

SURVIVE THIS!!

Zombies!



COLLECTED EDITION

A ZOMBIE-APOCALYPSE ROLEPLAYING GAME
BY
ERIC BLOAT

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INTRODUCTION

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INTRODUCTION

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SURVIVE THIS!! is based on the original version of the world's most popular fantasy roleplaying game.

*This book is dedicated to Pierre because we
all know what Pierre likes . . .*

EXTRA SPECIAL THANKS

An extra special thank you goes out to Jeff Jones and Tommy Stamper. The tireless time and effort you put into this game is one of the main reasons it exists today. I could not have done it without you, nor would I have wanted to!

THANK YOU

A HUGE thank you goes to my right-hand man at Bloat Games, Josh Palmer, for all your work and dedication to this company and our games. Another thank you is owed to Collins Holmes, III, Jason Shain, Thomas Haffner and Kevlen Goodner for their contributions.

THANKS TO OUR PLAYTESTERS

Jason Bragdon, Muzette Bragdon, Jaime Bloat, Chaz Bloat, Kristen Bloat, Blake Bragdon, Dakota Bragdon, Riley Bragdon and the Bowling Green Crew!

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FOREWORD:

SURVIVE THIS!! - ZOMBIES! (or STZ) is at its core an OSR (Old School Renaissance) or retroclone/neocloner of the original 1970s fantasy roleplaying game. Gamers who've played those games will find the rules and game mechanics of STZ very familiar. For gamers of a newer generation or those who were not lucky enough to play the world's most popular RPG in its day, a few words of explanation may be required.

STZ like it's inspiration is not a fully developed game whereas all possible situations and occurrences have a specific rule written just for the purpose of solving each particular scenario that may arise. To the contrary, STZ puts the power of RULINGS back in the hands of those who play the game. In reading this game you should find that most of the rules you need to play are presented here but not all. And the rules that are here are not a "set-in-stone" listing but rather a guideline to follow. Rules can (and should) be changed, omitted and adapted to the enjoyment of the gaming party. Essentially, this is your game, play it how you enjoy it the most.

In this, Book NULLA, Introduction you will find a spattering of game insight, art, flavor-fiction and other ramblings meant primarily for newer players to the RPG community. If you are old-hat at this, I suggest skipping ahead to Book I, Survivor's Guide, and start there. However, if you are new at this or a completionist, like myself, feel free to digest this book first before moving on.

And before I leave you to your gaming, it is with the most sincerity, that I thank you for playing this game. I understand how precious time is, and it is not lost on me the impact, that you have chosen to spend some of your time reading and playing my game. I hope you enjoy!

Eric Bloat
Nov 1st, 2016



INTRODUCTION:

Imagine if you will, you find yourself trapped in your favorite zombie movie, TV show, video game, comic or novel. The first question you would have to ask yourself is how am I going to survive this? **SURVIVE THIS!! - ZOMBIES!** makes you do 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 is 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 role play or do battle to overcome the situation or to reach a goal and advance their character up in levels. In STZ characters are called "SURVIVORS" and the Game Master is the "Zombie Master" (ZM).

What do I need to play? Not a lot really. You will need some paper and a pencil, these handbooks 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. And most importantly, you will need your imagination. Don't forget that!

Some terms that you will quickly become familiar with are:

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

PLAYER: That's you! A player is the person who the ZM creates the world for to enjoy. A player is not to be confused with a Survivor. A Survivor is who the player controls in the game. Furthermore, during game play it is okay for one Survivor to disagree or even be mad at another Survivor, but you would not want one player to be mad at another player; remember we are all playing this game to have fun!

DICE REFERENCE: In the coming booklets, you'll begin seeing over and over 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 will roll it. In the example of 1d6, means you will roll 1 six-sided die, 1 time and 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.

AMONG THE LIVING

**BY
ERIC BLOAT**

"I don't remember the end of humanity or the subsequent events leading up to it. In fact, I don't remember anything about my life before all this. I don't remember my name, my friends, my parents, my family...nothing. I know I took a bad bump to the head, from the scar that now tears through my hairline. But a scar from what, I don't know.

Occasionally during the day while I'm hiding in shadows, calm and resting, I get glimpses. Sometimes it's a face, sometimes it's a place or an object or some other random unidentifiable archive retrieved from what must be left from my brain. Unfortunately, I almost always have no idea who or what it is that I'm looking at.

I have started this journal to assist in helping me to remember what has come and gone and maybe to leave as a record of what humanity endured, that is if we survive this nightmare.

I spend most of my time when I'm not hunting for food and supplies or fighting to stay alive, in the burned-out reminiscences of libraries, flipping through reference and history books, trying to piece together what my life, and the world that I lived in was like before all this horror and carnage.

Because of my frequent visits to libraries, where most of the books are still fully intact, I realized that when humanity fell, the destruction and obliteration of literature and the buildings that housed them were apparently not high on anyone's list. And for this I am most grateful. I have somewhat been able to piece together what life was like before everything went to pot. And more importantly, what my life may have been like.

Outside the seemingly untouched libraries, most of the world looks like a post-apocalyptic nightmare, where the buildings are in different stages of accelerated deterioration and streets are littered with abandoned automobiles, some burned out, most with busted windows. You can find dried puddles of blood on the ground or smeared across the walls and doors. The landscape of the fields and woodland areas are completely overgrown and untended. The grass everywhere you look is three foot high. Where there are cracks or breaks in the concrete, green plant life, be it weed or other are springing fourth reclaiming what was once rightfully theirs, before the humans claimed it for their own. Everything seems to be one shade of grey or another.

The humans, once the dominant species on Earth, now cower in deserted buildings, bunkers and anywhere else they can find to cohabitate because "there is strength in numbers" as was instructed by the last address from The President of The United States, once the most powerful man in the free world. Some went seeking refuge in the country and farmlands, some banded together to form small armored communities or "safe" cities, all of whom severally underestimated the horrifically awesome power of a Horde, Hell bent on death. This mistake was grave, costly and devastating.

When Z-Day hit, as I've come to call it, what started as hundreds of animated dead quickly became thousands, then hundreds of thousands, then millions. Zombies were everywhere. It was reported that these Zombies did not lumber stupidly from place to place. They did not mumble "brains". Their bites did not infect humans, creating other Zombies. No these Zombies, were calculating, smart even. They killed their victims, not eat them. And all who died would then become Zombies themselves. They'd travel in packs that rapidly grew

to Hordes. The more humans that got slaughtered the more Zombies were created. It didn't take long for there to be more Zombies than humans. The humans were quickly losing war and their numbers were rapidly dwindling.

I'm not so sure all that was reported was true. I've seen lots of things that make me think otherwise. No two Zombies are the same. Some do lumber about, clumsily. Others can run as fast as any human. While I've never heard one utter a single word, there are many that will groan on endlessly. I've heard of people that were bit and got away that went on to live normal lives but I've also, heard that some were bit and turned into a Zombie almost instantly. So who really knows? I just try to stay away.

I now go days at a time before stumbling upon a human encampment. While the Hordes are plentiful, humans are scarce. And even if you find a human, most of them have turned to evil ways to stay alive. They may kill you more likely than help you just to take what meager supplies that you may have. So from them, I just stay away too. I am alone here. All alone.

Day 39"

The above, is the first entry in an anonymous journal found in a field in Pittsburgh, where drops of blood stained its pages.



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.

A QUESTION OF FAITH

BY

THOMAS HAFFNER

Lord, what is going on? Surely this can't be your work. This must be the work of the evil one. He is the father of lies. Always he seeks to imitate your handy work and pervert it for his own agenda. This must be his twisted version of the resurrection of the dead. It brings chaos and fear instead of the hope and eternal life you have promised us. He apes all the good you do and demeans it.

These zombies, these "walking dead" seem like possessed corpses. The evil one must have enlisted his demons to inhabit these poor people's bodies. What can be done, Lord? Why have you permitted this? How have we brought this upon ourselves? God, have mercy on us!

I must find Father Christopher. He knows more about such things. He has experience with exorcism. But, there are so many! Can there be an exorcism of such magnitude? Yes. Yes. With God all is possible. I must not despair. That is exactly what the evil one desires; despair. I must remain faithful and hopeful no matter how bad it becomes. There is more beyond this life and I must stay focused.

There is so much fear and pain! So much destruction! So many people are dead. I'm

not sure who to minister to first. Am I looking at the body of a destroyed zombie, or a normal person that has just been killed? Do I administer the sacrament to a destroyed zombie? Was it really alive at all? It's just an animated corpse. The soul has long departed. I must pray for everyone for I don't know who is who anymore.

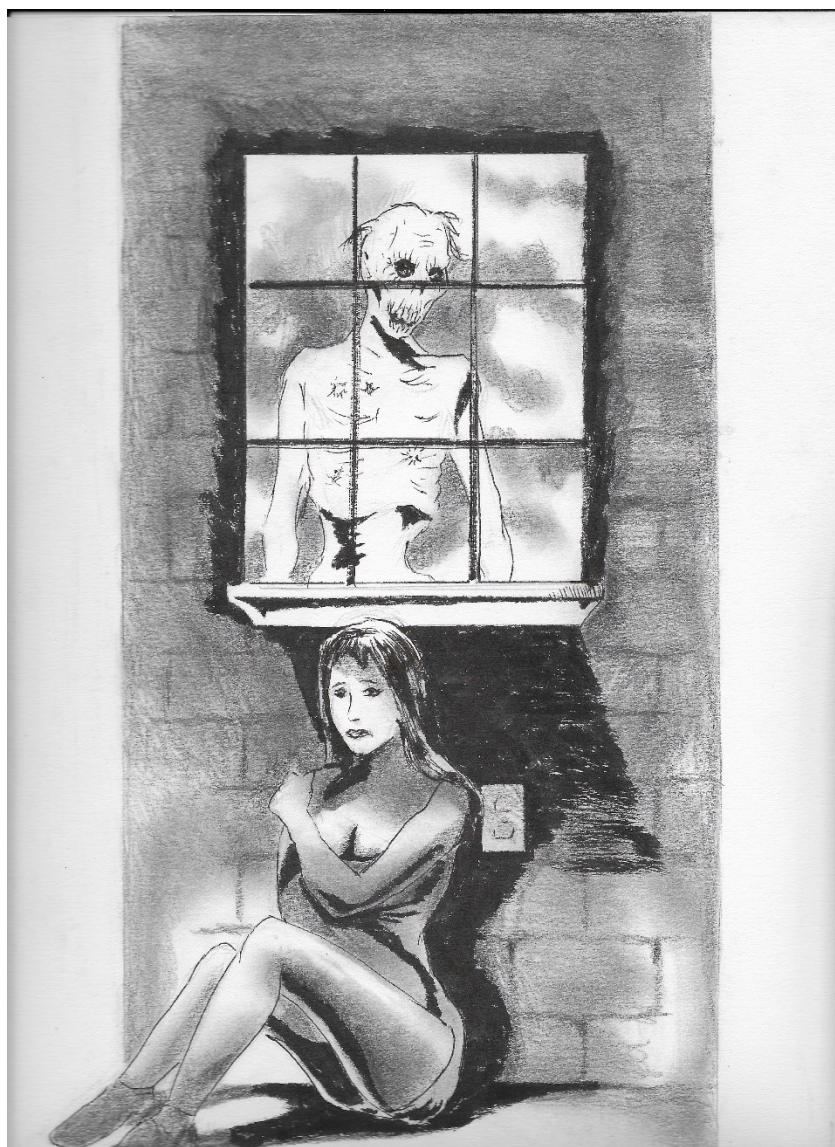
The evil one has no regard for us, living or dead. He seeks the ultimate destruction of our souls. He has no respect for the living much less the dead. His hatred of us is matched only by his jealousy of you, Lord. He thinks that by turning these poor people into puppets he can match your creative power and become master. These zombies must be stopped *by all means*. The evil one must not be allowed to desecrate and use these bodies against us. They must be laid to rest again to await their true resurrection and judgment. Their puppet strings must be severed.

How do I reach Father Christopher? Is he even alive? What if there are no other priests left but me? I haven't been thoroughly trained in the right of exorcism. I need to find someone with more experience. I'm not even sure exorcism is appropriate for this. Maybe I can find the archbishop at the cathedral. He will know of more resources.

Meanwhile, I must pray without ceasing. Every breath, every heartbeat must cry out

to you, Lord, for guidance. There is no precedent for this. Nothing has prepared me for this except knowing that I must rely on you. And I know I must comfort the afflicted. I must maintain my composure for the good of the people. They must see that my confidence in you is real, even to the point of death. I must help comfort them. The destiny of our souls is at stake. Though I walk through the shadow of the valley of death, I shall not fear, for you are with me.





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 [Dellamorte 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 Yenza. 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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SURVIVOR'S HANDBOOK

A ZOMBIE-APOCALYPSE ROLEPLAYING GAME
BY
ERIC BLOAT



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SURVIVOR'S HANDBOOK

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*SURVIVE THIS!! is based on the original version of
the world's most popular fantasy roleplaying game.*

This book is dedicated to everyone who was called a nerd before being called a nerd was cool. In particular, to those "nerds" that like to play games with imagination, books and polyhedral dice.

EXTRA SPECIAL THANKS

An extra special thank you goes out to Jeff Jones and Tommy Stamper. The tireless time and effort you put into this game is one of the main reasons it exists today. I could not have done it without you, nor would I have wanted to!

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SURVIVOR GENERATION:

ATTRIBUTE DESCRIPTION & BONUSES
HIT POINTS
SAVING THROWS
CHOOSING A SURVIVOR CLASS
ALIGNMENT DESCRIPTION
DETERMINE STARTING POSSESSIONS
ATTACK BONUS
ARMOR CLASS

ATTRIBUTES:

Each Survivor in SURVIVE THIS!! - ZOMBIES! Basic (referred to from here on out as STZ) is at their core a collection of 6 Attributes. These Attributes are **STRENGTH, INTELLECT, DEXTERITY, CONSTITUTION, CHARISMA & SURVIVAL.**

To determine your Survivor's Attributes, you will roll 4 six-sided dice or 4d6 (dropping the lowest single number) and record the total of the three remaining 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 Survivor Sheet as you desire.

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

ATTRIBUTE DESCRIPTION:

STRENGTH

Strength represents the Survivor'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 Survivor a bonus/negative when attacking hand to hand or with a melee weapon.

INTELLECT

Intellect represents the Survivor's cumulative intelligence and wisdom, also, the Survivor's ability to problem solve and to speak additional languages.

The Intellect Modifier Bonus gives the Survivor a bonus/negative when scrounging for supplies and rummaging.

NOTE: All Survivor's in STZ speak one language but for each positive bonus in a Survivor's Intellect bonus the Survivor is fluent in one additional language of her choice.

DEXTERITY

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

The Dexterity modifier bonus gives the Survivor a bonus/negative to Armor Class, ability to hit with a ranged weapon and the Survivor's order in combat.

CONSTITUTION

Constitution represents the Survivor's overall health and toughness, showing how long a Survivor can maintain a physical activity before rest is required and effects how much damage a Survivor can endure.

The Constitution modifier bonus gives the Survivor a bonus/negative to Hit Points and additional duration when determining how long the Survivor can do a physical activity.

CHARISMA

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

The Charisma modifier bonus gives the Survivor 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 Survivor'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 Survivor's starting Hit Points (HP), simply roll 2d6 plus the Constitution Bonus Modifier. If the total rolled is less than 5, adjust the Survivor's starting HP to 5 points.

Each time a Survivor increases in Level, add 2d6 plus Constitution Bonus Modifier to the Survivor's total HP.

HP are lost as the Survivor takes damage during the course of a session but can be regained with rest. Resting for 4 hours will regain 50% of the Survivor's lost HP, while resting for 8 hours will bring the Survivor back to full HP.



SAVING THROWS:

Saving Throws are special rolls that give Survivors a second chance at life where they would normally suffer some devastating (possibly life ending) effect. Each Survivor has 4 Saving Throws and they are, **CRITICAL INJURY, DEATH, INFECTION & POISON.**

To determine the Survivor's starting number for each Saving Throw, simply roll 4d4 + the Survivor's constitution bonus. Each time a Survivor increases in Level, the Survivor gains 3 additional Saving Throws points that can be distributed among the 4 Saving Throws as she sees fit. NOTE: Each Savings Throw is limited 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 Survivor takes 50% or more damage from their maximum HP in a single attack. If the Critical Injury save is successful, then the Survivor suffers only the HP loss with no other negative impact. However, if the Survivor is unsuccessful then the Survivor losses all bonuses and is at a -4 on all die rolls for 24 hours, then -2 for the next 24 hours and return to normal and regain all normal bonuses until after the 48 hour period of healing is completed.

DEATH saves are rolled when a Survivor sustains damage taking them below 1 HP. When a Survivor reach 0 HP or below that Survivor is rendered unconscious and the player must make a successful Death save or die. If the Death save is successful, the Survivor is still unconscious and will take -1 HP for each combat round that they do not receive medical attention and must make a Death save each round to stay alive. When the Survivor reaches -10 HP, the Survivor dies and no Death save is required.

NOTE: If a Survivor who is in the negative HP does receive medical attention, then no additional Death saves are required and the Survivor will regain consciousness in 1d4 minutes and be at 1 HP.

INFECTION saves are rolled when a Survivor is dealt 4 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.

POISON saves are rolled when a Survivor inhales or ingests poison of any kind including those from contaminated expired

food or medicine. If the Poison save is successful, then the Survivor suffers no ill effects. However, if the Survivor fails the Poison save then she succumbs to the effects of the poison. If the failed Poison save is for contaminated food/medicine, then the loses all bonuses for 1d8 hours.



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:

FIXER
HUNTER
LEADER
SCAVENGER
SLAYER
TRACKER

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).

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 CON. 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.

Examples of this would be fixing a broken-down car using parts from a riding lawn mower, taking to broken T.V. components and fixing a computer monitor or splicing a cell phone charger to work using a 9volt battery.

+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.

Example would be 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.

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

Example would be 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.

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

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 you 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.

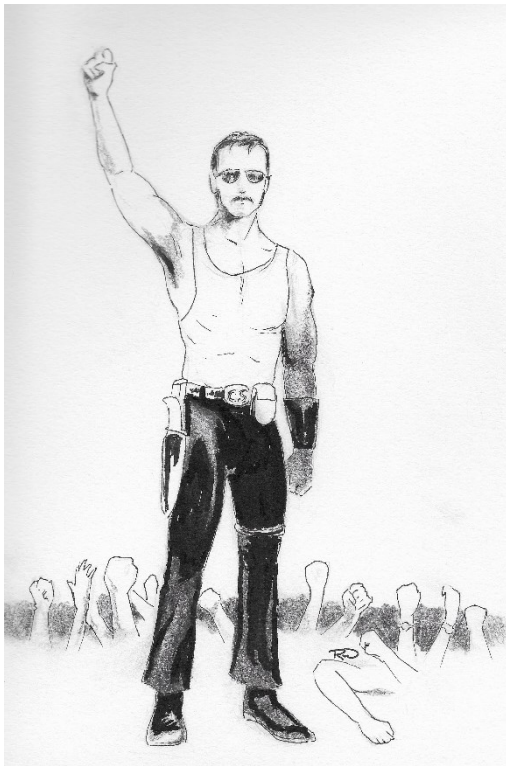
Example of this would be your group is camping out woods not far from a rocky base of a mountain. At night, the growls of a mountain lion can be heard. After looking around the Hunter determines the path where the mountain lion descends from at night to hunt and places a trap in discreet place. Tomorrow's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

+2 to Skin and Prepare Food gives the Hunter the ability to properly skin, prepare and cook food. In STZ it will become a necessity that everyone learns how to kill and cook their own food, but most will be nasty charred, over-cooked animals with patches of fur still on them. The Hunter will be able to cook delicious, savory and fur free meals, sure to keep any group happy.

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

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.



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, +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 his directions or when trying to bluff, to make others believe what he is saying.

Example would be when the group has suffered a casualty at the hands of an evil biker gang and are out for blood but you know that your meager group is out numbered 5 to 1 and it would be a total slaughter. You use intimidate to talk some sense into your group and devise a plan to extract your revenge when the odds are more in your favor.

+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.

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. This 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.

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.

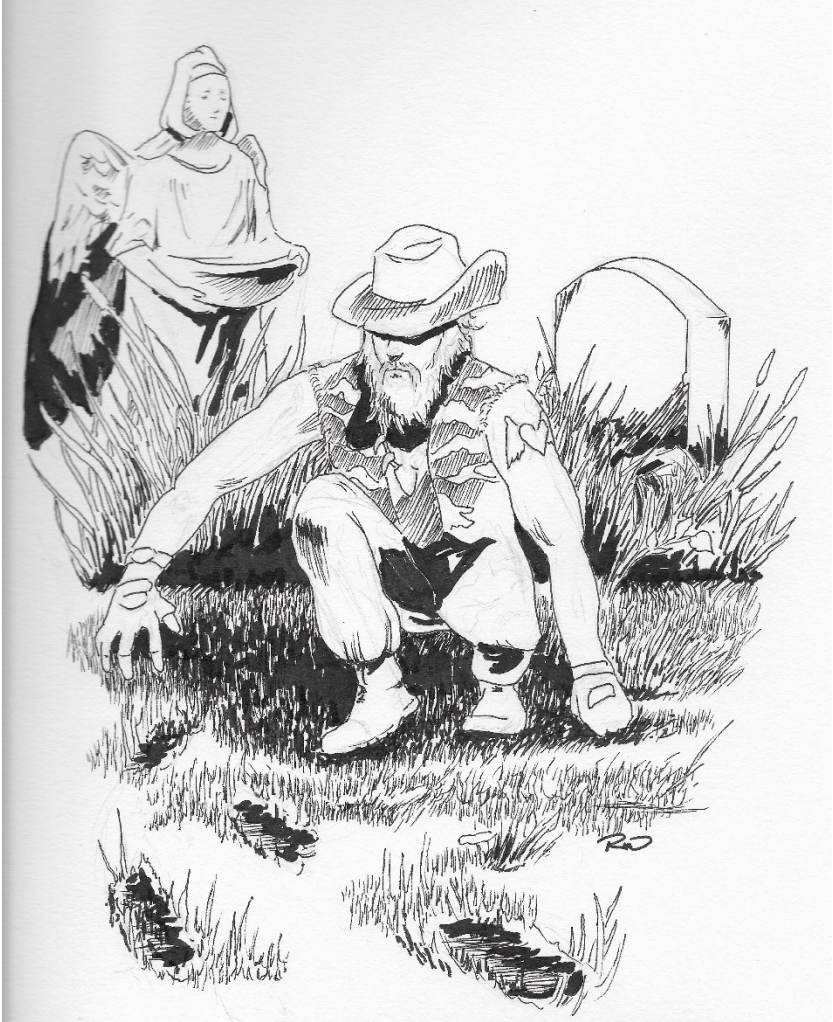
+3 to Zombie Death blow gives the Slayer a +3 to Hit (Head shots only) when the intent is to kill the Zombie AND +5 to damage when using martial weapons; this is in addition to any other bonuses to Hit and Damage that they Slayer already has.

+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, +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.

ALIGNMENT:

In STZ there are 3 alignments: **GOOD**, **NEUTRAL** & **EVIL**. However, during an extinction level event such as a zombie apocalypse, things are never as cut and dry as the alignments listed above. Your survivor is not locked into or bound to act only by their alignment. These choices such be thought of in vague generalities.

Example: My survivor is Good. Generally, she will try to help others, put herself at risk for another, and never rob or harm another human. But today she needs the medication that another group has to save her companion, so she will take the medication by force if necessary.

STARTING POSSESSIONS:

To start you on your way, unless otherwise stated by your ZM, 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!

ATTACK BONUS:

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

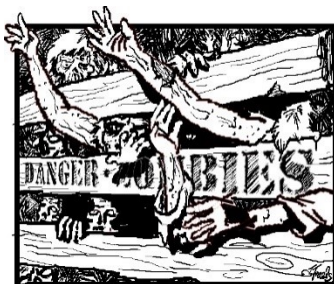
In addition, to the above-mentioned bonus each survivor receives a +1 Bonus to attack at levels 2, 4, 6, 8 & 10.

*SPECIAL NOTE: Slayers also get a +1 bonus at levels 3, 5, 7, & 9. Slayers are the only class that gets this additional bonus.

ARMOR CLASS (AC):

All survivors have a base AC of 10 and gain their Dexterity modifier in addition to their base of 10. Example: Your survivor 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, survivors can get additional bonuses from wearing armor. See the equipment list in the Zombie Masters Guide for more details.



Now you've done everything you need to get started. Go find your group and try to
SURVIVE THIS!!



SURVIVE THIS!!

Zombies!



ZOMBIE MASTER'S GUIDE

A ZOMBIE-APOCALYPSE ROLEPLAYING GAME
BY
ERIC BLOAT

SURVIVE THIS!!

Zombies!

ZOMBIE MASTER'S GUIDE

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SURVIVE THIS!! is based on the original version of the world's most popular fantasy roleplaying game.

This book is dedicated to Tommy, the greatest story telling DM I've known and to Collins, the best GM I've ever played with.

EXTRA SPECIAL THANKS

An extra special thank you goes out to Jeff Jones and Tommy Stamper. The tireless time and effort you put into this game is one of the main reasons it exists today. I could not have done it without you, nor would I have wanted to!

THANK YOU

A HUGE thank you goes to my right-hand man at Bloat Games, Josh Palmer, for all your work and dedication to this company and our games. Another thank you is owed to Collins Holmes, III, Jason Shain, Thomas Haffner and Kevlen Goodner for their contributions.

THANKS TO OUR PLAYTESTERS

Jason Bragdon, Muzette Bragdon, Jaime Bloat, Chaz Bloat, Kristen Bloat, Blake Bragdon, Dakota Bragdon, Riley Bragdon and the Bowling Green Crew!

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HOW TO USE THIS BOOK:

Unlike the Survivor's Handbook, the Zombie Master's Guide is a little more abstract. Instead of presenting a step by step how to for the rule systems, it is the author's intent to provide several options for you to choose from on how you would like to implement them into your game of STZ. And of course, you do not have to use any of the options presented if you would like to play STZ a different way; your own way.

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 have 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.

XP AND LEVELING UP:

Traditional

In the original fantasy RPG, Experience Points or XP was awarded for slaying a monster and gathering treasure.

For the purposes of this game, in the ZOMBIE MANUAL, all zombies and villains will be assigned an XP value.

Using this method of advancement, all Survivor's progress and the same rate except Slayers, who progress more slowly because of the nature of their abilities. See the chart below:

LEVEL	SLAYERS	ALL OTHER CLASSES
1	0	0
2	500	400
3	1000	800
4	2000	1600
5	4000	3200
6	8000	6400
7	16000	12800
8	32000	25600
9	64000	51200
10	128000	102400



Optional

Below is a house rule XP and leveling system that takes the focus off of killing a monster and rewards Survivors 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 survivor 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 where any survivor takes or deals damage. 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 your survivor is the winner or loser of the encounter.

Exceptional Roleplaying XP can be earned 1 time per gaming session for 1 XP. This XP is giving for a player that goes above and beyond in the department of roleplaying. The player who receives this XP should address all characters by their survivor's name (not the player's name), should appear to have a vested interest in the game

session and avoids out of game distractions (like side conversations).

Discretionary XP can be earned up to twice a gaming session for a maximum total of 2 XP awarded at the ZM's discretion. This can be given for things like solving a difficult puzzle, surviving or overcoming near insurmountable odds or achieving something due to sheer dumb 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 mission. Maybe a player goes back and rescues another player's survivor from a prison or during an extreme combat sequence a player rescues a small child and leads them to safety. 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

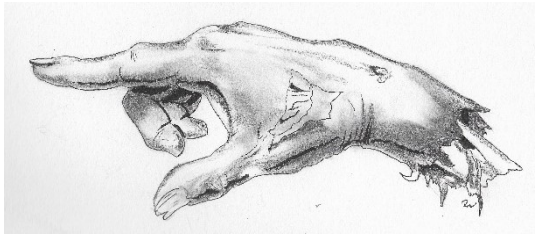
Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Hero: 1 XP for 1 player

Using this method, all Survivors level at the same pace.

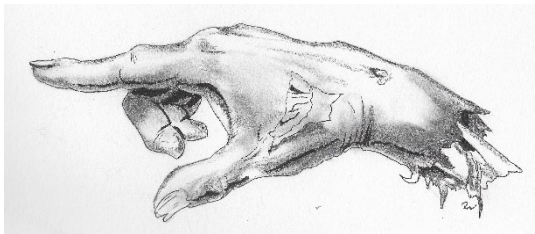
LEVEL	XP
1	0
2	5
3	14
4	26
5	41
6	59
7	80
8	104
9	131
10	162



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 types of play and still rewards players for playing the game the way they enjoy it and allows their survivors 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



MOVEMENT:

Standard Movement rates refer to a Survivor's ability to move around on foot, in both combat and non-combat rates. This rate can be affected by the amount of weight a survivor is trying to carry during this movement.

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

WEIGHT CARRIED	MOVEMENT RATE	MOVEMENT TYPE	MOVEMENT MODIFIER
0-75	12	CRAWLING	1/5
76-100	9	CAREFUL	1/2
101-150	6	NORMAL	NO MOD
151-300	3	RUNNING	x 2
301+	1	COMBAT	1/3

Outdoor Movement rates refer to a Survivor'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 Survivor's ability to move around in an automobile.

Most roads have become littered with rotting corpses, shambling zombies, abandoned vehicles and massive traffic jams. For this reason, vehicular movement is limited to 40 mph. A roll of 1d6 must be made for every 2

hours 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.

TRAPS:

Survivors may encounter traps that have been set by NPCs to ensnare or kill Zombies or in some cases other humans. 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:

Survivors 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. Zombie Masters may allow the Survivor to add their Strength Bonus to the roll.

LIGHT:

Survivors will often find themselves adventuring into dark places as working electricity is extremely hard to come by. 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 6 hours of full batteries. *It is important to note that Zombies can see fine in the pitch black dark.



COMBAT:

Traditional

Step 1: Zombie 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 ZMs 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 Zombie 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 bonuses (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 ZMs may require Survivors to declare their intent for attacking before the combat round begins and can hold them to their declared actions for that round.

ATTACK BONUS:

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

In addition, to the above-mentioned bonus each survivor receives a +1 Bonus to attack at levels 2, 4, 6, 8 & 10.

*SPECIAL NOTE: Slayers also get a +1 bonus at levels 3, 5, 7, & 9. Slayers are the only class that gets this additional bonus.

ATTACKING BLIND

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

ATTACKING A PRONE VICTIM

If a Survivor attacks a prone victim (someone who cannot move due to being tied up or someone who is caught sleeping or lying flat-backed on the ground) the victim loses all bonuses to AC and suffers a -4 penalty, essentially giving the attacker a +4 to hit.

MENDING WOUNDS

Optional

At the Zombie Master's discretion, after combat, a Survivor can attempt to mend wounds on another Survivor restoring 1d4 HP. This requires 5 minutes of uninterrupted concentration to perform and can only be done once per day. Note: A Survivor cannot perform this on herself, and this is only for "fresh wounds" and cannot be used to regain HP lost from a previous day.



ARMOR CLASS (AC):

All survivors have a base AC of 10 and gain their Dexterity modifier in addition to their base of 10. Example: Your survivor 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, survivors can get additional bonuses from wearing armor.

DIFFICULTY CHECKS (OR DC)

Difficulty Checks are determined by d20 rolls. Zombie Masters 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.



DAMAGE:

In the 1970s version of the world's most popular fantasy roleplaying game, all weapons did 1d6 damage, no exceptions. However, for STZ weapons are listed with slight variables in damage to add spice to the game. If you prefer to stay true to the original game simply ignore the modifiers and roll 1d6 for all weapons damage rolls.

WEAPONS:

NOTE: This list is not an all-encompassing list. This is more of a guideline to the types weapons that are available. The weapons cost is not listed because in STZ, availability and value varies greatly and what someone mask \$10 for another may barter for \$150 based on supply and demand. It is also worth noting that guns are way easier to come by than bullets.

MELEE:

WEAPON	DAMAGE	WEIGHT	AVAILABILITY
AXE	1D6	5 LBS	COMMON
BAT	1D6	7 LBS	COMMON
BRASS KNUCKLES	1D6-2	1 LBS	RARE
CHAINSAW	1D6+3	25 LBS	RARE
CLUB	1D6	10 LBS	COMMON
CROWBAR	1D6	11 LBS	COMMON
HAMMER	1D6-1	3 LBS	COMMON
KNIFE	1D6-2	2 LBS	COMMON
MACHETTE	1D6	4 LBS	RARE
POLE	1D6	8 LBS	COMMON
SCREWDRIVER	1D6-1	1 LBS	COMMON
SLEDGEHAMMER	1D6+1	14 LBS	RARE
STICK	1D6-1	VARIED	COMMON
SWORD-SM	1D6	8 LBS	RARE
SWORD-LG	1D6+1	10 LBS	RARE
TABLE LEG	1D6	10 LBS	COMMON
WRENCH	1D6-1	5 LBS	COMMON
GUN USED AS A BLUNT INSTRUMENT	1D6	8	RARE

*Adding nails, spikes or studs to a Melee weapon gives a +1 to damage.

RANGED:

WEAPON	DAMAGE	RATE OF FIRE	RANGE	WEIGHT	AVAILABILITY
AK-47	1D6+2	2	100'	9 LBS	RARE
AXE, THROWING	1D6	1	20'	5 LBS	COMMON
BOW, LONG	1D6	2	70'	5 LBS	RARE
BOW, SHORT	1D6-1	2	50'	5 LBS	COMMON
CROSSBOW HEAVY	1D6+1	1 / 2	80'	5 LBS	RARE
CROSSBOW LIGHT	1D6-1	1	60'	5 LBS	COMMON
MACHINE GUN	1D6+2	2	150'	14 LBS	RARE
PISTOL, SM	1D6	1	100'	8 LBS	RARE
PISTOL, LG	1D6+2	1	150'	10 LBS	RARE
6 SHOT, REVOLVER	1D6+2	1	100'	12 LBS	RARE
RIFLE, HUNTING	1D6+2	1	150'	9 LBS	COMMON
SHOTGUN	1D6+4	1	100'	12 LBS	RARE
SLING	1D6-2	2	30'	2 LBS	COMMON
SPEAR	1D6	1	20'	7 LBS	COMMON
STONES	1D6-2	1	30'	2 LBS	COMMON
UZI	1D6+1	2	100'	8 LBS	RARE

It is recommended for Survivors using bows and crossbows to retrieve their arrows/bolts and like bullets they are extremely hard to find.



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 Survivor 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 Survivor 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 Survivors possession.

ARMOR	AC BONUS	WEIGHT	AVAILABILITY
LEATHER JACKET	+1	10 LBS	COMMON
LEATHER PANTS	+1	15 LBS	COMMON
FOOTBALL PADS	+2	12 LBS	COMMON
COMBAT BOOTS	+1	8 LBS	COMMON
BULLETPROOF VEST	+3	20 LBS	RARE
TACTICAL SURVIVAL GEAR	+4	35 LBS	RARE
GARBAGE CAN LID	+1	4 LBS	COMMON
MOTORCYCLE HELMET	+1	2 LBS	COMMON

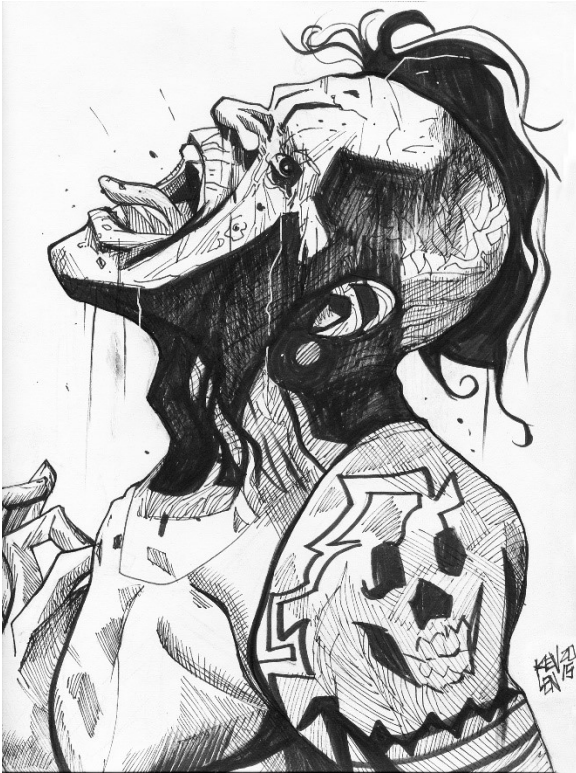
Note: AC bonus is cumulative. However, the most one can increase their AC by with armor is a +4.





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Zombies!



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*SURVIVE THIS!! is based on the original version of
the world's most popular fantasy roleplaying game.*

This book is dedicated to Mom. Thank you for loving me, even when you probably shouldn't have and for never giving up on me even when you probably should have.

"All I wanted was a Pepsi. Just a Pepsi . . ."

EXTRA SPECIAL THANKS

An extra special thank you goes out to Jeff Jones and Tommy Stamper. The tireless time and effort you put into this game is one of the main reasons it exists today. I could not have done it without you, nor would I have wanted to!

THANK YOU

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THANKS TO OUR PLAYTESTERS

Jason Bragdon, Muzette Bragdon, Jaime Bloat, Chaz Bloat, Kristen Bloat, Blake Bragdon, Dakota Bragdon, Riley Bragdon and the Bowling Green Crew!

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STAT BLOCK DESCRIPTION:

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

Hit Dice: 1d6xthis 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.

Pack Size: How many appear together.

Bonuses: Combat Bonuses listed here.

XP: Experience Point value earned for defeating this enemy.

Methods of Termination: How to kill this creature.



NON-PLAYER CHARACTERS (NPCS):

Non-Player Characters or NPCs refer to all characters in the game that are not controlled by a player; or otherwise are controlled by the ZM.

The first group of NPC's we are going to look at are the stars of STZ, the Zombies! There are plenty to choose from in the list below, each Zombie with its own characteristics and features, so choose wisely when picking.

TYPES OF ZOMBIES:

LIVING DEAD ZOMBIES

WALKERS

RUNNERS

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

LEADER ZOMBIES (A.K.A. SMART ZOMBIES)

RAGE ZOMBIES

VOODOO ZOMBIES

FLESHLESS SPEAKING ZOMBIES

LIVING DEAD ZOMBIES

Living Dead Zombies are your traditional Zombies. Whether in a cemetery in Pittsburgh, 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



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



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 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



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



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.



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.



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.



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 each

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







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 rattlesnake 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,

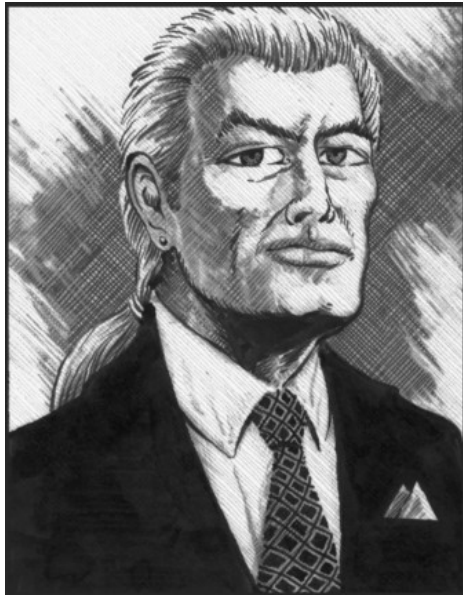
Special: The toxic injection increases
Zeus' STR, DEX and CON to 18, as well as
increased HP.

Pack Size: NA

Bonuses: +6 to Attack and Damage

XP: 500

Methods of Termination: Reducing HP to 0.

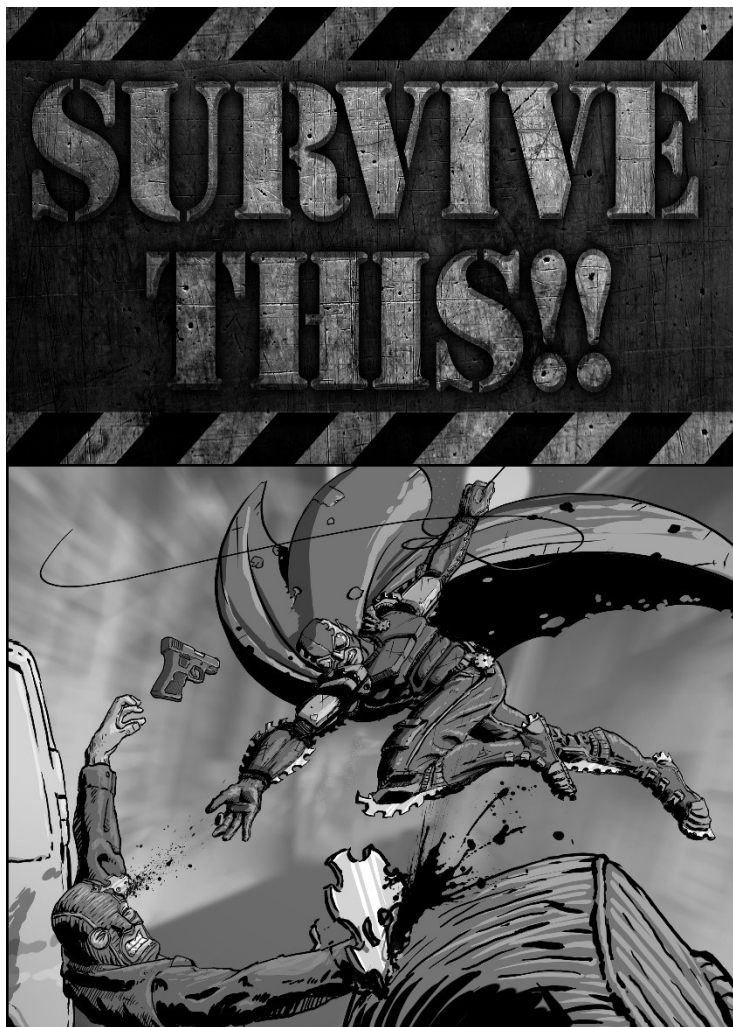


SICOLINE CORPORATION ARMED GUARDS

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



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