

Free Content Friday - February 2020

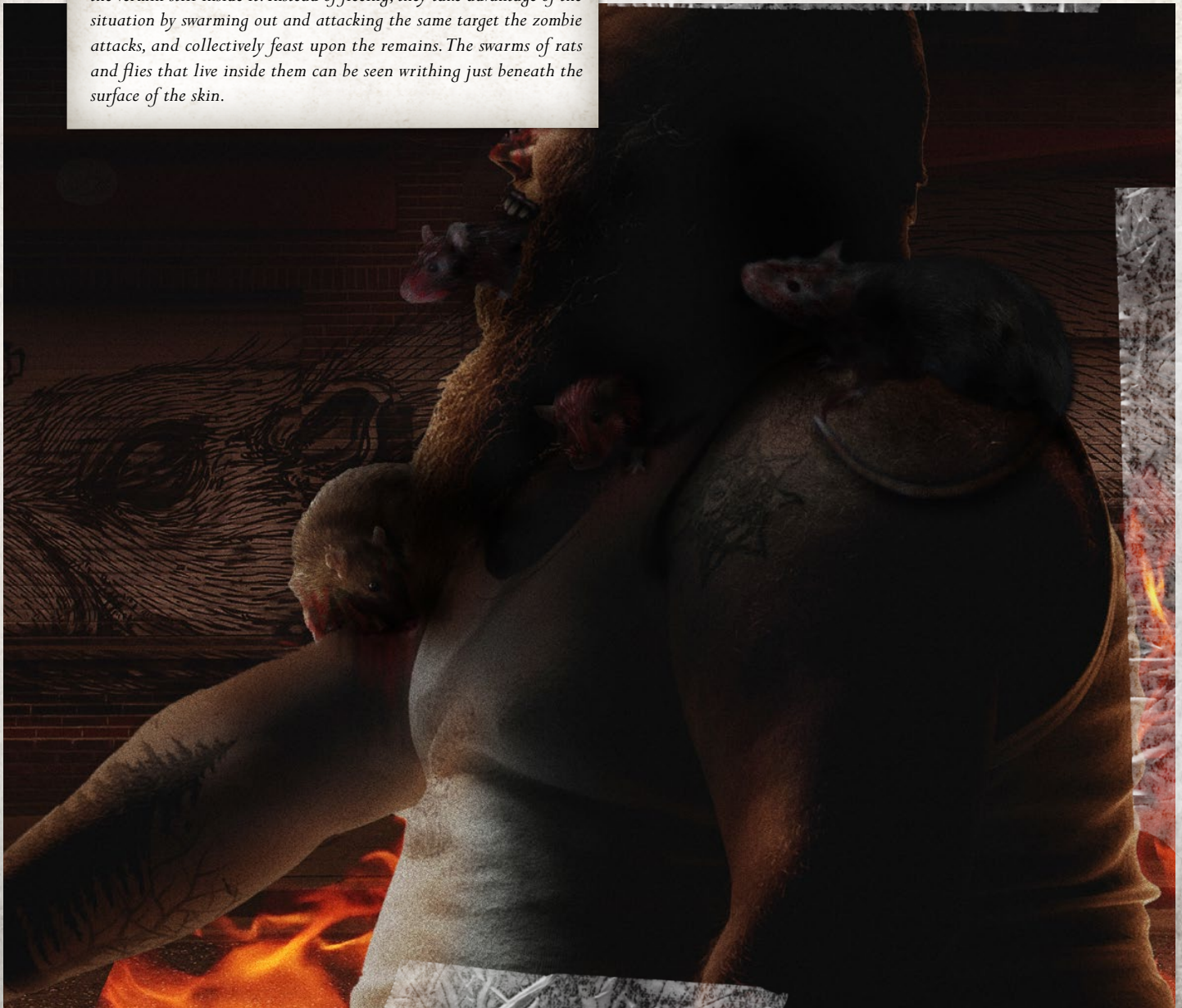
# THE INFESTED

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## Background

One of the most bizarre symbiotic relationships ever witnessed among the undead has been the Infested, these are zombies that are carriers of not only the zombie virus, but of other, smaller creatures that take residence inside their bodily cavities. The size and threat these zombies pose varies tremendously by the zombie's size and how many creatures that live inside it. It is assumed that these zombies were created when a body being feasted upon reanimated with the vermin still inside it. Instead of fleeing, they take advantage of the situation by swarming out and attacking the same target the zombie attacks, and collectively feast upon the remains. The swarms of rats and flies that live inside them can be seen writhing just beneath the surface of the skin.



# OPPONENT

## Undead O.B.M.

⊕ ⊕ ⊕ or ⚠ 100

Size: 2

👊 **Strength:** 35  
👁️ **Perception:** 25  
❤️ **Empathy:** 0  
🧠 **Willpower:** Special

### Vitality

Health Points: (3)  
Damage Threshold: + 13  
Viral: 8 + OL

### Skill Check(s)

{Grapple 25% [■ ■ Sl], Brawl 30% [■ ■ Bl]}

### Special

**Deadly (2):** Add ■ ■ for any Attack {SC%} made, this is reflected in the listed {SC%}.

**Infectious:** Add ■ to Opponent Save Throws vs. [In].

**Immunity:** [Ra, Po]

**Willpower:** Automatically passes any {SC%} that has Willpower as a Primary Attribute (except {Hold%} which they may not use), and also count as having a Wb of 10 (which is factored into the high Damage Threshold they have).

**Clumsy:** Add ■ to attack any Size 1 targets (average adult) and ■ ■ to attack any Size 0 targets (average child).

**Gutted:** Any {Melee Attack-Slashing%} against the Infested that deals Damage but fails to inflict a Health Point will burst open the contents of the Infested's body. The attacker and all other characters in Melee range will be swarmed by the Vermin within the Infested. The Size of the "Swarm" is equal to 1d5!+2, all other rules for Swarms will apply. Upon gutting the Infested it will no longer be

able to use the "Vermin Swarm" attack. The Infested will flee the Encounter once it has been "Gutted". The "Swarm" will remain in the Encounter, but the Size of the Swarm will be reduced by 1 per turn as the Swarm slowly diminishes as it retreats to follow its host.

**Huge:** Automatically passes {Balance%} Save Throws against attacks made by Size 1 or smaller attackers.

**Loud:** Generates ⚠ d3 per round with their general ability to smash through obstacles and their very audible footfalls...as well as their forced, meat choked moans.

**Resilience (3):** Remove all ■ or lower dealt to the Undead at the end of the round if not enough Damage was inflicted during the round to cause the loss of a Health Point. Lost Health Points are not restored in this way.

**Squishy:** Bludgeoning damage will increase the Resilience of 'The Infested' from ■ to ■ when determining what ■ they can remove at the end of the round.

**Aversion (Fire):** An Infested will react as its symbiotic Vermin does to flame: with extreme aversion. An Infested won't use "Vermin Swarm" if it is ever engulfed by flames.

**Bane (Flames / Submersion):** An Infested will be severely damaged by the Vermin inside it as they struggle to flee from their fiery or watery death. If an Infested is ever engulfed by flames or completely submerged in water, the Vermin inside will count as causing 1 Health Point of damage every turn it remains engulfed or submerged.

### Triggered Effect(s)

**Body Slam:** ⊕ - [■ ■ Bl]

**Gouge:** ⊕ ⊕ - [■ Sl]

**Bite:** ⊕ ⊕ ⊕ ⊕ ⊕ - [■ ■ ■ Sl] ■ ■ . If this damage would surpass the + of the Target it will result in +1 Viral in addition to the Injury. Applicable on {Grapple%} only

**Vermin Swarm:** ⊕ or more - The Infested will produce a swarm of "Vermin" from its body that will attack the same target the Infested attacks. The Vermin will immediately attack the survivor and inflict [■ Pi] per ⊕ used

