

PALLADIUM BOOKS® PRESENTS:

DEAD REIGN® SOURCEBOOK ONE:

CIVILIZATION GONE™

BY KEVIN SIEMBIEDA



Warning!

Horror, Violence, Zombies & the Supernatural

The *fictional* world of **Dead Reign®** contains subject matter that deals with the supernatural, death cults, zombies, conspiracy theories, the paranormal, magic, war and extreme violence.

The setting is our modern world taken over by the walking dead – zombies. Hideous animated corpses that feed upon the living. The heroes are ordinary people who battle for their own survival and to reclaim the world from the dead. Human civilization has collapsed, our cities and towns are infested with zombies, madmen and cultists.

Some parents may find the subject matter, violence, magic and supernatural elements of the game inappropriate for young readers/players. Furthermore, the realistic manner in which the fictional horror material is presented *may* be disturbing for some young readers.

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Civilization Gone™ is a sourcebook
for the ***Dead Reign®*** zombie role-playing game.

Dedication

To *Kathy Simmons*, a dear friend, a creative mind and the *Queen of Ghouls*. Every year at Halloween, Kathy unleashes her imagination and artistic spirit to create life-sized monsters she calls “her ghouls.” Her Halloween dioramas look more like something you’d expect to see at Disney World than in someone’s front yard. They are amazing.

She is also a dynamic force at Palladium Books and practically single handedly put together the *2009 Palladium Open House*. This one is for you. Thank you, Kathy, for all your hard work, kind words, energy, imagination and friendship.

– Kevin Siembieda, 2009

The cover, by *E.M. Gist*, depicts a desperate survivor falling victim to a zombie horde and being dragged back inside a house located in “Anywhere, North America.” If there is anyone who can help her, they’d better act fast.

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Civilization Gone™

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– *Kevin Siembieda, 2009*

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Civilization Gone!

Welcome to Armageddon.

In the movies, no matter what happens, there is usually a happy ending. The army rides in, or a group of heroes rise up to save the day. Human civilization is restored and everyone lives happily ever after.

I'm afraid that is not going to happen for us, and you need to accept that. This isn't the movies. It's Armageddon for real.

Civilization is gone.

There isn't a group of government leaders hidden away someplace safe plotting our salvation.

The Army, Air Force, Navy and Marines – nada.

The police, first responders, the Red Cross – all among the first to be turned into the walking dead.

Communications and Internet – nonexistent.

Foreign intervention – not going to happen. They are in the same boat as us.

The average person – a damned zombie.

Survivors – what is left of us – outnumbered about 100,000 to one.

The prognosis for our survival?

Not good, but not hopeless. We're alive. We're smarter than the walking dead. Smarter, faster, and more resourceful. We

need to use those smarts to stay alive. I mean, they are zombies for God's sake. Abominations that function on pure instinct. We can out think them, outmaneuver them, and most importantly we can operate as a team.

I'm Brad Ashley, leader of the *Road Reapers*, and I've seen two or three survivors outwit and escape an army of zombies. I've seen it not once or twice, but a hundred times. Done it a few times myself, so trust me when I tell you it is possible. Scary as hell, but possible.

What I'm trying to say to you is we can survive this. But we need to be smart and work together. Actually, that's the tricky part, beginning with, who can you trust?

Odds are most of your friends, family and people you know are gone. Turned into the creeping doom. If you are one of the lucky ones, you managed to get away with your family or a half dozen friends. If you are like most people, you've lost everything and everyone you hold dear. The world has been turned upside down and you are on your own.

Civilization disappeared overnight. The dead rose and they continue to try to kill every last one of us. Our survival from hour to hour of every day is in question. To say this experience has been traumatic for us all is an understatement. Personally, I'm amazed everyone of us is not stark raving mad. That, my friends, is the resilience of the human spirit and one more reason we can, if we work together and be smart, survive.

So who can you trust?

There are a lot of people who haven't fared well. People whose minds have snapped or taken a twist down a dark alley that makes them a danger to themselves and *you*. You need to be aware of this and be careful. You can't let a man, woman or child drowning in madness pull you down with them. I'm not

saying don't try to help people when you can, we need to help one another, but I am saying you need to accept there are some people who cannot be saved. And you need to let them go or put them down before they lead to your own demise.

I hope that doesn't sound too cold, but it is the grim reality of a world where the dead reign.

Faces of Darkness

Just because you see another human face staring at you from the darkness doesn't mean it's not the face of a monster.

Don't trust anyone.

Be wary of strangers.

Watch your back and the backs of the people you know you can trust.

I'm not saying shoot strangers on sight. That's crazy. We also need to work together and help strangers or we are all doomed. Road Reapers try to help everyone we encounter, but we do it smart.

Don't be foolish. Don't be gullible. If something or someone seems too good to be true, they probably are. Get away from them and do it fast. Try not to offend and make any enemies along the way, but get out of situations that your gut tells you are WRONG.

If someone seems a little squirrely, keep an eye on them but do not assume they are bad or dangerous. I have met plenty of folk who have become twitchy or eccentric after civilization died and the dead rose, but they're damn good people who will watch your back and save your keister.

I have also met some folk who were crazier than a bedbug too. There are a lot of people out there whose minds have snapped, some in more dangerous ways than you can imagine. In my experience, madmen are worse than the walking dead. Zombies are like sharks, they hunt, they kill, they feed. There is not much more to it than that. They are predatory creatures of instinct. People are an entirely different story. They still possess their cunning human brain and have wants, needs and desires. Mix in a little madness and you may have a crazy man who captures people and feeds them to the zombies, or he may be a serial killer, or a rapist or a paranoid maniac, or have a death wish, or any number of other afflictions. You want to keep your distance from seriously disturbed individuals like that. If you don't they are liable to make your life miserable and short-lived. Those who suffer from severe emotional and/or mental illness may jeopardize the lives of EVERYONE around them, and the violent ones are only too happy to put a bullet in your head, cut your throat, or open the door to let the zombies in. You need to walk the fine line of being sympathetic and compassionate, and careful and self-preserving at the same time.

Then there are those who are just plain wicked. There are evil, self-serving punks who will gut you for a can of beans or kill you for the sheer amusement of the moment. Do not think for a minute there are no bad guys left in the world. Quite the contrary, there are plenty. Some are selfish weasels who will do anything to save their own skin and don't give a damn about anyone but themselves. Others like being powerful, and pushing around other people, especially those who can't fight back,

makes them feel strong and important; so does taking a life. Others are just mean. While still others are evil incarnate, and see the Zombie Apocalypse as an opportunity to do whatever they please and kill whoever they want.

These low-lives and grifters tend to gather in packs, like the dogs they are. There is strength in numbers, and a sense of security. This has resulted in roving gangs of *bandits* and *raiders* who let you risk your life going into zombie dominated areas to get supplies and happily take them from you as you exit. Again, you have to be careful, size up your enemy and pick your fights. If you are approached or see only one or two, but they are confident and bold, you can bet the rest of their gang is circling to surround and attack. If they are sheepish and hesitant, you are probably dealing with one or two brigands. As far as the Road Reapers are concerned, these scum bags are no different than the walking dead and the world is better off with them dead. The difference is, zombies don't seek retribution for the death of a friend, so you better make sure you get all of the members in the gang, or make sure their demise cannot be traced back to you or your people.

Here is another warning: It has been my experience that the craziest people are the ones who seem the most sane, at least at first. Again, be smart, be observant, and do not let your guard down. It is human nature to welcome your own. I catch myself doing it – breathing a sigh of relief when I encounter another living human being. I want to hug that son of a gun like a brother, and tell him he can join us, or that we can take him someplace safe. I have to stop myself and think, 'Hold up a minute there, Brad, you don't know this dude from Adam. Could be a damn serial killer for all you know.' I've seen two hundred different shades of madness and evil since the rise of the dead. Most of them are sad, a few terrifying, some despicable, all of them dangerous to me and my crew unless we exercise caution.

Road Reapers keep the strangers close and don't let them near anything that's important to us. That means our bikes, fuel, drinking water, food, and especially our women and children. Not until we get a feel for their state of mind do we accept any newcomers as members of our community. They need to prove themselves under duress. That applies to *everyone*, including tough guys, pretty boys, beautiful women, priests, nuns and children. Don't let a pretty face or a warm smile cause you to drop your guard. Stay alert and watch the new people in your group. Some may be lunatics, some may be criminals waiting to rob you blind when you aren't looking, or bushwhackers who plan to cut your throat in your sleep. Others are so crazy they are a liability to the entire group, while others may sow seeds of dissension and discord that might lead to everyone's doom. And some just need killing before they kill you.

Truth of the matter is we are all a little crazy from all of this. We're trying to survive a living nightmare without losing ourselves in it. The nightmare of the walking dead takes it toll, but we cannot let it rob us of our humanity. We still know right from wrong. We need to hang onto our humanity and do the right thing, to be the best we can be, or we will all turn into monsters that lurk in the shadows and prey upon the living. We need to stay frosty and keep our minds focused. We need to remember why we are fighting: To save humanity. We can't live like animals in a dog eat dog world. We need to appreciate every quiet moment and act of kindness that comes our way. We

need to embrace beauty and joy wherever we find it. Beauty, love, joy and camaraderie feed our souls and give us hope. Just don't let it distract you too much from the danger around you. When you think you've escaped the madness and found a bit of peace, enjoy it, but be prepared to leave it behind when the time comes. You can't cling onto anything too tight. You have to be able to let go, be flexible, be mobile, be resourceful, or die.

– Brad Ashley, *Leader of the Road Reapers*

Madmen & Psychopaths

There is really no telling who might snap, or when, or what it is that pushes them over the edge. Losing everything is enough to send most people to the brink of depression. Adding to that the need to scrape by and survive like a scavenger, having to fight or hide from monsters to stay alive, and constant fear for your life at the hands of the walking dead, is truly beyond human comprehension. Yet that is exactly what the survivors of the Zombie Apocalypse must do to survive.

Many have lost their sanity or given in to darkness to become shadowy figures scurrying about the ruins of civilization, surviving by whatever means they can. Living like ghosts among the wreckage of civilization is one thing, but others have given up on their humanity and prey on their fellow humans, robbing, killing and worse. They have become *monsters* of a different kind, but are just as wretched and deadly as zombies.

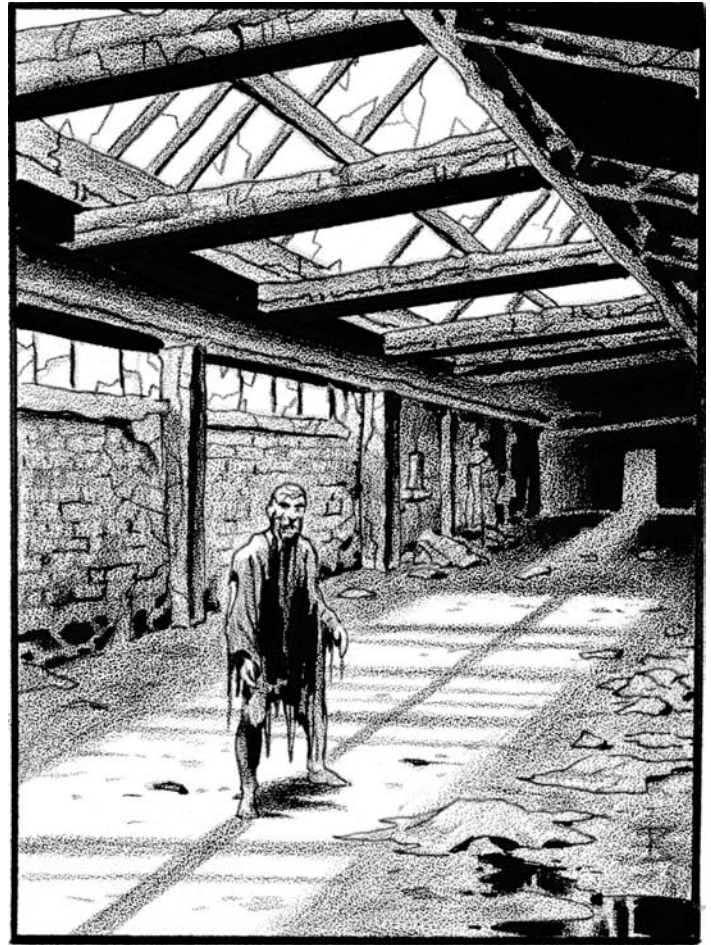
There are those who desperately seek some measure of control in a world of chaos and terror, even if that control is over the life and death of other survivors. Some, unable to deal with the world as it is, have become delusional, creating a fantasy world that either gives them some sense of control or is completely removed from the grim reality. Others have degenerated into savagery, some are obsessed with destroying zombies but without regard for the living, while still others embrace death in a horrifying number of ways. Psychopathic killers, serial rapists, power mongers, doomsayers, misanthropes and madmen are all part of the apocalyptic landscape. Their deranged view of the world and their place in it makes them unpredictable and a serious danger to themselves and others.

Creating Villains, Madmen, Non-Player Characters (NPC) & Human Monsters

Game Masters will find non-zombie villains, madmen and NPCs can add drama, suspense, surprises and dimension to their **Dead Reign** campaigns.

Technically, a villain or NPC human monster can be created from any of the Apocalyptic O.C.C.s, and that's fine for very specific characters the G.M. may have in mind. However, we suggest using any of the villains, madmen and NPCs described in the pages that follow, built on the foundation of the **Survivor/Ordinary People O.C.C.** The character's background can be randomly determined with a roll of dice, or tailored by choosing a particular profession. The main reason we suggest using the *Survivor* as the basis for your villains, madmen and NPC human monsters is that in the topsy-turvy world of the Zombie Apocalypse, ANYONE, from any walk of life, may become a *hero* or a *monster*. Madness or circumstance may push a

person toward one direction or the other, but in the end, each individual chooses the path he or she takes.



Ghost Walkers

Alignment: Any good or selfish alignment.

O.C.C.: Survivor/Ordinary Person, but survives as a scavenging hermits and does not have a vehicle.

Backstory: Nobody likes to talk about it, but it needs to be addressed: the minds of many survivors can *not* endure the scope of terror and chaos around them, and many have been driven mad. A vast number of these traumatized people have become shadows of themselves – *ghosts* who haunt the shattered ruins of civilization and shun other human beings. They stay to the shadows, prowling the streets like frightened mice, and living on whatever they can find. Lurking unseen in the shadows, they have witnessed many unspeakable acts by zombies and the living. This has only served to push them ever deeper into terror and isolation. They live like animals and shun human companionship. If approached by other survivors, a Ghost Walker runs and hides. The things they have seen human beings do to one another since the dead rose make them fear humans every bit as much as the zombies. Maybe more.

In order to deal with the bleak prospects of life and daily horror on any level, the minds of Ghost Walkers close off and shut down. They are detached from reality because they cannot accept or deal with reality. Instead, they function on the most immediate and instinctual level. They don't remember – or try hard

not to – what has happened to them or their loved ones. Entire months or years may be erased from their memory (actually buried deep inside them). They block out as much of the bad, the horrible, the sad and the ugly memories as they can and cling to a *fragile delusion* that gives them hope. That delusion might be searching for or waiting for a spouse (“I have to find Henry. He’s alive, I know it. I can’t leave until I find him.”), a sibling (“Sara’s smart. She’s a survivor. She’s probably out there somewhere right now looking for me.”), a parent (“My mother needs me.”), a child (“I have to find Timmy! He must be terrified out there all alone.”), a friend (“We got separated when the zombies came.”), or other loved one, as well as authority figures (“They said the army would come. They said so. All we have to do is wait. They’re coming. You’ll see.”).

Perception of time is also usually distorted for these people and will be an obvious symptom of their mental illness. Since most don’t want to remember the horror of the *Zombie Apocalypse*, many Ghost Walkers think and act as if the zombies rose only a few weeks or even days ago, not months. Likewise, even if the Ghost Walker saw his family *killed right before his eyes* (80% likelihood), he has blocked that memory out of his mind and clings to the hope “*they are out there*” somewhere and need him. Sadly, that deluded belief may be all that is keeping the character alive. If forced to accept the grim reality, the Ghost Walker might become despondent and suicidal, hysterical and reckless (screaming and shouting and possibly drawing zombies to his current location), murderous (“Liar! Take it back. Say it’s not true. Say it! Or I’ll kill you!”), or lapse into a catatonic state and slowly die from starvation or until a zombie finds him.

Others may have blocked the entire event out of their mind and do not remember the Wave, or the rise of the dead and the collapse of human civilization. To them, it is as if everything was fine yesterday, they went to bed and woke up today in the middle of the *Zombie Apocalypse*. They might repeat over and over again, “I don’t understand,” or ask a friendly stranger, “how did this happen?” or “how can this be?” and “what should I do?” However, the Ghost Walker can’t accept the truth and really doesn’t want to hear it. Consequently, the individual is likely to ignore the answer and won’t remember anything he was told even after being told a hundred times over.

The shattered mind of the Ghost Walker is such that they are not likely to remember recent traumatic events either, and most will not remember the people they meet. That means it is a 50/50 proposition that a Ghost Walker remembers people, details or events that might have happened only a short while ago. If the event reminds the tortured individual of something terrible in his past, that memory is almost certainly too painful for him to recall. Other memories may be coaxed out of a Ghost Walker with kindness and patience. And some days, he remembers things just fine. Warnings, threats and violence chase everything out of a Ghost Walker’s head, and causes a panic to which he will respond by curling up into a fetal position, sobbing or frantically trying to run away.

As a non-player character, a Ghost Walker can be a simple encounter, a source of information (if it can be coaxed out of him) and even a friend or rescuer. If one of the characters in the player group reminds the Ghost Walker of a loved one or someone who was kind to him, he might make contact or do things to help that person and/or the group with whom he is associated. A

similar response is engendered if the Ghost Walker sees the player group helping other people, feeding animals, behaving like friends or family, or if they have, in the past, shown him kindness. The latter may include simple things such as waving hello and goodbye to him, leaving him a peanut butter and jelly sandwich, or a bottle of water, or a blanket, or cat food for his pet, and so on. Similarly, sometimes something just clicks, and the Ghost Walker will take action to help someone in trouble just because they needed help and then scurry away back into the shadows.

Contact with a Ghost Walker most often results in bits and pieces of information that need to be pieced together. Thus a conversation might go something like this:

“No! Don’t go there, the bad men stay there. Stay away.”

“What bad men?”

“The bad men.”

“Do they carry guns? Are they bandits?”

(No response or repeats, “Bad men.”)

“Death Cultists? Do they control zombies?”

“Just stay away from there.”

“What makes them bad men, Ralph? Did they hurt you?”

“No, I stay away from them.”

“Then how do you know they are bad?”

“Jackie told me.”

“What did Jackie tell you?” (Don’t even confuse the discussion by asking who Jackie might be.)

“She said they hurt people. Steal their stuff and hurt people. Hurt women. Especially women.”

The conversation can go along like this for quite a while. Ask the right question, however, and you might get a surprisingly detailed answer.

“Did they hurt Jackie?”

“No. The zombie men at the church on Lexington and Third took her. They took my Jackie in the church and won’t let her go. I seen her once, in the window, but she waved me to go away. I see her once in a while working in the garden, but she has to pretend she doesn’t see me or the man in the black robe will hit her.”

All of a sudden, our heroes have an important bit of information. The men are down the street, sound like they are probably bandits or raiders. The place where this mysterious Jackie is being held sounds like it is some kind of Death Cult. All more information than the group had a few minutes ago.

Other times a Ghost Walker might pop in and out of the shadows to offer a warning, or his voice is heard from the shadows or through an air duct to offer help, information or a warning. (“Don’t go that way, zombies live there.” “This way.” “Take the back alley, it’s safer.” “Your friend is hurt at the bottom of the stairs at the Shop-Rite store.” “They’re holding a little girl. You should do something.” “Zombies are gathering outside. They must sense your presence. Time to leave.” And so on.)

Some Ghost Walkers also write warnings and messages on the side of walls, cars, windows or on the sidewalk. Some even make and post signs made of wood or cardboard. These written warnings can be made with chalk, crayons, markers, paint,

blood or anything else that works, even empty soda cans, rocks or bones to spell out words on the ground. Other times the markings might be an arrow or other symbol that conveys a direction or meaning. Most of these scrawlings, messages and warnings are real, not delusions, and indicate something important or helpful.

The boldest Ghost Walkers might even make a momentary appearance and pull someone out of harm's way, open or close a door, leave a container of water or food, and even clobber a zombie with a pipe or a shotgun blast. However, Ghost Walkers seldom hang around to talk or even wait for a thank you. They are fearful and skittish under the best of conditions, and don't like being around people, especially large crowds of six or more (which is a large crowd to them). One reason is that the more people who gather in one place, the more likely they are to attract the walking dead. Another is Ghost Walkers don't usually trust strangers. And another is that Ghost Walkers do not like to become friends or emotionally attached to anyone, because "everyone dies and goes away." They can't handle the sorrow and loneliness when they lose one more person they care about. The Ghost Walker would rather live on his own and shun people to avoid more loss and sorrow.

Most Ghost Walkers do surprisingly well for themselves. The ones who were too traumatized and too incapacitated or delusional fell victim to zombies and other evildoers in the early days of the apocalypse. Those who survived have become pretty cagey.

Ghost Walkers are rarely a danger to anyone. They are lost souls who live like *hermits* and struggle at trying to cope with armageddon and the horror of the walking dead. Most dress in filthy clothes or rags and live hand to mouth. Others are dirty, but don't look any worse than most survivors; they too are likely to live hand to mouth. However, some Ghost Walkers (20%), be they in rags or clean clothes, are aware enough to gather, store and conceal one or more caches of supplies brimming with food, water and survival goods. Ghost Walkers are also likely to know the lay of the land on par with a Scrounger or Shepherd of the Damned. They may also have several secret "safe passages" to key locations and/or from one end of town to the other.

Backstabbing Cretin

"If someone betrays you once, odds are he'll do it again. Lose him or suffer the consequences."

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Anarchist or Miscreant.

O.C.C.: Survivor/Ordinary Person.

Backstory: This character talks a good game, but when push comes to shove, he sacrifices the welfare of others to secure his own. He never takes responsibility for his own actions and blames other people, circumstance and emotional or mental trauma for his current situation or bad behavior. Though he may claim otherwise, the Backstabbing Cretin has always been a selfish, self-serving, duplicitous snake in the grass who would sell his own mother to save himself.

Backstabbing Cretins are insecure and often struggle with self-loathing. They resent virtually everyone and are envious of

everybody who is better off than they are, which, in the eyes of the Backstabber, is *everyone*. He covets what others have, be it authority, power, status and friends, or tangible goods, wealth and resources (weapons, food, clothing, a nice, safe home, a beautiful wife or girlfriend, and so on). The Green-Eyed Monsters of *envy* and *greed* eat at the very soul of this tortured misanthrope, making him hate the "haves" and disdain the "have nots" even more (of whom he is probably one).

He, of course, wants to be one of the "haves" and will lie, cheat, steal, betray and kill to become one. When this despicable character gets the upper hand, he is haughty, bossy and cruel. He flaunts his good fortune or position in the faces of those who have little or nothing. He takes glee in the misfortune of others and is quick to remind people they are beneath him. He hides and hoards supplies and never shares unless there is something in it for him (status, praise, money, etc.) or he is cajoled or tricked into sharing.

Consumed with himself, the Backstabbing Cretin is only truly concerned about his own welfare and success. It galls him when someone else gets praise or is successful, and that alone may earn the person his lasting animosity. This also means he is quick to offer the resources, abilities and lives of others, but never his own. There are always reasons he cannot contribute (all lies) and he resents anyone who questions his intentions or impugns his character.

When pushed in, a corner, the Backstabber will betray or cut down his "friends" (for he truly has none) and "associates" (who are really a means to an end) without the slightest hesitation. If he has to blackmail, threaten, deceive, hurt or kill someone to get what he wants, or to preserve his reputation or to save his own life, it is done. If dozens, hundreds or even thousands of people must suffer or die so he may survive or live in luxury, in his eyes it is a reasonable, perhaps even necessary, sacrifice. Ultimately, nobody else matters but him. Everyone is expendable and replaceable. The welfare of others never matters.

As you might expect, this weasel of a villain works his greatest treachery behind closed doors and in the shadows when nobody is looking. Turn away and there is a knife in your back. Threaten him, and you are dead the first chance he can get you alone. When he has to do the deed himself, the Backstabbing Cretin uses lies, treachery and the element of surprise to lay his enemies low, usually from behind, when they are least expecting it, in their sleep, or when they can't defend themselves. Backstabbers love to use, abuse, torment and kill the helpless and innocent. When the scoundrel has wealth or power he'll use henchmen and assassins to do his dirty work for him.

In the field, the Backstabbing Cretin will keep the best items he finds for himself, he'll keep the discovery of a major find secret and try to come back for it later (or better yet, trick some unsuspecting strangers – like the player characters – to recover it for him in exchange for an unfair share). He hoards food rations and water, and won't hesitate locking his friends out to protect himself. A total coward, he will not open a door to rescue allies from a zombie horde for fear they will only lead the monsters to him, or might get inside, even if there is little chance of that happening.

This character can NOT be trusted no matter how sincere or repentant he may seem at times. Furthermore, this villain has a memory like an elephant and never forgets any slight leveled at

him. Moreover, he lives for revenge and is happy to extract it tomorrow or 20 years later. Thus, the Backstabbing Cretin will smile as he closes the door and locks it to prevent a teammate from getting into a safe place as zombies shuffle toward him in a slow convergence. As the friend pleads for him to open the door, the Cretin says, “Who’s the tough guy now? Maybe you should have stuck up for me when the others were making fun of me at the bar.”

The Backstabbing Cretin is constantly frightened. He is afraid of the zombies, Death Cultists, bandits, people who might hurt him, dogs, children and bad weather. He is afraid of losing his possessions or position, and will backstab anyone who gets in his way or earns his wrath or his fear.



Messianic Leader

“Crazy is crazy. I don’t care if he’s a man of the cloth who claims to have the Lord on his side or some half-baked leader who tells you to trust him. Use your head. Think for yourself. Be smart. If your gut is telling you not to trust this guy, then don’t. Nine outta ten times your gut is right.

I’ve seen plenty of obsessed leaders send innocent people to their doom. Choose your leaders well. Watch out for the ones who think they know more than anyone else. Don’t be sheep. Be lions.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Any; good, selfish or evil, but typically Anarchist, Miscreant or Aberrant evil. As for those who might be of a good alignment, just remember, the road to Hell is paved with good intentions.

O.C.C.: Survivor/Ordinary Person.

Backstory: In the apocalyptic setting, any leader who has delusions of omnipotence and glorious destiny as the savior of the world is suffering from a Messiah complex. While some may preach and claim to be a messenger of God, most are ordinary lay people. Messianic leaders may be male or female and are almost always well educated and articulate. They seem 100% certain about all their decisions, make convincing arguments, and ooze charm. These people are the epitome of confidence, have an infectious charisma and inspire people to believe in, and follow, them.

The problem is, this person is insane!

While this charming, confident and even heroic leader may talk a good game, sound convincing and, in some cases, may even manage to fake psychic or divine powers, the character is *making it all up* as he goes along. He is flying completely by the seat of his pants. Worse, the Messianic Leader makes irrational decisions based on his good intentions, obsessive desire to save people, and his own delusions.

What makes this madman so dangerous is that he appears completely sane most of the time and even shows flashes of brilliance and insightfulness, but he is neither. The Messiah is driven by denial (“It’s all going to be okay.”), a desire to make things right (“Everything will work out. I have a plan.”), and a need to be the hero – the savior (“I can save them. It is my destiny.”). The more accolades and followers he gets, the more convinced he is of his destiny and power to lead. Thus, the lunatic must be the one in charge. He must make all the decisions and rarely listens to the advice of others, though he may pretend otherwise.

Some use God, religion and divinity to win followers, others create alluring and convincing tales of escape, survival and prosperity. All prey upon the fears and hopes of the desperate and frightened. Thus, when the madman presents himself as the man with the plan for survival, people listen. The more followers he gets, the more credible he seems to others. “Follow me and live,” is the siren call of these individuals.

Any success in that area is pure luck or the handiwork of other, saner minds. However, the Messiah is a convincing storyteller and a masterful spin doctor. His calm, confident and friendly demeanor wins people’s confidence. His sincerity pushes away doubt. When something goes right for him, he takes credit for it or points to divine intervention. When something goes wrong, he blames someone else. The false savior is happy to pin trouble, woe and incompetence on one of his aides, an innocent bystander, the intervention of a stranger (like the player group), or better yet, someone within his flock who questions his authority, divine powers or plan. In fact, the Messianic Leader will often set up such naysayers for failure or death to silence or eliminate them.

Most Messianic Leaders are both megalomaniacs and delusional, which makes them driven and ruthless. Though they are desperate to save lives and help people, they must do it in such a way that they get the accolades and are worshiped like a god.

Ironically, because a Messianic Leader appears so smart, calm, sincere and cocksure of himself, it conceals his insanity. All leaders who suffer from a Messiah complex are delusional. They suffered a psychotic break and are detached from reality. They believe they were born exactly for this moment to lead people to salvation. They believe it is their destiny and purpose or that they are chosen by God. Some may hear the voice of God, have visions, be visited by angels or talk to the ghosts of their ancestors. These divine visitors, voices and dreams encourage their choices, plant new ideas, or provide them with the actual plans, strategies and tactics for salvation. This divine aspect of the Leader's nature may be kept secret or shared with "his people," especially if he thinks it will inspire greater devotion to him.

The Messianic Leader usually keeps his "plans" secret – known only to him in their entirety – until it is time to execute them. Instead, he beguiles his followers with intoxicating stories about the idyllic life that awaits all who follow him, and keeps them busy with "preparations" for the exodus to freedom. Unfortunately, these schemes are always based entirely on the Messianic Leader's delusions. **The plan** is always half-baked, ill-conceived, and high risk. One of those situations where "if" everything goes in their favor it might succeed, but the odds of that happening are astronomical. **Rescue** isn't coming, though he may be quick to take credit for happy coincidences, dumb luck and the deeds of others (it's all providence, after all). He doesn't know the first thing about building a **Safe Haven**, and **the promised land** does not exist. It never did, except in his own mind. All of it may be total fantasy spun from a sick and fractured mind.

His *supposed* insight is built on delusion and dreams, not reality. His ego and sincere belief that he is the chosen one prevents the Messianic Leader from listening to those who might know better or from seeing flaws in his own fanciful schemes.

Sooner or later, the Messianic Leader believes only in himself, his vision, his ideas and his ability. He believes only *he* can save the people or make his plan work through sheer force of his will or the power of belief ("Believe in me. Follow me, and I" – or God, or whoever – "will lead us to salvation."). When things start to go wrong or the "followers" begin to question their savior's leadership, the madman begins to lose his composure, becomes more unhinged, unreasonable, dictatorial, fanatical, and controlling. He may throw fits, scream at people, and may even denounce, banish, imprison or kill his loudest detractors, including friends, family and trusted aides.

To the public, their savior is likely to continue to appear cool, calm and supremely confident. He will assuage their fears and assure them they are safe in his capable hands. Inevitably, all his preparation never leads to the execution of "the plan" before the zombies get them, or his plan unintentionally leads them to their doom, like lambs to the slaughter. Ironically, the ever resourceful Messianic Leader often escapes the fate of his followers (50% chance). Which only convinces him that he is, indeed, chosen, special and meant to lead. Ultimately, his failure and loss of lives is seen as a lesson to be learned, but is mostly forgotten as he travels someplace new. The madman's driving thought: *next time*, he *will* succeed at saving his people. And the madness begins anew.

Variations on the Messianic Leader

Not all of these lunatics are driven to help survivors escape zombies and find or build a Safe Haven. Some have other motivations, and even the craziest somehow attract followers. The one thing these madmen all have in common is they gather like-minded people who follow them to their doom or engage in fanatical actions against other people.

God's Avenger. This Messianic Leader is consumed with anger and attracts other angry survivors who want to strike out. Members of this group are likely to follow a fire and brimstone leader who preaches revenge and violence. All that differs from group to group is who they direct their vengeance upon. Roll percentile or pick one.

01-50% Zombies! The walking dead are regarded as an evil abomination that must be destroyed. These people see themselves as God's avengers whose purpose, for now, is to rid the world of the pestilence that is the walking dead. As admirable as that may sound, these zombie hunters are more interested in destroying zombies and making a statement than saving lives. As a result, their combat operations are often poorly planned, chaotic, and high risk. Collateral damage to property and innocent bystanders tends to be high. And because the mad leader must be important and powerful, and because he believes God is on his side and he and his followers will win, the attacks are usually large scale, overreaching, and flamboyant. Again, leading to loss of life, property damage and loss of potential resources.

51-60% Death Cults. Basically the same as above, only this madman and his followers target Death Cults, large and small. They believe these cults are an affront to life itself and must be destroyed before the zombies can be eliminated. Zealots themselves, they wipe out *everyone* associated with the cult in any way. That includes people who might be seen coming and going from a cult's base camp, or found on the premises, including people who might have been held prisoner, forced to participate against their will or who were just desperate, misguided and could be turned around to live productive, honest lives. It may also include heroes who were fighting the cultists but can't prove it.

61-70% Bandits, raiders and anyone who preys on the innocent. Sound good? Sure, except this distinction may extend to Scavengers and your player characters!

71-80% Men of science. God or voices have told the leader that the men of science are responsible for the Wave and the Zombie Apocalypse. They must be punished with death for their crimes before the nightmare can end. Thus, these fanatics track down facilities where medical and scientific research was conducted, and destroy them. This includes labs at universities and schools, private research companies, and facilities involved in stem cell research, genetic engineering, bio-technology, nano-technology, and even hospitals, medical clinics and places that did medical testing. May extend to chemical companies and farms that grew genetically modified food. Science and medical books are gathered and burned, and scientists, geneticists, technicians, lab assistants, and possibly even nurses and doctors are taken captive, put on trial in a kangaroo court, and executed for their complicity in the Wave and the Zombie Apocalypse. If

they try to escape capture they are gunned down like a dog in the street.

81-90% The government. Somehow they are held responsible for, or should have been able to prevent, the Zombie Apocalypse. Consequently, they must be punished. Seats of government, local government buildings, and courthouses are vandalized or burned to the ground, and anyone identified as having been a pre-apocalypse politician or civic leader is killed. This vengeance may extend to military personnel, law enforcement personnel, and bureaucrats of any kind (IRS agent, DMV clerk, etc.).

91-00% Rival organizations. The leader and his followers see “their” group, “their” methods, “their” people as the local heroes, saviors, or leaders in town (or in the city or region). They regard all other groups as dangerous and misguided fools who represent a danger to others. They are also likely to blame rivals for stirring up the zombies, loss of resources and pretty much for *everything* that goes wrong. As a result, the savior and his followers malign the other groups, will do things to undermine and hurt them, refuse to combine their forces (unless the Messianic Leader is allowed to lead them all), and may even actively seek to destroy their rival and/or its leaders.

The player group *may* be regarded as such a rival, or as people to recruit to their organization. If our heroes reject the group’s invitation, or speak poorly of its leader, they *may* be branded as a dangerous rival gang or rogues to be avoided or destroyed. When this happens, the *Messianic Leader* will never accept any help, advice or warning from the player characters, nor will he believe anything they have to say, even when dozens or hundreds of lives hang in the balance or a greater good can be served.

Doomsayer. This Messianic Leader preaches that these are the “End Days” and that the human race is doomed. However, those who follow him may be allowed to live and/or go straight to Heaven when they die. Though this madman recruits followers and may establish some sort of Safe Haven or secret hideout, he believes resistance is futile. That sooner or later, they will all die or be turned into zombies as it is God’s will. Those who challenge or defy him are denounced as sinners, blasphemers or rebels who must be “given up to God.” Translation: Captured and delivered to zombies in much the same way as the Retro-Savages, by tying them to posts near a known zombie habitat, or locking them inside a house or building where many (five or more) walking dead are known to exist. The same fate awaits rivals and anyone who talks about surviving in the world of the dead or rebuilding human civilization.

Worse, when the Doomsayer has gathered enough followers, or at a particular time and date of his determination, he has 90% of his followers either commit suicide (typically using poison) or walk out, praying, into the waiting arms of a zombie horde to be killed and turned in zombies themselves! It is the Doomsayer’s sincere belief that this is truly the end of world and God’s will for ALL people to die or become zombies. The Doomsayer’s mission – as instructed by God or angels – is to prepare *the living* for their inevitable death, but with the comfort of knowing they will be welcomed in God’s embrace. Once they have accepted their fate and understand it is the will of God, the

Doomsayer’s followers can die in peace and without fear, confident they will go straight to Heaven. Or so he and his followers believe. Indeed, many drink their poison laced soda or walk into the arms of a zombie with a prayer on their lips and acceptance in their hearts.

The only people spared this fate are the *Doomsayer Messianic Leader* and his most *devout* and *obedient followers* so they may find new people to send to heaven in peace in the name of the Lord. These devout followers are fanatics who completely believe in the Doomsayer and obey him blindly. They have no fear of death, because a) they are all destined to die, and b) do God’s work.

God’s Chosen People. The leader is the “Chosen One” and those who follow him are the Chosen People. They are startlingly cheerful and have little fear of death, because they believe as the “Chosen People” under the guidance of their Messianic Leader they cannot be harmed by the zombies. As a result, they are bold and reckless when scrounging through the zombie-filled ruins, and take crazy chances when dealing with, running from and fighting the walking dead. Ironically, this euphoric mind set gives them a confidence and calm when dealing with zombies that seems to give them an edge (+1 to parry and +2 to dodge zombies). When one of them gets killed by a zombie it is explained as one of the following:

a) The individual had lost his faith and paid the ultimate price. Indeed, losing one’s nerve when playing chicken with a zombie is likely to have a tragic result. The Chosen One will point out the victim’s failings and hesitation (i.e. lack of faith) for his demise and use someone else who is bold and lucky as proof of how faith saved him. In fact, the closer someone came to being slain by a zombie, the stronger the evidence that he was saved by his faith and the power of being one of the Chosen!

b) The individual had sinned against one of his (more faithful) brethren.

c) The individual had become corrupted by outsiders. Perhaps even conspiring against the Chosen Leader or the group with strangers. The influence of outsiders (who are likely to question the Chosen One or the group’s beliefs) is always bad.

Outsiders, in general, are shunned and considered a negative influence. While strangers may be recruited, they must quickly accept the Chosen One as their leader or they are asked to leave. If an outsider lingers and talks against the Chosen One and his teachings, the naysayer is asked to leave the group immediately, or else. If the character stays and is discovered to have continued to talk against the Messianic Leader, he will be captured, tied up and left for the zombies. Likewise, if the group hits a streak of bad luck, misfortune, or two or more of the Chosen People suffer an ill fate, the Chosen One seeks out the negative influence to blame. That is always one or more outsiders, naysayers or recent recruits. Again, this alleged source of “negative energy” is usually rounded up and tossed to the zombies. This is a wonderful way for the Chosen One to get rid of rivals, dissenters and voices of reason, for only he can divine the source of the group’s bad luck. A scapegoat is found for every streak of misfortune and sacrificed this way.



Zombie Master

“You might not believe it, but I’ve seen people who keep zombies as pets, watchdogs and attack animals. Hell, I’ve seen folks who kept 10-20 walking dead in a dry well, pit, basement or garage. Most of these zombie collectors keep them for nefarious reasons and feed strangers, innocent people and their enemies to their ‘pets.’ They are nut jobs who either think they can tame the walking dead like a circus lion, or fancy themselves some kind of Zombie Master. You see someone with a zombie on a leash or chained to their front porch, run the other direction or be prepared for a fight with some sick S.O.B.s.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Miscreant or Diabolic.

O.C.C.: Survivor/Ordinary Person.

Backstory: A Zombie Master is a maniacal psychopath who believes he can control and use zombies for his own power games and wicked purposes.

This is a human psychopath who controls or seeks to control and use zombies. The Zombie Master is often a lone individual (01-50%), but may be a pair (51-60%), trio (61-65%), family (66-70%), or leader, or a key member, of a group (71-00%). If the Zombie Master is the leader or a key member of a group or family, the group are likely to be miscreants and evildoers, and he is the only one who controls zombies.

A Zombie Master is always a *control freak* who suffers from delusions of grandeur and seeks power over others. Most (80%)

are sadistic and enjoy creating fear and inflicting pain on others. That’s why he wants to control zombies – to use them to intimidate and control the living. Unlike the *Zombie Lover* (described next), the *Zombie Master* does not find the walking dead attractive or divine. He considers them ugly monsters, but monsters that he can use for his own dark purposes. That means he might be a leader or an enforcer in a *Terror Cult* or group of bandits or raiders.

Like a wild animal tamer, the *Zombie Master* has developed methods and techniques to control and manage the walking dead. This is mostly through countless hours of repetition and Pavlovian type reward and punishment. After many weeks of training, the zombies learn to recognize their “Master” and know that he will hurt them if they attack him or do not do as he says, and, for the most part, *obey!* They can learn to follow very simple commands and are happiest to comply with commands that fit their nature, such as attack and kill. They can be taught to walk on a leash, attack upon command and perform simple tricks, such as sit, stay, roll over, jump, dance, attack, and similar. However, like a wild animal trainer, there is always a risk of losing control and being attacked by one’s own “pets.” Thus, this character might well be thought of as a lion tamer and his zombies as wild, though trained lions. Like a circus lion, the zombies are ruled by instinct and can NEVER be truly *tamed* or *controlled*. In addition, the more zombies one tries to control, the more difficult that task becomes. Zombies are creatures of instinct who get more aggressive in large numbers. 1-4 zombies are reasonably easy to control after they have had proper training, but putting more than six together starts to get extremely dangerous. The zombies start shuffling their feet and growl. One or more may start to groan until whipped or beaten. *Flesh Eaters* and *Thinkers* in a large group of six or more are hesitant and less obedient. Furthermore, if the *Zombie Master* exhibits fear, weakness or injury, the *Flesh Eaters* and *Thinkers* are quick to attack him, with the *Thinker* sending the others to kill, and joining in only when it is clear his Master has lost control. Trying to handle ten or more at a time without half being chained to a post is pure folly.

Pattern Zombies, due to being locked into their pattern of repetition are impossible to train.

Slouchers, *Juggernauts*, *Crawlers* and *Pretty Zombies* are the dumbest and most difficult to command and control without the help of a *Thinker*. It can be done, but never in groups larger than six and the *Zombie Masters* must constantly reaffirm his control over them.

Fast Attack Zombies make excellent hunters and attack animals and might be thought of as hunting dogs when controlled by a *Zombie Master*. So do *Flesh-Eating Zombies*, plus they instinctively gather and work together in small packs, and are a bit smarter than *Fast Attackers* and *Slouchers*. Six can be controlled fairly easily, especially on the hunt. Not so easy to control when forced to wait and behave.

Thinkers are the easiest and best to train, but also the most dangerous for exactly the same reason: they are smart. They can learn and follow complex commands and control their natural instincts to attack better than all the other zombies (with the exception of the *Mock Zombie*). They can also be taught to lead the dumber zombies and return to their Master. However, be-

cause Thinkers are smart, they must be watched constantly and frequently reminded of *who is boss*. Given the opportunity, a Thinker will attack and kill his Master and other humans. It is usually the Thinker, Fast Attackers and Flesh-Eating Zombies who can be taught to walk on a leash and follow orders.

The *Mock Zombie* is difficult to control if treated as a pet, animal, lowly subordinate or zombie monster. However, if treated as a second in command or a loyal and valuable assistant, they can be quite helpful and surprisingly loyal.

Other, untamed zombies (3D6+2) are likely to be kept in pits, in a basement, barn or garage, or chained to a porch or fence post, and allowed to shamble loose in an enclosed pen or yard to keep intruders away.

Tools of the trade include leashes, chains and manacles, the whip, a club or crowbar, heavy caliber pistol or revolver, cattle prod, and fire.

The Zombie Master is always a cruel and shameless deviant who uses zombies to get what he wants, be it money, supplies, sex, or power, rule over innocent people, running a gang, etc. This villain loves to hurt, dominate, terrorize and control living people even more than being able to control zombies. Fear, intimidation and pain are his favorite weapons.

Zombie Lover

“Seen two kinds of Zombie Lovers. One thinks zombies are beautiful, perfect or somehow better than living people, and the other ones are poor souls so out of their heads that they think zombies are their loved ones and keep them locked up or on a leash somewhere. Both are crazy and liable to feed you to one of their lovely zombies.”

— Brad Ashley, *Leader of the Road Reapers*

Alignment: Anarchist, Miscreant or Diabolic.

O.C.C.: Survivor/Ordinary Person.

Backstory: A madman who prefers the company of zombies over the living.

The first type of Zombie Lover sees the walking dead as things of beauty. These lunatics see zombies as superior, beautiful and more perfect beings compared to flawed humans. Like Retro-Savages, this madman may consider the walking dead servants of God or avenging angels doing God’s will. Or he may admire them as the ultimate killing machines – pure and wondrous in their simplicity and effectiveness, or even as the next step in human evolution. Whatever the case, the Zombie Lover keeps several (1D6+1 zombies) around so he can be close to their divinity or admire their beauty.

A Zombie Lover prefers the company of the walking dead over that of people. Most are loners, but sometimes a pair or trio of Zombie Lovers live together, and on occasion an entire family or clan (2D6+2 people) appreciate and keep zombies. (**Note:** For random determination roll percentile dice: 01-60% loner, 61-90% a demented pair or trio, 91-00% a family or group of Zombie Lovers.) Zombie Lovers tend to make their home or lair in a secluded location off the beaten path. Unlike the Zombie Master, who likes to show off his zombies, the Lover usually keeps his zombies hidden. The dwelling of a Zombie Lover is

likely to look pretty ordinary and zombie free. It may appear to be inhabited, but there are also likely to be signs with warnings like: “Keep out,” “Trespassers will be shot,” “Go away,” and similar. Locked away inside, perhaps in the basement or in a particular room, are two or more zombies.

The holding room for the zombies is typically without windows, tucked away in a corner, reinforced so they can’t get out, soundproofed (so zombies outside are not attracted by their moan), and locked. Inside, the zombies may be free to wander



loose, kept in large cages, in chains, or chained to the wall. There is also likely to be a large, comfy chair, or chair and desk, out of the reach of the walking dead, where their admirer can come and sit with them, talk to them, feed them and take notes. The zombies held captive may all have a similar appearance or be completely different, or be a particular type of zombie; e.g. all Slouchers, all Crawlers, all Juggernauts, all Pretty Zombies, all Flesh-Eating Zombies, or all Fast Attack Zombies. Mock Zombies and Thinkers are not usually kept, nor are the ugly and messy Trash Zombies.

The zombies need be fed at least once or twice a month. Most require the P.P.E. of a living human or animal, while Flesh-Eating Zombies need a live victim. And, of course, some feed their darlings on a more frequent, weekly basis. When feeding time comes, any warm body will do, but since the Zombie Lover adores the walking dead, the ideal victims are those who hunt and kill zombies. Consequently, a Zombie Lover will try to capture or lure heroes, soldiers, Reapers and other zombie killers into the clutches of their zombies. A Zombie Lover may also hunt and kill, or work to undermine zombie killers and human survivor groups. Zombie Lovers hate zombie killers above all others, and see them as the “true monsters.” On the other hand, easy prey and innocent people, including women and children, do just as well.

Victims intended for feeding to zombies are often lured by a friendly face offering food, information or a place to spend the night. Another lure is a cry for help or a faked injury and a plea to help take the lame character *home*. “Live bait” is also used, often in the form of a captive woman or child (locked in the attic or the cellar or a room, or even a locked vehicle, in which she or he has been able to get to a window to call to a passing traveler for help). Nine out of ten times the “victim” is genuine, an innocent person snatched by the Zombie Lover and unwittingly allowed to get to the window or some other avenue by which to attract a passerby for help. Other times she may be allowed to escape to bring others into the Zombie Lover’s clutches. Some Zombie Lovers are so creative and cunning that they set the trap a distance from their actual home, and some create an entire “trap house” (or building) with trap doors, secret passageways, etc., where they can attack and subdue unsuspecting heroes. Once incapacitated, the captive (which may only be one or two people culled from a larger group) is secured and transported to the location of the Zombie Lover’s domicile where the zombies are kept. In many ways, this type of Zombie Lover functions very much like a serial killer who observes, selects, tracks, tricks and subdues his victim before killing him. When the zombies are done killing and feasting upon the P.P.E., unless the Zombie Lover wants to add a zombie to his collection, the dead body is usually dragged out and destroyed before it turns into the walking dead.

Ironically, a Zombie Lover is seldom a card-carrying member of a Death Cult. In fact, most avoid Death Cults, don’t trust them, and regard them as dangerous fanatics!

Deluded Zombie Lover

“I have never seen anything sadder.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Any; good, selfish or evil, but all are dangerous regardless of alignment, especially when their delusion is challenged.

O.C.C.: Survivor/Ordinary Person.

Backstory: The second type of Zombie Lover is deluded into believing a particular zombie is a loved one.

The Deluded Zombie Lover is the saddest of all. He or she is almost always a lone individual (90%), sometimes a pair or trio (10%), who is so traumatized that he/she has suffered a psychotic break and no longer lives in the real world. Deluded Zombie Lovers live in their own tortured reality. The individual is in such deep denial that he or she has come to believe the zombie is a *loved one* who is “not himself” or “just sick, probably from the Wave.” That loved one could be a spouse, parent, sibling, relative, lover, child or even an infant. The deranged character is savvy enough to know the zombie is dangerous and will have it caged, leashed, chained, handcuffed, hands tied behind its back, feet in manacles, or otherwise *restrained*. The deluded person rationalizes such extreme measures are necessary because so and so is ill and behaving strangely, and has to be restrained for his own good. Don’t worry, he/she loves him and takes very good care of their “poor darling.”

This mentally ill character is likely to accept that civilization has collapsed and that zombies roam the world. In fact, he or she may be skilled at scavenging supplies, roving the streets and avoiding the walking dead. Likewise, the home is probably be fortified against zombies and precautions are taken not to lead zombies back to it. However, the individual refuses to believe his loved one is one of the walking dead. Ironically, there is only a 01-25% chance the zombie is actually the real loved one. It is more likely some zombie that reminded the poor soul of that beloved person, and he was able to capture it somehow! This scenario is always sad, especially when the Deluded Zombie Lover is a parent who is keeping 1D4 zombie children or an infant; or when the Deluded Zombie Lover is a child or teenager himself, and the zombie is “Mom,” “Dad,” or “little brother or sister.” However, survivors must not let their compassion and pity get the best of them. As noted previously, while these ill people are completely delusional and live in their own little world, they are incredibly cunning and resourceful. Not only that, but they are fighting to protect the person they love most in the entire world (i.e. the zombie!), which makes them dangerous in the extreme!

The Deluded Zombie Lover is convinced the zombie is a) a beloved person in his life, and b) NOT a zombie. He clings to this delusion because it is all that keeps him going and he cannot accept the truth. No amount of arguing or reason will change his mind. In fact, he is likely to decide YOU are crazy and dangerous. Threatening the zombie provokes the Deluded Zombie Lover to protect it, and probably means killing you! Remember, to him, this is one (or more) of the people he loves most, and he will fight to the death to protect that person and/or his home. If a

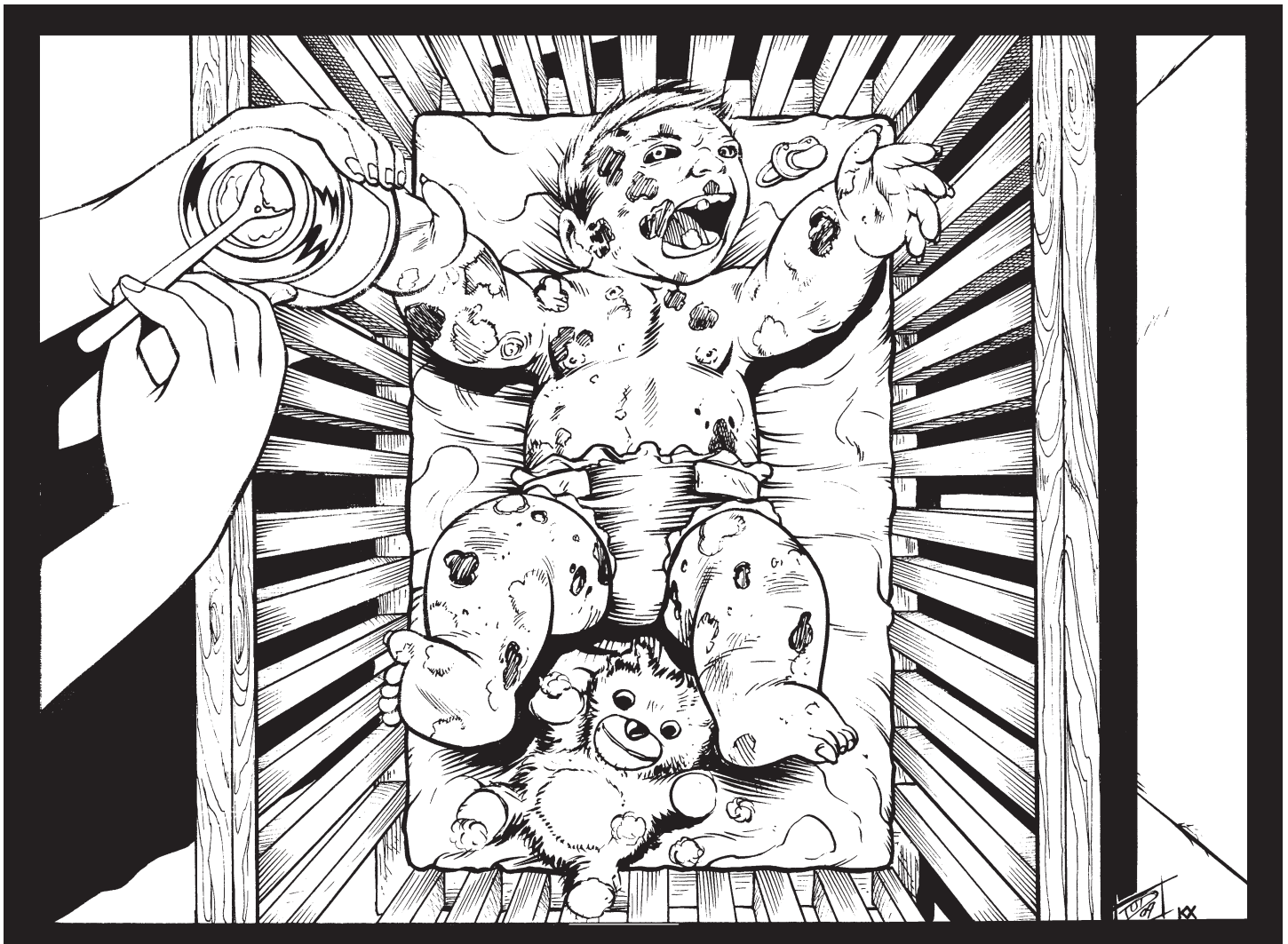
loved one (the zombie) is threatened, the Deluded Zombie Lover responds the same as you would if your spouse, parent or child was threatened in front of you. Destroy the zombie, and the deluded individual is likely to scream, wail and seek deadly revenge. He may attack those responsible immediately, or disappear, get weapons and come back to kill them all, or hunt them down one by one, or lay traps for them, or perhaps even convince another group of heroes that the player characters are mad dog murderers.

Left to his own devices, the Deluded Zombie Lover keeps to himself, and tends to his loved one (the restrained zombie), trying to make life as normal and safe as possible. He probably sits with the zombie, reads to it, talks to it, plays music for it, changes its clothing (carefully), and similar. Although the madman cannot accept his loved one is one of the walking dead, on at least a subconscious level he knows the truth, and knows he must bring it "live food." Individuals who are of a good alignment will catch and bring their loved one animals – dogs, cats, squirrels, rabbits, and game animals. However, they may include the occasional "bad person," probably a Death Cultist, bandit, raider, Retro-Savage, or others who he has seen or knows to have done "bad things." This is not likely to include the player characters unless there is a case of mistaken identity, but a misunderstanding could involve one or all of them. A De-

luded Zombie Lover with a selfish or evil alignment may have no qualms about feeding innocent people to Mom, Pop or Little Johnny. The zombie needs be fed at least one or twice a month. Most require the P.P.E. of a living human or animal, while Flesh-Eating Zombies need a live victim. And, of course, some feed their darlings on a more frequent, weekly or even daily basis.

No more than four zombies are likely to be kept by this demented soul, and only one or two zombies is typical (70%). Devoted to his "ill" loved ones, the Deluded Zombie Lover spends most of his time with him/them. Most are lone individuals, but sometimes there is a pair or trio, never more than that. This character may make his home anywhere, as long as it can be made secure and it is defensible from zombies and brigands. He keeps his loved one hidden and safe from a cruel world who might not understand. The dwelling may appear to be abandoned or inhabited, doors are always locked, and the madman is always well armed.

The holding room for the "loved one" is typically a cozy bedroom, den or sitting room. The windows will be shuttered or boarded up, but curtains or drapes hang from them on the inside. The door is always locked when the Deluded Zombie Lover is not actually in the room, and there are probably extra locks or a



slide bar on the inside, along with a lantern, flashlight, jug of water, a shotgun or rifle, and a box of ammunition, as well as a baseball bat and machete. Inside, the “loved one” (zombie) is suitably restrained, but may be let loose in an emergency to flee or attack. The zombie or zombies held captive may be the actual loved one or a zombie that the madman has decided is his loved one. If there is more than one, they are likely to be a mixed variety of walking dead. *Slouchers*, *Juggernauts*, and *Pretty Zombies* are most likely, but any might be kept. Furthermore, a *Pattern Zombie* going about its daily routine would seem perfectly normal to the Deluded Zombie Lover, (“Uncle Fred doesn’t bother anyone if you leave him alone and feed him regularly.” Though the caretaker would need to lock his bedroom door and watch his back lest Uncle Fred have him for dinner.)

Similarly, this individual could fall easy prey for a *Mock Zombie* and embrace the monster as his loved one. This could get pretty gross if the Mock Zombie was believed to be the Deluded Zombie Lover’s spouse or lover as the two would engage in acts of intimacy. The Mock Zombie is likely to embrace such a relationship as it is also in denial about being a zombie itself. Having a human spouse, lover, sibling, parent or friend would help disguise its true nature and enable it to appear truly alive, not one of the walking dead. Its deluded partner would play along completely, though he or she is likely to help the Mock Zombie feed, and probably on humans, working together to hunt and keep the dark secret like a pair of serial killers.

A Deluded Zombie Lover is never a member of a Death Cult and considers them unhinged, dangerous fanatics. This character feels the same about Zombie Lovers, Zombie Masters and any decadent madman who finds zombies desirable, attractive or superior to humans. That’s sick and crazy!

Psychopathic Killer

“Sad fact of the matter is, some people like killing. Zombies are too dangerous, not challenging nor fun to torture, so these killers murder living people. Its crazy.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Miscreant (40%), Diabolic (30%) or Aberrant (30%).

O.C.C.: Survivor/Ordinary Person.

Backstory: Brad summed things up rather succinctly, some people like to hurt and kill other people. It makes them feel powerful or is some sort of psychological release, or revenge delusion, and it fills some sick need. Others just like the thrill of killing. All are sociopaths detached from reality and from human emotion. A Psycho-Killer knows no boundaries, does as he pleases and enjoys hurting and killing others. If a member of a gang, the character is the mad dog killer among them and unleashed to torture, interrogate and extract revenge. All are psychotic maniacs who prey upon their fellow humans.

Most fight zombies only when they have to survive, but very few all-out combat or enjoy the carnage and chaos of battling the walking dead. Killing something that is *already dead* offers no challenge and is no fun. Zombies don’t scream, cry, bargain or plead for their life, and where is the fun in that? Killing a

zombie is like stepping on a bug. Torturing and killing a living human being, now that is rewarding – a thrill – for these madmen. And now, when humans are so few and life is so very precious, the thrill is even greater than it was before the Zombie Apocalypse. For most murdering psychopaths, the act of killing is special, exhilarating, and fun. It is also best when it takes a long, long time before the final kill is made.

A Psycho-Killer may be a cold, violent individual who has a short temper or is sent into a violent or murderous rage by some type of *trigger*. The trigger is what sets off the murderer’s desire to kill. It could be anything, calling him a coward, making fun of him, a need to prove how tough or in control he is, talking politics, being rude to him, being kind or motherly toward him, seeing a beautiful blonde (or redhead, etc.), a child, a priest, someone shoving a waitress, a particular phrase, crossing his path at sunrise, or any number of a million other things. Most only have one or two triggers that set them off and, at times, the Psycho-Killer may be calmed down and controlled by a friend or loved one. However, this character has no hesitation to hurt or kill someone over a small infraction or insult, and the chaos and violence of the world around him has made killing easier and more acceptable than ever.

This individual may also be a serial killer, serial rapist or kidnapper and torturer. In all cases, the fiend is either extracting some imaginary revenge (upon a type, if not a specific individual), or simply enjoys the pleasure of hurting, torturing, and terrorizing and almost always (99%) kills his victim when he is done with them. Some killers slay their victim quickly, but the majority like to spend some time with their victim whether it is for 2D6+12 minutes, 2D6+1 hours or 2D6 days. Despite what is seen on television and in movies, most serial killers do not kill



every few days, they typically go weeks or months between killings, which is what makes investigating these crimes so difficult. That may be the case with this NPC villain, or as noted above, the violence and chaos of the situation may, indeed, compel the Psycho-Killer to much more frequent acts of bloodshed, like a shark or wild dogs in a feeding frenzy. Or the murderer may kill in spurts, murdering several people within a couple of weeks, and then not killing again for several (2D4) months.

Again, due to the violent environment, these killers are much more likely to kill someone to take a possession or food, or anything they want, etc., however, most Psycho-Killers are not brawlers, gang-bangers, or bullies. Most are cowards who strike from the shadows or behind, using the element of surprise, and strike when least expected. They also often appear to be ordinary, innocent, non-threatening, polite and friendly, adding to the element of surprise. That also means most are excellent liars, usually because they believe their own lies and delusions, and are skilled at seeming harmless. Ultimately, the deception is part of the game and the hunt. So is inflicting terror and pain, but it is the final act of killing that is what the Psycho-Killer enjoys most. It makes him feel empowered, strong, and in control in a world of total chaos. Most serial killers hunt for a particular “type” of person he or she targets and kills, but this murderer will kill anyone who becomes a threat or an enemy. In the world of Dead Reign, the killer’s “type” of victim may include any of the Apocalyptic O.C.C.s, as well as other survivor types, occupations (see Ordinary People in the **Dead Reign™ RPG**), or a particular age, sex, race, or appearance.

Psycho-Killers and serial killers usually operate as lone hunters (01-80%), in pairs (81-90%), and in this insane environment, sometimes as a small group or family clan (1D6+3 people; 91-00%). They may also be a member of a larger group. If among other brigands and violent people, the Psycho-Killer will appear to one of them, and is likely to either be hyper-aggressive (01-50%, the more violent mad dog in the pack) or the quietest of the lot (51-00%). In the latter case, his quiet, calm, even shy disposition may make the Psycho-Killer seem to be approachable, kind and someone who might be merciful. In reality, he is probably the worst of the lot. This is exactly how many Psycho-Killers attracts their victims, and he will artfully use that facade to his advantage as well as to lure his next victim to him.

Zombie Deathbringer

“For some people, the world has become one big shooting gallery. Trouble is, they do as much damage as they do good. Watch out for anyone who calls himself a ‘Deathbringer’ or acts like he’s some kind of gonzo zombie killing hero. This wild man means to bring death to zombies, but these fellas are plum crazy and don’t care who gets caught in their crossfire. I saw a pair take down three zombies from a distance, only to find out they had killed three Scavengers by mistake. All they could do was laugh about it and loot the bodies. It is best to avoid them and stay out of their gunsights.”

— Brad Ashley, *Leader of the Road Reapers*

Alignment: Anarchist (40%), Miscreant (30%) or Diabolic (30%).



O.C.C.: Survivor/Ordinary Person.

Backstory: A Zombie Deathbringer typically operates as a lone hunter (01-40%), pair (41-55%), trio (56-70%), as a member of mixed group (71-85%; probably “Crazy Eddie”), or in a small group entirely composed of Deathbringers (86-00%; 1D6+4 in the group). This lunatic believes this is the end of the world, there are no laws, and he has a license to kill, perhaps even a duty to kill. In that regard, Deathbringers fashion themselves to be heroic vigilantes, destroying the walking dead one zombie at a time. They may also take down members of Death Cults, Terror Cults, bandits, raiders and other villains when they can get one alone or in a small group.

Most Zombie Deathbringers are madmen and psychos who do not care about people, rescuing the innocent or taking down “bad guys.” They are *thrill-killers* who get a rush from killing zombies and people, and just about anything that moves. They hunt and kill for fun – pure personal enjoyment – and brag about their exploits to anyone willing to listen. In fact, many can be heard laughing, singing or shouting snide or witty remarks as they take on zombies and other enemies like a cartoon character or wisecracking hero from an action movie. Most take wild chances and like *playing* at being a hero. In reality, most live fast and are wild, reckless, hard drinking, arrogant, mean, selfish bullies and lunatics who have little regard for other survivors. Many are only a step away from bandits and raiders themselves, and are likely to trade and associate with both.

Zombie Deathbringers have *no compassion* for others. That’s important to understand, because it is that lack of empathy and sense of connection to other human beings that makes them the brutal, self-serving, stone-cold killers they are. Deathbringers do as they please and answer to nobody. Anyone who gets in one of their way, challenges his authority, or embarrasses him, is beaten or killed on the spot. The only thing that will stop this mad dog killer is if he is outnumbered or afraid he’ll get himself killed in the process. Under that scenario the psycho *may* stand down, but that individual and anyone who stood with him is now his enemy, and a Deathbringer will seek bloody revenge. Since the Zombie Deathbringer sees himself as being more important than anyone else, he has no qualms about taking supplies from Scavengers, homesteaders, Safe Haven communities and other survivors, especially when it comes to body armor, weapons, ammunition, fuel and liquor. They may also bully and terrorize people and force themselves on others for sex. In their minds they are the “alpha male” and everyone else better be submissive to them. Any other alpha male they encounter is instantly perceived to be a rival.

It should be no surprise then that when things get rough, a Zombie Deathbringer is likely to abandon his allies or teammates to save himself. In a life or death situation from which it appears the Deathbringer cannot escape, he fights to the death with berserker fury (01-60%), puts a bullet in his own skull (suicide, 61-80%), or curls up into a fetal position in a corner someplace and hides (81-00%), praying to be saved or muttering how he can’t die like this, it isn’t fair. Should the character survive a life and death situation, he will never admit to having been afraid or hiding, and might even fight or kill anyone who says otherwise. However, he will not challenge anyone who was actually there at the battle and saw him with their own eyes. Instead, he slinks away and gets drunk.

Zombie Killing Maniac

Suitable as an NPC or Player Character

“Yeah, these guys are crazy, but you know what, they mean well, save lives and send plenty of walking dead back to Hell.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Anarchist (33%), Unprincipled (33%) or Scrupulous (34%).

O.C.C.: Survivor/Ordinary Person.

Backstory: Zombie Killing Maniacs have their heroic moments. They try to save lives and are brave and heroic, but they don’t know their limits. In that regard they might be considered a sort of *berserker* zombie slayer who gets so caught up in the killing frenzy that they lose sight of the innocent lives they are protecting and sometimes even their own safety. Going down fighting is viewed as the best way to die, except half the time it is an unnecessary death and a waste of life.

Zombie Killing Maniacs are obsessed with destroying zombies and have dedicated their lives to it. That might sound like a good thing, but when they get into a killing frenzy, nothing else matters: not you, not that child and his puppy, nobody and nothing except destroying zombies. It’s not that the Maniac doesn’t care, he probably cares very deeply, but when the bloodlust takes over he fights like a demon and forgets about everything else. Even when this warrior is in control, he’ll take a position that puts himself at the forefront of combat, whether it is leading the charge, or holding the walking dead off for others to escape. They also fight until the last possible chance of escape before breaking off an attack. This can be dangerous under any circumstances, but is downright unconscionable when there are innocent people, especially women, children, the elderly or injured in tow. This also makes Zombie Killing Maniacs a liability for scouting, rescue and recovery teams, or any group of characters. They will frequently find themselves in a situation where the smart move is to hide and let the zombies pass them by, only to have the Zombie Killing Maniac defy orders to attack the zombies. Likewise, the group is likely to find themselves in a situation where they feel they have to leave the Maniac behind or risk their own necks to save him in a situation that did not have to become life and death. If they choose to leave the Zombie Killing Maniac behind to fend for himself, and if the lunatic survives, there are no hard feelings on his part for them having left him on his own. These madmen see their actions as heroic, not reckless, and understand that most other people are not as brave as they. Thus, they are not offended if other would-be heroes and ordinary survivors are too frightened to stay and fight.

What might have made the character this way is anyone’s guess. Most refuse to talk about their motives or their past, suggesting their obsession comes from a traumatic event involving the walking dead and the slaughter of their loved ones. Perhaps the character lost his entire family because he was paralyzed with fear, and now the Maniac cannot kill enough zombies to make up for his one moment of weakness, fear or hesitation.

Many Zombie Killing Maniacs like to wear black, get skull tattoos, wear death’s head jewelry, use brass knuckles (adds 1D6 damage to punch attacks), and wear sap gloves (gloves with a heavy, padded weight and knuckle protection; +2 damage



to punch attacks). Others wear football or hockey padding and helmets combined with belts and backpacks and military gear. Regardless of what they choose as their combat apparel, Maniacs always have a variety of weapons. In addition to the brass knuckles and sap gloves mentioned above, they ALWAYS have a machete or short sword, a large crowbar or mace, a high caliber pistol or revolver, a heavy gauge shotgun, rifle (any kind) and plenty of ammunition for each, as well as other combat/survivor gear. One of the more disturbing aspects of some Zombie Killing Maniacs is the wearing of (1D6) decapitated zombie heads from their latest kills, or the use of human skulls and bones for adornment. Some wear them like jewelry, using teeth like rhinestones or studs, and hang bones and skulls from their belt, shoulder pads, and backpacks – sometimes from chains (maybe even chains dragged along on the ground). These remains are *trophies* from the zombies the character has destroyed, and makes it easy to identify a Zombie Killing Maniac. Thankfully, only about half use human remains for decoration.

May hunt alone (01-35%), in pairs or small groups (1D4+1), all of whom are Zombie Killing Maniacs (36-65%), or in a mixed group of other zombie slayers and heroes like Street Gang Protectors, Shepherds of the Damned, Apocalyptic Soldiers, Reapers, and Safe Haven squads assigned to go into zom-

bie infested areas to scavenge supplies, rescue people, or exterminate nests of zombies.

Berserker Combat: The Zombie Killing Frenzy

When the Zombie Killing Maniac is lost in a killing frenzy, there is no way to stop him except by physically restraining him, drugging him or rendering him unconscious and dragging him away. Thankfully, the killing frenzy only applies to the walking dead, the object of his violent obsession. In fact, with people, the Maniac can exhibit surprising compassion and gentleness.

Regardless of what this character's pre-apocalypse occupation might have once been (roll up as a Survivor/Ordinary Person), he is now a dedicated Zombie Slayer. As a "hero" the character does what he does to help people and expects nothing in return. Consequently, he does not sell his services, but will gladly accept free room and board and accept gifts of food, snacks, candy, drinking water, and basic supplies. Most do not drink alcohol or use drugs because they want to keep their heads clear and spirit clean.

Get in his way during a frenzy and you are liable to get hurt by accident. Try to stop him during a frenzy, and you must face him in combat, though he will fight only to disarm, incapacitate

or subdue innocent humans and fellow heroes. During a frenzy, all sense of priorities, balance and purpose other than slaying zombies goes right out the window. Innocent lives may be put at risk or sacrificed in the name of vengeance against the walking dead. The Zombie Killing Maniac tries to justify such a loss as a “tragic accident” or as a “sacrifice for the greater good” – i.e. destroying zombies is more important than saving lives. It is just the way the Zombie Killing Maniac’s mind is hard wired.

Character Creation: Roll up as a Survivor/Ordinary Person. Though he or she has the skills of the pre-apocalypse occupation, the character is now a zombie slayer. Suitable for use as an NPC (Non-Player Character) or player character.

Additional Zombie Slayer Skills: In addition to the character’s normal Occupational Skills, the Zombie Killing Maniac also gets Land Navigation (+12%) and Escape Artist (+10%) and three W.P.s of choice (Ancient or Modern). Also knows all zombie lore and zombie fighting combat techniques at 90%.

Normal Bonuses: +1 to strike, dodge and pull punch, +1 to save vs Horror Factor, and +2D6+6 to S.D.C.

Berserker Combat Bonuses: +3 to strike, +2 to parry, +2 to disarm, +2 to roll with impact, +2 to save vs drugs or poison, and +4 to save vs Horror Factor. These are all in addition to his other bonuses and last for the entire duration of the killing frenzy.

Note: A killing frenzy always engages whenever the character finds himself in a life and death situation with zombies or when facing 10 zombies or more. It lasts until every last zombie is destroyed, or until he must retreat or die himself.



Paranoid

“Are you crazy if you think everyone is out to get you and they really are? Actually, yes, you can be.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Unprincipled, Anarchist or Miscreant.

O.C.C.: Survivor/Ordinary Person.

Backstory: This character is wracked with fear, anxiety and apprehension. He doesn’t sleep for more than 1D4 hours at a time, is restless, jumpy and quick to run, hide, or defend himself. The problem with the latter is the paranoid is liable to shoot first and ask questions later. Thankfully, most would rather run or hide than fight. However, it is easy to spook a Paranoid or make him feel cornered with no choice but to fight. Combat is usually only enough to give the madman the chance to escape and flee, though some (40%) will fight to protect their home or secret lair to the death. Why? Because he is too terrified to go out into the outside world.

The most paranoid will see *everyone* as an enemy or backstabber no matter how much they might “pretend” to be nice or care about him. The character’s delusions are so powerful that no amount of talk or acts of kindness can convince him he is safe or among friends. The Paranoid is convinced he sees trouble, deceit, contempt and conspiracy where there is none, but he is sure of it. This makes dealing with a Paranoid difficult, especially in the outside world where his actions could endanger the lives other people. A Paranoid, for example, might suddenly go missing because he got scared and hid, or snuck away be-

cause he decided the heroes wanted to hurt him or kill him or cook and eat him, or any number of other crazy ideas. In a scary or combat situation, the Paranoid is likely to be the first one to get into a safe location and lock the door. The terrified madman will refuse to open it to let in friends, allies or rescuers because if he does the monsters will get in too, or they can’t save him, or they *are* the monsters! It is sad, but also a dangerous situation.

Paranoids are often schizophrenic and likely to hear one or more voices. Voices that may comfort and console him but which also point out the fictional acts of treachery, betrayal, hatred, deception and conspiracy. (“See how she looked at you? She hates you. She wants to kill you.” Or, “I heard them talking. They’re going to steal your possessions.”) The voices also offer advice, guidance and warnings. (“Hide.” “Run.” “Don’t let them in.” “You need to hide your possessions.” “You need to run.” “Be ready Johnny, when she reaches to take your arm, hit her. Hit her with the chair until she can’t get up.” And so on.) The Paranoid schizophrenic many talk to himself or to an unseen person(s), but more likely than not, just acts on the advice given to him by the voices in his head. This individual might also hear phantom noises – footsteps, a door opening, a zombie growl, the zombie’s moan, laughter, crying, music, a gunshot, and other sounds that cause him to be scared.

Depending of the severity of the paranoia, schizophrenia and panic, the Paranoid may lash out and hurt or kill anyone who threatens or scares him. That includes people who talk badly about him, call him crazy, or whisper (whether it is about him or not, he believes it is). Like the Psycho-Killer, the Paranoid tends to be quiet, sneaky, and a backstabber who strikes or runs away

when you least expect it. Most attacks come from behind and without warning. He may also do things that in a hostile environment can get him and everyone around him killed. That might include talking to himself, arguing loudly with the voices, screaming and shouting, hiding and refusing to come out as zombies converge, locking himself in someplace, locking others out, running out in the open, knocking things over, attacking his protectors, stealing a weapon and using it wildly or against his rescuers and many similar incidents.

Paranoid Survivalist

“This is not the time to think only of yourself, but there are some people who do just that. Whether they are crazy, too scared or selfish S.O.B.s, they make me sick.”

– Brad Ashley, *Leader of the Road Reapers*

Alignment: Anarchist, Aberrant or Miscreant.

O.C.C.: Survivor/Ordinary Person.

Backstory: “I don’t need your help. I know that I’m probably a hell of a lot better than you. So mosey along before I have to hurt you.” That is the sentiment of most Paranoid Survivalists. They either live alone like hermit scavengers or in small groups (2D6+1) of fellow Paranoid Survivalists, Paranoids, and isolationists who accept the Paranoid Survivalists as their leaders.

The problem with these ornery isolationists is that they hoard supplies and do not share. Furthermore, they will threaten and shoot anyone who ventures on their property (or small area they have claimed as their own), if they do not leave. These charac-

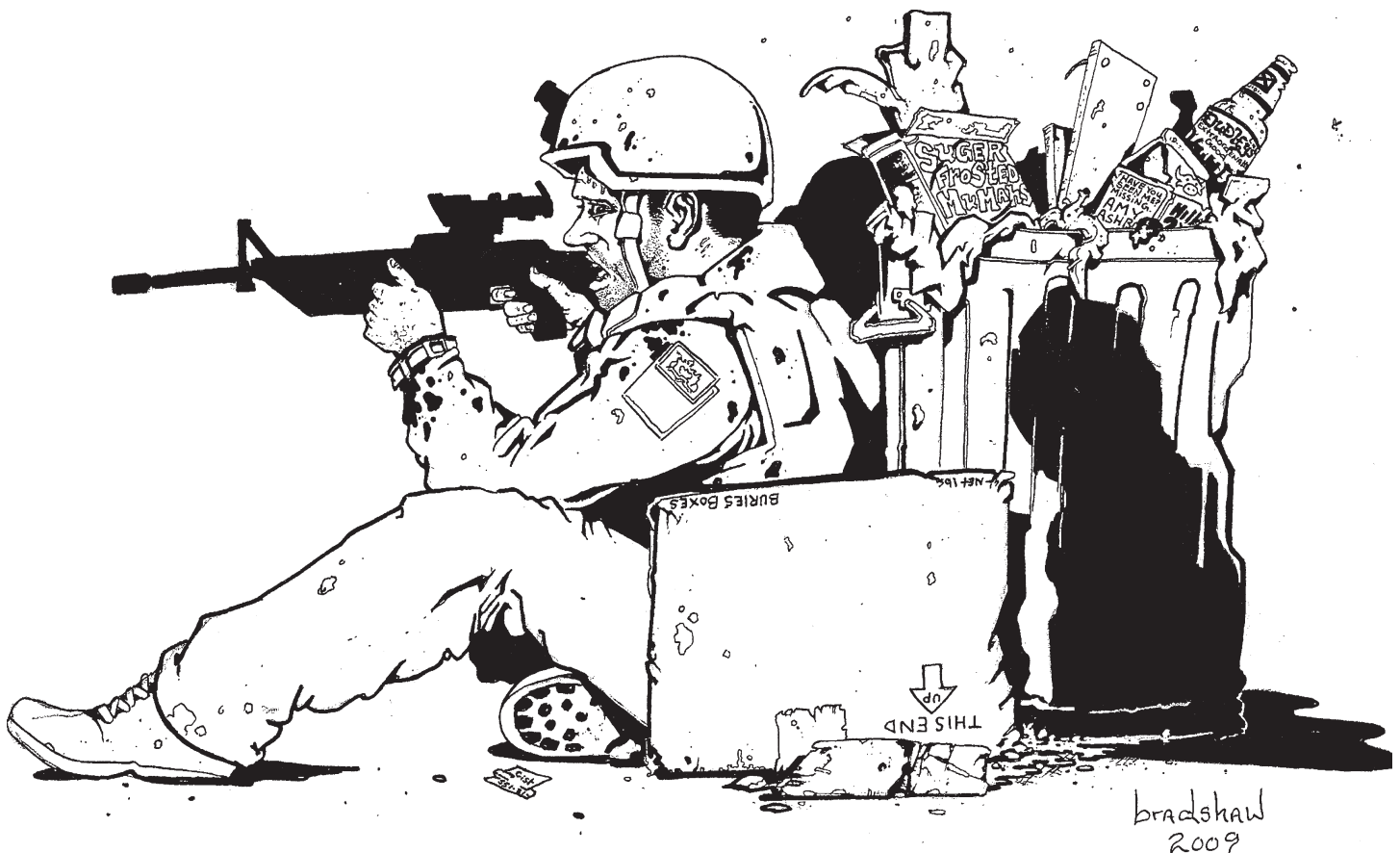
ters do not trust, like or wish to associate with anybody except those they choose to have contact with. Nor do they care about anyone else’s welfare. A Paranoid Survivalist could be sitting on 12 cases of antibiotics and still not be willing to give one of them up to help a group of other survivors or children at a Safe Haven survivors’ camp. (“What’s mine is mine. Now git, before I blow your head off.”) Nor is one likely to come to the rescue of somebody in need, or even offer a warning. They keep to themselves and avoid human contact as much as possible. A Paranoid Survivalist may, however, choose to trade with other groups, but is only really concerned about his needs, not theirs.

Many dress in military fatigues or wear hunting clothing, use military surplus, including combat helmets and military gear, and most have enough ammo to supply a small army, possess an array of guns, and know how to use them.

New Phobias & Obsessions

The following phobias and obsessions are very specific to the Zombie Apocalypse. They may be used in addition to the phobias and obsessions in the Dead Reign RPG or in place of them. **Note:** Phobias and obsessions are listed under the same heading but are *two different* insanities, pick only one, either a phobia or obsession when rolled on this table.

01-06% A lone, beautiful woman clad in any kind of dress, gown or negligee. Phobia: Tries to avoid her and will run away if she tries to approach or chase after the character. **Note:** He is wary, but okay if the woman is in pants, a suit, fa-



tigues, or a uniform. Part of his phobia comes from a bad experience with one or more female Pretty Zombies, the rest is sexual tension and anxiety. Pretty Zombies have a Horror Factor of 17 to this character.

Obsession: This character is a sucker for a pretty woman in a dress, alluring clothing or other dress clothes. Is sexually attracted to them and flirtatious around them, and is more susceptible to being seduced by one (+20% to the woman's Seduction roll and +14% to her M.A. to evoke trust/awe/intimidation). This makes him too trusting and careless around an attractive woman in fancy clothing, including Pretty Zombies, Mock Zombies and bandits. Pretty Zombies have only a Horror Factor of 10 to this character as he tends to underestimate the danger they represent.

07-14% An open door that shows only darkness inside, or any doorway missing its door or the door has been torn from its hinges and it is dark inside. **Phobia:** The character does not want to enter and is a nervous wreck if forced or cajoled into entering. He has always had bad luck in houses that were missing a door. There's always something bad inside. Or he had a terrifying experience as a child (perhaps in an abandoned house, or with a basement, etc.) that made him scared of opened doors that lead to a dark place. Now with the state of the world, his worst fears are realized as an open door or doorless opening that leads to a dark room is likely to be inhabited by zombies, madmen, villains and other danger. He'll wait outside, thank you. Better yet, on the sidewalk out front. If shouts and gunfire erupt from the dark abyss beyond the open door, this character is more likely to become petrified and run away than enter to help his comrades.

Obsession: There is always something exciting and beckoning about that gaping, black opening that gets the character's adrenaline going. The danger and mystery of what awaits inside is like a siren call and he just has to see what is inside. He is ready for a zombie attack and other kinds of trouble inside. It is the promise of mystery, combat, discovery and triumph that makes such a place so exciting to explore or clear of danger.

15-20% Basements. **Phobia:** Sees them as scary, haunted or death traps. Hates going in them and will almost always wait at the door. The best you might get from this character is coaxing him a third or halfway down the stairs. Not even that far if the light won't turn on. Open stairs down into a basement have a Horror Factor of 18 to this character, so does the space under the stairs, basement pantries, coal bins, and small basement rooms with a door that closes (afraid of what is inside and of getting locked in).

Obsession: The character is obsessed with exploring basements because they represent the unknown and reward. He has found great stuff in them in the past and thinks it is funny that anyone would be afraid to go in them. He is also obsessed with clearing them out of zombies! First place to start – under the stairs!

21-24% Dumpsters. **Phobia:** They are filthy, disgusting receptacles of garbage, germs, decay and death, and home to zombies, wild dogs, rats and other vermin. The character won't get within 10 feet (3 m) of one, will run past them quickly, keeping his eyes on it the entire time, and will not go inside one for any reason. Becomes hysterical if thrown inside one or chained to one. Dislikes and is uncomfortable around garbage and garbage

dumps, and Trash Zombies have a Horror Factor of 17 to this character.

Obsession: Hates the dank, filthy tin cans, and is obsessed with killing the creatures that lurk in and around them. +1 on initiative when dealing with Trash Zombies or creatures that pop out from inside, under or behind one.

25-28% The Zombie Moan. **Phobia:** The Zombie's Moan sends shivers up and down the survivor's spine and puts him on edge. Even though he knows the moan means a fellow human is probably in trouble, he can't bring himself to go investigate. If trapped someplace where zombies are moaning and pounding on the doors this character is a nervous wreck and cannot sleep (-25% on skill performance under such duress). Stays away from the location of the moaning and gives it wide berth or heads in the opposite direction.

Obsession: The Zombie Moan means somebody is in trouble and this character wants to see if he can help them escape the zombie hordes and heads right for the sound. He is cautious and will not dive into a hopeless battle and get himself killed, but if there is a chance . . .

29-36% Guns: **Phobia:** Fears and dislikes guns and anything that goes boom. Refuses to use them, prefers other weapons such as blunt, blade and staff-like weapons, perhaps even bows and arrows. Not likely to fire a gun even to save his own life, but will use it as a blunt weapon.

Obsession: Loves guns – rifles, shotguns, pistols, revolvers, submachine-guns, military weapons, and explosive ordnance as well as scopes and related attachments. This character is a gun bunny who can never have enough weapons in his "collection." Uses only guns. Blunt and blade weapons are used only when there is no alternative. Replace any Ancient W.P. with a Modern W.P.

37-41% The sounds of scurrying and thumping and dragging. **Phobia:** These sounds are associated with rats, Crawlers, and Trash Crawlers on the move. The questions are where are they and how many are there? Both drive this character wild with fear and anxiety, keeping him awake at night listening to every little sound. If feasible, the phobic character will want to get out of the area as fast as possible. If the sound persists, he becomes paranoid to the point of hysteria until the noise stops, he can leave the area or the Crawler(s) is located and destroyed. Crawlers, Trash Crawlers and swarms of rats (10 or more) have a Horror Factor of 17 for this character. If one is nearby or attacks, all he can do is stand paralyzed with fear and scream and/or cry.

Obsession: Hates the sound because it probably means the presence of a Crawler or Trash Crawler. This character cannot rest until the monster(s) is destroyed, even if it is locked in an attic or room and can't get to him or his companions. He is driven to destroy these mutilated monsters.

42-48% Abandoned vehicles. **Phobia:** The phobic individual knows a zombie could be hiding inside of it, underneath it, behind it or even in the trunk. And if not a zombie, rats, or wild dogs, or God only knows what. He hates them and gives them a wide berth. Freaks out if locked inside the trunk of one or chained to one.

Obsession: This character loves abandoned vehicles. Each one is like an individual surprise package that could contain

anything: Food, supplies, bottled water, booze, blankets, spare parts, a crowbar, guns and ammo, candy, clothing . . . anything. Heck, covered trucks and vans could hold a jackpot of cargo, and many of the vehicles can be hot wired and driven. Sure there might be zombies, so what? The walking dead are everywhere.

49-55% Flesh-Eating Zombies: Phobia: Has nightmares about being eaten alive and fears them more than any other zombie (Horror Factor 16 to this character).

Obsession: Hates (but does not fear) Flesh-Eating Zombies more than any other and seeks them out for destruction.

56-62% Wild dogs. Phobia: Even a barking dog on a leash or in a fenced off yard makes this character nervous. May have had a bad experience with a dog(s) in his past or with wild dogs since the Zombie Apocalypse. (They are a terror and many survivors have had to run from them or beat them off, or seen people torn apart by dog packs.) Even one threatening (growling or barking) dog is scary and has a Horror Factor of 11 to this character. Two or three have a Horror Factor of 14. A pack of five or more have a Horror Factor of 18. Tries to avoid them at all costs, will not dare to get near or go past more than two dogs, and if charged or snapped at by one, the character screams and runs for his life. That is a terrible reaction, as dogs instinctively chase anyone who runs.

Obsession: *Hates* wild dogs and is quick to come to the rescue of anyone threatened or attacked by one. Chases them off whenever they are encountered, and is happy to exterminate as many as he can, whenever he can.

Alternately, *loves dogs* and feeds strays. Tries to round up homeless canines and turn them over to Hound Masters, Safe Havens, and nice people who might want a dog. This character will come to a dog's aid as fast as a human and will risk his life trying to save the animal. Is not afraid of wild dogs, but recognizes the danger they represent and will kill them when absolutely necessary.

63-68% Trash Heaps. Phobia: In the world of the Zombie Apocalypse, even a pile of leaves, papers or trash is potentially dangerous. They may be the hiding place for Trash Crawlers and vermin. The phobic character gives them a wide berth, never plays in leaves, and keeps his eyes on the pile until he has passed it and is a good distance away. This could distract him from a real danger waiting elsewhere. Will not enter a garbage dump (Horror Factor 16), and junkyards give him the willies too, but not quite as bad (Horror Factor 12).

Obsession: The character is compelled to kick, stomp, poke or prod every pile of leaves or trash that is large enough to conceal a Trash Crawler. His weapon is always at the ready whenever he does this and he is quick to attack any Trash Crawler or garbage dump zombie he might disturb. Unafraid of rats.

69-75% Dead bodies, especially dismembered bodies. Phobia: Never goes near them. Never touches them. Doesn't care what valuables or resources the body might hold. If forced to be in a room with a dismembered body, he sits curled up into a tight ball in the corner farthest from it, whimpering and shivering, and never takes his eyes off of it. Fears it is a dormant zombie or Crawler. Crawlers missing half their body and Slouchers missing one or more appendages have a Horror Factor of 16 to this character.

Obsession: Fascinated by dead bodies, especially dismembered bodies. Ponders what must have happened to the body, how it got dismembered like that, was the deceased tortured, killed in an accident, torn apart by wild dogs, half-eaten by Flesh Eating Zombies, murdered, dismembered before or after death, or what? Likes to examine bodies and is fairly good at guessing who or what was responsible. Hates Crawlers and Trash Crawlers, and takes pleasure in destroying them.

76-81% Madness: Phobia: The character feels the stress and anxiety of the apocalyptic world and fears he will become insane. As a result, he has no compassion for "crazy people," doesn't like talking about the subject, and stays away from people suffering from mental or emotional illness or trauma.

Obsession: The character is obsessed with mental illness, is always reading about it, wondering about it and giving himself reality checks. He is very compassionate and kind toward traumatized survivors and hopes someone will be kind to him if he ever snaps.

82-88% Zombie Masters, Death Cultists and anyone who keeps or controls zombies: Phobia: There is just something terrifying about someone who tries to tame and control zombies. These fiends are worse than the walking dead themselves because they willingly use zombies to hurt or dominate the living. Fears them (Horror Factor 13 to this character) and tries to avoid them.

Obsession: Hates (but does not fear) Zombie Masters or anyone who uses zombies to dominate, terrorize, enslave or hurt other survivors. This character enjoys nothing more than to tear these traitors of humanity into pieces. Happy to liberate their human captives and to destroy these depraved monsters.

89-94% Disease/Germs & the Wave. Phobia: NOBODY has any idea what caused the Wave or what caused the dead to walk, and this individual is paranoid about it. Avoids filthy places, sewers, swamps, dead bodies, sick people, hospitals, morgues, and similar places (all have a Horror Factor of 15 to



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this character). Is likely to wear a gas mask or air filter and gloves (favors disposable plastic gloves) most of the time, especially when “out in the world.” Trash Crawlers and any zombie that looks like it might be suffering from a disease, is rotting or has maggots in its body have a Horror Factor of 18. Juggernauts and Pretty Zombies have a Horror Factor of only 9.

Obsession: Type One: Obsessed with germs and illness and staying well. Has a remedy (some real, some based on superstition) for every illness. Reads about the subject and carries a Physician’s Guide book, first aid kit, spray disinfectant, sanitary wipes, and bottles of vitamins on him at all times! He is leery about sick people and places likely to have germs, but is not terrified of them. Wears a gas mask or air filter and gloves (favors disposable plastic gloves) most of the time, even around friends, or the minute someone coughs or sneezes, especially when “out in the world.”

Type Two Obsession: Convinced germs, germ warfare and medicine had nothing to do with the Wave or the rise of the dead. He is fearless about disease and germs and will tromp through a sewer, swamp or hospital ward, as well as help anyone in need even if they are seriously ill.

95-00% Doctors. **Phobia:** Doesn’t like, trust or believe them. Will never willingly go to one, will not take medicine prescribed by a doctor, and will not allow them to examine him, give him medicine, etc. Becomes hysterical, violent, fights to escape if forced to undergo any medical examination or procedure, let alone surgery. Believes they caused the Wave and the Zombie Apocalypse. Wary of nurses, but okay with first responders, army medics and others who might have the First Aid or Para-

medic, even Field Surgery skills, as long as they are not a bona fide medical professional/doctor.

Obsession: Exactly the opposite of the above. Loves doctors, trusts doctors, and believes anything they say or suggest. Happy to be treated by one.

Others Shades of Darkness

Bandits & Raiders

There is a sharp difference between bandits and raiders. **Bandits** are thieves, plain and simple. They are not usually well organized, tend to seize an opportunity when it becomes available and are not interested in hurting or killing people. They will threaten, fight and kill if they have to, but they really only want to loot and to get away. **Raiders**, by contrast, are large groups of organized killers and thieves who will strip a group or community clean, like locusts, and kill anyone who gets in their way.

Bandits

Bandits are thugs, robbers, thieves and highwaymen who probably travel on foot or in light vehicles, break into homes and base camps, mug people, and hold up folks at gunpoint. A bandit can be a lone individual, pair, trio or small band (1D6+4



individuals). Most aren't bloodthirsty, they just want what *you* have, and are willing to sneak in and take it, or threaten you to get it. They may be bold and cocky or desperate and skittish. They are like most animal predators who only kill human beings when the human threatens them, spooks them, corners them, or attacks first. Most bandits and thieves take what they want and leave their victim(s) breathing. The victim may be afraid, angry, perhaps even beaten and bruised, but is usually left alive. Bandits take items of obvious value or necessity, but as a rule, do not take everything a person has, and do not leave people stripped of everything, helpless and vulnerable to zombies, or shot up. They are just after the goods. Bandits are happy to have someone else do the scrounging, exploring and battling with zombies, and they liberate them of their hard work at the point of a gun or the edge of a blade.

Do not misunderstand, like a wild animal, bandits have a bite and will beat, claw and kill people to get what they want, but usually only under duress. Give them what they want and they are gone. Resist, and you'll get hurt.

As a rule, bandits watch out only for themselves and their buddies, but sometimes, may lend a hand to help other survivors and even fight off zombies. They may however, then size up their "fellow survivors," rob them in their sleep and sneak off into the night. That's the modus operandi of most *thieves* and *bandits*, to take what is not theirs when nobody is looking, or a quick snatch and grab, not murder. The less resistance the better. The easier, the better. When they have what they want, they leave.

Typical Alignment: Anarchist (60%), Aberrant (20%) and Miscreant (20%).

Character Creation: A bandit can be created by rolling up a *Survivor O.C.C.* and selecting one of the following categories:

Criminal: Con Artist/Huckster turned Bandit. This scoundrel has always had the gift for gab and uses his charm and words to cheat people out of their belongings, valuables, and information. May also work as the shill, distracting people while his teammates rob their belongings. He prefers roles as the advance scout (sizing up victims and valuables, identifying where valuables and supplies are kept, etc.), causing a distraction and straight up con-jobs, but he'll engage in holdups and other criminal acts as deemed necessary. May work alone or as a member of a gang.

Alignment Note: The alignment of this character cannot be better than *Unprincipled* (tries to steal mostly from bad guys and never takes everything from the innocent people he victimizes), but as a bandit is much more likely to be *Anarchist* (selfish), *Miscreant*, or *Aberrant* evil. Only a small percentage are *Diabolic*. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Barter (+20%), Find Contraband (+14%), Gemology or Appraise Antiques (+15%), Hand to Hand: Basic, Intelligence (+16%), Performance (+20%), Public Speaking (+15%), Seduction (+20%), Streetwise (+20%), and two Rogue or Espionage skills of choice (+15%).

Elective Skills: Select seven total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on any Communication, Domestic, Rogue, and Technical skills.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +1D4+1 to M.A. attribute, +1 on initiative, and add a +10% bonus to any *one* skill that is the character's area of speciality or special interest.

Pay in the Old World: Varied with the level of success and experience, but was generally good to very good.

Pay in the New World: Gets his fair share as a member of a gang.

Criminal: Professional Thief turned Bandit. This character was a thief before the Zombie Apocalypse and continues to prey on others to survive. He'd rather sneak in, steal and sneak out before anyone discovers they have been robbed, but he'll engage in holdups and other criminal acts as deemed necessary. May work alone or as a member of a gang.

Alignment Note: The alignment of this character cannot be better than *Unprincipled* (tries to steal mostly from bad guys and never takes everything from the innocent people he victimizes), but as a bandit is much more likely to be *Anarchist* (selfish), *Miscreant*, or *Aberrant* evil. Only a small percentage are *Diabolic*. Best suited as a Non-Player Character (NPC) or villain.

Alignment Note for Player Characters: The alignment of this character cannot be anything other than *Unprincipled* (steals only from bad guys and not nice people), *Anarchist* (selfish), or *Aberrant* (evil with a code of honor).

Occupational Skills: Automobile or Motorcycle (+14%), Barter (+10%), Climb or Running (+15%), Hand to Hand: Basic, Law (+10%), Pick Locks (+20%), Palming (+20%), Pick Pockets or Basic Electronics (+15%), Prowl or I.D. Undercover Agent (+15%), Streetwise (+12%), and two Rogue or Espionage skills of choice (+10%).

Elective Skills: Select seven total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communication, Domestic, Rogue, and Technical skills.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +1 to Perception Rolls, and add a +5% bonus to any *one* Rogue or Occupational Skill.

Pay in the Old World: Varied with the level of success and experience, but was generally good to very good.

Pay in the New World: Gets his fair share as a member of the gang.

Criminal: Thug/Gang Banger turned Bandit. This character continues his life of crime (or reverted back to it) as a thug and petty criminal. May operate alone or as a member of a gang. Tends to be tough, violent and threatening. Uses intimidation and force to get what he wants, or to make a score. Life as a bandit is easy and natural for this brute.

Alignment Note: The alignment of this character cannot be better than *Unprincipled* (tries to steal mostly from bad guys and never takes everything from those he victimizes), but as a bandit is much more likely to be *Anarchist* (selfish), *Miscreant*, or *Aberrant* evil. Only a small percentage are *Diabolic*. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Automobile or Motorcycle (+14%), Barter (+10%), Climb or Running (+15%), Hand to Hand: Basic, Law (+10%), Pick Locks (+20%), Palming (+20%), Pick Pockets or Basic Electronics (+15%), Prowl or I.D. Undercover Agent (+15%), Streetwise (+12%), W.P. Knife or W.P. Blunt, W.P. Handguns or W.P. Submachine-Gun, and two Rogue or Espionage skills of choice (+10%).

Elective Skills: Select six total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communication, Rogue, and Technical skills. **Note**: Is likely to know one or more W.P.s.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +1 to Perception Rolls, and add a +5% bonus to any *one* Rogue or Occupational Skill.

Pay in the Old World: Varied with the level of success and experience, but was generally good to very good.

Pay in the New World: Gets his fair share as a member of the gang.

Raiders

Raiders are a different type of animal, *mad dogs* who run in packs, use vehicles to run you down, launch coordinated attacks, don't care who they hurt, take whatever they want, destroy whatever they want and kill whoever gets in their way or catches their attention.

Raiders always travel in groups and are almost always mechanized, meaning they have a fleet of vehicles they ride and use in combat. Some are souped up, others are ordinary. A **small band** of raiders is 2D4+4 scumbags, a **medium group** is 2D6+8, and a **large band** of raiders is 4D6+16. They'll all ride vehicles, especially trucks, jeeps and motorcycles, and they will take everything they can carry, like hungry locusts, and leave their victims with only the clothes on their back.

To show they mean business and to scare people into submission, raiders come busting in with a lot of shooting, whooping and hollering. They may use firecrackers, explosives and smoke grenades to make a big show and create confusion and panic. Raiders work to immediately "pacify" their target. That means take down by any means necessary any obvious defenders, guards or militia. Depending on how rotten the raiders are, or how vicious their leader is, they may shoot and kill several people just to prove how dangerous they are and that they mean business. If a man, woman or child makes a sudden movement, they are going to get shot, stabbed, beaten down or run down by a vehicle, even if the person(s) was only running away to hide. Anybody who exhibits defiance or makes a smart remark, or a threat, suffers the same result.

If defenders do not have the manpower and firepower to put these punks down like the rabid dogs they are, they best huddle tight, keep their mouths shut, and let the cutthroats take and do whatever they want.

If the defenders have the resources to fight, they need to shoot to kill. These are bad people who will cut a person's throat



for looking at them cross-eyed. Kill or be killed. And kill as many as possible to show them who is boss, or they will return with more men at some point a few days, weeks or months later for a little payback. And that kind of payback is guaranteed to be ugly, brutal and bloody.

Raiders generally try to target travelers, squad and platoon-sized groups, and small survivor camps. However, they will raid and attack lightly fortified or poorly defended villages, towns, strongholds and Safe Haven communities of any size. Raids on larger communities are likely to be well planned and targeted. Meaning, one squad of raiders will attack the church or other area where there is a lot of people. When defenders rush to their aid, the rest of the raiders hit the ammo dump, food storage, generators, and other places where they can loot and get away with vital supplies or valuables. When they have what they came for, or have enough of it for now, they ride out of town leaving a wake of destruction, injured and dead in their path. If a community was a good score, the raiders *will return* over and over again.

Typical Alignment: Anarchist (30%), Aberrant (10%), Miscreant (40%) and Diabolic (20%).

Character Creation: A raider can be created by rolling up a *Survivor O.C.C.* and selecting one of the following criminal categories:

Criminal: Hit Man/Assassin turned Raider. A professional “enforcer” who hurt, threatened and killed people for money. Probably a bad guy and a stone cold killer, but could have been a government agent. May have worked for the mob, the government, or freelance as a mercenary working for any government, company or individual who could afford him.

Alignment Note: The alignment of this character cannot be better than *Anarchist*, but is much more likely to be *Miscreant*, *Diabolic* or *Aberrant* evil. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Boxing, Hand to Hand: Martial Arts or Assassin, I.D. Undercover Agent (+20%), Munitions Expert (+15%), Prowl or Climb (+15%), Recognize Weapon Quality (+15%), Sniper, Streetwise (+15%), Tracking (+20%), Undercover Ops (+15%), W.P. Handguns, W.P. Rifles, W.P. Shotgun, and one W.P. Ancient of choice.

Elective Skills: Select eight total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communication, Physical, Rogue, and Transportation skills.

Secondary Skills Available: Select four from the standard available categories.

Special Bonus: +1 to strike with any one W.P. Modern Weapon or any one W.P. Ancient Weapon; the killer’s weapon of choice.

Pay in the Old World: Varied with the level of success, experience and reputation, but was generally very good.

Pay in the New World: Gets his fair share as a member of the gang, though he is likely to have a higher position than most, get more loot than the typical thug or driver, and may be the gang leader.

Criminal: Thug/Gang Banger turned Raider. This misanthrope is used to the dog eat dog world of the mean streets, where might made right and connections with the right people put you on the top of the heap. He is a thug and petty criminal whose courage, muscle and willingness to hurt people were his stock and trade. Tends to be tough, mean, and uses intimidation, muscle and bullets to make it in the world. He’s always been a member of a gangs, so becoming a raider seems natural and right. After all, in a world like this, the law of the jungle prevails and that means the strong prey upon the weak.

Alignment Note: The alignment of this character cannot be better than *Anarchist*, and as a raider is more likely to be *Miscreant*, *Diabolic*, or *Aberrant* evil. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Automobile or Motorcycle (+14%), Barter (+10%), Climb or Running (+15%), Hand to Hand: Basic, Law (+10%), Pick Locks (+20%), Palming (+20%), Pick Pockets or Basic Electronics (+15%), Prowl or I.D. Undercover Agent (+15%), Streetwise (+12%), W.P. Knife or W.P. Blunt, W.P. Handguns or W.P. Submachine-Gun, and two Rogue or Espionage skills of choice (+10%).

Elective Skills: Select six total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communication, Rogue, and Technical skills. **Note:** Is likely to know one or more W.P.s.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +1 to Perception Rolls, and add a +5% bonus to any *one* Rogue or Occupational Skill.

Pay in the Old World: Varied with the level of success and experience, but was generally good to very good.

Pay in the New World: Gets his fair share as a member of the gang.

Criminal: Professional Driver turned Raider. The character made a living driving one or more different types of small vehicles such as a taxi/car, limousine, pickup truck, delivery truck, moving truck, bus or even race cars for a living. All skills that come in extremely handy as a raider.

Alignment Note: The alignment of this character cannot be better than *Anarchist*, and as a raider is more likely to be *Miscreant*, *Diabolic*, or *Aberrant* evil. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Automobile (+16%), Automotive Mechanics (+10%), Combat Driving, Physical Labor, Radio: Basic (+10%), Roadwise (+16%), Truck (+12%), W.P. Blunt, and three Transportation skills of choice, each at +10%. **Note:** Does not drive the big semis or construction vehicles.

Elective Skills: Select seven total from the standard available categories plus Rogue, but the character gets a +5% bonus on Domestic, Technical and Transportation skills.

Secondary Skills Available: Select five from the standard available categories at level one, +1 additional skill at levels 4, 8 and 12.

Pay in the Old World: Varied with the level of success, experience and reputation, and was generally good to very good.

Pay in the New World: Gets his fair share as a member of the gang.

Criminal: Survivalist, Militia or Weapons Expert turned Raider. An individual involved in survival and paramilitary exercises. This character always knew civilization would fall, but he never expected it to happen like this. His attitude is it is a dog eat dog world, and those who have the biggest (or most) guns win, and he plans on being a *winner*. Selfish or evil, he only cares about the welfare of himself and his fellow gang members.

Alignment Note: The alignment of this character cannot be better than *Anarchist*, and as a raider is more likely to be *Miscreant*, *Diabolic*, or *Aberrant* evil. Best suited as a Non-Player Character (NPC) or villain.

Occupational Skills: Basic Mechanics (+15%), Brewing (+10%), Holistic Medicine, Intelligence (+10%), Interrogation or Detect Ambush (+10%), Military Etiquette (+20%), Munitions Expert (+15%), Radio: Basic (+20%), Tracking (people; +15%), Wilderness Survival (+20%), W.P. Knife or W.P. Blunt, W.P. Handguns, W.P. Rifles, and W.P. Heavy Military Weapons.

Elective Skills: Select five total from the standard available categories plus Military and Mechanical, but the character gets a +10% bonus on Communication, Military, and Wilderness skills.

Secondary Skills Available: Select four from the standard available categories.

Special Bonus: +2 to save vs Horror Factor and has three times the supplies, gear, weapons, and 10x the ammo of a typical Survivor O.C.C. because he was prepared for disaster.

Pay in the Old World: Varied with the level of success and experience, but was generally fair to good.

Pay in the New World: Gets his fair share as a member of the gang.



Street Gang Protectors

Suitable as a Player Character or NPC

“Don’t let the nut jobs, freaks and psychos get you thinking there aren’t any good guys left. There are plenty of good people out there fighting the good fight. And I don’t mean us Reapers.

“Take the growing number of Street Gang Protectors cropping up around the country. These are people operating in the most dangerous places in the world – big cities. They’re putting their lives on the line every day to find and rescue survivors and

help knuckleheads like you and me. They are all heroes in my book.”

– Brad Ashley, leader of the Road Reapers

Street Gang Protectors are survivors full of high ideals and good intentions. They work with like-minded people dedicated to helping other survivors stay alive and out of the hands of Death Cultists, Terror Cultists and the walking dead.

Typical Alignment: Principled (30%), Scrupulous (40%), Unprincipled (20%) and Anarchist (10%).

Character Creation: A Street Gang Protector can be created by rolling up a *Survivor O.C.C.* and may come from *any* walk of life. However, the majority (75%) are often one of the following occupational categories:

Street Gang Protector: Ex-College Student: This character is probably 18-24 years old, was going to college or trade school when the Wave struck and had yet to select or start a profession. Full of high ideals and the exuberance of youth, the character has joined a group of like-minded heroes dedicated to helping other survivors stay alive and out there in the mean streets of the zombie filled city.

Occupational Skills: Basic Mechanics or First Aid (+10%), Business and Finance or History (+10%), Computer Operation (+20%), Computer Programing (+10%), Creative or Technical Writing (+10%), Fencing or Swimming (+15%), Kick Boxing or General Athletics, Language: Other (+15%), Philosophy (+10%), Play Musical Instrument or Dance (+15%), Research (+20%), and W.P. Blunt (W.P. Sword instead, if Fencing was selected).

Elective Skills: Select six total from the standard available categories plus Rogue, but the character gets a +10% bonus on Communication, Domestic, Science and Technical skills.

Secondary Skills Available: Select two from the standard available categories at level one, +1 additional skill at levels 2, 4, 8 and 12.

Street Gang Protector Bonus Skills: Roadwise or Streetwise (pick one), Tailing or Land Navigation, Law or Intelligence and all get a +10% skill bonus, plus the heroic kid gets two W.P.s of choice (Ancient or Modern).

Street Gang Protector Bonuses: +2D6+2 to S.D.C., +1 on initiative or Perception Rolls (pick one), and +1D6 to Spd attribute.

Pay in the Old World: Probably had a menial, part-time job to help ends meet or was a full-time student with financial support from one source or another.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently. Rescue and zombie fighting are always in demand, and these skills will come in handy for years to come.

Street Gang Protector: Ex-Firefighter/Fire & Rescue: This character is used to putting his life on the line to help other people during a crisis, and if the Zombie Apocalypse isn’t a cri-

sis, he doesn't know what is. Specializes in fire and rescue and may have been a member of a fire department, a rescue unit, national guard, Red Cross or other disaster relief organization, or a member of a rescue team for private industry.

Occupational Skills: Automobile (+10%), Body Building, Climb (+20%), Combat Driving, Computer Operation (+10%), Cook or Brewing (+15%), Excavation (+20%), Firefighting (+25%), Paramedic (+10%), Radio: Basic (+15%), Roadwise (+14%), Rope Works (+25%), Truck (+14%), and W.P. Axe.

Elective Skills: Select seven from the standard available categories, but the character gets a +10% bonus to Domestic, Medical, Science, Technical and Transportation skills.

Secondary Skills Available: Select four from the standard available categories.

Special Bonus: +2 to Perception Rolls when dealing with fire, firefighting, rescue and the aftermath of a fire.

Street Gang Protector Bonus Skills: Rope Works or Salvage, and Chemistry or Sensory Equipment, and each gets a +10% skill bonus, plus the protector gets two W.P.s of choice (Ancient or Modern).

Street Gang Protector Bonuses: +2D4 to S.D.C.

Pay in the Old World: Varied with the level of success, experience and reputation; generally good.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character may barter for services rendered. This character has kept his dedication to help people and uses his training to engage in search and rescue, healing, helping and fighting zombies. Firemen, paramedics, nurses and other healers are always in demand.

Street Gang Protector: Ex-Factory Worker. This character may have worked for a big corporation in the steel or automotive industry, or a small independent machine shop. It was hard work, operating heavy machines and presses or working on an assembly line doing parts installation, building or servicing.

Occupational Skills: Automobile or Motorcycle (+6%), Athletics (General) or Outdoorsmanship, General Repair & Maintenance (+10%), Physical Labor, Gambling or Streetwise (+10%), Hand to Hand: Basic, Salvage or First Aid (+15%), two Physical or two Rogue skills of choice (+10%), and two Mechanical or two Military skills of choice (+10%; if the latter, the character is ex-military).

Elective Skills: Select six total from the standard available categories, but the character gets a +10% bonus on Communication, Domestic, and Transportation skills. **Note:** May select a total of two skills from the Rogue or Physical categories if the character grew up in a tough, urban environment like New York City, Detroit, Chicago or Los Angeles.

Secondary Skills Available: Select three from the standard available categories at levels 1, 3, 7, 11 and 15.

Special Bonus: If ex-military the character also gets W.P. Rifle and Military Etiquette.

Street Gang Protector Bonus Skills: General Repair or Tailing (pick one), Streetwise or Land Navigation (pick one), and each gets a +10% skill bonus, plus the protector gets two W.P.s of choice (Ancient or Modern).

Street Gang Protector Bonuses: +2D6 to S.D.C., and +1D4 to P.S. attribute.

Pay in the Old World: Varied with the level of success and experience, but was generally good.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered. The ability to maintain or repair equipment and machinery is always in demand, and a strong back can usually find some kind of work for food, room and board, or a fair share in community resources.

Street Gang Protector: Ex-Paramedic. A high stress job that didn't always get the respect it deserved. The character is skilled in basic medicine and first aid, and knows how to prep and stabilize patients in the field for more extensive medical treatment, as well as administer first aid and basic medical treatment. A paramedic may have been employed by a fire and rescue unit, hospital, fire department, Red Cross or other disaster relief organization, the military or private ambulance service.

Occupational Skills: Automobile (+20%; including ambulance), Automobile Mechanics or Basic Mechanics (+15%), Body Building or Aerobic Athletics, Combat Driving, Computer Operation (+15%), Paramedic (+20%), Radio: Basic (+10%), Roadwise (+30%), Sensory Equipment (+20%) and Truck (+26%).

Elective Skills: Select six from the standard available categories, but the character gets a +10% bonus to Domestic, Medical, Science, Technical and Transportation skills.

Secondary Skills Available: Select six from the standard available categories.

Street Gang Protector Bonus Skills: Biology or Animal Husbandry (pick one), Holistic Medicine or Veterinary Science (pick one), and each gets a +10% skill bonus, plus the protector gets two W.P.s of choice (Ancient or Modern).

Street Gang Protector Bonuses: +1 on initiative or Perception Rolls (pick one), +1 to dodge, and +2D4 to S.D.C.

Pay in the Old World: Varied with the level of success and experience; generally good to very good.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need.

May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered. This character has kept his dedication to help people and uses his training to help, heal, rescue, protect and defend others. Paramedics, nurses and other healers are always in demand.

Street Gang Protector: Ex-Police Officer, Beat Cop, Patrol Car Officer. This is another character who is used to helping people in need and enforcing order in chaos. He or she was your average police officer who served and protected the citizens and responded to reports of criminal activity, violence and suspicious goings-on before the crash of civilization.

Occupational Skills: Automobile or Motorcycle (+12%), Body Building or Athletics (General), Combat Driving, Hand to Hand: Expert, Law (+25%), Military Etiquette (+10%), Radio: Basic (+15%), Running, Streetwise (+20%), W.P. Blunt, and W.P. Handguns.

Elective Skills: Select seven total from the standard available categories, but the character gets a +10% bonus on Communication, Physical, Technical and Transportation skills. **Note:** May also select any or all of the following skills as an Elective: Detect Ambush (+10%), First Aid (+15%), Recognize Weapon Quality (+10%), and Roadwise (+5%).

Secondary Skills Available: Select four from the standard available categories at level one, plus one at levels 3, 6, 9 and 12.

Special Bonuses: +2 to pull punch and +1 to roll with impact.

Street Gang Protector Bonus Skills: Law or Roadwise (pick one), Detect Ambush or Prowl (pick one), and each gets a +10% skill bonus (Law is +20%), plus the protector gets two W.P.s of choice (Ancient or Modern).

Street Gang Protector Bonuses: +1 on initiative or Perception Rolls (pick one), +1 to parry, and +2D6 to S.D.C.

Pay in the Old World: Varied with the level of success and experience, but was generally good to very good.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered. This character has kept his dedication to help people and uses his training to rescue, protect, and defend innocent people against zombies, bandits, raiders and other evildoers.

Street Gang Protector: Ex-Police Detective/Crime Scene Investigator: An experienced police officer trained in crime scene investigative techniques and surveillance.

Occupational Skills: Automobile (+8%), Body Building or Athletics (General), Combat Driving, Crime Scene Investigation (+15%), Hand to Hand: Expert, Intelligence (+12%), Interrogation (+15%), Law (+25%), Military Etiquette (+10%), Radio: Basic (+15%), Running, Streetwise (+10%), Surveillance (+15%), W.P. Blunt, W.P. Handguns and W.P. Shotgun or Rifles.

Elective Skills: Select six total from the standard available categories, but the character gets a +10% bonus on Communication, Physical, Technical and Transportation skills.

Secondary Skills Available: Select two from the standard available categories at levels 1, 4, 8 and 12.

Special Bonuses: +1 on Perception Rolls and +2 to pull punch.

Street Gang Protector Bonuses: +2 on Perception Rolls and +1D6 to S.D.C.; all bonuses are accumulative.

Street Gang Protector Bonus Skills: Prowl or Pick Locks (pick one), Recognize Weapon Quality or Law (pick one), and each gets a +10% skill bonus, plus the protector gets two W.P.s of choice (Ancient or Modern).

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered. This character has kept his dedication to help people and uses his training to rescue, protect, and defend innocent people against zombies, bandits, raiders and other evildoers.

Street Gang Protector: Reformed Hit Man/Assassin. Before the dead rose, this character was one of the “bad guys,” a professional “enforcer” who hurt, threatened and killed people for money. May have worked for the mob, the government, or freelanced as a mercenary for any government, company or individual who could afford him. That was then, this is now. The collapse of civilization and the rise of the walking dead has given this character a new outlook on life. He has forsaken his past and now uses his skills to save lives rather than take them. His may still be a bit harsh and cold about death and murder, but the only things he kills now are zombies and villains who threaten the lives of innocent people. In fact, he finds characters like serial killers, raiders and Zombie Masters the scum of the Earth.

Character Note: A player character who was not evil to begin with may have been a government agent, a mercenary who only sold his services to liquidate “bad guys,” or a character who specialized in eliminating problems for those willing to pay his price. Suitable for Non-Player Characters and villains as well.

Alignment Note for Player Characters: The alignment of this character cannot be better than *Unprincipled* (is tempted to use violence to solve all his problems, but works hard at trying to do the right thing and save his anger or frustration for the bad guys), *Anarchist* (self-serving and shows loyalty to those who have earned it, everyone else is fair game), or *Aberrant* (evil with a twisted code of honor).

Occupational Skills: Boxing, Hand to Hand: Martial Arts or Assassin, I.D. Undercover Agent (+20%), Munitions Expert (+15%), Prowl or Climb (+15%), Recognize Weapon Quality (+15%), Sniper, Streetwise (+15%), Tracking (+20%), Undercover Ops (+15%), W.P. Handguns, W.P. Rifles, W.P. Shotgun, and one W.P. Ancient of choice.

Elective Skills: Select eight total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communications, Physical, Rogue, and Transportation skills.

Secondary Skills Available: Select four from the standard available categories.

Special Bonus: +1 to strike with any one W.P. Modern Weapon or any one W.P. Ancient Weapon; the killer's weapon of choice.

Street Gang Protector Bonuses: +1 attack per melee round and +2D6 to S.D.C.

Pay in the Old World: Varied with the level of success, experience and reputation, but was generally very good.

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team and with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered. This character is likely to earn his keep as a protector or zombie killer. A mercenary may continue to sell/trade his services to people for a price, and a bad guy may still victimize other human survivors. May also be able to use his skill with weapons to hunt and provide food, and may have other useful skills.

Street Gang Protector: Reformed Thug/Gang Banger. Before the dead rose, this character used to think he and his gangsta buddies ran the streets, now he knows better. This character has turned from thug and bruiser to a heroic protector and zombie fighter. He can still be tough, threatening and intimidating with other people when he has to be, but has discovered a new depth of compassion for others and an appreciation for life. This is the guy who usually runs interference with the zombies until the rest of his crew can get innocent people to safety. While the reformed gang banger enjoys capping zombies, his primary concern is slowing and distracting the zombie horde long enough to save lives and then get the hell out of there.

Character Note: A player character is a tough, street smart hood who has forsaken being a thug to become a hero. He applies his skills to fight the walking dead and help people survive. In a way he still runs the streets, but now it's against zombies. Tends to regard bandits, raiders, Terror Cults and Death Cults as rival gangs causing trouble in "his turf," and will try to run them out or take them down if the opportunity presents itself. Like many "gang bangers" – good and bad – he is hell-bent on reclaiming "his city" from the walking dead and seeing Death Cults and Retro-Savages run out of town. Suitable for NPCs as well as player characters.

Alignment Note for Player Characters: The alignment of this character cannot be anything better than *Scrupulous* (tries darn hard to do what's right), and is more likely to be *Unprincipled*, *Anarchist* (selfish), or *Aberrant* (evil with a code of honor). Non-Player Characters (NPCs) can be evil, too.

Occupational Skills: Automobile or Motorcycle (+14%), Barter (+10%), Climb or Running (+15%), Hand to Hand: Basic, Law (+10%), Pick Locks (+20%), Palming (+20%), Pick

Pockets or Basic Electronics (+15%), Prowl or I.D. Undercover Agent (+15%), Streetwise (+12%), W.P. Knife or W.P. Blunt, W.P. Handguns or W.P. Submachine-Gun, and two Rogue or Espionage skills of choice (+10%).

Elective Skills: Select six total from the standard available categories plus Rogue skills, but the character gets a +10% bonus on Communication, Rogue, and Technical skills. **Note:** Is likely to know one or more W.P.s.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +1 to Perception Rolls, and add a +5% bonus to any *one* Rogue or Occupational Skill.

Street Gang Protector Bonuses: +2D6+6 to S.D.C.; all bonuses are accumulative.

Street Gang Protector Bonus Skills: Tailing or Roadwise (pick one), Recognize Weapon Quality or Find Contraband (pick one), Body Building or Wrestling (pick one) and each gets a +10% skill bonus (when applicable), plus the character gets three W.P.s of choice (Ancient or Modern).

Pay in the New World: Street Gang Protectors divide their supplies, gear, food and valuables in equal shares with other members of their team as well as with those in need. They do not ask for any sort of trade or payment for their help, it is given freely. However, they will accept gifts and rewards that help them with their work or which can be shared with those in need. May be associated with a Safe Haven community or operate independently.

On his own, the character barter for services rendered and is likely to earn his keep with his fists and blazing guns as a protector/defender, bodyguard, sentry, militia or possibly as a scavenger or trader.

Other Dangers

Other threats are less obvious, but no less dangerous. The following pages touch upon just a few.

The Weather

Even something as simple as the weather represents new challenges to the survivors of the Zombie Apocalypse. Modern people are spoiled, we go on our computers or turn on the TV and find a weather report. With the collapse of human civilization, there are no weather services or reports to be had. Survivors are completely in the dark. They have no idea what may be in store for them the next day or even a few hours later the very same day. Rain, drought, sudden storms, tornadoes, ice storms, blizzards, and all the rest often appear without warning. Without any forecast or prognostication as to how long it may last, or how severe it may be, or what other problems might arise, survivors are truly at the mercy of the heavens.

Weather is responsible for frost that might freeze and kill crops, heat waves that fry them to a crisp (and bake people), tornadoes strike without warning, and all manner of sudden storms, blizzards, heavy snowfalls, flooding, flash floods, landslides, brush fires and forest. Any of which could spill into an urban area to flood, bury, tear apart, or burn down entire neighborhoods to half the city. Without anyone to battle fires, maintain

levees, clear rivers and streams of debris, and so on, all manner of disaster is possible. Again, things are not so bad at the moment, only a few months since the dead rose, but the situation only worsens as time goes by.

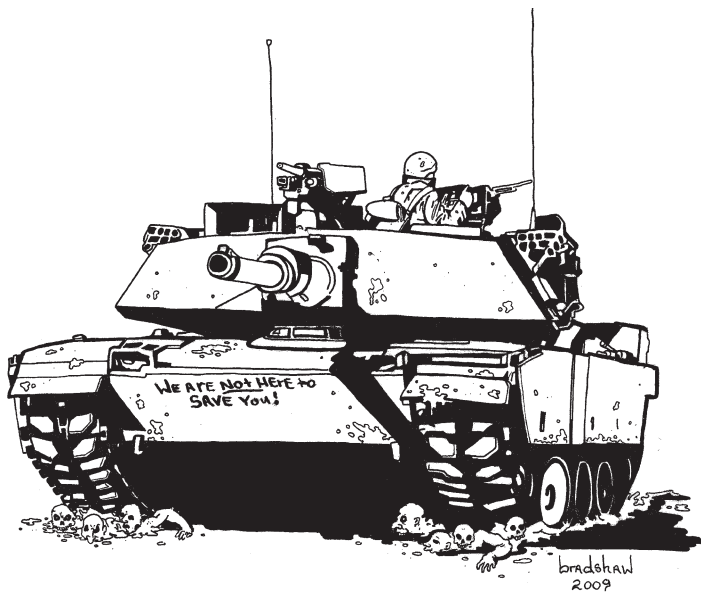
Avoid Military Grade Weapons

Military weapons are great if you happen to luck into a cache of them and you have plenty of guns and ammo. They are also good to use for limited and isolated engagements, and combat where the weapons are expendable and you are likely to leave some behind.

For the long haul, survivors want plain old, everyday, household guns. Here's why: Military hardware, and especially military grade ammo, is hard to come by. You have to go to a military base or armory, and those places are crawling with zombies. Furthermore, military weapons have more kick and are more finicky and tricky to use than most people realize. As a result, you may blow yourself up, find yourself with a jammed weapon, or simply run out of ammo with no readily available source for re-supplying. A gun without ammo is just a fancy and unwieldily club, and you are better off with a crowbar than that clumsy hunk of junk.

Finding ammo for a good old revolver, automatic pistol, shotgun or hunting rifle, on the other hand, is easy. Every gun shop, police station, and Wal-Mart in the world is going to have the ammo you need. For that matter, so will some gun firing ranges and half the homes in America. Stick with the basics, they're all you need. Going Rambo will only get you killed.

– Advice from Nick “The Brick” Vicovsky, Reaper



Avoid Military Bases

Based on my advice about military weapons, you already know where I'm going with military bases – military bases are crawling with zombies. Avoid them. Period.

For a lot of civilians, military bases sound like heaven. They got assault weapons, machine-guns, hand grenades, body armor, jeeps, trucks, and maybe even tanks. All true, but let me repeat again, **THEY ARE CRAWLING WITH ZOMBIES.**

All those military boys are the walking dead and they are waiting for the next batch of yahoos, chumps and desperate people to come waltzing into their waiting arms. Which, by the way, is why most of the walking dead who were our brave soldiers stay on and around base, because people keep coming to them. These places do NOT offer the resources, protection, supplies and gear you think they hold. It's an illusion. A misconception. Trust me on this.

You see a sign for a military base, you drive right on past to the big chain store, gun shop or general store of the next small town. It's safer, there are fewer zombies, and they'll have everything you need, including guns and ammo. Need a jeep or a hummer? Jack one off the street or car dealer's lot. Forget about military issue.

And while I'm on the subject, be careful at car lots. Sure, there are vehicles galore, and these big lots probably didn't have a lot of people when the dead rose. But all those cars offer great places for Crawlers, Trashers and zombies of every variety to hide – behind, underneath and inside the damn vehicles.

– Advice from Nick “The Brick” Vicovsky, Reaper

Insects & Wildlife

Insects are another one of God's little creations modern people in developed nations don't much consider. Pesticides and management of forests, parks and gardens kept insect pests at a minimum. Likewise, well kept lawns, private gardens, and street swept cities kept pest problems low. That is all rapidly changing.

Since the advent of the Zombie Apocalypse, there is no one to clean, tend or manage the environment. Lawns and city parks are overgrown or turning into fields of weeds and wildflowers. Tall grass and fields of weeds attract a large range of insects and wildlife. They provide cover for mice, rats, rabbits, raccoons, possums, and a host of other animals, and they, in turn, attract the predators that prey on them – foxes, coyotes, wolves, mountain lions, and other wildlife – as well as wild dogs and strays.

As store windows get smashed out by thoughtless survivors, zombies, and the weather, the interiors become vulnerable to weather, bugs and wildlife. Water damages packages, and causes mold and mildew which may rot packaging and spoil food. Flour, wheat, cereal and other grain products may become infested with weevils, ants and other insects, and sugar will be invaded by ants. Standing water attracts mosquitoes, and mosquitoes carry a host of diseases including bird flu, malaria, and West Nile Virus, among others. Rotting food product attracts a host of flies and other insects, as well as birds, mice, rats and other rodents, even dogs, cats, and other omnivorous varmints. The more critters that visit, the more damage is inflicted to the building and the resources stored inside. Even little mice, the bouncy chipmunk, friendly squirrels, the inquisitive raccoon, and birds knock packages off shelves, and a fallen package may break open. These cute and least threatening of animals will make a mess you might not believe possible. They knock items off shelves, leave their droppings everywhere, make nests inside, create a mess, chew through packaging, and shred paper, cardboard, rope and cloth for bedding to make their nests inside and away from the building.

Likewise, predators and larger animals are attracted to homes and buildings, if not for food, for shelter. They are dark, comparatively warm and offer numerous hiding places. Again, the animals will rip up furniture to make bedding for their nests and lairs, run around, leap on furniture, knock books and items off shelves, trample blankets and clothing, chew holes in walls that allow dampness, weather and zombies to enter, and the list goes on. Animals slain by zombies do not reanimate. They lay where they were killed to be eaten by scavengers and insects, getting back to swarms of flies, beetles, mosquitoes and other bugs that feed on or lay eggs in carrion.

All of this damages and reduces the amount and quality of available resources that can be plumbed by human survivors, as well as creating unhealthy environments.

Available Food Supplies

Available food, fuel, and clean drinking water will become increasingly scarce with the passage of time. For now, they are in abundance, but within another two or three years, even canned foods and dry goods will start to go bad. In time, as processed food supplies vanish or spoil, people will have to start to grow their own food, raise livestock, hunt, butcher and prepare food the good old fashioned way. Which is much more difficult and time consuming than going to the grocery store and picking out a nice bag of apples and a fresh honey glazed ham. For most modern people, growing crops, even a vegetable garden, raising livestock, butchering livestock, and even baking bread is a lost art that will need to be rediscovered. Moreover, these traditional and fundamental methods are vulnerable to changing seasons, weather, climate, insects and animals.

Safe Drinking Water

Without proper sewage and water treatment, tap water becomes fouled with bacteria and contaminants, making the water unsafe to drink. Likewise, humans have been so careless with their natural resources that most natural bodies of water (lakes, rivers, ponds) are polluted and unhealthy to drink. Boiling the water first helps a great deal to reduce the danger of micro-organisms, but toxic chemicals (benzine, lead, mercury, and many others) may remain present and have long term if not immediate detriment to people's health. Some underground water supplies are pure, but others are contaminated. Lucky survivors may have access to water filtration systems to help clean the water even better, but they are the exception to the rule.

Even collected rainwater will contain some micro-organisms and chemical pollutants (acid rain being the most famous example), but is much safer than drinking from standing water or most rivers and lakes, especially those in heavily populated regions. (It will take more than 100 years before our waters even begin to start to purge themselves of the pollutants and waste pumped into them by human civilization.) It is best that even rainwater is boiled and cooled before drinking it. This also applies to snow. Melt and boil snow before drinking.

Never drink from standing water! Water that has collected into pools found as puddles or collected in a barrel, bucket, swimming pool, vinyl tarp, a piece of tin, and any number of other receptacles is not only ripe with bacteria, but insect larvae (mosquitoes, for example, lay their eggs in standing water), and

animal feces, not to mention God only knows what chemicals that may have leached out from almost anywhere.

Mountain streams and water in remote wilderness areas are likely to be less contaminated, but they will be contaminated, and fast moving water is safer to drink than still water. Drinking contaminated water can cause any number of illnesses.

Doctors and Medicine

Finding proper medical treatment, is next to impossible. Illnesses and injuries that were easily treated before the Zombie Apocalypse may become life-threatening because medicine and medical professionals are hard to come by. This issue will only get worse over time, as most medicine has an expiration date, and in 1-4 years the availability of medicine, even simple aspirin, will plummet to new depths. Unsanitary conditions don't help matters, as waste and rotting bodies become breeding grounds for bacteria, disease and vermin. Even now, doctors, nurses and health care professionals are hard to find. A large percentage were the first to fall victim when the dead rose, and hospitals are crawling with the walking dead, making access to them and medical supplies a dangerous proposition.

Even if the proper medicine, herb or remedy can be acquired, there may be specific methods of preparation, treatment, conditions, and side effects the user may not know about. Over-medicating and mixing with non-compatible medications (including herbal remedies) can make the patient sicker or even kill him!

Common Illnesses, Symptoms & Penalties

Dehydration, whether from exertion or disease, plays a large part in whether a character will recover from illness or not. Specially packaged salts and sugars are available to be mixed with purified water to make *hydrating drinks* to replace lost fluids, and are also combined with other medications that can help prevent further dehydration – provided a character can acquire them. Simple, effective and cheap, these mixtures can mean the difference between life and death as often as a powerful antibiotic. (One dose of salts mixed with water heals 1D6 Hit Points of damage incurred by the effects of dehydration. A maximum of two doses can be taken in one 24-hour time period for a total benefit of 2D6 healed points of Hit Point damage.)

Most humans can go for weeks without food if they have to, but can only last 5-10 days without any water. And that's just sitting still (4-6 days in hot, hostile environments). Somebody who is particularly active (i.e., running, walking, fighting, or performing heavy manual labor) can dehydrate himself beyond the point of no return within a few days, even faster in desert conditions. Heat, wind and lack of shade may also contribute to the problem of dehydration in a desert environment. Having adequate water supplies is critical to all survivors. For game purposes, humans must consume a minimum of two quarts of water (64 ounces/1.9 liters) a day or become dehydrated, double if involved in strenuous activity or working in a hot environment.

Penalties: After two days without water, dehydrated characters have all combat bonuses and number of attacks per melee reduced by half, P.S. and Spd are also reduced by half, and mus-

cles are prone to cramping which reduces Spd even more (by 66%).

By day three, sustained dehydration results in the victim losing all S.D.C. points and 25% of his total Hit Points. Reduce Hit Points by an additional 20% for each subsequent 24 hour period without at least one quart of water. After 96 hours (72 hours in a desert), characters will have lost 65% of their total Hit Points, plus speed will be reduced by 90%, attacks/actions per melee round are reduced to one per round, and the suffering characters have no initiative and *no* combat bonuses of any kind! After 120 hours (96 hours in a desert), Hit Points are down by 85% and if the dehydrated character does not get at least two quarts of water within the next 2D6 hours (1D6 hours in a desert), he lapses into a coma. After that, unless he gets at least two quarts of water in the next 24 hours, Hit Points drop to 3D6 points below zero and the victim dies!

Duration: The effects of dehydration can be reversed pretty rapidly with the proper application of fluids and simple medicine.

Delirium: A variety of illnesses and psychological trauma can cause delirium, most notably high fever, severe dehydration, and severe head injury. Malaria, for example, often causes delirium as a result of the high fever. A delirious character is confused, cannot think clearly, and has difficulty performing even simple skills. In short, the character is out of his head. He doesn't always remember the people he knows and may mistake them as strangers or people from his past. He relives the past and forgets what is going on in the present, and thinks he's living in a different place or time period. This is extremely dangerous in a world of zombies, where the character may have forgotten the Wave and the Zombie Apocalypse, wander outside and think zombies are ordinary people or loved ones.

Penalties: All combat bonuses are reduced to zero, the number of attacks are reduced by half, Spd is reduced by half, and all skills are performed at only 30%.

Duration: Until the symptoms of the disease or fever are under control. With proper medication and treatment, 6D6 hours. Without it, 1D4+2 days and there could be permanent brain damage.

Fever: A wide number of illnesses cause high fever. Malaria and rheumatic fever are examples of serious and often chronic (reoccurring) fever inducing illness, others include the flu and strep infections. Food poisoning, drinking bad/polluted water and the common cold all cause fever, along with other symptoms. A cold is minor with a fever of 99-100 degrees Fahrenheit (37 C), just enough to make a person feel drained and sluggish, but is not life threatening in any way. (**A serious cold** causes the following penalties: -1 on initiative, -2 on Perception Rolls, -1 to all combat rolls, and reduce Spd and skill performance by 5%; plus it takes 30% longer to perform a skill.)

The key factor of any illness that causes *high fever* (101-106+ degrees Fahrenheit/38-41 C) is the body feels hot to the touch and the victim feels intermittently as if he is burning up and freezing, physically exhausted, sluggish, sleepy, and finds it difficult to concentrate.

Penalties: -3 on initiative, -3 on Perception Rolls, -2 to strike, parry, dodge or disarm, -20% on skill performance (finds it dif-

ficult to think clearly), and feels weak and sluggish; wants to sleep. When a fever wracked character falls asleep, it is a deep slumber and he doesn't hear even loud noises around him, only shaking the character wakes him up. Must drink plenty of water/fluids (including soups and teas) to avoid dehydration. Fever and dehydration doubles the penalties and reduces P.S., P.P. and Spd attributes by half. **Note:** In the case of persistent high fever, delirium may ensue (described previously).

Duration: Varies with the illness. With proper medicine and medical treatment, 5D6+12 hours. Without proper treatment until the illness runs its course, typically 2D4+1 days.

Flu & Food Poisoning: The flu bug and food poisoning (usually caused by bacteria) cause a mild to severe headache, fever, body aches, sleepiness, diarrhea, nausea and difficulty concentrating.

Penalties: -4 on initiative, -5 on Perception Rolls, reduce attacks per melee round and all combat penalties by 70%, -40% on skill performance (finds it difficult to think clearly and feels exhausted), and feels weak and sluggish; wants to sleep. When a fever wracked character falls asleep, it is a deep slumber and he doesn't hear even loud noises around him, only shaking the character or the sudden need to throw-up or go to the bathroom wakes him up. Must drink plenty of water/fluids (including soups and teas) to avoid dehydration. Fever and dehydration doubles the penalties and reduces P.S., P.P. and Spd attributes by half. **Note:** In the case of persistent high fever caused by the flu or food poisoning, delirium may ensue (described previously).

Duration: Varies with the illness. With proper medicine and medical treatment, 5D6+12 hours. Without proper treatment until the illness runs its course, typically 2D4+1 days.

Headaches that are Severe & Debilitating: Severe headaches can be caused from a variety of illnesses, allergic reactions, head trauma (i.e. a blow to the head, but even weeks afterward the victim may suffer from reoccurring migraines [3% chance]), sleep deprivation, food poisoning, drinking bad water, depression, anxiety/stress, and emotional or mental trauma. Fact is, modern science is still trying to find the cause of chronic (reoccurring) migraine headaches, which can be quite debilitating and can be the result of numerous causes.

Even a minor headache can be distracting, but a severe headache is a pounding, migraine headache that can make concentration and skill performance difficult, turn the stomach, and make sleep impossible. The longer they persist, the worse the penalties become.

Penalties: -4 to dodge (sudden movement causes nausea), -2 on all other combat rolls, reduce attacks per melee by half, reduce Spd by 70% (to move faster causes dizziness and increased nausea; 01-60% likelihood of vomiting – lose initiative and all attacks for one melee round while vomiting), and -30% on all skills. Feels sick, weak and dizzy for the duration of the headache. Appetite is minimal because eating upsets the stomach. Sudden movement makes the head pound and vision blur, as do bright lights, and doing anything strenuous.

Duration of a typical Severe Headache: 2D4+2 hours. Laying down and taking a nap (at least 40 minutes) has a 01-40% chance of reducing the severity and duration by half.

Note: Mild headaches come and go. Penalties are slight: Skill performance is -5% when a headache is on and the character tends to be a bit absent-minded. A typical mild headache lasts 1D6x10 minutes and can be eliminated or duration reduced by half with aspirin and similar pain relievers.

Hiccups: Caused by an irritation of the diaphragm.

Penalties: Slows and impairs speech, reduces one's ability to talk and may interfere with shouting a warning, and may subject the victim to teasing.

Duration: 2D6 minutes. Hiccups lasting longer than that and which frequently return may be an indication of a more serious physical or emotional problem.

Indigestion: Gas, upset stomach and mild nausea that makes the character flatulent. Every time he eats anything, even something as small as a cookie, or drinks anything other than water, he will start to fart, unleashing a noxious fume announced by a loud or long noise.

Penalties: -1 to strike, parry and dodge for the duration of the condition. Creatures tracking the character by scent are +20% to do so and the victim's Prowl skill is -10% (-25% if he's eaten in the last hour).

Duration: 2D4 hours.

Muscle Stiffness: Soreness, stiff joints and muscle ache is usually caused by overexertion or a muscle pull, but may also be a symptom of the flu, arthritis, the common cold and other illnesses. Stiff joints and sore muscles make the character's movements slow and awkward.

Penalties: -1 on initiative, -1 to strike, parry and dodge, and other combat maneuvers, and reduce Spd by 10%.

Duration: Overdoing it: 3D6+12 hours (painkillers reduce the pain and penalties by half. Pulled muscle (double the penalties): 3D6+6 days and requires light work/exertion, and rest is necessary for recovery.

Nausea: Stomach distress and the sensation that one is going to vomit. Nausea may be caused by eating bad food or drinking contaminated water, eating unripened fruit or vegetables, or a variety of stomach viruses and toxins. It is usually accompanied by a mild (sometimes severe) headache and fever. A serious case of food poisoning (actually bacteria) can result in severe flu-like symptoms and cause dehydration and death.

Penalties: -1 to all combat rolls, -5% to skill performance and a nauseous character moves slow. Sudden movement, running, jumping, dodging, travel in a vehicle over bumpy terrain or traveling at speeds greater than 40 mph (64 km), the motion of a ship, the sight of disgusting food, blood, gore, or anything disgusting, all turn the victim's stomach and induce vomiting (01-80% likelihood). He must stop and do nothing for one melee round (15 seconds) or vomit. The act of vomiting makes the character lose initiative and all attacks/actions for that melee round, plus he is unable to defend himself well if he should fall under attack, -2 to parry, dodge and roll with impact.

Duration: Varies with the cause of the stomach disorder. Touch of the flu, minor stomach virus, minor food or contaminated water poisoning: 6D6+12 hours. The flu, severe stomach poisoning and other more severe illnesses, 2D4+2 days.

Also see more serious Stomach Illness.

Physical Weakness from Disease: A number of illnesses may cause physical weakness, including a serious case of the flu, dehydration, being laid up in bed for a long time (months), as well as cancer and many wasting diseases. The victim feels puny, slow, and easily tired. Fatigues twice as quickly as usual, and is physically spent after modest exertion.

Penalties: Reduce P.S., P.P., P.E., and Spd attributes by half (also reduce attribute bonuses accordingly), also reduce S.D.C. and the number of attacks per melee round by half. Skill performance takes twice as long as it should and the character needs to rest often.

Duration: Varies widely depending on the nature of the problem. If caused by an illness like the flu, the character recovers completely within 24 hours of recovering from the illness (the flu typically lasts 2D4 days). If weakness was caused by atrophying muscles from prolonged bed rest (1D4+3 months) it will take 1D4 months of physical exercise and therapy before complete recovery, while chronic illnesses like cancer or AIDS may make recovery impossible.

Starvation: Lack of food and nutrition makes the character weak and frail.

Penalties: Constant stomach ache, lack of energy, feels weak. Reduce P.S., P.P., P.E. and Spd attributes by half, S.D.C. is reduced to zero, -2 attacks per melee round, combat bonuses are half, and physical exertion tires the character in half the time. Other problems may also arise.

Duration: Until the victim is weaned back to eating, first liquids, then soft food, then solid foods. Reduce penalties by half after 1D6+6 days, back to full strength within 3D6+12 days.

Stomach Illness (serious): Frequent, debilitating waves of nausea, diarrhea, and cramping accompanied by vertigo. Symptoms occur when under stress, combat situations, strenuous exertion, after eating and from not eating regularly. Symptoms (and penalties) last for 4D6 minutes per each occurrence.

Penalties: Always feels nauseous and queasy, which reduces speed by half, the number of attacks per melee is reduced by one, combat bonuses including initiative and Perception Rolls are -2, and the character has no initiative (last to take action) and -10% to skill performance. Also has trouble keeping down food. These penalties are constant while ill.

Suffers from increased nausea, diarrhea, fever and dizziness under stressful situations, during combat, strenuous activity, when riding in a vehicle traveling at speeds greater than 40 mph (64 km), sudden movement (running, leaping, etc.), the motion of a boat, the sight of disgusting food, blood, and gore all turn the victim's stomach, and he must stop and do nothing for one melee round (15 seconds) or vomit. The act of vomiting makes the character lose all attacks/actions for that melee round and he is -4 to parry and dodge.

Duration: Varies with the illness. 1D6+1 days for most viruses and infections (double for severe food poisoning and lengthier illness). Indefinitely (and possibly worsening) from parasites in the stomach.



bradshaw
2009

New Zombies

Juggernaut

“I’ve seen too many people get caught off guard or killed because they underestimated a blob of a zombie because he was large, musclebound or obese.

“The husky football players, body builders and 450 pounders are just as fast as any of the other zombies. Granted, that’s not all that speedy, but for some reason, people assume big zombies, whether they are obese or musclebound, are slower than others. Well, they aren’t, and assuming otherwise will get you and your friends killed!

“We call these big bruisers “Juggernauts,” because they can take much more physical punishment, are strong as hell, and it takes more to bring one down than a typical Sloucher. That muscle, weight and strength makes the Juggernaut that much more dangerous. Approach them with extreme caution. Us Reapers, we take Juggernauts down right after we do away with the Fast Attackers.”

– Brad Ashley, Leader of the Road Reapers

Juggernauts are zombies who were either strong and muscular or extremely overweight before they died and returned to life as one of the walking dead. This includes bodybuilders, weightlifters, heavyweight boxers, American football players, athletes where bulk/weight and muscle were important, workers whose job required uncommon strength or bulk, as well as individuals who were morbidly obese.

Juggernauts behave very much like *Slouchers*, and are shuffling, shambling, groaning walking dead like the rest of them, except they are *behemoths* – large and massive. This mass and size translates into greater Physical Endurance and Strength, as well as greater S.D.C. Which in turn makes them harder to kill and more difficult to escape from when they latch onto someone.

They wander the streets and are usually found mixed in with conventional Slouchers. Like Slouchers, Juggernauts are at their most dangerous in large groups, and since they are so strong, they can hold on to a victim until other zombies gather to join in on the kill. They are also very formidable in confined spaces where humans have little room to maneuver. Juggernauts are also susceptible to the influence of *Death Cult Priests*, *Thinkers* and *Mock Zombies*, who are able to command them, at least for awhile. Of course, they can only follow simple commands.

Also known as: Zombie Bruiser, Big Boy (or Girl), Brute, Jabba (after Jabba the Hutt in Star Wars) and Arnold (for musclebound zombies reminiscent of bodybuilders like Arnold Schwarzenegger).

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (roll 2D6+24), P.P. 1D6+1, P.E. 1D6+17, P.B. 2D4 (+1D4 if muscular), Spd 1D4+8. **Note:** Having been athletic or used to carrying heavy body weight, Juggernauts are actually a little faster and much stronger than the average

zombie. About 12% of Slouchers fall into the category of Juggernaut.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected.

Note: See *S.D.C. by Location* and *Hit Points* for more details.

S.D.C. by Location:

* Hands (2) – 1D6+6 each

* Arms (2) – 2D6+8 each

* Feet (2) – 1D6+6 each

* Legs (2) – 2D6+12 each

* Lower Jaw – 1D6+5

** Neck – 2D6+14

** Head – 2D6+20

*** Main Body – 4D6+42

Armor Rating: 15

Horror Factor: 14

P.P.E. 1D6

Natural Abilities: Standard; see the **Dead Reign™ RPG** for details.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn’t bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are accumulative.

Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever pitched or five or more people are terrified, the zombie is also +1 attack per melee around.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie’s brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skill of Note: Climb 35%/20%.

Attacks per Melee: Three. Methods of attack include biting and hitting with fists, plus Special Attacks as follows.

Special Attacks:

1. Vise Grip: Like a dog with a bone, this zombie does not want to let go once it latches on to someone or something. The grip of a Juggernaut is like getting caught in a vice and requires a combined P.S. that is 30% greater than the zombie's own P.S. (which is 26-36) to break free or pry loose.

2. Bear Hug: This is even harder to break free from than the Juggernaut's Vise Grip. It requires a combined P.S. that is 50% greater than the zombie's P.S. (which is 26-36) to break free or pry loose from. Furthermore, a crush/squeeze attack (counts as one of the zombie's melee attacks) does 2D6 damage + P.S. damage bonus at half the usual amount (e.g. a P.S. damage bonus of 11 does 6 points of damage in a crush/squeeze attack). The victim is likely to have one or both arms free and can continue to fight as best he can.

3. Body Block/Ram: A low speed ram attack in which the weight of the Juggernaut's body mass and muscle is shoved into its opponent. Damage is 2D4 + P.S. damage bonus, but there is also a 55% chance the character under attack is knocked off his feet. Victims who are knocked down lose initiative and one melee attack as they scramble to right themselves. Also vulnerable to a Body Flop/Pounce Attack.

4. Body Flop/Pounce Attack: Juggernauts instinctively drop down on any living victim that is in a prone position (e.g. knocked down on the ground, laying on the ground, etc.). The massive zombie has no bonus to strike (Natural die roll) and has to use two melee attacks to get back on its feet when it misses. However, if the attack was a success, the victim is caught in a zombie bear hug, his arms are pinned, he cannot fight back, and is slowly crushed unless freed or the zombie is killed!

Damage (S.D.C./Hit Points): In addition to the Special Attacks above:

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (+11 minimum).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus.

Power Punch: Not possible by Juggernaut.

Kick Attack: 2D4 damage + P.S. damage bonus.

Weapon: Rare, but sometimes a Juggernaut may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Juggernauts.

Bonuses: +2 to strike and +2 to entangle; also see Natural Abilities.

Penalties: -2 to initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

Trash Crawlers

"It surprises me how many people comment on how decayed or messed up many zombies appear. I mean, most were people killed by walking dead that beat them to death, or bit out their throats, or who were clawed at by a dozen of them in a feeding frenzy. That kind of death is not going to leave a pretty corpse. After they rise as the walking dead, the things get themselves into countless scuffles and battles. I don't know about you, but when a zombie grabs me, I'm fighting for my life and ripping the monster up. That leaves them in tattered clothing and with exposed bone, multiple cuts and gashes, and even the skin on their faces, arms and parts of their bodies ripped completely off. They aren't decayed, they are torn up, and stay that way until they eat enough to rejuvenate.

"The ugliest of these mothers are what we call **Trash Crawlers**, zombies that have been ripped up something terrible. Damage may be from a savage fight or shotgun blasts, or from being dragged by a vehicle, or who knows what. Like *Crawlers*, Trashers are missing half their bodies and may have bone exposed, rips in their flesh and objects sticking out of them. Newspapers, leaves, plastic bottles, small pieces of junk and debris get stuck to them or caught in their wounds or stuck between their bones. The result is some of them look like crawling piles of leaves, rags or garbage.

"That may sound funny or fitting, but it can spell serious trouble if you aren't careful. All the debris can work like camouflage to conceal a Trash Crawler until it lunges out at you. I guess I'm saying, take a close look at that pile of trash before you step over it. That goes for inside and outside buildings."

— Brad Ashley, *Leader of the Road Reapers*

The landscape of the Zombie Apocalypse is slowly changing and evolving, and to a small degree, so are some of the zombies. Trash Zombies are Crawlers that are extremely damaged and ripped up. They have lost all or most of their clothing and as they crawl along the ground like snakes, sticks, pieces of glass, nails, and other bits of debris get imbedded in their skin. As the "crawling dead," they don't feel pain from any of this and don't care about their appearance. As they continue to crawl along or curl up in a corner to go dormant, leaves, paper, rags, and other debris fall over them. Some get stuck on the sticks and debris, or lodged in open cuts and gashes, or get caught between bones. Like moss growing on the back of a turtle, this debris can build up to the point that it works to cover or disguise the Crawler, especially when it is dormant or hiding among trash or debris while it waits for prey.

Just as Crawlers instinctively hide under cars, stairs, dumpsters, and have learned to climb up into rafters to drop down on the living, so too have Trash Zombies developed methods of attack that work to their unique advantage. Trash Crawlers seem to instinctively recognize they are camouflaged or can use camouflage. Thus, they crawl under, cover themselves with, and curl up among piles of trash, leaves, rags, and debris, as well as next

to garbage cans and dumpsters, in corners, along street gutters, and other places where debris and trash collect. Even Trash Crawlers who are not themselves covered with debris deliberately crawl into and under existing trash heaps, piles of leaves, boxes, and debris when they go dormant. When the living come within range, they awaken and wait until the living come close and then lunge or crawl out of hiding to attack.

Without any regular maintenance, the streets are lined with piles of leaves, paper and debris along the curb, in alleys, along the sides of buildings, in entrance ways, at the sides and feet of stairs, under vehicles, at the corners of porches and curb sides *everywhere*. Every single one could be a hiding place for a Trash Crawler – or even be a Trash Zombie covered in debris.

Also known as: Trash Zombie, Trashers, Trashed Zombies, and Junk Piles.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (roll 2D6+16), P.P. 1D6+3, P.E. 1D6+10, P.B. 1D4, Spd 1D4+2.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected.

Note: See *S.D.C. by Location* and *Hit Points* for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet – Not applicable
- * Legs – Not applicable
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10

** Head – 2D6+14

*** Main Body – 1D6+25

Armor Rating: 13

Horror Factor: 13

P.P.E. 1D4

Natural Abilities: Standard; see the **Dead Reign™ RPG** for details.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are accumulative.

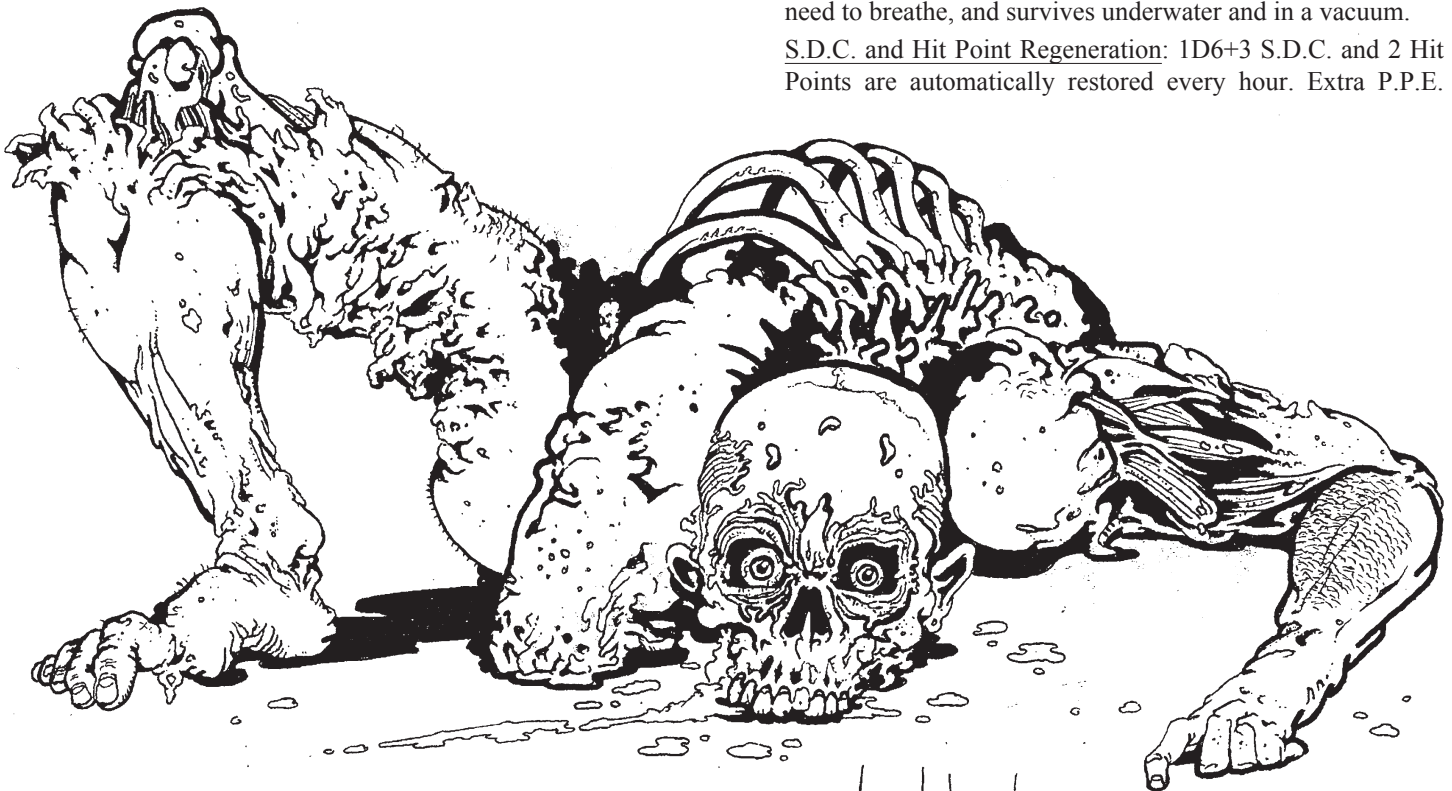
Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever pitched or five or more people are terrified, the zombie is also +1 attack per melee around.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E.



may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 40%/30%, Camouflage (self only, 60%), Disguise 60% (as a debris pile only; 60%) and Prowl 50%. Poor climbers, but have learned to cover themselves in debris and attack using the element of surprise.

Attacks per Melee: Two, usually by biting, head butting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible by Trashers.

Kick Attack: Not possible by Trashers.

Weapon: Rare, but sometimes a Thrasher may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap Kick, other kicks, and martial arts attacks are NOT possible.

Bonuses: +1 to strike and +1 to entangle; also see Natural Abilities.

Penalties: -1 on initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

Pretty Zombies

“Don't be fooled by a pretty face. That beautiful woman looking at her reflection in the window and fixing her hair may very well be a zombie.”

— Brad Ashley, *Leader of the Road Reapers*

Many zombies, especially those who feed regularly, look as fresh as a daisy – healthy and alive. Pretty Zombies may look completely normal, or mostly normal except for a cut or gash on one side of the face and/or a few barely noticeable bullet holes or an object sticking out of their body. It is only when you get close enough and it lets loose with the Zombie Moan or lunges for your throat, that you realize he or she is not a fellow survivor, but one of the walking dead.

It is human nature to be put at ease by an attractive person. If that individual is an attractive member of the opposite sex, a character may become even more relaxed, off-guard and welcoming. That's dangerous in the world of Dead Reign, because the beautiful maiden or attractive young man is very likely a Pretty Zombie. Moreover, most men, and people in general, still tend to regard women as the weaker sex and less dangerous than males. This is due, in part, to the mothering and nurturing roles most women play in human society. However, that knee-jerk response can be a deadly mistake when faced with a female zombie. Death at the hands of a rotting corpse or a gorgeous woman has the same result – death.

A surprising percentage of Pretty Zombies – female and male – seem to remember being attractive and can be seen trying to groom themselves, fix their hair, use makeup, change into clean



or new clothes, and similar acts involving their appearance and grooming. These *memory fragments* about appearance are just dim reflections of their lost humanity. Otherwise, a Pretty Zombie (male or female) is as dull-witted, bestial and murderous as any member of the walking dead. A Pretty Zombie is usually a variant Sloucher, but may also be a *Fast Attack Zombie* or *Flesh-Eating Zombie*. The fact they keep their appearance up inadvertently makes them look to be alive. Their stilted zombie behavior doesn't seem odd, because they could be dazed or in shock. However, such deception is pure happenstance, not deliberate nor used to lure humans out into the open. Pretty Zombies and Juggernauts are often favored by madmen who keep zombies as pets or objects of worship.

Also known as: Pretty Boy and Zombie Doll.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (roll 2D6+16), P.P. 1D6+1, P.E. 1D6+15, P.B. 2D6+12, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected.

Note: See *S.D.C. by Location* and *Hit Points* for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 2D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+30

Armor Rating: 14

Horror Factor: 13

P.P.E. 1D6

Natural Abilities: Standard; see the **Dead Reign™ RPG** for details.

Skills of Note: Climb 35%/25%, Salvage 35%, and Wardrobe & Grooming 70%.

Attacks per Melee, Damage & Bonuses: As per zombie type: 01-70% Sloucher, 71-85% Fast Attack Zombie, and 86-00% Flesh Eating Zombie. See the **Dead Reign™ RPG** for details.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; fire has a Horror Factor of 16 for zombies.

Random Encounters & Resource Tables

By Kevin Siembieda

Untouched Homes & Houses

Although ruins abound, there are an untold number of structures that haven't been destroyed or looted. They represent places survivors can crash for a few hours or even overnight. They can also be fortified and turned into a safe house or base camp, or simply plumbed as a source to find supply caches that survivors can use to restock their own dwindling supplies.

The likelihood of a zombie presence is minimal at untouched homes. Roll percentile on the condition of the home and likely encounters.

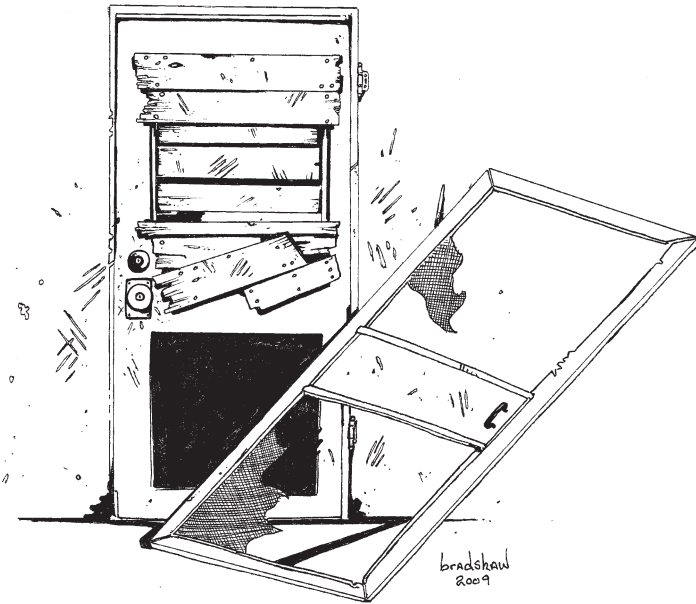
01-20% House appears to be locked up tight and completely untouched. Roll percentile dice again: 01-60% no inhabitants and no zombies. It is safe for the moment, free of zombies, and packed with resources typical of a home. 61-90% Safe, free of zombies and packed with resources, however there are the remains of 1D4 dead house pets, typically dogs or cats, that died of starvation. 91-00% Same situation, only there are 1D4 dead human beings who died of starvation, heart attack, illness, or suicide.

21-40% House is in good shape and seems to be locked up tight, except 1D4 of the upper windows are open or the glass is smashed out (could have been damaged by wind, a storm or rocks thrown from the ground). In the alternative, the windows are fine, but an upstairs porch or patio door looks to be ajar or opened a crack. Roll percentile dice again: 01-65% Empty and safe. 66-00% There are 1D4 zombies lurking inside, but the house is otherwise untouched and full of valuable supplies and resources.

41-50% House is in good shape and seems to be locked up tight, except careful examination shows one of the ground floor windows is unlocked. Roll percentile dice again: 01-50% Empty and safe with plenty of resources and supplies inside. 51-00% There are 1D4 zombies lurking inside, but the house is otherwise untouched and full of supplies.

51-60% House is in good shape and seems to be locked up tight, except careful examination shows one of the basement or ground floor windows is unlocked. It might mean nothing, but roll percentile dice again: 01-40% Empty and safe for the moment. 41-50% One Sloucher is inside. 51-60% Two Crawlers are inside. 61-80% 1D4+1 wild animals are inside (dogs, cats,

coyotes, raccoons, possum, etc.). 81-00% One half-crazed survivor is inside. He may think of the house as his and attack or threaten intruders telling them to get out or die, or he may hide in terror, or flee at the first opportunity; G.M. discretion. Otherwise untouched and full of supplies.



61-70% House is in good shape and seems to be locked up tight, except there are signs that someone or something *tried* to get in at one point, but does not seem to have been successful. The screen door is torn off the hinges, but the inner door held. The windows are boarded up from the outside, and while a few boards are loose or pulled away, the shuttered windows seem to have held up against the onslaught. Roll percentile dice again: 01-50% Empty and safe for the moment. 51-60% One Sloucher inside. 61-70% One Crawler inside. 71-80% 1D6 survivors! They are scared of strangers, will not open the door and ask them to leave. These people are too afraid to leave their fortified home and cling to the hope that the government will come to their rescue with soldiers and supplies. 81-90% One half-crazed and paranoid survivor inside. He is armed and threatens intruders, telling them to go away or die! If the player characters force entry, he will give them one last warning at gunpoint. If they refuse to back off, he attacks and fights to the death. 91-00% A survivor has been living inside the house, alone, for months. Or so he or she claims. The character is one of the madmen described earlier in this book and cannot be trusted; G.M. discretion.

71-80% House is in good shape and seems to be locked up tight, except the back door has been kicked in and can no longer close properly nor lock. Caution is warranted. Roll percentile dice again:

01-20% Empty and safe for the moment. There are signs that someone or something has been inside, as there are opened drawers and a general state of disarray, but the place is a valuable source for supplies and the back door can be fixed, replaced or barred.

21-40% One Sloucher or Crawler is inside. Some of the rooms have been ransacked and looted or trashed, but there are still many resources to claim.

41-50% 1D4 Fast Attack Zombies are inside. Some of the rooms have been ransacked and looted, but there are still many resources to claim.

51-60% 1D6 Flesh-Eating Zombies are inside. The rooms have been trashed, it stinks inside, and there are the bones and remains of past victims in various rooms. The Flesh Eaters are very aggressive, as this house is their den. Articles of clothing and perishables are destroyed and worthless, but there are still resources to be found after the Flesh-Eating Zombies are dealt with.

61-70% 1D4+1 Pattern Zombies are inside; they are the original owners of the house. The home is in good shape, clean and orderly. Shelves are full of canned goods and packaged food among other resources. If the human intruders quietly and quickly slip out the way they came in, they experience no trouble. If they linger for more than 1D4 minutes they are discovered by one of the Pattern Zombies, the moan goes out and the other "family members" rush to help kill or drive away the home invaders. 01-60% likelihood that 2D4 other zombies nearby join any fight that lasts more than one minute. When that happens and the battle escalates, a full blown convergence begins. **Note:** The house has been well maintained by the Pattern Zombies and is full of resources as if it was completely untouched.

71-80% One Juggernaut or Pretty Zombie is inside. It looks completely healthy and human, but seems dazed or in shock. As soon as a living person comes within eight feet of it, the monster shows its true colors by attacking. If dispatched quickly and quietly, no other zombies converge. If the battle takes more than two minutes or is loud, 1D6 other nearby zombies come to investigate and full convergence may begin. All of the bedrooms and bathrooms have been trashed and ransacked, but the kitchen and other rooms are mostly untouched. There is also the basement (01-50% chance there are 1D4 Crawlers or Slouchers inside) and/or the garage.

81-90% 1D4+1 wild animals are inside (dogs, cats, coyotes, raccoons, possums, etc.). There is considerable damage from the animals, but there are still resources to be had if one is willing to look for them.

91-95% 1D4+1 bandits are inside. Like our heroes, they too are scavenging houses for resources and valuables. The villains may threaten the player characters and tell them to get out of the house because they found it first and its possessions are theirs, or they might try to rob the player group before fleeing. If outnumbered or outgunned, the bandits grab what they have packed up and flee to avoid trouble. The villains are aggressive and bold if they equal or outnumber the player group. They are timid and likely to back off and leave if the player group outnumbers them by at least 50%.

96-00% A survivor has been living inside the house, alone, for months. Or so he or she claims. The character is one of the madmen described earlier in this book and cannot be trusted; G.M. discretion. Resources have already been gathered and placed in a safe room by the inhabitant. The rest of the house has nothing (or little) to offer.

81-90% House is in good shape, except the back door and/or side door has been kicked in and can no longer close

properly nor lock. Several windows are also smashed out. Extreme caution is warranted. Roll percentile dice again:

01-20% Empty and safe for the moment. There are signs that someone or something has been inside, as there are opened drawers and a general state of disarray, but the place is a valuable source of supplies and the back door can be fixed, replaced or barred and the windows boarded up.

21-40% 1D4 Slouchers inside. Some of the rooms have been trashed, but the home is otherwise in good condition and there are plenty of resources to be found.

41-50% 1D4 Fast Attack Zombies inside. Some of the rooms have been ransacked or trashed, but there are still resources to be found.

51-60% 1D6 Flesh-Eating zombies inside. Some of the rooms have been ransacked or trashed, but there are still resources to be found.

61-70% 1D6 Slouchers and a Pretty Zombie inside. All look like freshly turned walking dead. Some of the rooms have been ransacked and looted, but there are still resources to be found.

71-75% 1D4 Juggernaut Zombies are inside; all are obese. Some of the rooms have been ransacked and looted, but there are still resources to be found.

76-85% 2D4+1 walking dead are inside; mixed group of several different types, including one Juggernaut, one Fast Attack, and one Thinker, the rest of them are Slouchers and Crawlers. Most of the rooms have been ransacked and looted, so has the garage, but there are still resources to be found in the attic and the basement.

86-90% One Mock Zombie inside. He or she will pretend to be a survivor happy to be rescued by the player group. Some of the rooms have been ransacked and looted, but there are still resources to be found.

91-95% 1D6+4 urban defenders. This is a safe house for them, or they are also scavenging houses for supplies, or searching for survivors to rescue. They are wary of strangers, but overall helpful, providing medical care for anyone in need, fresh water, and information about the area. However, that is the extent of their help and the group probably warns the player group to watch themselves while on "their turf." Hurt any innocent people or cause serious problems or destruction and they will meet again on less pleasant terms.

96-00% 1D6+2 bandits are inside. They are looting homes that look untouched too. The villains may threaten the player characters and tell them to get out of the house because it is theirs, or they might try to rob the player group, or the bandits might be spooked and flee. The villains are aggressive and bold if they equal or outnumber the player characters, but are timid and likely to back off and leave if the player group outnumbers them by at least two more people.

91-00% House is in good shape and seems to be locked up tight, however the front door is unlocked. Nobody responds to knocking or calls of hello. It could be a *trap* set by bandits, raiders, Death Cultists, a madman, a Thinker or Mock Zombie. Or it could be the owner simply forgot to lock the door when he left and it is safe and sound inside. Caution is warranted. G.M.'s discretion as to what might wait within. The house may be an ordinary home or boarded up and fortified against zombies.



Resources Common to Most Homes & Houses

By Kevin Siembieda

If a house was untouched or mostly untouched, it could be a bonanza of food, goods and resources. Any or all of the following *may* be found in the various rooms of a typical home (or apartment for that matter). Game Masters may determine the amount of salvageable resources available. Player resourcefulness helps, e.g., clothes that are too large or a little too small can be altered with the Sewing skill, a broken device or appliance can be repaired, etc.

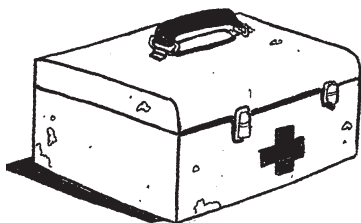
Kitchen Resources: Appliances are likely to include a stove, refrigerator, microwave, mixer, toaster, blender, coffee pot and a can opener (one electric and one hand operated). Other common items include a small table and 4-6 chairs, a variety of pots and pans, rolling pin, 1D4 pairs of scissors, cutlery (including large knives, meat cleaver, steak knives, and paring knife), eating utensils, meat mallet, cutting board, a box or book of matches, a handheld lighter, roll of tape, kitchen twine/string, small tape measure, a roll of scotch tape, dishes, glasses, cups, pack of paper plates, a 10 ounce and a 20 ounce thermos, 1D4 insulated coffee travel mugs, and similar items.

Common foods supplies include: Five pound (2.3 kg) bags of flour and sugar, 1D6 bags or boxes of spaghetti noodles, bag of soup noodles, a box of crackers, a box of cookies, a box of snack bars or fruit rolls, a bag of potato chips or cheese puffs, one or two jars of peanut butter, 1D4 jars of jelly or jam, 1D6



cans of chicken soup, 1D6 cans of tomato soup, 1D6 cans of other soups, 1D4 cans of chicken broth, 1D4 cans of beef broth, 1D4 cans of tomato sauce, 1D4 cans of baked beans, 1D6 cans of vegetables, 2D4+2 cans of tuna, one or two gallon bottles of cooking oil, can of non-stick cooking spray, box of kitchen sized/13 gallon plastic bags, a box of 30 gallon plastic garbage bags, one box of plastic sandwich bags, a roll of tin foil, a roll of plastic wrap, 1D6 rolls of paper towel, a package of napkins, 2D6+6 jars of spices, a container of salt and another of pepper.

Inside the refrigerator: Most perishables are rotten and no good, but there may be 2D6 bottles of water, 2D6 cans of soda pop, 1D4 bottles of juice, a jar of pickles, condiments such as a bottle of ketchup, mustard, and jam, mayonnaise and relish still good if they have never been opened. Cheese, butter, and coffee should still be good in a fridge that never lost power and are definitely okay if in the freezer section.



Bathroom Supplies: 2D6+4 towels, 2D4 face cloths, 3D6 rolls of toilet paper, a roll of paper towel, a box of facial tissues, a bottle of peroxide, rubbing alcohol, mouthwash, toothpaste, body lotions, moisturizer, body/bath powder, 1D6 bars of soap, 1D4 bottles of shampoo, a bottle of hair dye, shaving cream, a bottle of aftershave, 2D6 disposable razors, toilet bowl cleaner, toilet plunger, 1D4 deodorants, a package of cotton swabs, package of cotton balls, manicure set (tweezers, nail clippers, fingernail file, manicure scissors, hair clippers), makeup, compact mirror, portable makeup mirror (stands on a table), 1D4 ace bandages, a box of bandages, a first aid kit, antiseptics, iodine, aspirin, bottle of cough medicine, bottle of antacid, bottle of eyewash/drops, and other over the counter pain medicine, some prescription medicines that may include painkillers and antibiotics, and similar items.

Study/Den/Office/Computer Room: 1D4 bookshelves, books, magazines, 1D4 reams of paper, personal computer, keyboard, monitor, printer/copier, mouse, mouse pad, framed family photographs or artwork, photo albums on a shelf or in a box, stapler, tape dispenser, pair of scissors, box cutter or hobby knife, 1D4 pads of sticky notes, 1D6 pens, 1D6 markers, high-light pen, 1D6 candles, lighter, small flashlight, and other basic

office supplies. There may also be a closet with extra clothing, linens, books, photos, supplies, etc.

Bedroom Articles for Adults: The pillows, sheets and bedding on the mattress, plus one additional set of bedding, 1D4 extra pillows, 1D4+2 extra pillowcases, 1D4 extra linens/bed sheets, one or two full size extra blankets or quilts, 1D4 small blankets, a duffel bag or other carrying bag, 1D4 additional lady's purses, 1D4 suitcases of varying size, compact mirror, portable makeup mirror (stands on a table), manicure set, makeup, 1D6+1 bottles of perfume, one bottle of men's cologne, jewelry, change purse, extra wallet, extra wristwatch, personal papers, maybe some spare cash (under \$100), roll of candy or breath mints, package of cough drops, and personal items. This is also where a cell phone, PDA, handheld game, electric razor and similar small, personal electronic devices might be found.

Dress and casual clothing and shoes of all kinds, 1D4 extra light jackets, one or two heavy/winter coats, a trench coat, 1D4 hats (baseball caps or other styles), 1D6 sweaters, 1D6 sweatshirts, dresses, robes, and other types of clothing.

Note: The bedroom is likely to contain a variety of odds and ends that might include the following. The percentage number indicates the likelihood for the item being found; roll for each.

01-40% Spare set of house keys.

01-40% Spare set of car keys (could the vehicle be in the garage or parked out front?).

01-50% A small or medium-sized television.

01-10% Personal computer, keyboard, printer and monitor.

01-25% Laptop.

01-50% Digital camera.

01-20% Video camera.

01-30% Disposable camera.

01-60% A flashlight or lantern (oil or battery operated).

01-50% 1D4 baseball bats, 1D4 gloves and balls too.

01-05% Golf clubs; a complete set in a golf bag.

01-25% 1D4 bottles of alcohol (the good stuff).

01-20% Box of magazines or pornography.

01-30% Box of family photos.

01-10% Small safe with valuables: Contains 1D6 expensive pieces of jewelry each worth \$2D4x1,000 dollars, and \$1D6x100 in cash.

01-25% A loaded, small caliber pistol or revolver.

01-10% Small gun safe: Inside are 1D4+1 pistols or revolvers.



01-40% Shotgun or hunting rifle with a box of 2D6+6 extra rounds.

01-10% Basic Hunting Kit: Compass, mini-flashlight, survival knife and sheath, folding pocket knife or jackknife, and a Swiss army knife.

01-10% Sword (a quality replica or the real thing).

01-30% Large knife or large folding pocket knife.

Bedroom Articles in a Child's Bedroom: The pillows, sheets and bedding on the mattress, one or two extra blankets or quilts, a gazillion toys and stuffed animals, basketball, soccer ball, football, bag of marbles, box of building blocks, posters on the wall, a bag of candy, potato chips or other snack food, bubble gum, 1D6 coloring books, 3D6+6 magazines or comic books, school books, box of 96 crayons, box of 48 markers, box with 2D4 pieces of white chalk, pair of scissors, bottle of glue, a glue stick, backpack, duffle bag, deodorant and personal items. This is also where a cell phone, handheld game, electric razor and similar small, personal electronic devices might be found. **Note:** Electronic toys may have batteries in them that still have a charge and are useful for trade and survival use.

Plus dress and casual clothing and shoes of all kinds (mostly sneakers), 1D4 extra light jackets, one or two heavy/winter coats, a trench coat, 1D4 hats (baseball caps or other styles), 1D6 sweaters, 1D6 sweatshirts, dresses, robes, and other types of clothing.

Note: The "kid's room" is likely to contain a variety of odds and ends that might include the following. The percentage number indicates the likelihood for the item being found; roll for each.

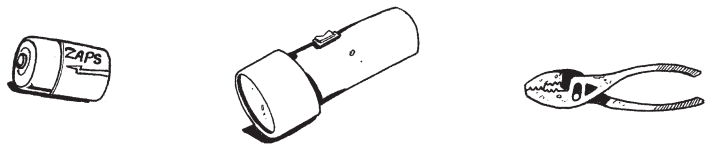
- 01-20% Spare set of house keys.
- 01-50% A small or medium-sized television.
- 01-20% Personal computer, keyboard, printer and monitor.
- 01-10% Laptop.
- 01-50% Game console and television, plus 4D6+6 game cartridges.
- 01-80% 2D6+2 board games and a deck of playing cards.
- 01-70% Handheld game platform (Game Boy, etc.) and 3D6+6 games.
- 01-50% 1D4 baseball bats, mitts/gloves and balls.
- 01-30% 1D4 hockey sticks and basic gear.
- 01-50% Helmet and pads for knees and elbows (ideal for bike riding, skateboarding, roller-blading, etc.); if for a teenager they would fit an adult.
- 01-20% Football helmet; if for a teenager it would fit an adult.
- 01-40% Two skateboards and pairs of roller blades.
- 01-30% A pair of ice skates.
- 01-20% A bowling ball inside a carrying case.
- 01-30% Flashlight.
- 01-20% 1D4 fishing poles and tackle box with basic fishing supplies.
- 01-20% Paint gun and 2D6+6 extra cartridges.
- 01-10% Light hunting rifle (.22 caliber) or 20 gauge shotgun and box of 4D6+10 rounds of ammo. If a teenager, this could be a heavier weapon same as an adult, or could be a bow and 2D6+6 arrows (target or hunting, or crossbow).

Living Room/Front Room: Typical furniture includes a sofa, one or two easy chairs, and/or a love seat, 1-3 end tables, a television (40% are large screen or flat screen), disc player or DVR, possibly a stereo or surround sound system, 1D4 pillows, a blanket, 1D6 candles, a lighter, and knickknacks. Only 5% of homes in most big cities have a fireplace while 50% of homes in suburbs and 80% in rural areas have one.

Note: The following items might be found in the vestibule/entryway or hall closet adjoining the living room. The percentage number indicates the likelihood for the item being found; roll for each.

- 01-50% Broom and dust pan.
- 01-40% 1D4 baseball bats, 1D4 mitts/gloves and balls too.
- 01-30% A bowling ball inside a carrying case.
- 01-10% Golf clubs; a complete set in a golf bag.
- 01-60% Fire extinguisher.
- 01-70% Flashlight.
- 01-70% An extra blanket or pillow.
- 01-60% 1D4 jackets or a heavy coat.
- 01-25% Box of children toys.
- 01-25% Box of dog toys.
- 01-25% Box of family photographs or old greeting cards.
- 01-15% 1D4 skateboards or pairs of roller blades.
- 01-10% Shotgun or rifle (50% chance it is loaded; 50% chance there is a small container with 1D6+1 additional rounds pushed back on the top shelf).

Laundry Room: Washer and drier, washtub, water heater, an extra stove or refrigerator or freezer (if there is electricity going to the house, frozen food is still good!), garbage pail, 1D4 gallon jugs of laundry detergent, bottle of bleach, bottle of stain remover, a hand-scrub brush, lint brush, a pair of scissors, pair of pliers, a couple screwdrivers, claw hammer, bar or bottle of liquid hand soap, a box of rags, a box of old clothes or pet supplies.



Basement or Cellar: Of course, not all homes have basements and there are entire regions and parts of the world where there are no basements. For those that do have a basement, it is usually part utilitarian with a laundry room and sink, and storage. Some have a play room or play area, others do not. Most store a variety of cleaners and household supplies. The following are common to most basements: flashlight, box of matches, a pair of scissors, a box cutter, knife, 20 foot (6.1 m) length of rope, a basic tool kit, a gallon bottle of bleach, a bottle or two of window cleaner, toilet cleaner, Soft Scrub, spray cleansers, sponges, wet mop, sponge mop, 1D4 buckets of various sizes, sweep broom, push broom, dust pan, garbage can, as well as basic paint supplies (1D6 cans of interior paint, 1D4 exterior paint, 1D4 cans of spray paint, 1D4 cans of varnish, a paint roller, 2D4 paintbrushes, a tarp), a six foot ladder, step stool, and a box of old dishes, photo albums, books and similar.

Note: A basement is likely to contain a variety of odds and ends that might include any of the following. The percentage number indicates the likelihood of such an item being found in the basement; roll for each.

An attic or attic crawl space is not likely to be finished so it will not have any of the first nine items listed (Laundry Room through Gun Safe). Furthermore, this area of the house is likely to be used entirely for storage and contain mostly old items no

longer used (old but useable clothes, toys, exercise equipment, etc.).

01-90% Laundry Room, as described previously.

01-60% Pantry with the same basic canned goods and food-stuffs as a kitchen, plus a case of bottled water, 1D4 cases of soda pop.

01-30% Bar, shelf or box of booze. 1D6+4 different bottles of hard liquor (rum, whiskey, bourbon, vodka, etc.), plus 2D6 bottles of wine or other lighter alcoholic drinks, and 1D4 cases of beer.

01-20 Den. Finished basement that is carpeted, with a sofa, otherwise the same as the office/computer room described previously.

01-20% Play room. Carpeted, sofa and an easy chair, pool or ping-pong table, dartboard, shelf with board games and books, toy box (for those with children), air hockey table or television with a game console and 5D6+8 games. May include a closet or cabinet filled with toys for houses that have children (similar to a Kid's Bedroom, described previously).

01-25% Bedroom. A spare bedroom or room for a teenager (same as the bedrooms upstairs).

01-30% Workbench and a large range of hand tools from hammers and wrenches to saws and crowbars; no large equipment (see garage).

01-25% Sewing room. Sewing machine, a large sewing kit (various needles, a dozen different spools of thread, pins, scissors, seam ripper, soft tape measure, 12 inch ruler, needle threader), a large notions basket or container (holds 3D6x10 buttons, elastic, thread, velcro, fasteners, snaps, zippers, bias tape, 2D6+2 bolts of fabric, scissors, and similar), 2D6+4 pieces of different fabric (each 3-6 yards long).

01-20% Gun safe. Inside are 1D6+1 pistols or revolvers, 1D4+2 hunting rifles, and 1D4 shotguns or 1D4 exotic weapons (AK-47, submachine-gun, military issued weapon, etc.), plus 1D4 scopes of various kinds, a pocket laser distancer, and one box of ammo for each type of weapon. Our heroes just hit the jackpot.

01-25% Exercise equipment. Free weights, workout bench, treadmill, and exercise bike. May have a weight and workout station but that is up to G.M.'s discretion (typically cost \$1000-\$2000).

01-30% Fishing. 1D6+1 fishing poles and tackle box with basic fishing supplies.

01-25% Basic hunting gear and 1D4 hunting rifles or bows (compound or crossbows, or both) and a full box of ammo or 4D6+48 arrows.

01-25% 1D4 bicycles. May be old or new.

01-20% Shotgun or hunting rifle with a box of 2D6+6 extra rounds.

01-10% Basic hunting kit. Compass, mini-flashlight, survival knife and sheath, folding pocket knife or jackknife, a Swiss Army knife, waterproof poncho, eating utensil kit (comes in its own case that can be used as a plate/bowl), and a 20 ounce thermos. In the alternative, it could be basic camping gear (backpack, sleeping bag, etc.).

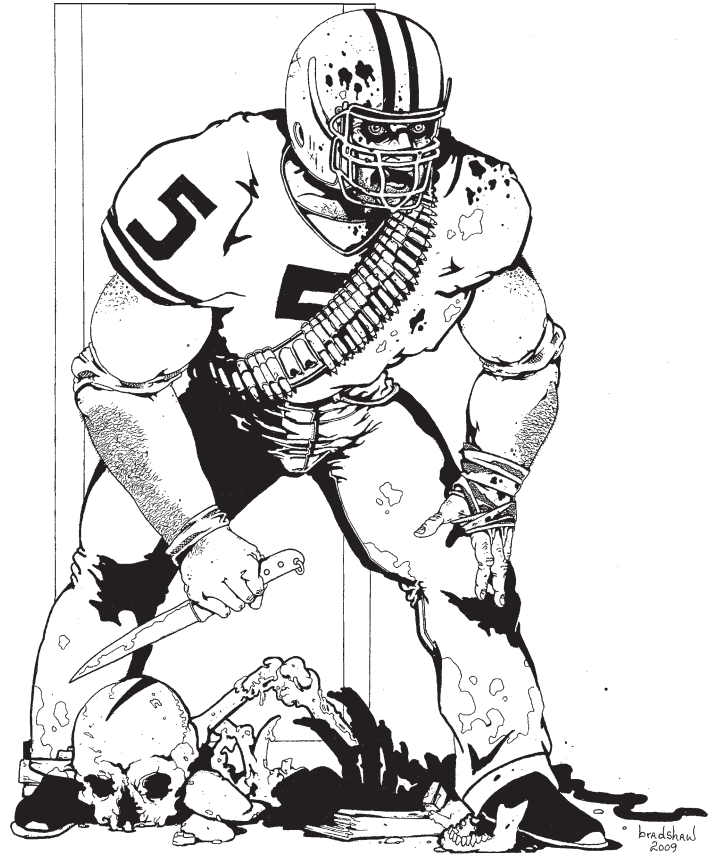
01-10% 1D4 Paint guns and 2D6x10 extra paint cartridges.

01-50% 1D4+1 baseball bats, mitts/gloves and balls.

01-30% 1D4 hockey sticks and basic gear.

01-20% Golf clubs. A complete set in a golf bag.

01-50% Helmet and safety pads for knees and elbows (ideal for bike riding, skateboarding, roller-blading, etc.); if for a teenager they would fit an adult.



01-10% A football or motorcycle helmet.

01-15% 1D4 skateboards or pairs of roller blades.

01-20% A pair of ice skates.

01-20% A bowling ball inside a carrying case.

01-30% Large flashlight.

01-10% Large axe for chopping wood.

01-50% A gallon can of kerosine or turpentine/paint thinner (flammable).

01-30% A space heater. 01-50% electric, 51-75% kerosine or gasoline powered, 76-00% propane powered.

01-50% Holiday decorations. (Christmas and/or Halloween, etc.) Outdoor decorations include 2D6+6 strings of lights (10-15 feet/3 to 4.6 m long each; may vary in size, type and color of lights), 1D6+4 25 foot (7.6 m) extension cords, 1D4 blowup lawn decorations, 2D6 wooden stakes, a container of 4D6+10 plastic tie-straps, a 20 foot (6.1 m) ball of string or twine, 2D6 various hooks and holders, and various other plastic decorations.

Indoor Christmas decorations include 1D6+4 strings of small Christmas lights (10-15 feet/3 to 4.6 m long each; may vary in type and color of lights), 1D4 12 foot (3.6 m) extension cords, a large box containing an artificial Christmas tree, a wreath, a big box of Christmas ornaments, 1D4 boxes of tinsel, 1D6 strings of garland, and a box of related ornaments and knickknacks.

01-25% Art supplies/crafts/scrap booking. 1D6 pairs of scissors, a pair of wire cutters, one heavy box cutter, 1D4

X-acto knives and a box with 4D6 No. 15 blades and a box with 6D6 No. 11 blades, 1D4 bottles of glue, 1D6+2 glue sticks, one can of spray adhesive, glue gun and 2D6 glue cartridges, 1D6 small albums, 1D4 large albums, one sketchbook, one large drawing pad of Bristol board with 2D6+4 sheets left, 1D6 reams of quality white paper, a large package of construction paper, 2D6 graphite pencils, one mechanical pencil and 12 refill leads, 1D4 pens, 2D4 pens of different colors, a box of 48 color pencils, box of 64 color markers, box of 96 crayons, 1D6 small cans of spray paint, 2D6 bottles of paint, 2D6 artist paint brushes of various sizes, tackle box with various writing, drawing and craft utensils, and a box of stickers, photos, and artwork for scrap booking. G.M. may add additional art supplies as there could be watercolor acrylic or oil paints, an easel, modeling clay, and many other items.

01-10% Wood carving tools. 2D6+6 knives and carving tools for cutting, gouging, etching, carving, and woodworking. May include a wood burning tool.

01-35% 1D4 boxes of books. May vary in type or be all of one type (role-playing game books, or romance novels, adventure, sci-fi, horror, contemporary fiction, biographies, historical, science, self-help, myths and legends, school books, etc.).

01-15% A box or two, or shelf of, “home improvement/do-it-yourself” books. Some may be part of a series, others are unrelated to the series but are also do-it-yourself home improvement, building and repair subjects. The books should include plumbing, electrical, carpentry, building additions, decks and patios, painting, varnishing, and similar topics, possibly includes auto-mechanic repairs as well. In the alternative, the books may all be cookbooks or all on the subject of fishing, hunting, camping, backpacking and similar outdoor sports and activities.

Home Garage

Do not forget about home garages. Not only may there be one or more vehicles inside, but any number of valuable goods and resources from cans of gasoline, lamp oil and tools to lumber and other useful items.

Roll on tables 1, 2 and 3, in the order presented, and on *Sub-Tables* as directed.

1. Type of Garage

01-50% The garage is a free-standing structure separate from the house, so even if the house is damaged, burnt down or invaded by zombies, the garage may be untouched.

51-00% The garage is attached to the home. Consequently, if the house was broken into, suffered damage or invaded by zombies, the garage is likely to be in similar condition.

Roll percentile dice for contents:

2. Garage Contents

Similar items may be found in some basements.

01-10% Nothing. Empty or already ransacked and looted, or filled with worthless debris.

11-20% Garage, Mixed Supplies and Toys. The garage is extremely clean with only a few items, mostly recreational items. 1D4 bicycles hang from hooks on the wall, 1D4 skateboards or 1D4 pairs of roller blades are in the corner, one snow-

board and two plastic toboggans, 1D4 baseball bats or tennis rackets and gear related to the game, a set of golf clubs in a golf bag or two pairs of snow skis and related skiing equipment. *Additional items include:* A sweep broom, a water bucket, one half full gallon bottle of windshield washer fluid, 1D4 snow shovels, two rakes, two large plastic garbage cans with lids, one plastic wheelbarrow, one coiled garden hose, recycling bin (contains 1D4 gallon sized plastic milk containers, 4D6+6 other plastic bottles probably from bottled water or juice, and 4D6+2 tin cans without lids), and a small stack of 2D6 newspapers. **Note:** Also roll once on the Recreational Vehicle Table.

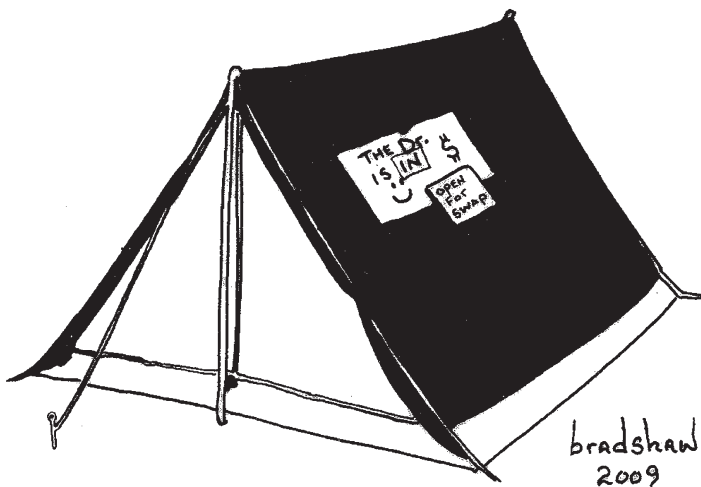
21-30% Garage, General Storage: 1D4 brooms (half old), one push broom, one six foot ladder, large cooler, picnic basket, 2D4 small plastic storage containers, 1D6 medium plastic storage containers, 1D6 large plastic storage containers, two large plastic garbage cans, 2D4 medium-sized cardboard boxes, one gas can (empty), 1D4 propane heaters, 1D4 extra cans of propane, one can of household oil, one can of spray lubricant, 1D4 cans of motor oil, one bottle of brake fluid, padlock with key in the lock, combination lock (where’s the combination? 01-60% chance it is in the garage if you keep looking), portable radio, 2D6 “C” sized batteries, 1D6 “D” sized batteries, one flashlight, one roll of duct tape, a basic set of tools, a few basic lawn equipment items including one large shovel and rake, a hand axe/hatchet, two snow shovels, a medium-sized crowbar or large pipe wrench, 1D4 baseball bats, box of books, box of old vinyl records or cassette tapes, boxes of toys or pet toys, box of rags, 2D6 small bungee cords, 15 feet (4.6 m) of rope, a plastic tarp and a fire extinguisher. **Note:** Also roll once on the Specialty Tool Table and once on the Vehicle Table.

31-40% Garage, General Mixed Supplies: One workbench, one push broom, one sweep broom, one leaf rake, one shovel, one pail and mop, a claw hammer, a basic wrench, 1D4 screwdrivers, 1D4 phillips screwdrivers, wire cutter, pair of pliers, electric drill, a small handsaw, roll of duct tape, roll of thin wire, hedge trimmers, ice pick, 1D4 extra/leftover cans of outdoor or indoor paint, gallon can of kerosine (flammable), one outdoor charcoal grill, one opened bag of charcoal briquettes (almost full), 2 gallons of gasoline in a plastic gas can, gallon bottle of bleach, 1D8 containers of various nails and screws, 30 foot (9.1 m) length of cloth line or rope, one six foot ladder, 1D6 paper leaf bags. **Note:** Also roll once on the Vehicle Table.

41-50% Painting supplies: 1D4+1 cans of light colored paint (all different, all partially used, but at least half filled), one full gallon of white paint, one gallon can of kerosine (flammable), 1D4 paint rollers, a dozen roller sleeves, three paint trays, 2D6 stirring sticks, 6 wipe cloths, a pair of work gloves, 2D4 paint brushes of various sizes, two scrapers, a box cutter, two six foot ladders, one 20 foot extension ladder, and two 12x16 foot sheets of plastic (drop cloths), and an unopened jar of peanuts. **Note:** Also roll once on the Vehicle Table.

51-60% Junkyard Garage: The garage is filled from top to bottom with old wood and other salvaged articles including the following: 1D6 sheets of wood paneling, 1D6 sheets of plywood, 3D6 two by fours, 3D6+12 planks of wood (various sizes, some painted), 1D6 sheets of metal, 1D6 sheets of aluminum, a 40 foot (12.2 m) coil of chain link fencing and 2D6 metal fence posts, a 25 foot (7.6 m) coil of chicken wire, 2D6 cans of outdoor paint (various colors), a basic set of old tools, a

sledgehammer, 1D4 rubber mallets, one rickety six foot ladder (wood), one 25 foot (7.6 m) extension ladder (good condition), one empty 50 gallon oil drum, 1D4 lengths of light chain (each a different size, but no longer than 15 feet/4.6 m), and 1D4 lengths of heavy chain (each a different size, but no longer than 8 feet/2.4 m). **Note:** Roll once on the Speciality Tool Table.



61-70% Camping equipment: Tent, 1D4+1 backpacks and sleeping bags, 1D4 lanterns, 1D4 gallon bottles of lamp oil, compass, 20 ounce thermos, small propane cooking stove, 1D4+1 small flashlights, survival kit (includes mini-first aid kit, knife, miniature tool kit, mini-saw, Swiss Army knife, 20 foot/6.1 m cord, two candles, box of matches, flares, etc.).

71-75% Fisherman's Heaven: 3D6+10 different types of fishing poles, 1D6+10 types of fishing line, 1D6 types of fishing nets, wading suit, hip tall wading boots, 6D6+40 lures/tackle, rowboat with outboard motor, 1D4+1 tackle boxes, fisherman's vest and hat, baseball cap with a trout on it, portable radio, backpack, large duffel bag, eating utensil kit, cooler, and other gear.

76-80% Sportsman/hunter: Guns! 1D4+2 hunting rifles with 244 rounds of ammunition – *or* 1D4+2 hunting bows (composite or crossbows or both) and 120 hunting arrows, carrying case, quivers, and leather gloves or wrist guard.

Basic camping gear for one, including a knapsack/backpack, sleeping bag, compass, pocket signal mirror, cigarette lighter, a hunting knife/survival knife, 1D6 road flares, one signal flare, two canteens, waterproof boots, a pair of gloves, camouflage fatigues, vest, and baseball cap, and a large camouflage duffel bag, plus a Ranger Survival Kit. A **Ranger Survival Kit** weighs only 4 ounces and is super compact, watertight and just 3x4.25x1 inches in size, with pop-up ring making it easy to open. It includes one liquid filled compass (colored needle points to north), 10 foot (3 m) nylon cord, 12 foot roll of Duct Tape (which in addition to the obvious uses, may be used for sutureless wound closing, clothing repair, small watercraft hole repair, tent repair, etc.), one 100 foot (30.5 m) spool of braided nylon thread/fishing line (can also be used for emergency suturing, sewing clothing, used as twine, small animal snare, dental floss, etc.), two fishing hooks, one large sewing needle, two metal nails, two safety pins, two twist ties (multiple uses), one single-sided razor blade (various uses, as a knife, fire tinder notching, making wood chips, fish cleaning, cutting cord/rope), signal whistle, two 2x2 inch signal mirrors, can with pop-top lid

acts as a signaling device, four waterproof waxed matches (strike tipped), matchbook of safety matches (firestarting, tick extraction, needle sterilization), two firestarter cubes (helps start camp/signaling fire, lights even after being wet), one bouillon soup packet, one high energy candy bar, stick of bubble gum, one tea bag, one sugar packet, one piece of writing paper for rescue notes and recording details & times, one pencil, one zip-per-seal sandwich size bag, survival/first aid instruction booklet (8 pages of essential survival information including shelter making, selecting a campsite, making ground signals for aerial searchers, first aid instructions, using the signal mirror, collecting water, etc.) and two medium-size adhesive bandages.

81-87% Tool shop. Roll three times on the *Specialty Tool Table*.

88-93% Light vehicles. Roll three times on the *Family Recreational Vehicle Table*.

94-00% Vehicles in working condition! Roll three times (instead of once) on the *Family Vehicle Table*. If “no vehicle” is rolled, roll again on the Recreational Vehicle Sub-Table.

3. Family Vehicle Table

One of the following vehicles is likely to be found in a family garage (or perhaps behind in the case of a boat or motor home). We have decided to present them as general vehicle types rather than brand names.

01-10% No vehicle! The garage is empty.

11-13% One Heavy Motorcycle: Hog/Cruiser/Chopper/Bobber.

14-16% One Light Motorcycle: Street Bike.

17-20% One Sports/Medium Motorcycle: Dual Sports Bike/Enduro.

21-25% Sedan, Small “two door”: Seats four, but the back seating offers minimal leg room, cramped; good to excellent gas mileage.

26-30% Sedan, Medium “four door”: Seats four, back seat is still a bit cramped; fair to good gas mileage.

31-35% Sedan, Medium “hatch back” (station wagon): Four door, seats four unless back seat is folded down for cargo, back hatch; fair to good gas mileage.

36-45% Sedan, Large: “Four door,” roomy back seat, seats 4-5 comfortably, but probably an older model vehicle or a luxury sedan; fair to poor gas mileage.

46-50% Pickup Truck: Medium, full-size, seats 2-3 in the front; fair to poor gas mileage.

51-60% Pickup Truck: Heavy duty, commercial grade, full-size, seats 2-3 in the front; poor gas mileage.

61-70% Family Mini-Van: Seats 7-8, including driver; fair to good gas mileage (typically around 20-26 miles per gallon).

71-80% SUV: Four-wheel drive vehicle, seats 4-5 including driver, poor to fair gas mileage.

81-83% Jeep ATV, seats 2-4 including driver, poor gas mileage.

84-85% Cargo Van: Seats two, no side windows; fair to good gas mileage (typically around 20-26 miles per gallon, 20% less with a heavy load).

86-90% Luxury sedan (Mercedes Benz, Cadillac, etc.): “Four door,” roomy back seat, seats 4-5 comfortably; fair to good gas mileage.

91-93% Luxury sports car (Jaguar, Porsche, Corvette, Ferrari, etc.), seats four, cramped back seat; fair gas mileage.

94-96% Muscle Car/Souped up (Mustang, Camaro, Cutlass, Grand Prix, etc.): Seats four, poor gas mileage.

97-98% Tractor! Small garden tractor or full-size farm tractor. Not very fast (30 mph/48 km maximum speed), but is high off the ground, can run over zombies with its large wheels and can pull heavy loads.

99% Humvee: Seats 4-7, hatchback, poor gas mileage.

00% Bus Style Motor Home (e.g. Luxury MotorCoach, the Airstream and Winnebago). Has a kitchenette, bathroom with wash basin, shower, water heater, and toilet, heating and air-conditioning unit, kitchen area with stove, microwave, refrigerator, sink, freshwater tank (85 gallons/321.7 liters), and lounge/dinette with television and radio, interior lights, small bedroom, sleeps four adults and one child comfortably. Note: Probably parked behind or alongside a garage or inside a barn.

Family Recreational Vehicle Sub-Table

Roll percentile dice.

01-10% 1D4 bicycles for general riding. Best on smooth surfaces and street riding, but suitable for dirt trails, grass, gravel roads, and fields. Cruising speed is roughly double the character’s running speed; maximum speed is three times running Spd, but reduce by half when riding on gravel, sand, tall grass or field of weeds.

11-15% 1D4 bicycles for racing or trick riding. Best on smooth surfaces, but suitable for street riding and dirt trails. Cruising speed is roughly two times the character’s running speed; maximum speed is four times running Spd, but reduce by half when riding on gravel, sand, tall grass or field of weeds and there is a 01-40% chance of damaging the bicycle.

16-20% 1D4 Dirt Bikes/Moped/Mini-bike: Seats one, maximum speed is 50 mph (80 km), suitable for traveling on sidewalks, city streets, alleyways, and across lawns, but meant for riding dirt trails.

21-25% 1D4 ATV three wheeled off-road/dirt bike.

26-30% Two ATV “Four Wheelers” (small, low to the ground), seats two, good mobility and speed, and can pull up to 900 lbs (405 kg).

31-35% One Sports Off-Road ATV or dune buggy.

36-40% 1D4 Snowmobiles.

41-45% One Heavy Motorcycle: Hog/Cruiser/Chopper/Bobber/Harley Davidson.

46-55% One Motorcycle: Light Motorcycle/Street Bike.

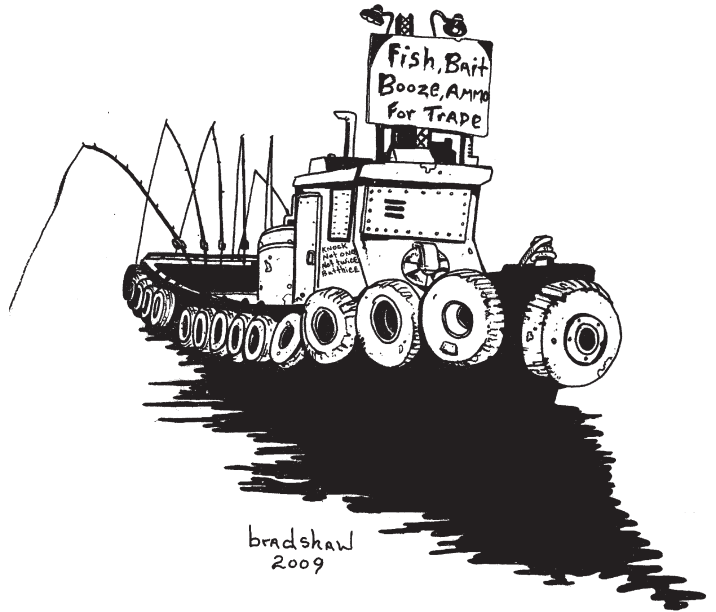
56-60% One Motorcycle: Dual Sports Bike/Enduro.

61-65% Pop-Up Camper Trailer/Travel Trailers: A mobile trailer that is pulled by a vehicle on a trailer hitch. When parked, the trailer can be left hooked to the back of the vehicle or detached. The tent “pops up” and sleeps two comfortably. Being off the ground eliminates concerns about damp, wet ground or water leaking in when it rains. It also minimizes concerns about snakes and other animals that crawl on the ground. Of course, it can only go where the vehicle can travel.

66-70% One snowmobile and 1D4 sets of snow skiing equipment; cross country or downhill.

71-75% Canoe, kayak, white water rafting boat or rowboat. 01-33% chance there is also an outboard motor.

76-80% Small wood or aluminum boat with outboard motor.



81-85% Large Recreational boat: Cabin Cruiser; sleeps six, and a lounge/dining area, kitchenette and bathroom.

86-90% 1D4 water jet skis/Ski-doo's and a surf board.

91-95% One Golf Cart or Hang Glider and gear.

96-00% Race Car/Stock Car/Formula One Car: This vehicle is not actually well suited to street driving or low speeds. The average person would find it a harder ride as if it had bad shocks, difficult to handle as it rides low to the ground and could get hung up on curbs and debris, plus very tight steering (steering is stiff; no power steering), low and tight suspension. Has only one seat for the driver but has a roll bar and safety cage.

Specialty Tool Sub-Table

Roll percentile dice.

01-02% Jackhammer (gas or electric powered) and a sledgehammer.

03-05% Portable generator: 01-50% gasoline powered, 51-00% propane powered. With 1D4 containers of additional fuel. Each container is enough to power the generator for 1D4+4 hours of use.

06-10% Sledgehammer, mallet and pickaxe.

11-15% Small chainsaw and a hacksaw with 2D6 additional blades.

16-20% Large gas powered chainsaw and a five gallon container of extra gasoline.

21-25% Cutting tools: Bolt cutters, a hacksaw with 2D6 blades for cutting metal and 1D6 for cutting wood and plastic, pair of light and heavy wire snippers and a medium-sized crowbar.

26-30% Welding Tools: Acetylene welding torch set; two small and one large acetylene welding torches, each with a full

tank (two small and one large) of fuel, plus 1D4 sets of welding gloves and 1D4 welder face masks, one set of goggles, a soldering iron, solder, and 1D6 air filters.

31-35% Drill set: Two small and one large, heavy-duty drills and a large assortment of drill bits, including those for drilling wood, stone and metal for each drill.

36-40% Plumbing tools: Full set of equipment, including pipe wrenches, mallet, small acetylene torch and goggles, 20 foot snake tool, plumber's putty, sealant, 1D4 pairs of work gloves, box of plastic disposable gloves, and other fundamental gear for the amateur and semi-professional plumber. **Note:** Also roll on Vehicle table.

41-45% Table saw and band saw.

46-50% Saber saw and jigsaw.

51-55% Circular-saw/skill saw and SawZall.

56-60% Grinder and a Dremel.

61-65% Table drill and lathe.

66-70% Carpentry tools: A wide variety of handsaws, electric hand drills and a wide range of drill bits for woodworking, planes, files, chisels, sanders, rubber mallet, 1D4 claw hammers, sandpaper, set of wood carving tools, wood burning tool (requires electricity), glue gun, 1D4 carpenter aprons, 1D4 tool belts, 2D4 sawhorses, 2D6+6 cans of color stain, 1D6+2 cans of varnish, wood fill, 2D6+6 quality paintbrushes (various sizes), 2D6 polishing cloths, and other basics. **Note:** Also pick two of the large saw tools suitable for woodworking.

71-75% Automotive repair tools: Full gear for the amateur and semi-professional, including a dresser-sized metal tool kit full of automotive tools, wrench set, socket wrench and various sockets, battery charger, two car scissor lifts, 1D4 rubber mallets, oil pan, 1D4 tire irons, 1D4 crowbars, pneumatic gun for removing nuts and bolts, jumper cables, electric screwdriver, 1D6 clamp lights, 1D6 25 foot (7.6 m) extension cords, 1D6

cans of motor oil, 1D6 cans of brake fluid, 1D4 containers of transmission fluid, 1D4 bottles of windshield washer fluid, 1D6 spare belts, a spare car battery, 1D4 sets of windshield wipers, car polish, etc. **Note:** Roll twice on vehicle table. One vehicle is reasonably new and in running condition (provided one can find the keys inside the house!). The other vehicle is either recreational or not running, but can be repaired. If no vehicle is rolled, roll again.

76-80% Lawn equipment: 1D4+1 large shovels, 1D4 rakes, one spade, one hoe, 1D4+3 hand shovels, digging claw, one hand axe/hatchet, one axe (wood chopping), one mallet, one claw hammer, one hand sickle (for chopping weeds), 1D4 pruning shears, pair of scissors, pair of hedge clippers, one wheelbarrow, one gas powered lawn mower, one gas powered snow blower, one electric or gas powered hedge trimmer, one electric or gas powered leaf blower, one electric or gas powered weed whip, bundle of 2D6+4 three foot (0.9 m) long garden stakes, 1D6 yard torches, 1D4 gallon jugs of torch/lamp oil, 1D4 cans of bug spray, a 25 pound (11.3 kg) bag of fertilizer, 50 pound (22.5 kg) bag of grass seed, 25 foot garden hose, 25 foot (7.6 m) ball of string or twine, 1D4 50 foot (15.2 m) extension cords, one plastic water can (one gallon), small basket for carrying small tools and flower bulbs, bottle of rat poison/cyanide, 1D6 pairs of cloth work gloves, 1D4 large plastic garbage cans, a box of 33 gallon plastic bags with 6D6+3 bags remaining, plus one large crowbar, a sledgehammer and a lady's wide brim hat.

81-85% Snow removal equipment: Pickup truck with a snow plow attached to the front end and four snow tires, two sets of tire chains, two heavy-duty snow blowers, 2 two gallon plastic containers of gasoline (still good), 1D6+2 snow shovels, 2D6 fifty pound bags of salt or ice melt, two 15 foot (4.6 m) lengths of heavy chain, 1D6 pairs of good snow gloves, two heavy winter coats with hood, 1D4 pairs of snow boots, one battery operated hand warmer, 1D4 flashlights, a small, basic tool kit, a set of jumper cables, and 1D6 windshield ice-scrappers.

86-90% Riding Lawn Mower: Seats one, maximum speed is 25 mph (40 km), designed for cutting grass on an acre or more in size. Plus basic lawn tools, a push broom, and a leaf blower.

91-95% Trailer: A flatbed platform with two or four wheels, low walls and a removable back gate. Can be hitched to pickups and other small trucks, large cars or SUVs and can haul up to 2,500 lbs (1,125 kg). May be used to haul heavy equipment, generators, or furniture to small recreational vehicles, lumber, etc. G.M. may substitute with a boat hitch if it helps the player group.

96-98% Backhoe/Bobcat: A light or medium digging and trenching tool that can be pulled by a pickup truck or tractor on a small trailer, or built right into the rear of a light or medium tractor.

99-00% Cherry Picker: Scissor platform that rises straight up, or telescoping boom type with a basket at the top. The arm goes up and down and swivels. Comes as a self-propelled/driven cart (maximum speed 10 mph/16 km), or as a heavier duty cart that can be pulled by a pickup truck or other light truck. This is not a heavy utility truck with the unit built directly into it (unless the G.M. wants it to be; rare).



bradshaw
2009



101 Random Structure Searches for *Derelict Homes & Houses*

By Kevin Siembieda, Josh Hilden & Joshua Sanford

Even in houses and buildings that have been damaged by the elements, fire, looting, vandalism or combat, there are likely to be overlooked items a survivor can use. Furthermore, there may be items inside the structure dropped by other survivors during combat, in a panic or when someone was slain by zombies. Remember, zombies don't have any need or use for most weapons and tools and simply leave them where they fall. Likewise, zombies sometimes carry items (a gun, tool, backpack, etc.) for no apparent reason, but sooner or later the creature lets it go and walks away. The point is simply this, even in homes and structures that have been searched and scavenged for supplies in the past there may be a useful weapon, tool, food, or other item. Likewise, sometimes an item is laying out in the open, in the street, an alley, or a front yard! (Game Master discretion).

The landscape of the world of *Dead Reign* is littered with the remnants of the world before the risen dead. Of course, many of these houses have new inhabitants – zombies, madmen or wild animals – who attack and fight. **Note:** Any of these same items may be found inside ransacked and derelict offices and places of business.

01% 3D6 cans of dog or cat food.

02% Clothing that fits, includes a light jacket, heavy coat, 1D6 pairs of jeans, 1D4 pairs of shoes and several shirts.

03% A sewing machine, foot pedal driven, and sewing kit with spare needles, hand sewing needles, 5D6+6 spools of thread (all different colors), a container of 30 buttons, and other basic sewing items.

04% Package of 1D6+2 C and D cell batteries, a large flashlight and 1D4 road flares.

05% Rechargeable flashlight with auto adaptor and jumper cables.

06% Claw hammer, screwdriver, small hacksaw and a box of 1D6x10 nails (G.M. determine the size of the nails, but make them useful).

07% Painting supplies: 1D4+1 cans of light colored paint (all different, all partially used, but at least half full), one full gallon of white paint, a gallon can of kerosine (flammable and half full), 1D4 paint trays, 1D4 wipe cloths, 1D6 paintbrushes of various sizes, and two scrapers.

08% Auto mechanic's tool box with all the basic tools to work on older automobiles.

09% 4D6 shotgun shells (G.M. determine gauge) and a large pocket knife with a six inch blade (1D6 damage).

10% One opened box of 9mm ammunition containing 1D6x10 rounds.

11% 2D4x10 Music CDs. Roll again to determine the main type of music: 01-20% rap. 21-40% pop. 41-60% rock. 61-80% country. 81-90% jazz/rhythm & blues. 91-00% show tunes or gospel music.

12% Fruit cellar or pantry with 2D6 jars of apple sauce, 3D6 cans of various types of other canned fruit (pineapple, peaches, etc.), 2D4 cans of baked beans or ravioli, 4 cans or jars of tomato sauce, a box of spaghetti noodles, and 2D4 paper plates.

13% A hunting bow and 2D6 hunting arrows (but only half fly true, -2 to strike with the others).

14% One canteen or 20 ounce thermos, empty but clean. 1D6 bottles of water.

15% 3D6 cans of soup, beans or tuna.

16% One tool box, containing: 1 claw hammer, 1 set of standard wrenches, 1 Phillips head screwdriver, 1 standard screwdriver, 1 pair of pliers, 1 pair of wire cutters, 1 socket set (standard and metric), 1 roll of electrical tape, and 1 roll of duct tape.

17% One down-filled coat, suitable for temperatures up to 30 degrees below freezing.

18% 1D4 pairs of leather workman's gloves, two pairs of work overalls, large metal tool box with all the basic tools, large pipe wrench, 1D6 lengths of metal pipe (3-4 feet/0.9 to 1.2 m long), vise bolted to a workbench, a flashlight and 2D6 containers of nails and screws of various size.

19% One military surplus gas mask, a box with 1D4 air filters left, a car battery, small tool kit, pair of stained, cloth work gloves.

20% Pantry with 1D4 cans of coffee, box of 2D4x10 tea bags, jar of powder creamer, jar of honey, 2D4x10 packets of sugar, 2D6 packages of soup you can microwave (just add water), 2D6 packages of ramen noodles, 1D4 boxes of cereal, box of crackers, bag of cookies, jar of peanut butter, opened package with 1D6x10 paper plates remaining, opened package with 2D4x10 plastic drinking cups remaining, roll of scotch tape, a pair of scissors, 1D4 rolls of paper towel, and 1D4 ceramic coffee cups.

21% One tackle box with basic fishing gear and one fishing pole.

22% A sack of potatoes (1D6x10% are still good, the rest are rotten), and a hand-operated can opener.

23% One nine millimeter handgun, one clip of ammo fully loaded.

24% One baseball bat, ball and glove.

25% 2D6 candles, a lighter and half a box of facial tissues.

26% MP3 player with 2D6x100 songs.

27% An old fashioned, windup pocket watch or wristwatch.

28% Basic office equipment: stapler and extra box of staples, 2D4 pens or fine tipped markers, 1D4 Sharpie markers (medium point), a roll of scotch tape, a pair of scissors, box cutter or Number 11 Xacto-Knife, a ream of paper (500 sheets), 1D4 yellow, sticky note pads and a cell phone (useless).

29% A case of 48 cans of fruit (any one kind or a mix).

30% A case of 48 cans of corn or carrots.

31% A case of 48 cans of green beans or pork 'n beans.

32% A sword cane (2D4 damage) or heavy walking stick that can be used as a club (1D6 damage).

33% 1D6 cans of sardines, fork and a steak knife.

34% A can of white or orange spray paint.

35% A box which contains all TV guides from March of 1984 till April of 1989, but all the crosswords are finished.

36% A personal fiction library containing 2D6x10 books.

37% Double-barrel 12 gauge shotgun with 1D6 extra shells.

38% Hunting rifle and 5D6 rounds of ammunition!

39% 4D6 DVDs or VHS videotapes.

40% A feral cat and her kittens in a box that also contains a pair of work gloves and a box cutter or claw hammer.

41% An unopened jar of peanut butter.

42% A deck of playing cards and a disposable cigarette lighter.

43% An assortment of 1D6+1 prescription narcotics.

44% Leash and collar for a large dog and a pack of chewing gum.

45% A case of 48 energy bars or 1D4+1 cans of coffee.

46% 12 boxes of macaroni and cheese or 24 bags of microwave popcorn.

47% Cricket bat or medium crowbar (does 1D8 S.D.C.).

48% A sack of cat litter and 1D4 cans of tuna.

49% A .38 Special revolver loaded with 1D4 bullets.

50% 2D6 pens or pencils and 1D4 note pads.

51% A case of printer paper!

52% Large pair of scissors or staple gun with a box of staples.

53% Desktop personal computer.

54% Laptop computer.

55% 13" plasma television.

56% A meat cleaver and butcher's knife.

57% 2D4 maps of different local areas.

58% 1D6 gallons of lamp oil.

59% 1D4 oil lamps or 3D6+8 long burning candles (1D4+6 hours).

60% 1D4 tanks of propane and a roll of duct tape.

61% One camping stove (uses propane) and a lighter.

62% 5 gallons of kerosene and a roll of duct tape.

63% A kerosene or propane heater.

64% 1D4 kerosene lamps and book of matches.

65% 1D6x100 in American dollars, but few people care about the old currency, you could use it as toilet paper.

66% A collection of 3D6+10 gold or silver coins.

67% A medium-sized flashlight and empty backpack.

68% A carton of cigarettes and a bottle of whiskey or rum.

69% 1D4 cases of bottled water (32 bottles per case).

70% 1D4 cases of domestic beer or wine.

71% A book but the cover is ripped. If examined the book is about edible wild plants, carpentry, auto repair or some other useful subject.

72% 1D6 cans of motor oil, a gallon bottle of window washer fluid and 1D6 spark plugs and a wrench.

73% Cleaning supplies: 1D4 gallons of bleach, 1D6 different spray on cleaners, a scrub brush, a bar of soap and 2D4 rags.

74% Helmet (motorcycle or football).

75% A six foot ladder, a roll of duct tape, and a ball-peen hammer (2D4 damage).

76% Cordless drill, a set of drill bits and a saber saw.

77% Six cans of insecticide and 1D4 cans of insect repellent.

78% A case of disposable diapers or a case of applesauce baby food.

79% A case of 1000 roofing nails or wood screws.

80% A box of children's toys including some stuffed animals, action figures or dolls, a panda bear costume, jump rope, a toy (working) flashlight and a pair of toy (but working) walkie-talkies.

81% 3D6 loose tools or blades for a hacksaw or bits for a drill.

82% Gas powered chainsaw and a two gallon container of gas.

83% Air compressor and 6x12 foot (1.8x3.6 m) blue plastic tarp.

84% A Zippo lighter with 3 extra flints, a can of lighter fluid, and a pocket knife with a three inch blade (1D4 damage).

85% Hiking boots (size 11), a six pack of D-cell batteries, flashlight and a large, sturdy, reinforced backpack.

86% Medium-sized first aid kit in a heavy plastic or metal carrying case, water bottle and bottle of aspirin.

87% Cross-country skis or a set of golf clubs with bag.

88% Package of toilet paper (eight rolls) and a bar of soap.

89% 200 feet (61 m) of nylon rope and a 25 foot (7.6 m) electric cord.

90% A drawer full of eating utensils and cutlery (at least a dozen knives of various sizes).

91% Machete or short sword (1D6 damage).

92% Pocket knife, leather wallet, a pack of cigarettes, and a wristwatch (battery operated).

93% Corpse wearing modern body armor.

94% Pair of binoculars and a can of beans.

95% Automatic Pistol (.45 or 9 mm) and 4D6+6 extra bullets.

96% Acetylene torch or hot glue gun and a box of glue.

97% Bolt cutters and a large crowbar.

98% Digital camera or cell phone with a digital camera built-in.

99% Sewing kit or basic tool kit.

100% First aid kit with defibrillator!

101% A portable hydrogen power generator in perfect condition with a full tank of compressed hydrogen.

Zombie Habitation in Homes

By Kevin Siembieda

Some homes and small buildings have no zombies at all, others may have only one or two, while still others may be crawling with them. Roll on this table to determine "who is home."

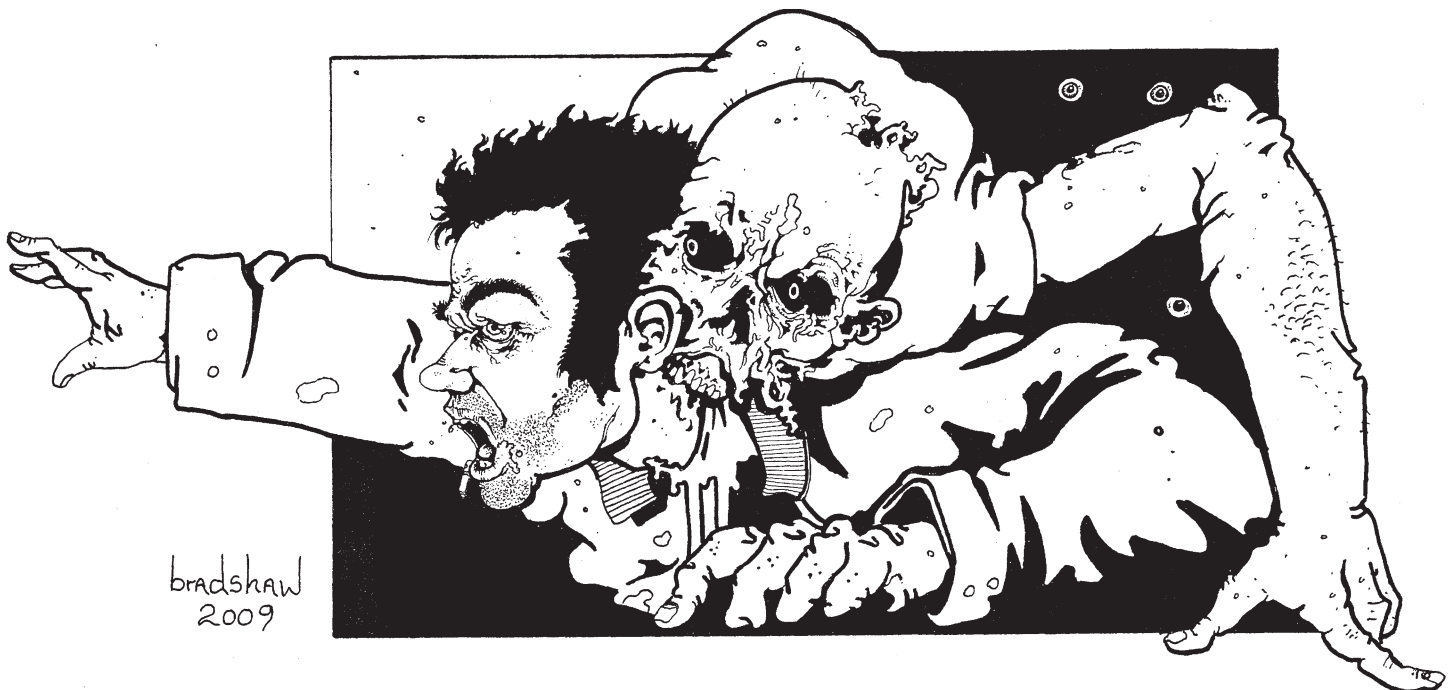
Ultimately, the Game Master may adjust these tables as he or she deems appropriate or desirable.

Roll percentile dice.

01-05% The house seems clear of zombies, but then there is a thump in the attic. Investigating uncovers 1D4 Crawlers or two Slouchers.

06-10% The house seems clear of zombies, even the attic. Consequently, it is a startling surprise to be greeted by a clawing, screaming zombie when the refrigerator door is opened! Roll again to determine the type. *01-35%* One Crawler. *36-70%* One Trash Crawler. *71-00%* One Sloucher uncurls and lunges forward. There is nothing else inside the fridge.

11-15% The house seems clear of zombies, but then a muffled noise is heard from beneath the floor. Something is in the crawl space (or air duct) under the house! Roll again to determine type. *01-20%* 1D4 Crawlers. *21-40%* One Sloucher, *41-60%* 1D4 Flesh-Eating Zombies! *61-80%* One Pretty Zombie. *81-00%* One Thinker leading a Fast Attacker.



16-20% The house seems clear of zombies, then there is a creak of floorboards from the front porch. Going to investigate, the character sees a large pile of leaves shift and suddenly lunge forward. It is a Trash Crawler. A second one swings down from the roof or overhang of the porch.



21-25% The house seems clear of zombies, but there is pounding coming from a bedroom. The door is locked from the outside. Forcing the lock reveals a zombie dressed in a nice suit (male or female). It is chained to the bed, and claws in the air like a dog at the end of its leash. The room is neat and well kept like the rest of the house. There is a shotgun and a flashlight on an end table or dresser near the door. This is the home of a Deluded Zombie Lover and the zombie is his or her loved one. Only the zombie is home, for the moment.

26-30% The house seems clear of zombies, but then there is a sound from the living room. As soon as someone enters, the couch flips up on end and comes crashing back down. A 400 pound (180 kg) Juggernaut growls, points and begins to moan. A Sloucher steps out from a corner in the other end of the room and also begins to moan.

31-35% The place is trashed. Furniture is overturned and there are piles of rags and debris. There are heavy footsteps coming from the basement (or cellar) – several from the sound of it. Something starts to scratch and pound on the basement door, but it is boarded closed and holds. Was that a creaking floorboard from upstairs?

36-40% There is the sound of scurrying and thumping from the attic. Probably raccoons. The door to the attic is closed, but not locked. Do you investigate? Roll again to determine what is there. *01-20%* A raccoon family (1D4+2 of them). *21-40%* 1D4 squirrels. *41-60%* A large bird is trapped and can't figure out how to get out. *61-80%* One or two Crawlers. *81-00%* 1D4+1 Fast Attack Zombies! They climbed up the trellis or a nearby tree and jumped through the broken window.

41-45% The house seems clear of zombies until something grabs your ankles from under the bed (or couch, or table, or from under the stairs, etc.). Roll again to determine what it is. *01-20%* It's just a tangle of clothes or string. *21-40%* It is a Ghost Walker or Paranoid who was hiding, but has decided to reveal himself. *41-60%* One Crawler. *61-80%* One Sloucher. *81-00%* One Fast Attack Zombie (there are two more in the basement).

46-50% The house seems clear of zombies. Then, upon opening the door to a bedroom, there is a beautiful woman laying in bed on top of the covers. She smiles as if dreaming, then opens her eyes before rolling out of bed, onto her feet and lunging at you! She is a Pretty, Fast Attack Zombie!

51-55% The house seems clear, but there is suddenly the sound of a commotion coming from the kitchen. When you arrive you realize the door to the basement is open (it wasn't when you passed it before). A Juggernaut appears in the frame of the back door as 1D4 Slouchers come up from the basement. A Crawler scurries out from under the kitchen table and you can hear footsteps coming from the living room (or other room), it is two Fast Attack Zombies. More noise can be heard coming from the basement before the moaning and convergence begins.

56-60% The house is clear. No zombies. There is a nice amount of resources too. A moment later you hear footsteps on the front porch and several shapes move past the window. Then there is the smash of glass that comes from the back or side door, and then the moaning begins. Lots of moaning. You now realize that while the house was free of zombies, the garage, the gazebo and the next door neighbor's house was crawling with them. They sensed the presence of you and your companions and now they are converging. There are 1D6 Crawlers or Trashers, 2D6 Slouchers, 1D4 Juggernauts, and 1D4 Fast Attack Zombies. Those numbers will double in 1D4 minutes, then triple, then . . . you know the drill.

61-65% The house is trashed. 30 seconds after you enter, a Sloucher comes shambling out from around the corner. A moment later, footsteps and the sound of movement can be heard in other rooms as 1D6+1 other Slouchers make their presence known. There are 1D4 more coming up the front walk and 2D4 from the garage and moving toward the back door. Our heroes have the room and time to run out the front or back door, or go upstairs or down. The basement contains 2D6 Slouchers. Upstairs has 1D4 Fast Attackers and 1D4 Crawlers. The place is infested.

66-70% The house seems clear of zombies until the closet door opens up to reveal a Sloucher or a Juggernaut.

71-75% The house seems quiet and clean until one of the player characters notices a foul odor coming from the basement. Investigating reveals a makeshift altar, or straps and binding hooked to the pool table. The table is stained red with blood.

Blood that has spilled onto the floor. Something bad has happened here, and not all that long ago. This could be the lair of a Terror Cult, Death Cult or Psychotic Killer.

76-80% The house seems quiet, though a bit unkempt. Then one of the player characters notices a foul odor coming from the basement. The door is locked from the outside. No sound comes from the basement. Forcing the lock and going down to investigate, our heroes find a pit dug into the floor. There are four lawn chairs and a mini-refrigerator positioned around the pit. A light hangs over it and there are a few bones at the bottom of the pit. The floor and walls of the pit are splattered with blood, but it is otherwise empty. Investigating a sound that comes from the pantry, our heroes discover two women gagged and bound. They are scared out of their wits. This is the home of a quartet of *Zombie Lovers* – two brothers, cousin Jordan and their pal Rob. The women are entertainment for the boys and then zombie food when they are done with them. The women have no idea where the men or the three zombies have gone, but they are sure they'll be back. Looking under a tarp in the corner or under the stairs is the mutilated body of another woman. What was that? Was it someone talking outside?

81-85% The house seems quiet and clear of zombies until one of the player characters notices a foul odor coming from the basement. Opening the door, our heroes are struck by a foul smell they can't quite identify, and the buzz of flies. Investigating reveals two smashed out basement windows. In some part of the basement are several piles of rags and the floor is littered with the bones of human beings, and piles of feces. This is a nest for *2D4+2 Flesh-Eating Zombies*. Two are hiding under the stairs, two others are elsewhere in the basement. Are the others home? Outside? Inside waiting to pounce? G.M.'s discretion.

86-90% Under the shower curtain, pulled down into the bathtub, is a zombie. *01-20%* Juggernaut. *21-40%* Sloucher. *41-60%* Fast Attack Zombie. *61-80%* One Flesh Eater. *81-00%* Two Crawlers.



91-95% Someone else is in this house. He knows the layout well and keeps moving around to avoid being discovered. *01-20%* Psycho-Killer. *21-40%* Ghost Walker. *41-60%* A bandit/thief. *61-80%* A lone Flesh-Eating Zombie waiting until it can snatch somebody. *81-00%* A Thinker Zombie, trying to stay undiscovered.

96-00% The house seems clean and clear of zombies, but has a foul odor to it. Voices and laughter are coming from the backyard. There is a man holding the chains to two zombies playing catch with a dog; they are Flesh-Eating Zombies. A third zombie, a Thinker, is chained to a post. He has seen our heroes but has taken no action. 1D6 additional Slouchers are kept in the garage or in the basement or attic. The man is a *Zombie Master*. He is entertaining 1D4 Raider buddies who he trades with.

Building a Survivors' Camp

By Josh Hilden, Joshua Sanford & Kevin Siembieda

Use the following tables to generate communities of survivors. Survivor communities are, for the most part, the only areas of civilization that exist within the zombie occupied areas of the world. While communities differ from area to area, they all have one thing in common: every day is a struggle to keep food on the table and the zombies on the outside.

Population of the Community

01-20% Tiny: 2D6+4 survivors; may be mobile and nomadic.

21-40% Small: 6D6+12 survivors; may be mobile and nomadic.

41-60% Modest: 2D4x10+24 survivors; may be mobile and nomadic.

61-75% Medium: 3D6x10+48 survivors; may be mobile and nomadic.

76-85% Large: 4D6x10+80 survivors; may be mobile and nomadic.

86-95% Huge: 4D4x100+96 survivors; likely to be a permanent site. Nomadic groups of this size are uncommon, as they attract a lot of attention and require a lot of available resources year round.

96-00% Massive: 3D4x1000 survivors; a permanent site.

Note: Larger communities *may* exist, but none are known and they are the rare exception to the rule. Such a massive community is likely to be a permanent, fortified, isolated and/or hidden location for its own safety.

Alignment & Disposition

01-15% Outgoing and open community. Predominantly good alignments. Helpful to strangers and welcome newcomers.

16-30% Friendly and open community. Predominantly good alignments. They are helpful to strangers and welcome newcomers.



31-40% Cautious and guarded community. Predominantly good and selfish alignments. Mildly suspicious of strangers and newcomers.

41-60% Suspicious and guarded community. Predominantly good and selfish alignments. Suspicious of strangers and newcomers, slow to help or accept outsiders. Probably fortified and sealed.

61-70% Paranoid and closed community. Good alignments (45%), Selfish (40%), and evil alignments (15%). Strangers and outsiders are unwanted and probably not allowed in. Fortified and sealed off.

71-80% Isolationists, closed and selfish community: Good alignments (25%), selfish (55%) and evil alignments (20%). Strangers, outsiders and those in need are viewed with extreme suspicion and turned away unless they have a valuable resource or service to offer the community. Strangers who beg and plead or threaten to force their way in will have guns turned on them and this closed community will fire on them if they do not back off. Strangers found within the community are captured, interrogated, stripped of their valuables and thrown out of the community. Fortified and sealed off.

81-00% Stronghold Predatory Community: Predominately Anarchist and evil alignments. This is a lawless group of rogues, misanthropes, scalawags, and evildoers. They see strangers and outsiders as victims to be conned, cheated and robbed. Likely to be fortified but open to visitors and opportunity.

Location

01-25% Wilderness: Isolated and away from civilization.

26-50% Rural: The countryside and/or farmland, with isolated homes, farms, and ranches spread apart from one other; the nearest neighbor is acres, perhaps a mile or more away. The nearest community is a small town or village.

51-70% Rural small town: The survivor camp is located in a small, one- or two-horse town that has been cleared (or mostly cleared) of zombies.

71-80% Urban, suburb or city: In a suburb or small city, the camp may be located on the outskirts of town, in a particular neighborhood, or built around a particular location that can be fortified like a sports stadium, cemetery, large park, industrial complex, or gated community. In built-up, big cities they may live on the rooftops or upper levels of tall buildings or claim several buildings of a particular city block or two.

81-90% Coastal: The camp is located along a lake or river.

91-00% Open Waters: The camp is located on an island or on the open sea aboard a ship or flotilla, or other floating platform (oil rig, etc.).

Leadership

01-15% Dictatorship: The community is led by a dictator. This is not always a bad thing as a strong, decisive leader is what many people want. This is especially effective if he or she is a benevolent dictator who cares about the people and is a ca-

pable leader. Dictators can make decisions without having to consult others, therefore saving time in a crisis situation. If a dictator is benevolent then the community may have the advantage in a survival situation over other communities. But if the dictator is oppressive then the community may be oppressed and treated unfairly. If the dictator is incompetent, the community may struggle to survive or have tragic weaknesses.

16-30% Military: The community is led by the commander of its militia. The commander and his closest aides are all soldiers, so they use military rank, etiquette and procedures in organizing, protecting and running their community.

31-45% Church Hierarchy/Theocracy: Led by the clergy and likely to have a strong sense of community and faith, but ruled like a monarchy with church officials holding all positions of leadership and government.

46-60% Committee: Not necessarily a democracy, but more like a board of directors who make all the decisions and run the community.

61-80% Democracy: All members of the community share in decisions by voting, or have one or more elected officials to lead them and run the community. May be led by a past civic leader.

81-00% Anarchy: Every man for himself. The community may come together to defend themselves from the walking dead and raiders, but other than that there is no organized leadership. The place may run reasonably well or be completely lawless depending on the nature of its inhabitants.

Type of Fortification

01-20% Stout, heavy walls surround the community. Whether the walls are part of a sports stadium, urban parking structure, made of concrete, brick or put together from a mixed batch of available resources, they are tall (20-30 feet/6.1-9.1 m), strong, thick, resistant to fire, and able to hold off thousands of the walking dead and aggressive raiders indefinitely.

21-40% Strong walls surround the community. This fortification incorporates a variety of building materials from tall metal fencing to brick walls, to concrete slabs to heavy wood stockade fencing, to logs like the forts of the Old West. At least 50% of the fortifications are topped off with barbed wire and there are sentry posts or towers (12-20 feet/3.6 to 6.1 m) at key locations. The fortifications are strong and able to easily hold off hundreds of zombies indefinitely and thousands of the walking dead for quite a prolonged period of time. The walls are 10-15 feet (3 to 4.6 m) tall. Certain portions may be vulnerable to fire and explosives, making them vulnerable to aggressive raiders.

41-60% Light walls surround the community. Most of the walls are made of wood, capped with barbed wire. There may be some short lengths of stone walls or the use of boxcars and buses to create barriers and walls. The fortifications are decent and able to hold off hundreds of zombies indefinitely, and thousands of the walking dead for a while, perhaps even a long while if the fortifications are not pressed too hard. However, the walls might start to give out in places without regular monitoring and repairs. The walls are 10-15 feet (3 to 4.6 m) tall, but vulnerable to fire, explosives, and ramming attacks from heavy vehicles

(semi-truck traveling at a high speed), making them vulnerable to aggressive raiders.

61-70% Marginal walls surround and protect the community. Two rows of barbed wire and/or heavy wire surround most of this community, with medium and heavy wood fencing, or a line of buses and boxcars erected to protect a handful of strategic locations. The line of defense must be frequently monitored and repaired. The fencing and short lengths of wall are 6-10 feet (1.8 to 3 m) tall, and vulnerable to wire cutters, explosives, and ramming attacks from most any kind of vehicle (cars, pickup trucks, etc.) traveling at a high speed, making them very vulnerable to raiders.

71-80% No walls defend this community. There are no walls of any kind, just the occasional barricade (10-20 feet/3 to 6.1 m long) and the occasional bunker wall from which a man can stand behind and shoot. The perimeter is patrolled by defenders; some of which travel on foot and others by vehicle; typically in 2-4 man teams. This really only works in remote areas



where the zombie presence is light or the area has been cleared out of most walking dead.

81-90% Remote, isolated location, height or strategic positioning helps to defend this community. Whether they are situated in a remote wilderness, on a mountain, inside a massive concrete dam, or a strategic position that enables the resident defenders to pick off the dead before they get close, this community is in good shape. Additional or secondary fortifications may be strong or light.

91-00% Superior natural defensive features have kept this community safe from the walking dead. Whether it is a large river, a steep cliff, a mesa or plateau, a high mountain, or an off-shore island, this community is protected by the natural geography in keeping the undead on the other side of the battlements. Additional or secondary fortifications are probably light or marginal.



Resource Availability

01-20% Modern resources are plentiful. Firearms, electricity (solar, hydroelectric, wind, etc.), and fuel (ethanol, biodiesel, gasoline) are all strictly controlled and rationed as the community needs them. Life is good for these survivors, in fact if they didn't have to listen to the clawing and moaning of the dead at night they could almost believe that nothing was wrong. Almost.

21-40% Modern resources are running out or limited, and the community needs to send salvage and recovery teams into the abandoned towns and cities to resupply on a regular basis. Life is relatively good.

41-60% The community has used up 95% of their initial supplies. Things are becoming desperate as they go from firearms to melee weapons for defense. The community has begun to exile criminals to the infested lands and the sick are being euthanized. Food and medicine are almost depleted and neighbors are beginning to eye each other with that "hungry" eye.

61-70% Self-sufficient modern community. Has its own working power, water and sewage treatment plant, electricity, a couple of nurses and doctors, a fire department, 1D4 auto-repair garages, general repair facility, and a good supply of basic resources.

71-80% Self-sufficient agrarian community. Farm country where the survivor community grows crops, raises livestock and preserves their own food. Technology is generally farm based (e.g. tractors and modern farm equipment, private generators, etc.) and low tech. Weapons and supplies are scavenged from neighboring towns or a city several miles away. Trade with travelers and homesteaders.

81-90% Trading post. This community is an active trading post that gets 70% of its supplies and goods through trade. Trade with pretty much everyone from travelers, scavengers, survivors, homesteaders, trappers, hunters, and local farms and, perhaps, other Safe Haven Communities, to bandits and even raiders who behave themselves. The rest is grown, hunted or scavenged themselves.

91-95% Turn of the century. Think Amish community. No to little high technology. Fireplaces, woodburning stoves, water mills, blacksmith, steam power, and similar are the level of technology commonly used. Bicycles, horses, horse drawn carriages and walking are the main modes of transportation, though there will be a number of vehicles, from cars and trucks to motorcycles and snowmobiles. Modern weapons scavenged from urban sites or traded for are also a staple, as are melee weapons such as knives, hatchets, machetes, spears, and bows and arrows. They are not necessarily anti-tech, they just like to keep a low, quiet, profile. Do a lot of farming, raise livestock, and do a little hunting, fishing and trading.

96-00% Slaughterhouse community with one main commercial/trade resource (which may be crime/banditry/raiding) and near total lawlessness. This community is a mix of people with a lot of independent traders, scavengers, trappers, homesteaders, survivalists, bandits and raiders.

Size of the Zombie Swarm around the Community

Remember, most Safe Havens and other survivor communities are located in the country and other remote areas.

01-10% Less than 100 zombies. This community is blessed with a small number of the walking dead occupying the immediate area around them or their nearest neighbor. This may all change tomorrow, but for today it is possible for only a dozen full-time defenders to keep the zombies at bay.

11-20% 1D6x100 zombies. This is a modest infestation, but there are still daily incidents involving one or more walking dead.

21-30% 1D6x100 +400 zombies. Not terrible but still a nuisance. Once a week this community gathers up all the

able-bodied adults to go out and cull the zombies too close for comfort. This is usually done with hand to hand weapons in order to save bullets and keep things quiet.

31-50% 2D4x100 +700 zombies. Although this is a rather large infestation, they are scattered over a fairly large area and the community has developed enough effective countermeasures to ensure that the hordes of living dead can't overrun them.

51-70% 1D4x1000 +1300 zombies. Although this is a large infestation, they are scattered over a fairly large area and the community has developed enough effective countermeasures and zombie extermination squads to ensure that the hordes of living dead can't overrun them. The zombies probably keep coming from 2D4 towns or 1D4 small cities within a 60-100 mile (96 to 160 km) radius.

71-80% 2D4x1000 +2,100 zombies. This is a pretty bad situation, and can be made even worse depending upon the community's geographic location. If this community has been established above the snow line then there is a 3 to 6 month period when the zombies will be frozen under the snow. During this period the community can cautiously exit their fortifications and forage for what they will need during the warmer months. If this community exists below the snow line then every day there are skirmishes with zombies (lone individuals, pairs, small groups of 2D6+2 to large groups of 2D4x10+6). The zombies keep coming from 2D4 towns or 1D4 medium cities within a 60-100 mile (96 to 160 km) radius.

81-00% 2D6x1000 +2400 zombies. Another rough situation. This community faces skirmishes with zombies on a daily basis (lone individuals, pairs, small groups of 3D6+2, to large groups of 2D6x10+12). The zombies keep coming from 2D4 medium towns or 1D6 medium cities or one large city (with a million or more zombies in it) within a 60-100 mile (96 to 160 km) radius. Secured waterway, tunnel, helicopter, secret road, defended bridge and motorway, a capable militia/zombie hunting force, and good to excellent fortifications are a few of the ways this community has managed cope with their zombie situation. While they are doing fine, for now, their leaders may be considering finding and moving to a less hostile environment. However, travel, especially if the community is more than 400, has its own risks.

Note: This table is not applicable to survivor communities that are aquatic based. Although these communities, whether on small islands or flotillas and atolls, will have to deal with underwater zombies and ships that have been overrun with the walking dead.



Zombie Population Density Charts

Roll to see how many zombies are in any given area (a 50 mile/80 km radius).

Remote Areas

Deserts, Mountains, and Forests

- 01-15% No Zombies.
- 16-30% Sparse (6D6 zombies).
- 31-45% Low (1D6x100 zombies).
- 46-60% Moderate (1D6x1000 zombies).
- 61-75% High (3D6x1000 zombies).
- 76-90% Very High (1D6x10,000 zombies).
- 91-00% Swarm (3D4x10,000 or more zombies).

Rural Areas

Farmland, Countryside, and Plains

- 01-05% No Zombies.
- 06-30% Sparse (1D6x100 zombies).
- 31-45% Low (1D6x1000 zombies).
- 46-60% Moderate (2D6x1000 zombies).
- 61-75% High (1D4x10,000 zombies).
- 76-90% Very High (2D4x10,000 zombies).
- 91-00% Swarm (3D6x10,000 or more zombies).

Urban Areas

(Medium-sized to Large Towns & Cities)

- 01-15% Minimal (1D6x100 zombies).
- 16-30% Sparse (1D6x1000 zombies).
- 31-45% Low (4D6x1000 zombies).
- 46-60% Moderate (1D4x10,000 zombies).
- 61-75% High (2D4x10,000 zombies).
- 76-90% Very High (4D6x10,000 zombies).
- 91-00% Total Infestation (2D4x100,000 or more zombies).

Metropolitan Areas

(Large Cities and Suburbs)

- 01-15% Minimal (1D6x1000 zombies).
- 16-30% Sparse (1D4x10,000 zombies).
- 31-45% Low (3D6x10,000 zombies).
- 46-60% Moderate (1D4x100,000 zombies).
- 61-75% High (2D4x100,000 zombies).
- 76-90% Very High (4D4x100,000 zombies).
- 91-00% Total Infestation (1D6x1 million or more zombies; virtually the entire population of the city and the surrounding metro area).

Optional: Random Zombie Damage Chart

(Or, even a blind person
scores a hit every now and then.)

By Josh Hilden and Joshua Sanford

So the Player Character kept his cool and nailed that zombie that was coming to rip his throat out? Well that's great for him, but now you, the G.M. have to determine what the effect of that attack was. If the result was a clean head shot then hopefully the zombie is down for the count, but if he scored a random body hit through no skill of his own, the player needs to roll to see if the zombie is damaged, and if so, how it affects the zombie's stats. This chart is to be used for any *main body hit* that a zombie sustains through a random or wild attack by the Player Characters. If this chart is being used in lieu of direct attack damage, then disregard the weapon/hand to hand damage that would have been calculated unless otherwise stated within the chart.

Obviously, *Called* and *Aimed Shots* have their own effect, and are not to be used in conjunction with this chart.

Examples of when to use this chart include (but are in no way limited to), a wild spray of weapons fire by an unskilled individual, an explosive going off in a group of zombies (grenades, mines, dynamite, artillery, missiles, etc.), a controlled spray of automatic weapons fire into a group of zombies, wild hand to hand attacks, wild melee weapon attacks, or even running zombies down with a vehicle.

01-20% No damage. Wow, you really messed that up. Bubba over there is still slouching or, God forbid, running right for you. You had better think fast or run.

21-30% Minor damage. *Reduce main body S.D.C. by 2D6.* Come on, my little sister can hit better than that!

31-40% Damaged arm. *Reduce one arm's S.D.C. by 2D4,* that's more like it. That zombie isn't reaching so nimbly for you and yours. Hit it again, and this time, aim for the head.

41-50% Damaged leg. *Reduce one leg's S.D.C. by 2D6, reduce Speed by 1,* now stinky is dragging that leg instead of walking on it. If you run there is no way that he can catch you, but maybe you should just walk over there and finish him off.

51-60% Missing arm. *Reduce attacks by one.* Even losing one arm, the zombie is still dangerous and continues to attack. Be very careful and try again. And maybe when you get back to your hidey hole, you should practice a little more.

61-70% Missing leg. *Reduce Speed to 1D4. It can only drag itself along the ground.* Now that is more like it, you may not have finished it off but "Old Stumpy" won't be getting anywhere in a hurry. If there are more zombies maybe you should deal with them first, but if he's alone, why don't you go crack that melon open?

71-80% Blinded. *The zombie is -6 to strike, parry and dodge, and reduce Speed by half.* Zombies may not need their eyes to "see" human victims, but they still use them. Good for you, you managed to blind the beast.

81-90% Massive full body injury. *Reduce main body S.D.C. by 50%, reduce speed by half.* Nice hit! Can you do it again?

91-95% Roll twice, ignoring rolls of 01-20 and 91-00.

96-00% HEAD SHOT! You may not have been aiming for the head, but you nailed it. Triple damage.



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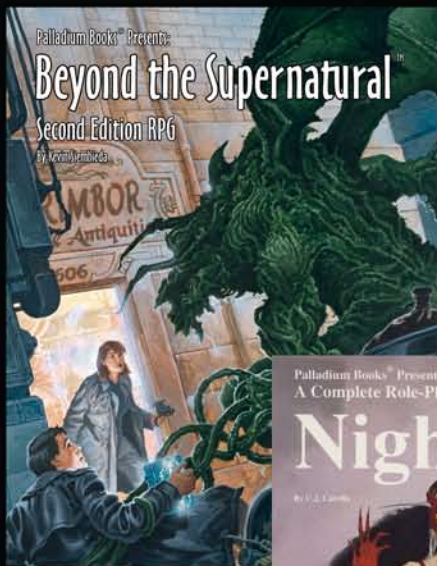
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