You were a detective for the police force. Bonus: Investigation +2
11	You were an auto mechanic. Bonus: Mechanics +2
12	You were a world class body builder. Bonus: Intimidation +2
13	You were a Tarot Card Reader. Bonus: Paranormal +2
14	You were a Taxi Cab Driver. Bonus: Drive +2
15	You were an interior contractor. Bonus: Electronics +2
16	You were a stripper. Bonus: Persuasion +2
17	You were an E-sport enthusiast. Bonus: Computers +2
18	You were an interpreter for the Chinese Embassy. Bonus: +2 Languages (Mandarin Chinese +1 Language of Choice)
19	You were a chef. Bonus: Cooking +2
20	You were a cop. Bonus: You start the game with a 6-shot revolver and 6 bullets. +1 to Ranged Attacks



CHOOSING A SURVIVOR CLASS

In STZ, all characters start at level 1, human Survivor. Upon reaching level 2, the player can select 1 Survivor Class from the following list:

FIRST RESPONDER - NEW!

FIXER

HUNTER

INMATE - NEW!

LEADER

MERCENARY - NEW!

MOTHER TO BE - NEW!

SCAVENGER

SCIENTIST - NEW!

SLAYER

TRACKER

BIKER SCOUT (OPTIONAL)

ROAD WARRIOR - NEW!
(OPTIONAL)



Each Class has its own set of unique abilities and function in STZ, these are called Class Abilities, which allow only Survivors that are that class to do with the additional bonuses. These bonuses are added to a d20 roll vs. a target number set by the Game Master (GM).

STARTING POSSESSIONS

To start you on your way, unless otherwise stated by your GM, your character starts with 1d4x100 dollars.

Your character starts with NO Weapons, Armor, Equipment or Vehicle, unless otherwise noted by your GM. Aside from the equipment received at your level 2 class selection, everything your character gains must be found, earned, stolen, bought or traded for.

THERE ARE NO "GIVE-ME'S" IN STZ!

FIRST RESPONDER

Whether you were a Police Officer, Firemen, Doctor, Nurse, EMT or another of the many wonderful service professionals that can be classified as First Responders, all those wonderful titles died with the rising of the zombies. Now, you are just lady that can save lives. Period. And you are damn important to have around and to keep alive too.



ATTRIBUTE

BONUS: +1 to WIS. This is a one-time bonus.

EQUIPMENT: PICK ONE: 9mm Hand Gun with 2 full clips or Backpack full of first aid supplies including respirators and pain medication.

CLASS ABILITY SPECIAL: Being a first responder, just your presence is enough to help your group survive. Each member of your group gains 1 additional SUR point when you are present.

In addition to your Special Class Ability, you get:
+3 to First Aid

First Responders gets a +1 to First Aid each time they level up.

FIXER

A Fixer, as the name hints, is someone who fixes things. In an apocalyptic Earth, there's always things, such as cars, breaking down and in need of repair. A Fixer is the lady that knows how to take two or more broken items and jury-rig them together to make one functioning item. A Fixer also can look at a pile of scrap or junk and quickly access if anything could be useful at a later occasion. The Fixer usually a backpack full of "junk" that always seems to come in handy at the right time.



ATTRIBUTE BONUS: +1 to CHA.
This is a one-time bonus.

EQUIPMENT: 1 bag of Junk. 20 lbs.

CLASS ABILITY BONUS to d20 Rolls:

- +3 to Jury Rig
- +2 to Recognize Useful Items
- +1 to Create Mechanical Items

Fixers gets a +1 to each ability each time they level up.

+3 to Jury Rig gives the Fixer a bonus to all Ability checks when attempting to fix a mechanical item on the fly, combine two of more items together and/or replace broken items with “junk” from their junk bag.

+2 to Recognize Useful Items allows the Fixer to look at a what most would see as a pile of junk and recognize an item that may be useful at another time.

+1 to Create Mechanical Item allow the Fixer to fabricate or craft items with moving and mechanical parts.

Jury Rig examples:

Fixing a broken-down car using parts from a riding lawn mower, taking to broken TV components and fixing a computer monitor or splicing a cell phone charger to work using a 9volt battery.

Recognize Useful

Item examples:

Walking through a junk yard and recognizing certain make and model car that has a carburetor that works universally with most all car models that you can pull for use at a later date.

Create Mechanical

Items examples:

Your Fixer's friend is a Slayer and she really wants to somehow combine her two favorite Zombie killing items, a double barrel shotgun and a chainsaw, into 1 item. Although a highly impractical item, your Fixer does get a bonus to attempt to create a double-barrel-chain-gun-saw.

HUNTER

“Do ya wanna eat?”

Hunters are highly useful in the post-apocalyptic world where there are no more grocery stores, no more butchers, no more restaurants; Hunters are the people that can feed your group. From catching and killing your meals, to properly skinning and preparing, to cooking your food until it's actually done, the Hunter is in demand.

ATTRIBUTE BONUS:

+1 to Intellect. This is a one-time bonus.
Outdoorsmanship +2

EQUIPMENT: 1 large hunting knife, 1 filleting knife, 2 traps.

CLASS ABILITY BONUS to d20 rolls:

- +3 Trap and Kill Animals
- +2 Skin and Prepare Food
- +1 To Charm

Hunters gets a +1 to each ability each time they level up.



+3 to Trap and Kill Animals

bonus does just what it says. The Hunter gets a bonus on all rolls to know where to place the traps so that they'll ensnare potential food and knows how to deliver just the right killing blow to take down larger animals.

+2 to Skin and Prepare Food gives the Hunter the ability to properly skin, prepare and cook food.

+1 to Charm gives the Hunter the ability win over the group with their delicious meals.

Trap and Kill Animals example:

Your group is camping out woods not far from a rocky base of a mountain. At night, the growls of a mountain lion can be heard. After looking around the Hunter determines the path where the mountain lion descends from at night to hunt and places a trap in discreet place. Tomorrow's menu has meat of the mountain lion on it.

Each Inmate should be discovered or rescued by the Survivor Party. Also, each Inmate begins with a dark secret that only they and the Game Master know. People in the Survivor Party should be skeptical of the Inmate and not too trusting. The Survivors get the feeling that she is hiding something but they cannot tell what.

All Inmates start as a level 1 Survivor like other classes.

INMATE



Whether you were convicted of a crime and serving time in a state penitentiary, a maximum-security prison, a local jail, an asylum for the insane or simply captured by a gang of bikers and locked away for countless days, one thing that remains same, you've spent time in captivity. That changes an individual.

ATTRIBUTE BONUS:

+1 to SUR & -1 to CON.

EQUIPMENT:

No equipment.

CLASS ABILITY:**DARK SECRET**

1D12 DARK SECRET			
1	The Inmate was truly innocent of all wrong doing but is very unlucky. -2 to SUR	7	The Inmate suffers severe necrophilia and hey, it's the zombie apocalypse!
2	The Inmate is a Serial Killer and plans to kill again, soon!	8	In the Big House, the Inmate found his salvation in his new savior and can't wait to show others the way to the Lord. -2 CHA
3	The Inmate is a kleptomaniac. +2 Sleight of Hand	9	The Inmate cannot control herself around when left alone with another individual of the opposite sex. +2 STR, -2 CHA
4	The Inmate was certified insane and is under the delusion that she was abducted by aliens.	10	The Inmate suffers from agoraphobia and rolls at Disadvantage on all rolls when outdoors.
5	The Inmate has a phobia of blood. Will run in the opposite direction at any sighting for 1d4 turns.	11	The Inmate is a real danger to children. Keep her away from the children!
6	The Inmate accidentally hit and killed someone while drunk driving and harbors such deep guilt that she will constantly try to sacrifice herself to save others.	12	Discuss with your GM and make up your own unique Dark Secret.

LEADER



The Leader may be the most important member of the group. The Leader is the first person everyone looks to when things are going wrong. They're the rock or cornerstone of the group. The Leader is responsible for making all the tough decisions. Usually they're the first to lead the group into battle and the last to run. The ability of the group to work as team lies solely on the Leader's shoulders. And the ability to work as team in STZ can mean the difference between life and death.

Note: Each Survivor group should have only 1 Leader at a time.*

ATTRIBUTE BONUS: +1 to Charisma. This is a one-time bonus.

EQUIPMENT: 1d6x100 dollars in bartering goods. (1) 357 Magnum 6 shot pistol with 24 rounds.

ABILITY BONUS to d20 Rolls:

- +3 to Intimidate/Persuasion
- +2 Detect Ambush
- +1 Shoot Zombies

Leaders gets a +1 to each ability each time you level up.

+3 to Intimidate gives the Leader a bonus when trying to get others to follow her directions or when trying to bluff, to make others believe what she is saying.

+2 Detect Ambush gives you a bonus to be able to tell if you and/or your group are walking into an ambush. This bonus also helps you to set up an ambush against others.

+1 To Shoot Zombies gives you a +1 in addition to your other bonuses when attempting to shoot a Zombie with any type of gun, crossbow, bow and arrow, etc. The +1 is both to hit *and* to damage.

MERCENARY

Often former Elite Military and Special Ops, SWAT, Gorilla Rebel or just Gun for Hire, Mercenaries are highly trained in combat tactics and warfare. These Soldiers of Fortune often serve as criminal bounty hunters and asset recovery specialist for the highest bidder.

Mercenaries tend to be selfish individuals and easily swayed by someone making a better offer. Their loyalties lie with themselves first.

ATTRIBUTE BONUS:
+1 to CON and STR
and -2 to CHA and -1 SUR.

EQUIPMENT: 1
Assault Rifle 2 full
clips, 1 Hand Gun of choice and 1 explosive device of choice.

ABILITY BONUS to d20 Rolls:

- +3 to Ranged Weapon Attacks
- +2 to Safely Detonate Explosives
- +1 to Intimidate

Mercenary get a +1 to each ability each time you level up.

+3 to Ranged Weapon Attacks.

+2 to Safely Detonate Explosive gives you a bonus in finding and disarming traps, including those with explosive elements to them.

+1 to Intimidate gives the Mercenary a bonus when trying to get others to follow her directions or when trying to bluff, to make others believe what he is saying.



MOTHER TO BE

Whether you were pregnant before the Zombie Apocalypse hit or have become pregnant since, the result is the same: You have a long and difficult journey ahead in an already perilous world.

Expectant Mothers can be extremely protective of their future children and will put the child's safety ahead of anyone else in the Survivor group.

NOTE: No mechanic is provided for tracking the duration of pregnancy or for the possibility of going into labor early/late. This is left to the Game Master to add to the narrative as she sees fit.

ATTRIBUTE BONUS: +1 to WIS. This is a one-time bonus.

EQUIPMENT: 1 Crossbow and a full quiver of bolts.

CLASS ABILITY BONUS SPECIAL: Often times, the Mother To Be can get her group of Survivors to rally around her in support of her pregnancy. All Survivor group members roll with Advantage on all rolls when actively engaging in an attempt to protect/save the Mother To Be.

In addition to your Special Class Ability, you get:

+2 to Range Combat Rolls

Mothers To Be gets a +1 to this each time they level up.



SCAVENGER



A Scavenger is the guy/gal that makes the dangerous supply runs to get the group what they need. Scavengers are often used as scouts for recon or as bait for zombies. They are also very nimble and agile and have a knack for escaping sticky situations that would surely be the end for other classes.

ATTRIBUTE

BONUS: +1 to DEX and CON. This is a one-time bonus.

EQUIPMENT: 1 Wood Baseball Bat (Spiked w/Nails), 1 Crowbar, 1 metal Flask of water, Large Knapsack

ABILITY BONUS to d20 Rolls:

- +3 to Escape
- +2 to Sense Zombie
- +1 to Find Item

Scavengers gets a +1 to each ability each time you level up.

+3 to Escape gives the Scavenger a bonus to spot an escape route when all hope seems lost and to escape if ensnared by a zombie, human or trap. This also gives the Scavenger a +3 on all Evade rolls when Zombies are present (this is in addition to any other bonuses to Evade).

+2 To Sense Zombie gives the Scavenger a bonus to roll to sense Zombies in a fifty-foot radius. This ability does not tell the Scavenger the exact location, just a feeling that a Zombie is near.

+1 to Find Item ability gives the Scavenger a bonus to find a specific item that the group is in need of or that the Scavenger is searching for. This does not give the exact location of the item, but if the item is present (20' radius), the Scavenger will find it with a successful roll.

SCIENTIST

“There’s still time. I can find a cure, I know it! I just need . . .”

The Scientist is the Survivor who still believes humanity can be saved and is determined to find the cure for “Zombie-ism”. The Scientist is in constant state of search for chemicals, science supplies and yes even captured zombies to test her hypothesized cures on.

ATTRIBUTE BONUS: +2 to INT. This is a one-time bonus.

EQUIPMENT: Portable chemistry set with beakers, vials, tubes, battery powered burner and beakers.

CLASS ABILITY BONUS SPECIAL: The Scientist really can cure zombies! Each day, in game time, the Scientist rolls percentile dice (d100) and with a roll of 100, the Scientist finds a cure! As the Scientist advances in levels his chance for finding the cure increases: Level 3 (99-100), Level 4 (98-100), Level 5 (97-100), Level 6 (96-100), Level 7 (95-100), Level 8 (94-100), Level 9 (93-100) and Level 10 (90-100).

In addition to your Special Class Ability, you get:

+3 to Science & to Bluff

Scientists gets a +1 to this each time they level up.



SLAYER

Slayers are mean, Zombie killing machines. A Slayer likes nothing better than mowing thru fields of endless Zombies and all the killing and carnage that go along with that. A Slayer often volunteers to lead the group and in fact would prefer if everyone would just stay out of their way and leave the Zombie killing to them.

ATTRIBUTE BONUS: +1 to STR. This is a one-time bonus.

EQUIPMENT: 1 Martial Weapon of your choosing, 1 Light Body Armor (Shirt only)

ABILITY BONUS to d20 Rolls:

- +3 to Zombie Death Blow
- +2 Sense Zombies

Slayers gets a +1 to each ability each time you level up.

+3 to Zombie Death blow gives the Slayer a +3 to Hit (Head shots only) when the intent is to kill the Zombie AND +5 to damage when using martial weapons; this is in addition to any other bonuses to Hit and Damage that they Slayer already has.

+2 To Sense Zombie gives the Slayer a bonus to roll to sense Zombies in a fifty-foot radius. This ability does not tell the Scavenger the exact location, just a feeling that a Zombie is near.

***SPECIAL ABILITY:** Beginning at Level 3, the Slayer develops the ability SLAYER'S RAGE. This allows the Slayer to kill the number of Zombies equal to the Slayers level within a 10' radius. The Slayer must make 3 separate rolls and must kill each Zombie to continue. If the Slayer does not kill the first Zombie, then he/she doesn't get another action. If the Slayer kills the first Zombie but not the second then the action stops there. However, if the Slayer is able to 1 shot kill each Zombie the Slayer can kill as many up to their level within the 10' radius at the cost of one action. This ability can be used once per combat round (or 5 seconds) and then must wait to try again until after the next initiative roll.





TRACKER

A Tracker provides a great asset to the group by allowing them to find lost members and monitor zombie movement as well as finding natural water sources (streams, lakes, rivers, etc). Trackers tend to be cut from a tougher cloth and don't mind the outdoors.

ATTRIBUTE

BONUS: +1 to CON. This is a one-time bonus.

EQUIPMENT: 1 Crossbow with 12 bolts and quiver, 1 bicycle.

ABILITY BONUS to d20 Rolls:

+3 to Tracking

+2 to Find Natural Water Source & Outdoorsmanship

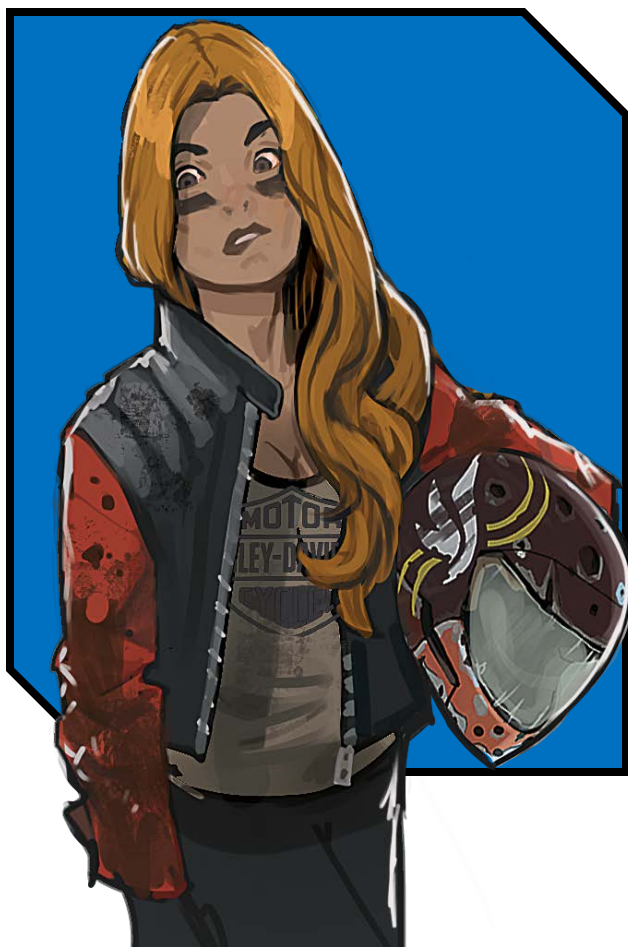
+1 to Build Shelter

Trackers gets a +1 to each ability each time you level up.

+3 to Tracking gives the Tracker a bonus when tracking a person, Zombie or animal (Bonus is doubled if Tracking a group) by foot prints, blood stains, broken leaves or whatever for up to 1 mile. The Tracker must re-roll every mile to stay on target.

+2 to Find Natural Water Source allows the Tracker to determine where the nearest water source may be, based on animal tracks.

+1 to Build Shelter gives the Tracker a bonus to construct a makeshift weather proof shelter with whatever items are nearby. This bonus does not work for a permanent shelter



BIKER SCOUT VILLAIN

Optional Character Class A Biker Scout is the member of the biker gang that is responsible for going ahead of the biker and checking the road for possible ambushes or obstruction. She may also be called upon to do recon on a group of Survivors or even attempt to join their ranks temporarily and access possible threats if they have something taking.

The Biker Scout – Villain originally appeared in the *Zombie Manual II: Welcome to Zombie Land!* The Biker Scout is an *optional* class. Please check with your GM before selecting this class.

ATTRIBUTE BONUS: +1 to DEX and INT. This is a one-time bonus.

EQUIPMENT: Binoculars, 1 small toolkit, 1 metal Flask of water, Flashlight, Large Knapsack

ABILITY BONUS to d20 Rolls:

+3 to Detect Ambush

+2 to Gain Trust

+1 to Escape

Biker Scouts gets a +1 to each ability each time you level up.

ROAD WARRIOR - BIKER

The Road Warrior Biker is a hardened veteran of the zombie apocalypse. They have either survived in a gang or have been riding solo in the wasteland since the beginning. The typical Road Warrior is a merciless brute that will do anything to survive in a world that is increasing hostile towards survival. Road Warriors are strong and mean but are able to work within a group as long as it profits them.

The Road Warrior Biker is an optional class usually reserved for villains.

However, you could be an ex-gang member seeking redemption, or you may be an infiltrator in the group. Ask your GM before rolling up a character of this class.

ATTRIBUTE BONUS: You gain +1 to STR, +1 to CON & -2 to CHA.

EQUIPMENT: Sunglasses, leather boots, water flask, 3 days of canned goods, backpack, flashlight, bedroll, a pocket knife, a small repair kit, large knife, pistol with 4 bullets. Optional – a rough, but operational motorcycle with a quarter tank of gas.

ABILITY BONUS to d20 Rolls:

- +2 to Identify items of value

- +1 to AC while on a moving motorcycle

- +1 to melee attacks & melee damage while on a motorcycle

Road Warriors get an additional +1 to ability each time you level up.

Identify items of value: You have become adept at identifying various items of value. Weapons, food, medicine, fuel, valuables and spare parts are valuable resources in the zombie apocalypse that you can spot while others are oblivious to them.

Due to your time on the road, you know how to maneuver a bike and are able to avoid obstacles and attacks. You also have mastered the drive-by attack on your bike. These bonuses only apply while on a moving motorcycle.





SKILL	CORRESPONDING ATTRIBUTE
Art & Music	INT
Basic Athletics	STR or DEX
Botany	INT
Brawling	STR or DEX
Computer Skill	INT
Cooking	WIS
Dancing	DEX
Driving	DEX
Electronics	INT
Horsemanship	DEX
Intimidation	STR
Investigation	WIS
Knowledge (General)	INT
Language	INT
Martial Arts	STR or DEX
Mathematics	INT
Mechanics	INT
Outdoorsmanship	DEX or INT
Persuasion	CHA
Ranged Weapons	DEX
Science	INT
Sleight of Hand	DEX
Stealth	DEX
Street Smart	INT
Wrestling	STR

SKILLS

Each Character selects 4 skills at level one. Each time your Character levels up your Character gets 2 more Skill Points + INT Modifier. The maximum Skill Points you can assign to a particular Skill is 5. Also, your skill level cannot exceed your Character's level. Example: Your Character is level 2, so the maximum you can have assign to any one Skill is 2 Skill Points; You could not assign 3 or more. For each point in the skill you get to add 1 to any Skill roll for that skill.

NOTE: Your Character can only choose 1 Fighting Skill: Brawling, Martial Arts or Wrestling. Fighting Skills do not level or acquire additional ranks.

When making a skill check, you roll 1d20+Attribute Mod+Skill Rank.

EX: You want to use your Drive Skill to drive an automobile that you were able to get working, roll your d20 + Your DEX MOD + Drive Rank. Then compare the total of your roll vs the DC set by the GM. If you tie or exceed the DC, you are successful.

*See Difficulty Checks (DC) for guidance on assigning target numbers for skill checks.

SKILL DESCRIPTIONS

ART & MUSIC

Knowledge Skill (INT) - The knowledge of basic art & music, and your ability to perform music and to create art.

BOTANY

Knowledge Skill (INT) you have a green thumb and a knack for identifying plants.

BASIC ATHLETICS

Physical Skill (DEX/STR) - You are trained in basic physical activities and are proficient at running (DEX), climbing (STR), jumping (STR) & swimming (STR).

Taking this skill gives you a +1 to Constitution, Dexterity or Strength.

BRAWLING

Fighting Physical Skill (STR) - You are proficient at basic hand to hand fighting. You gain +1 to attack, +1 against Intimidation attempts & +1 to Armor Class when in Melee. You may only have one Fighting Skill.

COMPUTER SKILLS

Knowledge Skill (INT) - You know how to use a computer.

COOKING

Knowledge Skill (WIS) You know how to cook, bake and prepare food.

DANCING

Physical Skill (DEX) - You know how to dance. Taking this skill gives you a +1 to Dexterity

DRIVING

Physical Skill (DEX) - You are able to drive basic vehicles, including stick shift.

ELECTRONICS

Knowledge Skill (INT) - You are knowledgeable on basic and home electronics.

INTIMIDATION

Physical Skill (STR) - You are able to intimidate people for your personal gain. You may use your Charisma Bonus instead of Strength if you choose.

INVESTIGATION

Knowledge Skill (WIS) - You are able to gather information from sources that most people ignore or miss.

HORSEMANSHIP

Physical skill (DEX) you are highly skilled at horseback riding and training. You also know how to care for and groom horses. You may try to ride bareback with a -4 penalty (-8 if not trained).

KNOWLEDGE – GENERAL

Knowledge Skill (INT) - You have a strong base of general knowledge. You may make a knowledge roll to see if you have information on any subject.

LANGUAGE

Knowledge Skill (INT) - You learn to read, speak & write in an additional language each time you take this.

MARTIAL ARTS

Fighting Physical Skill (STR/DEX) - You are skilled in the martial arts. You gain +1 to all Saves and a +2 to Armor Class. You are able to use Basic Melee Weapons. You can choose to not attack in a round and add +2 to your armor class for that round. You can do a back flip. You may have only one Fighting Skill.

MATHEMATICS

Knowledge Skill (INT) - You have a knowledge of basic, and some advanced mathematics.

MECHANICS

Knowledge Skill (INT) - You have the knowledge of basic mechanics and have the ability to repair them.

OUTDOORSMANSHIP

Physical Skill (DEX) - You are able to hunt & fish with basic proficiency. You are able to use basic firearms with no penalty. You get a +2 on any wilderness related survival checks

PERSUASION

Knowledge Skill (CHA) - You are able to get people to do things for you with a wink or a few words.

RANGED WEAPONS

Physical Skill (DEX) - You know how to use basic firearms, advanced firearms & bows without penalty. You get a +1 to all Ranged Attacks.

SCIENCE

Knowledge Skill (INT) - You have a basic knowledge of science (Astronomy, Biology, Chemistry, Geology, Physics, etc.)

SLEIGHT OF HAND

Physical skill (DEX) you remarkably quick hands and have mastered the art of making distractions. You get a +1 Initiative bonus when you take this skill.

STEALTH

Physical skill (DEX) you are adept at moving silently, passing with a trace and hiding, sometimes in plain sight.

STREET SMART

Knowledge skill (INT) you know how to track down information through informal channels and know where to track down drugs and items on the street. You know how things are on the street and know how to take of yourself.

WRESTLING

Fighting Skill (STR) - You are well trained in the art of grappling. You get +1 to Attack and +1 to Armor Class. You can try to grab your opponent and immobilize them if they are your size or smaller (roll a Melee Attack + STR Bonus, if you hit they are immobilized. They may try to escape once a round - STR check). You may only have one Fighting Skill.

XP AND LEVELING UP

In the original fantasy RPG, Experience Points or XP was awarded for slaying a monster and gathering treasure. STZ uses a leveling system that takes the focus off of combat and rewards Characters for in 5 different ways: **Session Survival, Encounter XP, Exceptional Roleplaying, Discretionary and Hero XP.**

Session Survival, is the first way earn XP. 1 XP is given simply for completing or “Surviving” an entire gaming session. Even if your Character does not get much accomplished during the gaming session, this XP is still earned.

Encounter XP can be earned up to 3 times in one gaming session. 1 Encounter XP is earned by being involved in a combat scenario. If there are 3 separate combat scenarios in one gaming session, then 3 XP is earned. If there are 5 separate combat scenarios, still only 3 XP is earned as that is the max. NOTE: Encounter XP is rewarded regardless if you win or lose.

Exceptional Roleplaying XP can be earned 1 time per session for 1 XP. This XP is given for a player that goes above and beyond in the department of roleplaying.

Discretionary XP can be earned up to twice a gaming session for a maximum total of 2 XP awarded at the GM’s discretion. This can be given for things like solving a difficult puzzle, overcoming the odds or achieving something due to luck.

HERO XP is XP that is given to a player who performs a selfless act or valor. This act must be something that is above and beyond the goal of the session. Unlike the other types of XP that can be earned, HERO XP can only be earned by 1 player, per gaming session and if nothing heroic is done then no player earns the Hero XP by any player.

Maximum XP per session:

Session Survival: 1 XP per player

Encounter: 3 XP per player

Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Hero: 1 XP for 1 player

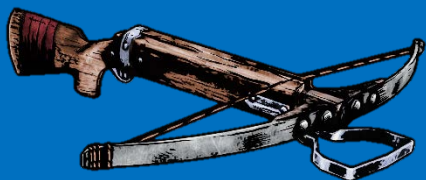
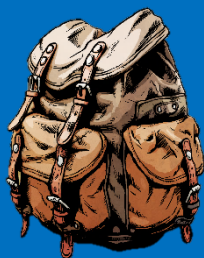
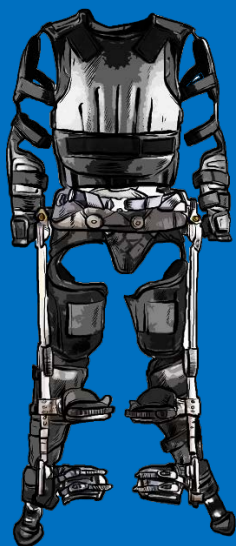
NOTE: Using this method, all Character Classes level at the same pace.

LEVEL	XP
1	0
2	5
3	14
4	26
5	41
6	59
7	80
8	104
9	131
10	162

Optional

For groups that are very heavy into roleplaying and not as much into combat, it is recommended to give 1 XP per 1 hour of gameplay. This takes the emphasis off combat-driven play and still rewards players for playing the game the way they enjoy it and allows their Characters to progress at a much more normal rate.

LEVEL	HOURS
1	0
2	4
3	10
4	20
5	35
6	55
7	80
8	110
9	145
10	185



ATTACK BONUS

For Melee (or close combat attacks) the Character adds their Strength modifier to their d20 roll and for Ranged (long distance attacks) the Character adds their Dexterity modifier to their d20 rolls.

ARMOR CLASS (AC)

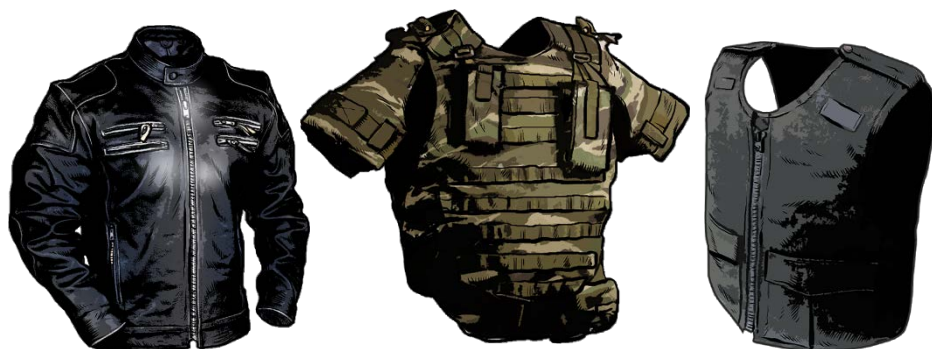
All Characters have a base AC of 10 and gain their Dexterity modifier in addition to their base of 10. Example: Your Character has a base of 10 and gets a +1 for her Dexterity Bonus, giving her an 11 AC.

In addition to the above-mentioned bonuses, Characters can get additional bonuses from wearing armor. See the equipment list in for more details.

ARMOR

Unlike the world's most popular fantasy roleplaying game, STZ does not have full suits of knightly armor glistening on the shelves of the local merchant's store room for your Character to walk in and buy. Rather, most of what constitutes as armor in STZ, is pieces of hard fabric, metal or stiff plastic cobbled together by the crafty Character to help protect herself. See the chart below for some examples of armor and the bonuses given to AC as a guide to assist your player's when creating or updating a Character's possession. Note: AC bonus is cumulative. However, the most one can increase their AC by with armor is a +4.

ARMOR	AC BONUS	WEIGHT	AVAILABILITY
Leather Jacket	+1	10	Common
Leather Pants	+1	15	Common
Football Pads	+2	12	Semi-Common
Combat Boots	+1	8	Common
Bulletproof Vest	+3	20	Rare
Tactical Survival Gear	+4	35	Rare
Garbage Can Lid	+1	4	Common
Motorcycle Helmet	+1	2	Common



WEAPONS AND EQUIPMENT

It is up to the GM of how easily available these items will be.

EQUIPMENT	VALUE	NOTES
Backpack	5	Carry +2
Lantern	10	
Can of Gas	2	
Trail mix	5	
50' Rope	1	
Small Sack	1	
Large Sack	2	
Lighter	3	
Torches (6)	1	
Canteen	1	
10' Pole	1	
Quiver of Arrow/Bolts	10	
Flashlight	5	

SIMPLE WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1D6	2	60	20	10	250
Axe	1D6+1	1	4	--	6	50
Bat	1D6	1	--	--	1	10
Brass Knuckles	1d6	1	--	--	3	10
Crossbow	1d6+1	1 or 2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Sword	1d6+1	1	--	--	3	150
Whip	1d6-1	1	4	--	2	15
Screwdriver	1d6-1	1	--	--	1	4
Shuriken	1d6-2	2	30		1	7

FIREARMS AND EXPLOSIVES

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	2d6+1	1	50	6	2	500
Semi-Auto Pistol	2d6	2	75	10	3	600
Submachine Gun*	2d6+1	2	60	20	4	900
Semi-Auto Rifle	3d6+2	2	150	10	5	800
Shotgun	4d6+3	1	30	5	6	500
Automatic Rifle*	3d6+2	2	150	30	7	2000
Sniper Rifle	4d6	1	500	15	10	3000
Flamethrower**	2d6/turn	1	30	10	13	400

* Can fire a 5-bullet bursts as one attack, +2 to-hit, x2 damage.

** Catches targets on fire (unless a Successful DEX Check is made) for 1d6 damage per turn until put out.

*** Explosive damage affects all in a 5' square and 1d6 less to adjacent 5' squares too, and so on until there are no more damage dice left. Half damage with Successful DEX Check.

NOTE STUN DAMAGE: Weapons listed do 1 HP of damage and the target who is then stunned for 1d4 turns. Being Stunned means the Survivor cannot attack and is at disadvantage on all rolls until they are no longer stunned.

EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation***	6d6	1	25	--	1	50
Flash-Bang**	Stun+1d6	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary***	6d6	1	25	--	1	40
Plastic Explosives**	3d6/charge	1	--	10	1	200

USAGE DIE

Nothing lasts forever. Even things once forged from the hardest material can break or fail on you, often at the most inopportune times. Therefore, all items start with a d10 Usage Dice.

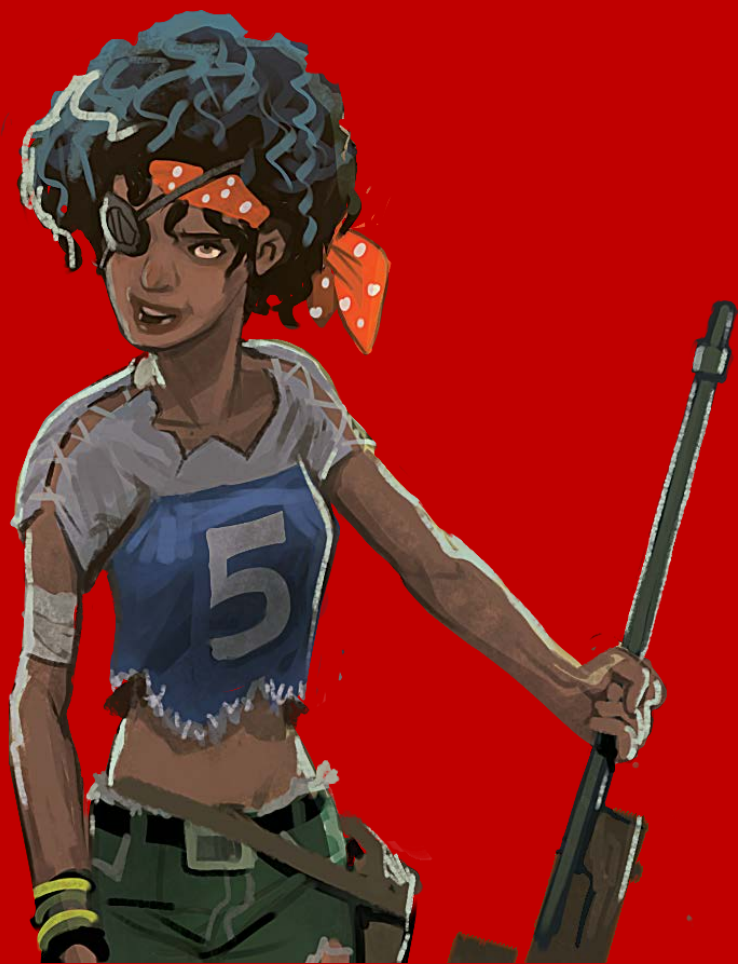
Any item listed in the equipment section is considered frail, consumable or limited item. When that item is used the next Minute (turn) it's Usage die is rolled.

If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.





RULES VS RULINGS

STZ2E requires a minimum of 2 participants: 1 Player and 1 Game Master. It is the GM's duty to make fair rulings and it is the Player's duty to accept these rulings as final without argument. The GM should work with all Players to make the most enjoyable experience possible.

HOUSE RULES

A quick note on house rules. It has been this author's experience that while house rules can create a unique and more fun way to play a roleplaying game, that inconsistency or constantly changing rules can make for a turbulent gaming experience for the players.

It's okay to change or adapt the rules but remember the changes that you've made so that the next time the same scenario arises that you adjudicate in the same way as you had done before. It's also okay to try a rule change and then decide that it did not work and change it again. Just make sure that you are communicating to your players as to why the rules keep changing. This will keep everyone on the same page.

TIME & TURNS

There are 2 units of measurement to track time in STZ2E:

1. Moments
2. Minutes

Moments, often referred to as *rounds* are used during combat and times of danger. Minutes, often referred to as *turns* are used during non-time sensitive times of adventuring and roleplaying.

Understand the Game Master may speed up or slowdown in-game time as she deems necessary for the story of the adventure she is running.

MOVEMENT

Standard Movement rates refer to a Character's ability to move around on foot, in both combat and non-combat rates.

The table below lists a Characters movement rate in 10s of feet per turn with 2 moves per turn.

Outdoor Movement rates refer to a Character's ability to walk long distances in an outdoor setting. Hurried is 18 miles per day. March is 9 miles per day. Stroll is 6 miles per day.

Vehicular Movement rates refer to a Character's ability to move around in an automobile.

Character's driving must make a roll of 1d6 must be made for every hour of driving attempted with the result of a 1 causing some sort of traffic jam, or vehicular wreck or breakdown that renders the vehicle undriveable.

MOVEMENT TYPE	MOVEMENT MODIFIER
CRAWLING	1/5
CAREFUL	1/2
NORMAL	NO MOD
RUNNING	x2
COMBAT	1/3

TRAPS

Characters may encounter traps that have been set by NPCs. A roll of a 1-2 on a d6, is considered a failure causing 1d6 points of damage, and possibly a Save vs Poison roll if the trap was poisoned.

LOCKED OR BARRED DOORS

Characters may encounter doors that are locked or were intentionally barred closed. A roll of 6 on a 1d6 is required to force open the door. Game Masters may allow the Character to add their Strength Bonus to the roll.

LIGHT

Characters will often find themselves adventuring into dark places. For that is important to remember that torches and lanterns illuminate a 30' radius. Flashlights produce a 40' beam of light, cone shaped. Torches will burn for 1 hour, Lanterns will burn for 24 hours on a full pint of oil, and flashlights will work for 2 hours of full batteries.

DIFFICULTY CHECKS (OR DC)

Difficulty Checks are determined by d20 rolls. GMs can set any DC she desires but here is a simple guideline for target numbers before bonus:

EASY 10

MEDIUM 15

DIFFICULT 20

NEAR IMPOSSIBLE 25

NOTE: The roll of a Natural 20 is always a success and a Natural 1 is always a failure, regardless of bonuses and difficulty levels

ADVANTAGE & DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. They will ask a player to roll an additional d20 when making a test - with advantage the higher result is used and with disadvantage, the lower.

House Rule: Game Masters may choose to have Advantage and Disadvantage stack in certain situations by having players roll multiple d20s and pick the highest number rolled for Advantage and the lowest number rolled for Disadvantage.

ENCUMBRANCE

A Character can carry a number of items equal to their STR Attribute without issue. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage. The Character can also only move to somewhere Nearby. Also, they simply cannot carry more than double their STR.

EQUIPMENT & ARMOR

If a Character uses an armor, item or weapon that their class prohibits, the Character can still use the armor, item or weapon but suffers Disadvantage on all movement and combat based roles.

COMBAT

Traditional

Step 1: Game Master determines if either side of the fray is Surprised. This can be determined by rolling a 1-2 on a d6 or by the GMs own judgment call.

Step 2: Roll for initiative. Note: One roll is made for each side, NOT for each individual combatant.

Step 3: The party with initiative attacks and deals damage. Then the party that lost initiative attacks and deals damage.

Step 4: Without rolling a new initiative, repeat Step 3 until conflict is resolved.

Optional

Step 1: Roll for Surprise.

Step 2: Roll for Initiative, once for each side.

Step 3: The party that won initiative attacks with Ranged Weapons first (this is guns, bows & arrows, etc).

Step 4: That part that won initiative then attacks with Melee Weapons (fists, knives swords, bats, etc).

Step 5: The party that lost initiative repeats Steps 3 & 4.

Step 6: Keeping the same initiative, repeat steps 3, 4 & 5 until combat is resolved.

Optional

Step 1: Roll for surprise.

Step 2: EACH combatant rolls for initiative. The Game Master notes the order of initiative from highest to lowest for all involved.

Step 3: The combatant with the highest initiative roll, attacks and deals damage.

Step 4: The combatant with the next initiative roll, attacks and deals damage.

Step 5: Repeat Step 4 until all combatants have had their turn to attack. This counts as 1 combat round.

Step 6: After 4 combat rounds, have everyone re-roll initiative and repeat steps 3, 4 & 5 until combat is complete.

INITIATIVE

Initiative is rolled on a d6, adding in any bonus' (from DEX or otherwise), with the highest total winning initiative. Note, that when rolling initiative for an entire side it is important to let the person with the highest bonus for initiative roll, as the party's bonus do not stack.

Optional

Intent. Some GMs may require Characters to declare their intent for attacking *before* the combat round begins and can hold them to their declared actions for that round.

DISTANCE

Theatre of the Mind style, should suffice for play and movement and distance should be thought of in relative terms and not stringent rules for Distances.

In STZ2E, there are 4 units of distance: Close, Nearby, Far-Away and Distant. For Melee combat a Character that is Close can attack this round, a Character that is Nearby could move forward and attack next round. Far Away Character could move forward and attack in 2 rounds and Distant Survivors need at least 3 rounds before attacking in Melee Combat.

As for Ranged combat, use the chart below as guideline for distance:

CLOSE	NEARBY	FARAWAY	DISTANT
0-5 ft	5-60ft	60-120ft	120ft+

To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage.

ATTACK BONUS

For Melee Attacks the Character adds their Strength modifier and for Ranged Attacks the Character adds their Dexterity modifier.

ATTACKING BLIND

If a Character finds themselves blinded, possibly by an injury, or fighting in darkness without light, the Character suffers a -4 penalty to all attack rolls.

ATTACKING A PRONE VICTIM

If a Character attacks a prone victim, the victim loses all bonuses to AC and suffers a -4 penalty.

CRITICAL DAMAGE

If a player making an attack rolls a 20, they double the result of the damage dice they roll. If they roll a 1 they suffer some kind of colossal failure.

DEFENSIVE

As an Action you can help defend another player. You cannot attack that round and the player you are defending gets +4 to AC, +1 to all saves and +1 to all skill rolls as long as you are defending them. If the person you are defending is hit, you have a 50% chance of splitting the damage with them. (add to Combat rules)

TOUGHNESS

Toughness is a form of Damage Reduction. If a character has a toughness of +2, that means that when they take damage from an attack, the first 2 points of damage are negated.

CALLED SHOT

When declaring an attack on a specific body part or target, there is a -3 penalty for targeting a specific area.



STAT BLOCK EXPLANATION

Armor Class: Attack rolls must exceed this number to hit.

Hit Dice: 1d6 x this number to determine HP.

Move: Movement Calculation.

Attacks: How many attacks in 1 round.

Attack Damage: Unique damage roll indicator.

Special: Any special abilities or attacks noted.

Bonuses: Combat Bonuses listed here.

Terror: Target DC on Courage Saving Throws.

HDE: Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Movement, Special Abilities & Bonuses.

BONE ZOMBIES

Bone Zombies are Zombies that have no skin or insides left. As if by magic, they are a walking, fighting, biting, clawing skeleton. Also, Bone Zombies can only be defeated but not destroyed. Upon defeat, the Bone Zombie's bones will crumble to the ground and scatter. The BZ will then begin piecing themselves back together in 1d4 rounds, returning at full Hit Points.



Armor Class: 12

Hit Dice: 5

Move: 12

Attacks: 3 Per round

Attack Damage: Bite 1d6+2, Claw 1d6, Tear Attack 1d6+2
Counts as 2 attacks.

Pack Size: 4 and can join a horde.

Special: *Regeneration in 1d4 rounds and returns at full Hit Points.*

Bonuses: +2 to Damage, +4 to Attack

XP: 125 each

Methods of Termination: Cannot be destroyed.

BONE ZOMBIES - MUTATED SPECIAL

Rarely when 2 of more Bone Zombies are destroyed at the same time in the same place, the Bone Zombies will merge together to become a Mutated Bone Zombie. Each Bone Zombie keeps all it's actions and bonuses and even though they fight as one creature, all actions and bonuses simply add together.

2 Bone Zombies combined:

Armor Class: 12

Hit Dice: 10

Move: 12

Attacks: 6 Per round

Attack Damage: Bite 1d6+4, Claw 1d6+2, Tear Attack 1d6+4 Counts as 2 attacks.

Pack Size: Single.

Special: *Regeneration in 1d4 rounds and returns at full Hit Points.*

Bonuses: +4 to Damage, +8 to Attack

XP: 250

Methods of Termination: Cannot be destroyed.

3 Bone Zombies combined:

Armor Class: 12

Hit Dice: 15

Move: 12

Attacks: 9 Per round

Attack Damage: Bite 1d6+6, Claw 1d6+4, Tear Attack 1d6+6 Counts as 2 attacks.

Pack Size: Single.

Special: *Regeneration in 1d4 rounds and returns at full Hit Points.*

Bonuses: +6 to Damage, +12 to Attack

XP: 375

Methods of Termination: Cannot be destroyed.

BOSS ZOMBIES

Most Zombies have lifeless, vacant stares but not Boss Zombies. These menacing foes look right at you and seem to enjoy the fear they see in your eyes. In appearance, they are very similar to Runners except Boss Zombies tend to be larger and more muscular. They get their name “Boss” from the old video game term of the Boss at the end of the level.

Armor Class: 16

Hit Dice: 10

Move: 12

Attacks: 3 Per round

Attack Damage: Bite 1d6+2, Claw 1d6+2,

Special: Tear Attack 2d6 Counts as 2 attacks.

Pack Size: 1 but can join a horde.

Bonuses: +4 to Damage, +4 to Attack

XP: 250 each

Methods of Termination: Severing of the head, Burning of the body



CRAWLERS (A.K.A. ANKLE-BITERS)



Ankle-Biters can be the deadliest of all the Zombies as they are often overlooked in a combat situation. Ankle-Biters can travel alone but usually will join up with other Zombies, particularly Groaners, as they are the slowest moving. Crawlers are Zombies that either pre-or post-mortem have lost the ability to walk and thereby are forced to drag themselves stealthily across the ground using they're arms or in some cases, nothing more than

their teeth to pull whatever is left of their bodies along behind them to hunt for food

Armor Class: 11

Hit Dice: 2

Move: 3

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 1 but can join a horde.

Bonuses: +3 to Damage, +2 to Attack

XP: 45 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

FLESHLESS ZOMBIES

Fleshless Zombies (A.K.A. Talkers) may be the rarest zombie to come across and the most gruesome to look at. As their name describes, they are completely without flesh. They're walking, dripping and oozing, beings of blood and puss. And if that wasn't enough to make these Zombies stand out from the crowd (or Horde) they can also talk; simple words and phrases like, "Brains", "More Brains" and "Send more drivers". These ghoulish creatures sole drive is to eat brains and they will stop at nothing to get to them, including fighting other Zombies for the brains of a victim.

Armor Class: 13

Hit Dice: 4

Move: 9

Attacks: 2 Per round

Attack Damage: Bite 1d6, Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 1 but can join a horde.

Bonuses: +2 to Damage, +3 to Attack

XP: 75

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body



LEGEND ZOMBIES



No one is sure where this breed of Zombies came from but they're definitely unique. First off, in appearance they don't look like most Zombies. They are not gory or grotesque in any way. There is an animal like predator sense about them. They have lightning fast reflexes and are incredibly strong. Their skin is like steel.

Often, they are only found in dark places. They like to hide out in abandoned buildings and houses. They can't

talk but seem to communicate through a series of verbal grunts or screams.

While no one has an answer to account for them, one thing is crystal clear: They are dangerous. Very dangerous.

Armor Class: 18 **Hit Dice:** 6 *Move:* 12 (Effective DEX 18)

Attacks: 2 Per round

Attack Damage: (Effective STR 18) Bite 1d6+4, Claw 1d6+4, Tear Attack 2d6 Counts as 3 attacks. All other attacks as a normal human with 18 STR.

Pack Size: 6+ but will NEVER join a horde.

Special: *Legend Zombies are strangely affected by the sun and they try to avoid it at all costs. All bonuses are at half when fighting in the sun.*

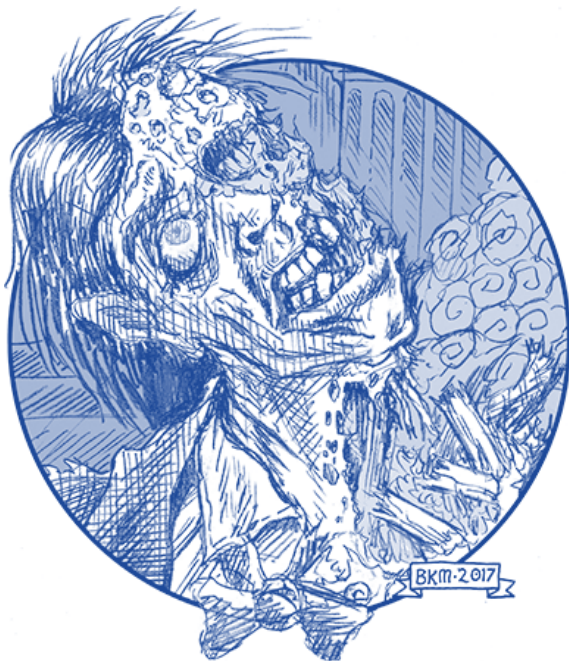
Bonuses: +6 to Damage, +6 to Attack

XP: 250 each

Methods of Termination: Reducing their HP to 0

LIVING DEAD ZOMBIES

Living Dead Zombies are your traditional Zombies. Whether in a cemetery in Pittsburg, trapped in a mall or an underground military facility, Living Dead Zombies are not to be taken lightly. True, these guys are slow and lumbering Zombies with low guttural groans, which give them their nickname "Groaners" but their skin is as hard as yours and mine; and they're as strong as us too!



Groaners mostly eat flesh and intestines. They usually travel in packs of 3-5, but can combine with other Zombies to form hordes.

Armor Class: 11

Hit Dice: 2

Move: 6

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

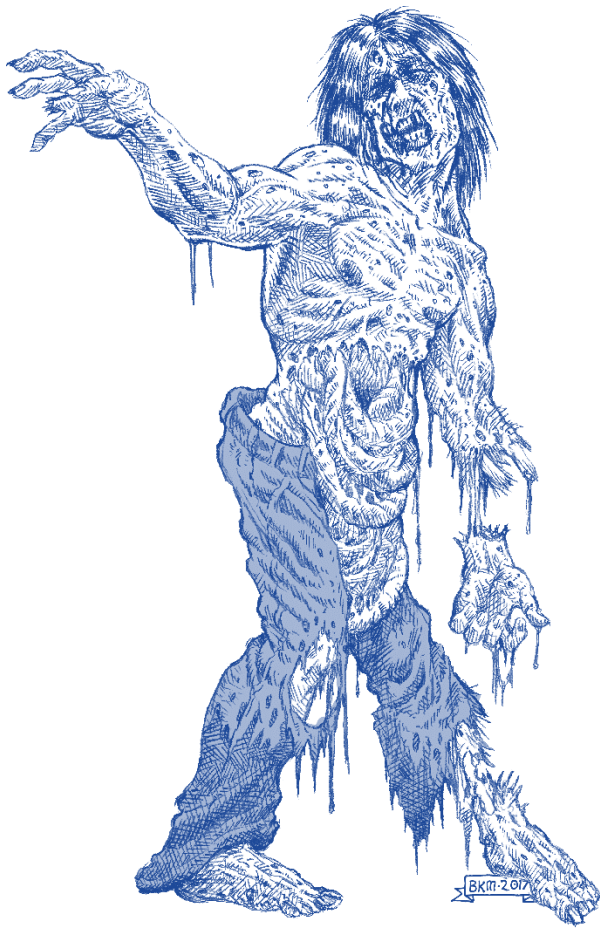
Pack Size: 3-5

Bonuses: +1 to Damage, Toughness -2, +2 to Attack

XP: 25 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

MELTING ZOMBIES



Melting Zombies are a unique type of Zombie in which their bodies are in a very advanced state of decay. Their skin and insides are very literally melting away and dropping off the bone.

Armor Class: 10

Hit Dice: 8

Move: 6

Attacks: 3 Per round

Attack Damage: Bite 1d6, Claw 1d6, Tear Attack 1d6+2

Counts as 3 attacks.

Pack Size: 1 can join a horde.

Special: The “Goo” that is melting off these zombies is highly acidic.

Survivors that come in contact with it can an additional 1d6 HP acid damage each round until “goo” is properly cleaned from the skin.

Bonuses: +1 to Damage, +2 to Attack

XP: 200 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

RAGE ZOMBIES

Unlike other Zombies, we know exactly how RAGE Zombies came to be. When the Zombie apocalypse started, the Sicoline Corporation tried to develop an adrenaline based synthetic drug, mixed with animal pheromones and venom to give to our soldiers that would allow them fight (or Rage) on for days on end to combat the new Zombie threat.

But as the Zombie outbreak escalated too quickly, safeguards, such as research and testing, were bypassed. What started with the initial group of 20 injected soldiers in Kentucky quickly overran and infected Fort Knox before breaking free from the confines of the military base. The drug caused the injected to become aggressive beyond control; as the effects of the drug took hold, those injected quickly changed to RAGE Zombies, a human/Zombie hybrid.

Easily the most dangerous of all Zombies, RAGE Zombies do not sleep or tire. All they know is violence and infecting. They travel in large packs, running from place to place looking for humans and even Zombies to infect. Their methods of infection are biting, scratching or vomiting their own blood into the mouths, eyes, and open wounds of the uninfected. They're not out to kill or to eat, only to infect. They will kill someone if they put up too much of a struggle and prove too hard to infect, just so they can go on to infect someone else. RAGE Zombies have been known to pick up and use simple weapons like tree-limbs, bats and rocks to attack their prey but they quickly discard them once the prey is infected.

Armor Class: 14

Hit Dice: 5

Move: 15

Attacks: 2 Per round

Attack Damage: Bite 1d6 Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 5 or more (Typically 15)

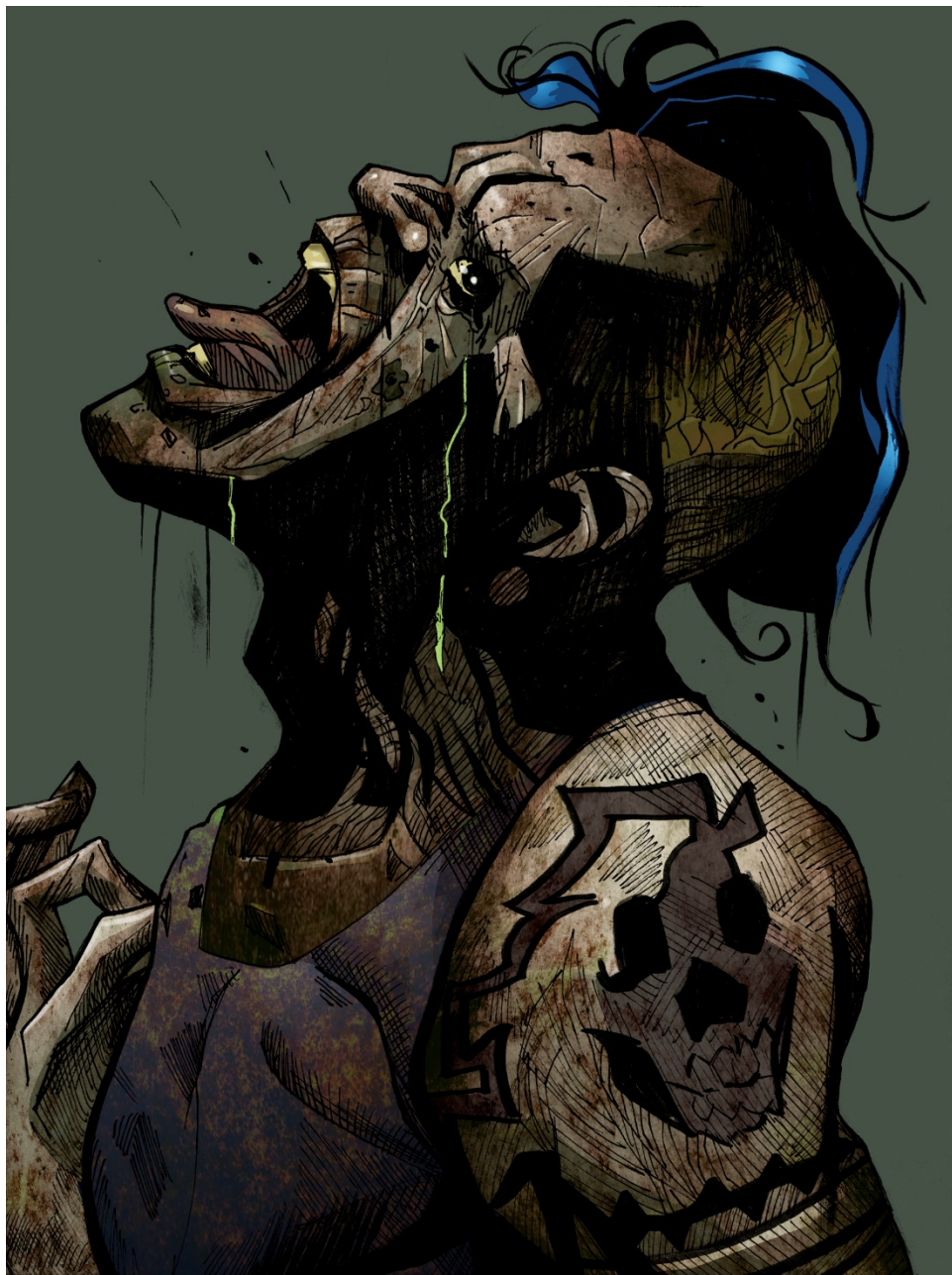
Bonuses: +2 to Damage, +4 to Attack, Toughness -3

XP: 200 each

Methods of Termination: Any method that will kill a standard human will kill a RAGE Zombie.

For every successful Vomit Attack, the Survivor must make a successful Save vs Infection or will turn into a rage zombie in 1d4 rounds.





RUNNERS

Runners are in many ways just like Groaners, except the speed at which they move. The ability to run when chasing prey and also to never tire can be a deadly combination. Plus, just like Groaners, Runners' bodies are harder and their strength is greater than that of a Walker. Great care should be given in handling encounters involving Runners.

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 3-5

Bonuses: +1 to Damage, Toughness -2, +3 to Attack

XP: 60 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

SCREAMER ZOMBIES



Screamer Zombies get their name because shrieking screeches that come from their vocal chords. The sound is so terrifying and loud that they can cause Survivors to freeze in the tracks out of sheer horror. Another bad thing about Screamers is that they attract a lot of attention as their Screams can be heard up to 1 mile away.

Armor Class: 13

Hit Dice: 6

Move: 9

Attacks: 2 Per round

Attack Damage: Bite 1d6, Claw 1d6,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 1 but are often found in the 2 or more and can join a horde.

Special: *Once per round all combatants within 100ft of a shrieking Screamer must make a save vs Fear (Wisdom Based). If failed, the person loses ALL actions that round. If passed, no real effects, but a general unease settles over them.*

Bonuses: +2 to Damage, +3 to Attack

XP: 150 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

WALKERS



Unlike Groaners, Walkers skin is softer than ours and they are usually a little weaker too. Walkers are often in different states of decomposition and are horrifying or just plain gross to look at. Walkers move at a slow walk but can get excited when they are near prey that will encourage them to move at a fast shuffle or “mall-walk”. Walkers feed on all aspects of humans,

right down to the bone but will stop feeding once the prey is dead.

Armor Class: 13

Hit Dice: 2

Move: 9

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-2,

Special: Tear Attack 1d6+1 Counts as 2 attacks.

Pack Size: 3-5

Bonuses: +3 to Attack

XP: 40 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

VOODOO ZOMBIES

Voodoo Zombies are Zombies, Humans or the dead that have been taken over and are now being controlled by a Voodoo Priest called a Bokor (for more info on Bokors, see Other NPCs in this section). These Zombies are not bound by a drive to eat or kill humans, rather their only drive is the will of their Master. With no commands, these Zombies will stand still as a Century for an indefinite amount of time.



Voodoo Zombies are magically created and controlled and as such, have altered statistics. Often at the command of their Master they will carry weapons, often guns, and have the same attack damage as normal human beings.

Armor Class: 14

Hit Dice: 4

Move: 12

Attacks: 2 Per round

Attack Damage: Bite 1d6 Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 3 or more

Bonuses: +2 to Damage, +3 to Attack

XP: 80 each

Methods of Termination: Any method that will kill a standard human will kill a Voodoo Zombie.

ZOMBIE CHILDREN



“Some people have a hard time killing ‘em. Me? I say, a screwdriver to the brain will kill ‘em just like any other Z. Heck the only real difference is, they’re shorter. And I wouldn’t want to discriminate, now would I?”

It’s a dark duty one that most Survivors would rather not have to face. Truth is though, they are a lot of zombified children running around out

there looking for a victim just like any other Zombie. It’s up to your Zombie Master to decide if and when you run across.

Armor Class: 11

Hit Dice: 2

Move: 9

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 1 but can join a horde.

Bonuses: +2 to Damage, +2 to Attack

XP: 55 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body



ZOMBIE LEADER

A Zombie Leader is a Groaner or Runner Zombie that has retained a small portion of their human intelligence after becoming a Zombie. A Zombie Leader still has all the animalistic Zombie desires but can get other Zombies to listen to them by their limited vocabulary. The Leader can give simple commands like, “Go”, “Stop” or “Follow”. The Leader can also figure out simple puzzles or obstacles, like if say a river was separating the humans from the Zombies, she could deduce that Zombies could cross the river by walking on the bottom of the riverbed to the other side and can even teach other Zombies new basic skills like climbing a chain link fence or avoiding simple booby traps or obstacles.

Leader Zombies are very territorial and predatory. If more than one Leader is present than the two Leaders will fight to the death or if its two opposing groups of Zombies meeting up, the Leaders will have their perspective group fight the other group.

Armor Class: 16

Hit Dice: 6

Move: 12

Attacks: 3 Per round

Attack Damage: Bite 1d6+1, Claw 1d6,

Special: Tear Attack 1d6+3 Counts as 2 attacks.

Pack Size: 1 but will have 1d6 Walkers or Groaners accompanying them.

Bonuses: +4 to Damage, +4 to Attack

XP: 150

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

NOTE: When there is a Leader Zombie present, all Zombies get a +1 bonus on all actions.

RANDOM ENCOUNTERS

Roll 1d12 to for this random table.

D12	LEVEL 1	LEVEL 2	LEVEL 3
1	1 Rage Zombie	3 Rage Zombies	5 Rage Zombies
2	1 Mutated Bone Zombie	1 Mutated Bone Zombie	1 Mutated Bone Zombie, 2 Bone Zombies
3	1 Fleshless Zombie	1 Fleshless Zombie, 2 Groaners	1 Fleshless Zombie, 5 Groaners
4	2 Bone Zombies	4 Bone Zombies	7 Bone Zombies
5	1 Zombie Leader, 1d6 Walkers	1 Zombie Leader, 1d6 Walkers, 1 Crawler	1 Zombie Leader, 1d6 Walkers, 2 Runners
6	1 Boss Zombie	1 Boss Zombie 1d4 Runners	1 Boss Zombie, 2 Screammers
7	1 Child Zombie	1 Child Zombie, 2 Screammers	1 Child Zombie, 1d6 Screammers
8	1 Melting Zombie	2 Melting Zombies	4 Melting Zombies
9	1d6 Living Dead Zombies	1D6 Living Dead Zombies, 1d6 Walkers	2d6 Living Dead, 1 Fleshless Zombie
10	3 Voodoo Zombies	6 Voodoo Zombies	9 Voodoo Zombies
11	1 Legend Zombie	3 Legend Zombies	6 Legend Zombies
12	2 Screamer Zombies	2 Screamer Zombies, 2 Runners	6 Screamer Zombies

For Levels 4-10, roll the average party level that many times on the table below. Example: For a group that has an average level of 4 amongst it's Survivors, you would roll 4 times on the chart below and add all the Zombies together to create the random encounter. For a Survivor party with average level 10, you would roll 10 times, totaling all Zombies together to create the encounter.

Roll 1d20 x the average party level.

D20	Encounter
1	5 Rage Zombies
2	1 Mutated Bone Zombie + 4 Bone Zombies
3	4-Bone Zombies
4	1 Boss Zombie + 1d6 Walkers
5	6 Legend Zombies
6	3 Melting + 1 Fleshless Zombies
7	1d6 Screamer Zombies
8	1d8 Zombie Children
9	2d6 Living Dead Zombies
10	2d4 Walkers
11	1d6 Runners
12	1 Crawler + 1 Fleshless + 1d6 Walkers
13	1d6 Voodoo Zombies
14	1 Zombie Leader + 1 Melting
15	1d4 Living Dead + 1d4 Runners
16	1 Mutated Bone Zombie
17	2d4 Crawlers
18	1d4 Screamers + 1d4 Living Dead
19	1 Zombie Leader + 1d6 Runners
20	NO ZOMBIES FOR THIS ROLL.

OTHER NPCs:

Zombies are not the only villains in town. There is also an evil human element that Survivors must contend with. In the pages that follow, you will find several descriptions for NPCs that can be used as bad guys or obstacles for your Survivors. Please note all stats for these insidious individuals start at Level 1 and may need to be adjusted to accurately reflect an efficient villain for your Survivor group based on their levels.

BOKOR

A Bokor is the creator and controller of Voodoo Zombies. A Bokor can be either a Voodoo Priest (Houngan) or a Priestess (Mambo). A Voodoo Zombie can be any Zombie (with the exception of RAGE ZOMBIES) that a Bokor can take control of at will or the Bokor can perform a Voodoo ritual on a dead person to turn the once deceased into a Voodoo Zombie or on a living person, if the Bokor can get them to ingest a special mixture of the Bokor's own blood and rattle-snake venom, either by trickery or by force the Bokor can seize control of the victims will for 1d4 days per level of the Bokor. A Zombie or Dead person turned into a Voodoo Zombie is under the Bokor's control for as long as he/she desires.

Bokors through various incantations have discovered the secret to immortality. Most living Bokors are already hundreds of years old. They have stayed in the backgrounds of society and not concerned themselves much with the problems of the world, instead focusing on mastery of their Voodoo. But now with the Zombie Apocalypse and the fall of traditional civilization, they are slowly stepping forward and revealing themselves for the first time in history. Making a power-play to seize control of a portion of this new world for their own.

Bokors usually surround themselves with a host of Zombie Centuries and 2d10 rattle snakes. The snakes are there by free will unlike the Zombies, but they are deathly protective of the Bokor as is she of them. Usually the Bokor will have 1d4 humans around to tend to her worldly needs. She keeps them faithful with the promise of immortality (which never is seen through to fruition).

For Voodoo Zombies that the Bokor controls, when she commands them to do a task, and no matter how far or difficult the Zombie will never stop until the task is complete, the Bokor changes the order or until the Voodoo Zombie is destroyed. Furthermore, no matter the distance, the Bokor can place herself in a trance-like state and can see through her Voodoo Zombies eyes, change or alter commands, speak

through the Voodoo Zombies mouth. The voice will be that of the Bokor, not the Zombie. The Bokor can do this ability at will but she leaves her body vulnerable to attack and is unaware of anything happening to it. The Bokor will never do this without having what she considers sufficient Voodoo Zombie protection.

Armor Class: 14

Hit Dice: 8

Move: 9

Attacks: 3 Per round

Attack Damage: All Normal Human. The Bokor

Usually fights with a Rune Pole Relic

+2 to Attack (1d6+1 damage) and/or Rune Sword Relic +2 to Attack (1d6+2 damage).

Special: Control Zombie, Create Voodoo

Zombie (Dead Person), Create Voodoo Zombie (Living Person)
1d4 Days per level, Immortality Meditation (1 week per year, uninterrupted)

Bonuses: +2 to Damage, +3 to Attack

XP: 450 each

Methods of Termination: Any that would kill a normal human.

*Note: A Bokor can control 3d6 total Voodoo Zombies per level.

BOKOR'S RATTLE SNAKE PET:

Armor Class: 13

Hit Dice: 4

Move: 12

Attacks: 2 Per round

Attack Damage: Bite 1d6

Special: Bite 1d6. If the Victim of a bite

takes 2 HP damage, then a roll Save vs Poison must be made. For a failed roll, all attributes and abilities are immediately cut in half. Without antidote or venom extraction, the Character will die in 1d6 minutes.

Pack Size: 1 but can join a horde.

Bonuses: +5 to Attack, Hard Target

(Attackers get a -2 to attack when attacking a rattle snake on the ground or in a tree).

XP: 150 each

Methods of Termination: Reducing HP to 0.

THE SHEPHERD OF THE DEAD

The Shepherd is a NPC that due to a physical anomaly or mutation, Zombies do not attack them. In fact, most of the time, Zombies follow them as a leader and will even listen to the Shepherd's commands. The Sheppard believes that this physical anomaly that keeps them safe is actually Divine Intervention. The Shepherd believes that she is bringing sheep to the fold and tries to collect Zombies and even create Zombies by having her sheep attack the living. She sees the living as the damned, the forgotten or left behind and believes that she is helping to send them to Heaven or Hell as is God's will.

Armor Class: 11

Hit Dice: 4

Move: 9

Attacks: 2 Per round

Attack Damage: All normal human damage,

Special: No special abilities aside from lead Zombies. The Sheppard can control up to hundreds of Zombies at a time but it is suggested that to use 2d12 per level. Note: The Shepherd's abilities do not work on RAGE Zombies or Voodoo Zombies.

Pack Size: NA

Bonuses: +1 to Attack

XP: 150 each

Methods of Termination: Reducing HP to 0.



BIKER GANGS

Next to Zombies, the most constant threat is running into Biker Gangs. These gangs roam the country side killing Zombies, robbing, killing and raping humans, and even in some cases, having turned to cannibalism, eating humans.

Most of these gangs are male ran. The women that are with them are usually slaves, being passed around and raped at will. They're always on the hunt for more women.

But not just for women, they are a danger to anyone that crosses their path. They rob, rape, pillage and plunder at will and without regard life; even their own. If a biker falls behind or is caught by an enemy, they're simply left. It's survival of the fittest.

A typical Biker Gang is comprised of 50% Slayers and 50% other classes. The Leader is always a high-level Slayer. The gangs are about 80% male.

Here is a breakdown of a standard 15-person Biker Gang:

- 1 - Leader (Slayer level 7)
- 5 - Slayers (level 2-5)
- 2 - Trackers/Hunters (level 2-4)
- 2 - Fixer (Level 4-6)
- 2 - Scavengers (level 3-6)
- 3 - Women (no class, Level 1)

Special Bonus: Gang Mentality, when fighting as a gang the entire gang receives +2 to Attack.

SLOW-TURN ZOMBIE

(OPTIONAL CLASS)

A Slow-Turn Zombie is a player controlled Survivor that gets infected by a Zombie, having failed their Saving's Throw. At ZM discretion, the character can be allowed to linger on, controlled by the player for 1d8 (in-game) days. As the days go on though, the player's Survivor begins to act in odd and unexplainable ways. Slowly, getting more and more angry and out of control, the Survivor starts lashing out at other player controlled Survivors, sometimes even attacking them (these actions are all controlled by the ZM), until finally the player loses all control of the Survivor and becomes a full-on Zombie.



SICOLINE CORPORATION

In the small town of Middleburg, VA, less than an hour from Washington D.C., tucked away in woods at the end of a two-lane road, near the north side of town is a small two-story generic and unassuming office building. The building is owned by the Sicoline Corporation; an experimental drug company, for military intent.

The Sicoline Corporation was founded by current C.E.O. and primary shareholder Octivis Zeus. Due to growing distrust between The United States and Iran and North Korea, and through an intricate web of bribes and blackmail to government officials, Zeus was able to secure a military contract to create a synthetic drug for Raw Adrenal Gland Exertion codenamed RAGE. RAGE was intended to give our troops near superhuman speed and endurance when fighting on the battlefield.

During the development and testing phase, Zeus and his team of 22 scientists made some gruesome discoveries, including a serum that could bring the dead back to life or at least re-animate the dead. Meanwhile, Zeus who had been personally experimenting with a new strain of heroin that he was creating, and which he intended to mass produce and sell to the black market, he began to rapidly lose touch with reality. During a particularly intense heroin induced trip, Zeus believed that God Almighty, ascended from Heaven to tell Zeus that Zeus was to be the catalyst for the End of Times. Then God lay before Zeus the plan of how it was all to come to pass.

After this trip, Zeus' mind was forever altered. He believed the hallucination to be true and taking the gruesome discoveries by his team of scientists, weaponizing it and using his many black market, mercenary and terrorist ties, and at great cost, on February 16, 2015, pulled off a catastrophic (and he believes Biblical) global act of terror. Bombs were detonated in nearly every major city in the world at the same time. And so, the Zombie apocalypse began.

Now Zeus, his 22 scientists (which are being held against their will) and 30 armed guards are holed up in the Sicoline Corporation headquarters in Middleburg, VA and the ten-level deep sub-levels which have been fully stocked to ride out the Apocalypse. The scientists have now long ago worked out a cure for all Zombies, but Zeus won't hear of it and can't be reasoned with. So, they wait. They wait for someone to come rescue them and then someone to help them save the world and cure Zombies everywhere!!

OCTIVIS ZEUS

With his unlimited access to synthetic, body altering drugs, and total paranoia and insanity, Zeus can hardly even be recognized as human. If threatened Zeus will inject his self with a lethal toxic mixture that will take his body to brink of human ability and give leave him only 4 hours to live. The stats below represent Zeus in his final state of transformation.

Armor Class: 18

Hit Dice: 12

Move: 15

Attacks: 3 Per round

Attack Damage: All normal human damage,

Special: The toxic injection increases Zeus' STR, DEX and CON to 18, as well as increased HP.

Pack Size: NA

Bonuses: +6 to Attack and Damage

XP: 500

Methods of Termination: Reducing HP to 0.

SICOLINE CORPORATION ARMED GUARDS

These guards should be treated as level 5 Slayers, armed with machine guns and survival knives and concussion grenades.

HUMAN ADVERSARIES

Human NPCs that the Survivors will interact with are many and varied. Listed here are a few of what may be the more common types that the Survivors come across.

BRUISER

Bruisers are strong, sturdy individuals who are not afraid to give or take a few punches for their employers.

Armor Class: 11

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By Weapon

Special:

Bonuses: +3 to Hit, +2 Toughness, +2 Damage

HDE: 4

COMMON PEOPLE

Joe the plumber, or any ordinary person you meet on the street. This is the average person, be they minions of a crime boss, deranged cultists, or an enraged mob with pitchforks and torches.

Armor Class: 10

Hit Dice: 1/2

Move: 12

Attacks: 1 per Round

Attack Damage: By Weapon

Special:

Bonuses:

HDE: 1/2

MARTIAL ARTIST

Martial Artist have devoted a lifetime to their art.

Armor Class: 17

Hit Dice: 8

Move: 12

Attacks: 3 per Round

Attack Damage: By Weapon

Special: Stealth, Hard Target, Backstab

Bonuses: +4 to Hit, +1 to Toughness, +3 to Damage

HDE: 10

TRAINED SOLDIER (GRUNT)

Your average soldier, they carry rifles and a knife and wear light body armor.

Armor Class: 15

Hit Dice: 3

Move: 12

Attacks: 2 per Round

Attack Damage: By Weapon

Special: Stealth

Bonuses: +2 to Hit, +1 to Toughness, +2 Damage

HDE: 5

TRAINED SOLDIER (SUPERIOR)

Veteran Soldiers or SWAT Team members are better armed and better trained, with access to armor and typically armed with pistols, knives, assault rifles or shotguns, and often grenades.

Armor Class: 16

Hit Dice: 5

Move: 12

Attacks: 2 per Round

Attack Damage: By Weapon

Special: Stealth

Bonuses: +4 to Hit, +3 to Toughness, +2 to Damage

HDE: 6

NPC VILLAIN QUICK GENERATION TABLES

Use the tables below to generate random human NPC villains to use in your games!

1D4 GENDER

1-2 Male

3-4 Female

1D6 AGE

1 Young (12 & Under)

2 Teen (13-19)

3-4 Adult (20-44)

5 Middle-Aged (45-65)

6 Old (66 & Over)

1D8 HEIGHT

1 Very Short (4'11" & Under)

2-3 Short (5'0" – 5'6")

4-5 Average (5'7" – 5'11")

6-7 Tall (6'0" – 6'5")

8 Very Tall (6'6" – Over)

1D10 VILLAIN TYPE (PRE-APOCALYPSE)

1	Bored Celebrity	Fame & Wealth can be a dangerous thing
2	Organized Crime Boss	Be it Mafia Gangster, Drug Dealer or Bank Robbers
3	Cult Leader	Religious, Social or Economic Leader Figure
4	Anti-American Spy	Your covered was blown. Time to clean up the loose ends.
5	Politician/Church Leader	The public trusts you, but should they?
6	Scholar/Visionary	Faith, Fanaticism and Misguided Brilliance
7	Scientist/Visionary	A Genius ahead of the curve. The Rules don't apply to you.
8	Serial Killer	Assassin, Murderer, Killer, etc.
9	Corrupt Cop/Military Operative	You know something that others can't know.
10	Educator	Parents trust you with their kids but if they only knew you were really a . . .

1D12 SUPPORT SYSTEM

- 1 Wealthy
- 2 Devoted Followers
- 3 Military Backing
- 4 Political Power
- 5 Legal Influence
- 6 Fear Based, Bully Tactics
- 7 Advanced Weaponry
- 8 Secrets/Blackmail
- 9 Personal Ability and Skill
- 10 Paranormal Guidance
- 11 Occult and Ritual
- 12 Well stocked Food and Medical Supplies

1D20 MOTIVATION

- 1 Acceptance
- 2 Bigotry
- 3 Chaos
- 4 Control
- 5 Curiosity
- 6 Desperation
- 7 Equality
- 8 Evil
- 9 Evolution
- 10 Fanaticism
- 11 Gloom
- 12 Green
- 13 Immortality
- 14 Insanity
- 15 Mischief
- 16 Peace
- 17 Power
- 18 Renewal
- 19 Revenge
- 20 Superiority

ROLL	VILLAIN QUIRKS
01	Absent minded.
02	Acts benevolent, helps the community.
03	Albino or other physical deficiency.
04	Always dresses in an expensive suit.
05	Always has a different beautiful woman on his arm, marked with the same scar.
06	Always has a deck of cards.
07	Always has a sucker.
08	Always has an escape plan.
09	Always has to be doing something with his hands, rolls coin, etc.
10	Always has to rhyme.
11	Always waits 5 seconds to carefully consider his words before responding, raises a finger if you don't let him respond.
12	Always wearing body armor.
13	Always wears a certain color.
14	Always wears riding boots, carries a riding crop, but doesn't have a horse.
15	Always wears sun glasses.
16	Believes he's an ancient villain reincarnated.
17	Believes in aliens. Might even think he's working for them.
18	Cannot speak, uses a computer-aided voice.
19	Claims credit for other people's good ideas.
20	Collects unusual things.
21	Demands you address him as "Lord."
22	Disfigured Face.
23	Does a little dance when he's successful.
24	Doesn't let people see his face, and kills those who see it.
25	Doesn't plan, poor strategist, good tactician.
26	Drug addict, doesn't care who sees.
27	Enjoys arson, both watching and causing it.
28	Extra sneaky, appears out of nowhere.
29	Extraordinarily tall and thin.
30	Fond of art and poetry.
31	Fond of duels.
32	Gentleman demeanor hides a corrupt decadent nature.
33	Hands-on, likes to get involved personally.
34	Has starkly alarming eyes.
35	Has a dungeon. An actual dungeon, complete with torture equipment, etc.
36	Has favored minion he treats like a son.
37	Has a god complex.
38	Has a lot of hair and runs hand through it when frustrated.
39	Has a pet cat, dog, bunny, or something else oddly cute.
40	Has a pet snake, lizard, spider, or something else repulsive.
41	Has a soft spot for sports cars.
42	Has a special weapon made just for him.
43	Has ADHD.
44	Has an extreme phobia.
45	Has an offensive smell and doesn't do a thing about it.
46	Has been responsible for many wars.
47	Has had so many identities he forgets which is real.
48	Has to clear decisions with "mother," but nobody knows who "mother" is.
49	He is not what he appears to be.
50	His depths of melodrama are a bit over the top.
51	Impulsive man of action.

52	Is a celebrity who faked his death.
53	Is a twin... yes, there are two of him.
54	Is always eating something.
55	Is always strapped into an explosive vest, and will arm it if he's in danger.
56	Is morbidly obese.
57	Is very old but surprisingly spry.
58	Leaves behind signature symbol or item.
59	Humiliates enemies before crushing them psychologically.
60	Likes to monologue, revealing plans.
61	Waves dismissively at things he finds unimportant.
62	Lives in a castle.
63	Lover of games of strategy or chance.
64	Makes important decisions with a toss of a coin.
65	Master of disguise, difficult to detect.
66	Might be a clone.
67	Missing an eye/hand, has many types of prosthetics for it.
68	Nobody meets him in person, ever.
69	Obsessed with appearance, especially hair.
70	Obsesses over cleanliness, afraid of germs.
71	Overconfident and boastful.
72	Partial prosthetic body part.
73	Partially cybernetic.
74	Physical handicap (wheelchair-bound, one armed man, etc.)
75	Prefers to hang people.
76	Propaganda expert, always comes off clean.
77	Refuses to carry weapons, relies on minions.
78	Refuses to harm the elderly.
79	Relies on a psychic advisor, tarot reader, etc.
80	Strange ability to deduce all from basic clues.
81	Social chameleon.
82	Speaks slowly and deliberately, repeating himself for emphasis.
83	Speaks with a very heavy foreign accent.
84	Strongly religious, despite villainous ways.
85	Studies cartoons, they define the human condition.
86	Treats enemies like honored guests.
87	Treats his minions like family.
88	Has an unusual and memorable laugh, used at inappropriate times.
89	Uses a sword, and is good with it.
90	Uses guns that are way overkill. Smiles when people are completely obliterated.
91	Uses innocent bystanders as shields.
92	Uses jargon specific to profession.
93	Very superstitious.
94	Was a child celebrity.
95	Was exiled from home country, and harbors great hatred or sadness over it.
96	Claims he was made, not born. Even lacks a belly button, which he believes proves it without question.
97	Wears a uniform of an army that no longer exists.
98	Wears glasses, always pushing them up on his nose.
99	Wears shirts with clever humorous phrases.
00	Won't harm children.

ANIMALS

Most animals will not attack unless they are hungry, threatened, protecting their young, or cornered. That being said, having a flock of annoyed flamingos go after the Player Characters could be a great deal of fun. This is an adventure game, not a simulation of wildlife behavior, so go nuts, have fun.

ALLIGATOR/CROCODILE

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 1d6+3, Tail Slap 1d4+2

Special: Grapple/Drown*

Bonuses: +2 to Hit

HDE: 3

*Grapple/Drown: Alligators and Crocodiles will attempt to latch onto a victim when they bite (Saving Throw to avoid being Grappled) and if near water, attempt to pull the victim into the water until drowned.

BEAR (BLACK)

Armor Class: 13

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: Claw 1d6,
Bite 1d6+1

Special: Keen Sense of Smell,
Roar

Bonuses: +3 to Toughness,
+3 to Damage

HDE: 3

BEAR (POLAR)

Armor Class: 15

Hit Dice: 7

Move: 12

Attacks: 1 per Round

Attack Damage: Claw 1d6+4,
Bite 2d4+4

Special: Keen Sense of Smell,
Roar

Bonuses: +3 to Toughness,
+3 to Damage

HDE: 7

Bears have a keen sense of smell, and can let out an intimidating roar that will cause all enemies within the immediate vicinity to make a Saving Throw or be frozen with fear for 1d3 combat rounds.

BOAR (WILD)

Armor Class: 11

Hit Dice: 2

Move: 9

Attacks: 1 per Round

Attack Damage: Tusk 1d6+1

Special: Charge

Bonuses: +2 to Hit, +2 to Toughness, +2 to Damage

HDE: 2

Boars will charge their opponents, moving up to twice their base movement, and getting a +1 to attack and damage on their attempt to gore their target. They are tough and tenacious creatures, receiving a Saving Throw when they reach 0 hit points to continue fighting for an additional 1d3 combat rounds before dying.

CAT (LARGE HUNTING)

Armor Class: 15

Hit Dice: 2

Move: 18

Attacks: 1 per Round

Attack Damage: Bite 1d6+3, Claw 1d3+2, Claw 1d3+2

Special: Keen Senses, Stealth, Pounce

Bonuses: +2 to Hit

HDE: 2

This category covers such cats as mountain lions, leopards, cheetahs and the like. Game Masters should feel free to give specific special abilities to cats as they desire, such as reflecting the Cheetah's sprinting prowess.

All large hunting cats share the traits of having excellent night vision and exceptionally keen senses of smell and hearing. They also move very quietly, receiving a +2 to any Action Checks to avoid being heard.

A large hunting cat can pounce for an attack up to twice it's movement distance, but only gains one of it's three regular attacks, but with a +2 to damage.

DOG (FERAL)

Armor Class: 12

Hit Dice: 1

Move: 18

Attacks: 1 per Round

Attack Damage: Bite 1d6-1

Special: Keen Senses

Bonuses: +1 to Hit

HDE: 1

DOG (GUARD)

Armor Class: 13

Hit Dice: 1

Move: 18

Attacks: 2 per Round

Attack Damage: Bite 1d6

Special: Keen Senses

Bonuses: +1 to Hit, +1 to Damage, +1 to Toughness

HDE: 2

Dogs have Keen senses, with excellent low light vision and an extraordinary sense of smell that they use for tracking.

HORSE

Armor Class: 11

Hit Dice: 1

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 1d6-1, Kick 1d6+1

Special: None

Bonuses: +2 to Toughness

HDE: 1

PRIMATE

Armor Class: 13

Hit Dice: 4

Move: 12, Climb 12

Attacks: 1 per Round

Attack Damage: Strike/Claw 1d6+1

Special: Keen Senses

Bonuses: +2 to Hit, +3 to Damage, +2 to Toughness

HDE: 2

Primates possess an excellent sense of smell and keen night vision.

SHARK

Armor Class: 14

Hit Dice: 5

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 2d6-2

Special: Frenzy, Sense Prey

Bonuses: +2 to Hit

HDE: 5

Sharks are violent predators constantly hunting in all bodies of salt water. Sharks can sense prey up to 1 mile away. Sharks are driven into a frenzy at the smell of blood giving them Advantage on all rolls but lowering their AC by 2.

SNAKE

Armor Class: 11

Hit Dice: 2

Move: 12, Climb 9

Attacks: 1 per Round

Attack Damage: Bite 1d6-2, Constrict 1d6-1

Special: Venomous Bite, Constrict

Bonuses: +3 to Hit

HDE: 2

A Snakes Venomous Bite requires a Saving Throw. If failed, the recipient of the bite takes an additional 1d6 Damage from the venom.

If the snake can wrap itself around an opponent, the opponent must make a grapple check, or suffer 1d4 Damage per round until a successful grapple check is made to escape.

BASIC ADVENTURE HOOKS

1-2	A hooded cult has a settlement a few miles away. They send an envoy to you to demand a sacrifice.
3-4	Your group encounters a small family in the woods. They have no supplies & are at death's door.
5-6	While fleeing a horde of zombies, one of you falls into a deep pit trap.
7-8	An envoy from a biker gang comes to your camp and demands tribute. They will return in 3 days and for some supplies or the corpses of the party.
9-10	You encounter an escaped inmate on the road. They beg you to help them and offer to show you a hidden stash.
11-12	Your group encounters a small family in the woods. They have a good amount of supplies but seem nonthreatening.
13-14	You discover a bunker filled with food, booze and medicine. But it looks like someone has recently been there.
15-16	You find a large, mutated, bone zombie in the woods near your camp. See p.54
17	You discover a mother-to-be trapped in a shed being attacked by zombies.
18-19	Your scouts spot walled town 30 miles away. It appears to be heavily guarded and well stocked.
20-21	You come upon a school with several food trucks docked in the back. Inside is an army of zombie children. See p.69
22-23	A well-armed Mercenary comes to your camp and offers their services, for a price.
24-25	You catch a small child scavenging thru your supplies. He is very weak and begs for mercy.
26	You find a famous scientist held up in an abandoned, government lab. They claim to have important information about the plague.
27-28	While fleeing from a herd, you come upon a field of wheat. You quickly discover it is filled with ankle-biters. See p.57

29	You find a crashed helicopter on fire. The pilot is alive but pinned within the crash. They beg for help and claim to that they will lead you to their supply filed base.
30-31	You find a huge bunker filled with narcotic drugs, but no food or helpful supplies.
32-33	Your scouts spot walled town 30 miles away. It appears to be poorly guarded and thinly populated.
34-35	You discover are being tracked by a party, but you find out before they know you are on to them.
36	You discover a large convention center filled with cosplay zombies.
37-38	You come upon a small gang of bikers threatening a small settlement.
39-40	You spot a small party of slavers that are scouting a small, nearby settlement. They have several small kids in chains near the road.
41	A boss zombie has been seen circling your encampment. It is often accompanied several walkers. See p. 56 & 57
42-43	While in a hospital looking for supplies, you discover another party in a secure quarantine room.
44	A Bokor and several zombies have been spotted near your camp. See p. 74
45-46	An envoy from a nearby cannibal settlement demands tribute in the form of 1 living party member. If you refuse, they say they will return and eat all of the party.
47-49	You find a bunker filled with dry good food and liquor, but it is covered with traps.
50-51	A pack of zombies appear at the walls of your compound. Easy enough, except they are covered with nuclear waste.
52-53	A group of survivors ask for your help defending themselves against a biker gang. All of the survivors have body parts missing.
54-55	Several wild boars ambush the party. See p. 88

56	You come upon a well-guarded, gated compound with the name Silicone Co. on the gate. See p. 80
57-58	A party of Mercs attacks your camp in the middle of a torrential downpour.
59-60	Your party has held up in an old farm house in the middle of nowhere. During the siege, the house goes up in flames while surrounded by zombies (hidden basement group).
61-62	You discover a sports arena that may have an intact concession stand. When you enter the arena, you notice all of the zombies are notable pro wrestlers.
63-64	A Shepard of the Dead has appeared and has threatened your camp. See p.76
65-66	While investigating a government lab, you encounter a group of bone zombies that are coated in metal (+4 AC). See p.54
67-68	While in a hospital looking for meds, the party discovers a group of living, coma patients (safely behind a bolted door).
69	You happen upon a small town, with no walls, no zombies and a group of people walking around as if nothing has happened.
70-71	You spot a group of fleshless zombies setting up a roadblock ambush. A small family can be seen approaching a mile up the road. See p.58
72	A solo figure is seen in an abandoned military complex. It moves extremely fast and appears to be stalking the group. See p.59 (Legendary Zombie)
73-74	You discover a huge pit of thousands of zombies. Ahead is the camp of survivors responsible for the pit. What is their game?
75-76	You find an abandoned lab full of supplies, and full of melting zombies. See p.61
77-78	Rumors of a safe island of the coast fill your camp. Many of your people want to investigate.
79-80	You discover a military outpost full of weapons, and full of rage zombies. See p.62
81-82	A group of screamer zombies can be heard in the distance, as can the screams of the living. See p.66

83	A Leader Zombie looks to have claimed the area your camp is in. See p. 71
84-85	You enter a forest that is covered with snakes, many are poisonous. Way more snakes than normal. See p. 91
86	In the middle of a zombie siege of your settlement, a massive thunderstorm breaks out with a tornado touch down.
87-88	Rumors of a nearby, underground military facility have been spreading around the camp. Many think it is a safe haven.
89-90	You come upon a well barricaded pub in the center of a zombie filled town. You hear loud music coming from the pub.
91-92	One of your group has been bitten but has not revealed it to the party.
93	A member of the Silicone Corporation has arrived at your camp and has asked you to join them. See p. 80
94	A group of trained soldiers has attacked your camp. See p. 83
95	A fanatical preacher has appeared at your gates and wishes to convert you to the one true religion.
96	It appears a serial killer is among your numbers. A few people have turned up dead and town is in panic.
97	Rumors of a zombie bigfoot in the woods to the north have gained momentum in the camp.
98	You have run out of supplies and have gone to the big city. It is crawling with zombies.
99	As of late, you have notice odd zombies in the woods that look like they have been stitched together. Maybe a mad scientist is at work nearby.
100	You encounter a large shopping mall. It is barricaded from the inside. It is surrounded by zombies.

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Living Dead Zombie	60		

APPENDIX Z:

Compiled by Josh Palmer – for inspiration

Books

Brooks, Max (2007) *World War Z: An Oral History of the Zombie War*, Crown.

- (2003) *The Zombie Survival Guide*, Pittsburgh: Three Rivers Press.

Kane, John (2010) *Night of the Living Dead: Behind the Scenes of the Most Terrifying Movie Ever*, London: Aurum.

King, Stephen (2006) *Cell*, New York: Scribner.

Kirkman, Robert (2003 -) *The Walking Dead*, Image Comics.

Matheson, Richard (1954) *I Am Legend*, New York: Walker and Company.

Russo, John (1979) *Return of the Living Dead*, Middlesex: The Hamlyn Publication Group Ltd.

Ryan, Carrie (2009) *Forest of Hands and Teeth*, New York: Random House.

- (2010) *The Dead-Tossed Waves*. New York: Random House.

Sellers, Christian & Smart, Gary (2010) *The Complete History of The Return of the Living Dead*, London: Plexus.

Shelley, Mary Wollstonecraft (1818) *Frankenstein*, London.

Lackington, Hughes, Harding, Mavor & Jones.

Vuckovic, Jovanka (2011) *Zombies! An Illustrated History of the Undead*, New York: St. Martin's Press.

Recommended Films & Television Shows

28 Days Later (2002). Dir. Danny Boyle. Fox Searchlight DVD.

Army of Darkness (1992). Dir. Sam Raimi. Universal DVD.

Ash vs. Evil Dead (2015 -) Starz TV.

Cemetery Man [Dellemorte Dellamore] (1994). Dir. Michele Soavi. October Films DVD.

Children Shouldn't Play with Dead Things (1972). Dir. Bob Clark. VCI Entertainment DVD.

Creepshow (1982). Dir. George A. Romero. Warner Bros. DVD.

Dawn of the Dead (1978). Dir. George A. Romero. Anchor Bay DVD.

Dawn of the Dead (2004). Dir. Zack Snyder. Universal DVD.

Day of the Dead (1985). Dir. George A. Romero. Anchor Bay DVD.

Evil Dead (1981). Dir. Sam Raimi. New Line DVD.

Evil Dead (2013). Dir. Fede Alvarez. TriStar DVD.

Evil Dead II: Dead by Dawn (1987) Dir. Sam Raimi. Embassy DVD.

Hocus Pocus (1993). Dir. Kenny Ortega. Walt Disney. DVD.

IZombie (2015 -). The CW TV.

Land of the Dead (2005). Dir. George A. Romero. Universal DVD.
Last Man on Earth (1964). Dir. Ubaldo Ragona. American International DVD.
Night of the Creeps (1986). Dir. Fred Dekker. TriStar DVD.
Night of the Living Dead (1968). Dir. George A. Romero. Anchor Bay DVD
The Omega Man (1971). Dir. Boris Sagal. Warner Bros. DVD.
Re-Animator (1985). Dir. Stuart Gordon. Empire International DVD.
The Returned (2012 -). Canal France TV. DVD.
Return of the Living Dead (1985). Dir. Dan O'Bannon. MGM DVD.
Return of the Living Dead II (1988). Dir. Ken Wiederhorn. Warner DVD.
Return of the Living Dead 3 (1993). Dir. Brian Yunza. Trimark DVD.
Shaun of the Dead (2004). Dir. Edgar Wright. Universal Studios DVD.
Shock Waves (1977). Dir. Ken Wiederhorn. Blue Underground DVD.
Tombs of the Blind Dead (1971). Dir. Amando de Ossorio. Anchor Bay DVD.
The Walking Dead (2010 -). AMC TV. DVD.
Warm Bodies (2013). Dir. Jonathan Levine. Summit DVD.
Z Nation (2014 -). SYFY TV DVD.

Video Games

Castlevania Series (1986-2014). Konami. Various Systems.
Dead Rising Series (2006 -). Capcom/ Microsoft. Various Systems.
Dead Space Series (2008-2013). EA. Various Systems.
Ghost and Goblins (1985). Capcom. NES.
House of the Dead Series (1996-2013). Sega. Various Systems.
Left 4 Dead Series (2008-2009). Microsoft. XBOX 360.
Lollipop Chainsaw (2012). Warner Bros. Games. PS3/ XBOX 360.
MediEvil Series (1998-2007). Sony. Various Systems.
Minecraft (2009). Mojang. Various Systems.
Nightmare Creatures (1997). Activision. Various Systems.
Plants vs. Zombies Series (2009 -). Pop Cap Games. Various Systems.
Resident Evil Series (1996 -). Capcom. Various Systems.
The Walking Dead Series (2012 -). Tell Tale Games. Various Systems.
Warcraft III (2002). Blizzard. Computer.
World of Warcraft (2004 -). Blizzard. Computer.
Zombies Ate My Neighbors (1993). Konami. Genesis/ SNES.

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