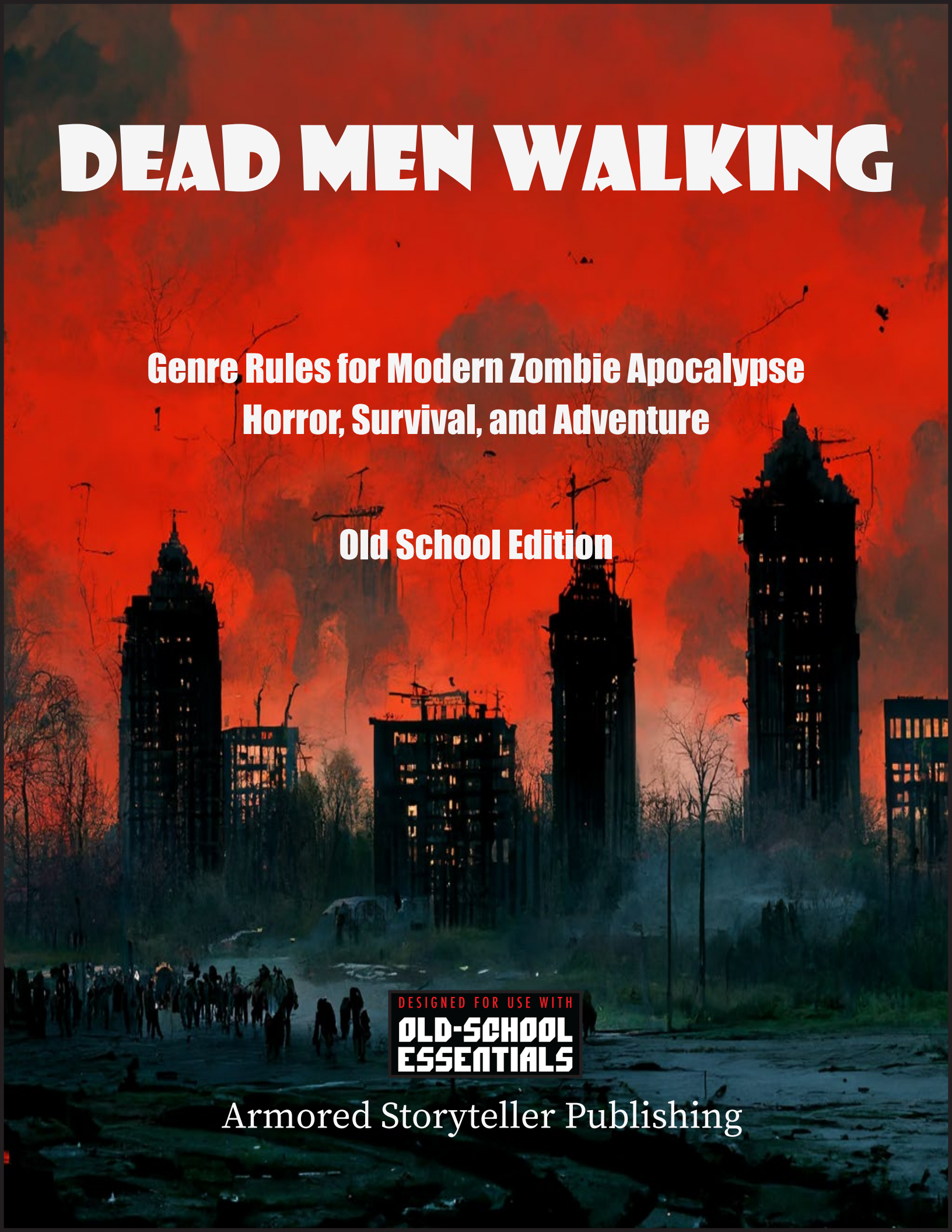
DEAD MEN WALKING

Genre Rules for Modern Zombie Apocalypse Horror, Survival, and Adventure

Old School Edition



DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS

Armored Storyteller Publishing

Credits

Dead Men Walking

Genre Rules for Modern Zombie Apocalypse Horror, Survival, and Adventure

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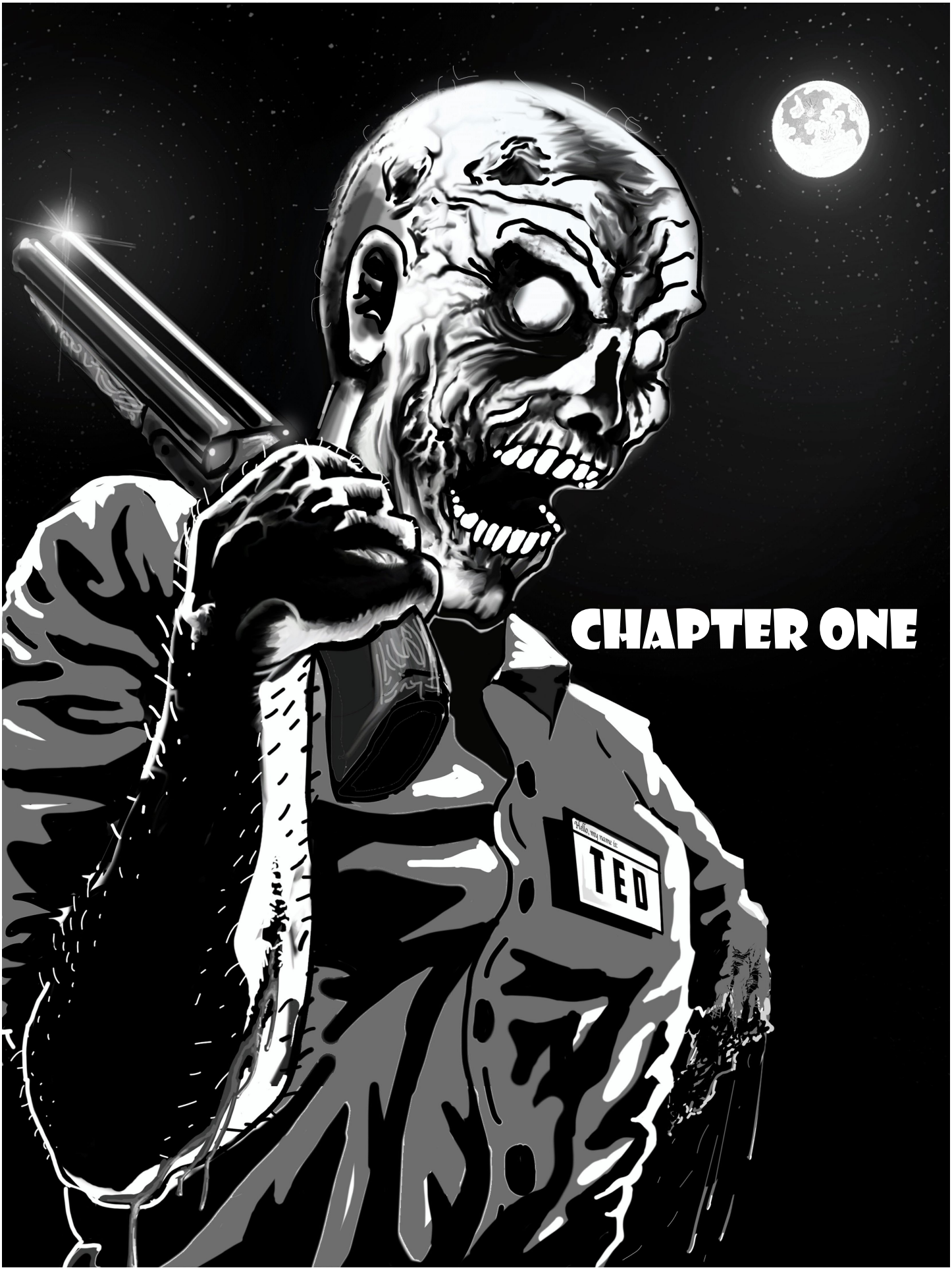
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CHAPTER ONE
Hello, my name is:
TED

Introduction

Homo homini lupus est
A man is a wolf to another man
-Roman Proverb

Hordes of zombies, what survivors now call *The Infected*, choke the once busy metropolitan streets. Shambling walking corpses with a hunger for the living roam in ravenous hordes across desolate neighborhoods, burning skyscrapers, boarded up buildings, shattered glass, and old barricades that mar the now abandoned towns and cities.

Among the ruins, survivors compete for resources. Some band together and form small communities seeking to somehow prosper. Others prey upon their fellow survivors. Trust is hard to come by, but few can make it alone. Do you make for the suburbs or rural towns that may have less of the Infected or strike out into the wilderness, far from the Infected hordes and those survivors who might do you harm? Will you form a community to protect your fellow survivors and work together or turn raider, or worse?

Dead Men Walking is a set of genre rules for apocalyptic horror compatible with Old School Essentials (OSE). Players and Referees will require a copy of Old School Essentials to use this supplement.

Dead Men Walking provides Referees and players a genre rule set to recreate their favorite apocalyptic and post-apocalyptic zombie stories. It doesn't rely, however, on just one type of origin story or adversary.

Dead Men Walking allows the Referee to pick or randomly roll from a number of tables to determine the cause of the outbreak and the type of Infected the PCs face.

Each campaign provides the participants with a different origin of the outbreak, different types of adversaries and possible resolutions to keep Dead Men Walking playable over several adventures or campaigns.

Central Theme

The central theme of Dead Men Walking is a theme at the core of zombie horror-survival, the struggle of Hope versus Despair. The struggle for human survival is more than just base subsistence, and meeting the basic needs of sustenance, water, and shelter.

Human beings need something to live for, an expectation for the future that's meaningful. Hope drives the survivor. The true enemy of survival more than the risk of starvation, dehydration, or infection, is despair.

When all hope is lost, so is the survivor. While there are certainly other themes and tropes to the genre, Referees should keep the dichotomy of Hope and Despair central to their Dead Men Walking campaigns.

In This Book

This book contains a modern genre rule set for use with Old School Essentials or any other retro-clone of the Basic/Expert ruleset of the most popular role-playing game on this planet.

It contains:

- Specific genre rules to capture the feel and experience of the modern zombie survival horror.
- Modern classes suitable for roleplaying in the modern zombie survivor horror setting.
- Modern equipment with specific rules for play, including vehicles.
- Abstract rules for resource management.
- A bestiary of modern antagonists, including tables for generating your own breeds of Infected and the cause of the Infection.

Genre Rules

While Dead Men Walking has its own classes to experience the modern, zombie survival horror fully, you will need access to the character ability generation system in Old School Essentials (hereafter referred to as OSE).

We encourage Referees to stick to the core OSE attribute score generation using 3d6. One of the key tropes of zombie horror is the struggle of the "everyman" against the trials and tribulations posed by the zombie apocalypse 3d6 ability score generation is more likely to produce 'regular people' as protagonists.

Let the numbers generated help tell the background story of the character. In our own playtest, a player rolled a high strength but an extremely low dexterity (6) for the character. The player decided the character's background as a war veteran, who suffered a wound that left the character a paraplegic, was the cause of his low dex.

Saving Throw Categories in Dead Men Walking

Dead Men Walking uses different saving throw categories to reflect the dangers of the modern, post-apocalyptic world.

These Saving Throws are:

- **Death/Poison** (as in OSE) used to resist zombie infection, poisons, radiation, and lethal nerve gases
- **Hazards** (instead of Wands) used to resist gouts of steam, fire extinguishers, flamethrowers, certain projectile weapon attacks.
- **Illness** (instead of Petrifaction/Paralysis) covering sickness and disease
- **Blasts** (instead of Breath Weapon) used to resist explosions, mines or other-directed fire weapons that do not target AC, zombie vomit, zombie splatter
- **Mental** (instead of Spells) used to resist despair, terror, insanity. panic, and spells.

If a Referee intends to use the classes in this book with elements of a fantasy setting, such as adding magic and magic using classes, it's easy for the corresponding saving throw categories to cross-over or determine which category the player should roll for their character's Saving throw.

Zombie Slayer

Against the Infected, an attack roll that totals 20 or higher targets the Infected's head, which decapitates, pulps, skewers, crushes or otherwise destroys the brain of the Infected, instantly killing it permanently, regardless of its remaining hit points. In addition, the player can roll to attack other Infected in range. If the player's roll again totals 20 or higher, the character kills the second Infected instantly and may roll another attack against another Infected in range. This process repeats until the player fails to roll an attack that totals 20 or higher (though the roll still may hit), there are no Infected in range of a subsequent attack, or a player runs out of ammunition if using a missile weapon or projectile weapon and must reload the projectile weapon to attack. The Zombie Slayer rules supersedes the rules for Rate of Fire (ROF) for projectile weapons.

Heroic Sacrifice

It's a harsh world full of Infected, marauders, and cannibals. Too often, people resort to morally and ethically questionable acts just to survive, but on occasion, regardless of a person's past actions, they show a willingness to sacrifice themselves to save others. When a character suffers damage against one or more opponents, the character can choose to make a Heroic Sacrifice.

- **Effect 1:** After a player decides their character will make a heroic sacrifice, the Referee rolls 1d6+1 to determine the number of rounds the other characters have to escape from the situation, without suffering an attack from the opposition. If the player characters choose to attack their opponents, they nullify this effect.
- **Effect 2:** In addition, the player rolls the sacrificed character's Hit Dice. This generates a pool of hit points that are immediately distributed to the other characters to heal any sustained damage. This healing does not allow hit points to exceed a character's maximum hit points.

One Last Chance

Sometimes, what looks like sure death, by complete luck, the unexpected occurs. After the Heroic Sacrifice, the Player who sacrificed their character should roll a d20. On a natural 20, somehow, despite the odds or circumstances, the character survives! On any other roll, the character is dead, but be sure to give the player an opportunity to roleplay or describe how the character met their heroic end.

Alignment (Optional Rule)

While Referees are free to use the standard alignments, Dead Men Walking adds an alignment scale, with the default starting alignment score of zero. The left side of the scale produces a penalty ranging from -1 to -3. This is the degree of selfishness of the character. The right side of the scale ranges from +1 to +3. This reflects the degree of altruism of the character. Alignment in Dead Men Waking isn't static and considers the struggle to survive and the struggle to maintain one's humanity.

The alignment modifier is calculated into NPC reaction rolls when the NPCs are knowledgeable of the character's reputation or witness a selfish or kind act. As word of the character's actions spread, people react accordingly.

The Referee decides when a character's alignment shifts. It should be the result of a dramatic moment. The following are examples of major shifts. Referees make your own.

-1 Alignment Modifier	+1 Alignment Modifier
► Closing the door behind you leaving an ally or innocent to face a pack of the walking dead alone, while you escape to safety	► Making a sacrifice like sharing food with the desperate and needy
► Stealing food, water, medicine, or other important supplies from allies or trusting others	► Putting one's self at risk to help others like holding off a horde of zombies to allow others to escape
► Committing horrible crimes against others, such as the murder of innocents	► Or, going back for a straggler to help get the person to safety without regard for your own persoanl safety

Alignment Modifier Table.

It is possible to use this alignment system with the traditional alignments of Law, Chaos, and Neutrality, if the Referee wishes. A lawful character with -3 selfishness might believe in the ideology of "Social Darwinism", while a Chaotic with +3 altruism might be a highly individualistic person who dislikes authority, follows their own code, and has a heart of gold.

Despair

Existential crisis, losing hope, faith, or purpose in a world overrun by the Infected, can result in Despair. Characters risk despair in extremely adverse situations. Examples of when the Referee might call for a Saving throw against Mental (Spells) because of Despair:

- When the characters witness the Death of a PC or NPC that's part of the group at the hands and teeth of the Infected
- When a character sacrifices another to save themselves.
- When they're out of ammo and surrounded by the Infected
- Or other dramatically situations, such as when a character discovers somebody important to them is now one of the walking dead.

The Effect:
Players must roll a save vs. Mental or their characters suffer the effects of Despair. On a failed roll, the character incurs a -2 penalty to all attack rolls, ability checks, and saving throws. A character in Despair will not act for 2d6 rounds, unless attacked and refuses to leave the area or move.

Inspiration
Each PC who makes their saving throw can try to inspire the characters who failed to continue the fight for survival. At the end of each round, those suffering from Despair receive another Saving throw at +1 for each PC who succeeded at their Saving throw that encourages the character in Despair to stay in the fight to survive.

Infection

The Infected have Infection Dice (ID) ranging from 3d6 to 6d6. After combat concludes, a character bitten, clawed, splattered, vomited upon, or otherwise contaminated (Referee's discretion) may be subject to infection. The Referee rolls the Infection Dice and totals the dice. If the number rolled equals or exceeds the Character's Constitution score, the player must roll a Saving throw against death/poison. On a success, the Character does not succumb to the infection.

The Effect

On a failure, the character suffers the effects of the infection, becoming one of the Infected of the same type that infected the character (or the Referee can randomly roll the zombie traits, at the Referee's discretion).

The Rule

Rolling for infection occurs only once for the injured character after every encounter, regardless of how many times the character suffered damage from an Infected or multiple Infected. If zombies with different Infection Dice pools injure the character, the Referee rolls the highest pool once.

If the Referee is using an undead variant of Infected in the campaign, any character killed by the Infected returns as one of the Infected automatically, an ID roll is not necessary. Some classes may have the opportunity to save a character mauled or reduced to zero hit points. If these efforts succeed, the Referee should roll the ID pool and proceed to determine whether the character suffered infection. It is possible that a character suffers a near death experience, only to succumb to the infection.
Example: One of the Infected bites Mark's character during a combat encounter. The zombie has 4d6 Infection Dice. The Referee rolls 4d6 and totals the dice for a sum of 12. The character's constitution is 10. Unfortunately, Mark's character risks infection and Mark must make a Saving throw versus infection or the character is Infected and will eventually transform. If this Saving throw roll fails, it may be necessary to shoot Mark's character.

The Onset of Infection

The Referee can decide on how quickly infection takes effect and the character becomes Infected, or the Referee can roll a d6 and consult the following table:

Onset Dice (1d6)	1-3	4-5	6
Infection Dice	Rounds	Turns	Days
3D6	1D8	1D8	1D8
4D6	1D6	1D6	1D6
5d6	1D4	1D4	1D4
6d6	1D3	1D3	1D3

Resource Points

Survival requires resources. Fuel, medicine, materials for crafting tools, weapons, and shelter all constitute resources. Resources refers to all sorts of materials and are tracked abstractly through Resource Points.

A scientist needing materials to build a device or a medic requiring first aid materials require Resource Points. Characters can acquire Resource Points through scavenging, capture, trade or theft. Characters may pool their Resource Points to accomplish group goals.

The default genre rules track Resource Points in distinct categories, which are: Ammo, Electronics, Food, Water, Meds, Fuel, and Materials. Referees who prefer a little less crunch or detail, can simplify these categories into a single, abstract pool.

If the Referee elects to track Resource Points as distinct categories, the following apply when determining the value

or use of a single resource point. The Referee may also use the following guidelines when determining how much is spent from a generic pool of Resource Points.

Resource Types	
Ammo	1 Resource Point is the equivalent of a single round of ammunition.
Electronics	Electronics are necessary in building certain objects and Scientific Edges. Scientific Edges have a variable cost.
Food	1 Resource Point of Food can sustain a single character for a day.
Water	1 Resource Point of Water can sustain a single character for a day.
Meds	Creating or replenishing First Aid Kits, pharmaceuticals, Trauma Kits, used by some Scientific Edges, and other treatments have a variable cost in meds.
Fuel	1 Resource Point of Fuel equals 1 gallon of liquid fuel such as gasoline. Fuel can also represent batteries or the energy of a charged device.
Building Materials	Building traps, devices, fortifying and building strongholds requires variable costs in Materials.

Desperation is the raw material of drastic change. Only those who can leave behind everything they have ever believed in can hope to escape.

William S. Burroughs



JOURNAL ENTRY

SEPTEMBER 7

RUINED FARM WESTERN MASSACHUSETTS

Ok this is beyond crazy. I haven't seen another human being in weeks. Where is everybody? I don't know why I bother writing this anymore. The idea of anyone being around to read it, of someone finding it and the words making any difference seems a fantasy. I think maybe it keeps me sane. Somebody torched this place and anything that could be taken has been taken. But there is a shed with no windows. I hide from them, and I don't light a fire. I spend the night braced against the door. I can feel the growing cold gnawing at my bones. I won't survive another winter here. I have to go south. I may be losing my mind, but I swear I heard the a human voice on the radio say "Carolina," and the voice sounded sane. The batteries in my radio have since died. I'm running out of food. Clean water is also scarce. South...It is as good a goal as any. South. Heh, I never did much care for the warm weather. Gotta stay positive. There have got to be other survivors who are doing better than I am. There's gotta be a way to fight back. This isn't how we go out. Shit I hope this isn't how we go out. I think the end comes when you can't think of any reason to go on. I have one bullet left, and I know how I am going to use it. Eight months ago, I was a high-school English teacher.



Character Classes

Dead Men Waking has its own classes to represent the survivors in the aftermath of a zombie apocalypse. A Referee may also include fantasy classes from other books, for those interested in using a modern zombie world as one plane of existence among many, allowing for a mix of modern zombie horror, action, and magic.

Each class description includes sample backgrounds, but players may choose other backgrounds other than those listed for each class.

Cleric Class (Optional Rule)

Undead and Clerics go way back. Referees can choose to plug-in this traditional character class if divine power is part of your campaign.

If there are no gods in your modern world, or if there are, perhaps they're not the cleric's god or gods or they're distant and near powerless. As such, the ability of their devotees to turn the undead is weakened. This would allow the cleric to still turn the undead and perhaps even acquire spells, though it is more difficult.

It could be imbalancing, so try these tips to avoid disrupting the terrifying intensity of the game.

- Rule that Clerics can't turn living zombies, so turning is not available.
- Limit the available spell list - choose only the handful of spells that make sense in your campaign.
- Clerics turn zombies and acquire spells as if the cleric were 2 (or more) levels lower.
- Use to the Infected archetypes that have more Hit Dice or use the Infected generator to make Infected of sufficient strength that turning undead doesn't ensure an easy fight.



Eightwire

The Eightwire class specializes in jerry-rigging, quick fixes, and mechanical solutions. They're good at making something useful with the resources they have. Some possible backgrounds: mechanic, maintenance worker, engineer, handy-person, machinist, hacker, car thief, vocational school teacher.

REQUIREMENTS:	INT 9, DEX 9
PRIME REQUISITES:	INT 13, DEX 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 13. +10% if both are 13 or more.

Eightwire Class Abilities:

I Can Fix It

The player may roll a d6 (see the progression table) to repair an unusable item to Poor Integrity (see page 33 for Item Integrity rules). This includes broken weapons, tools, armor, and other equipment. The eightwire must have sufficient supplies to repair an object. The eightwire needs 1d4 turns to fix an item in the field. The eightwire can attempt to fix a broken item once per day. At 4th Level, the eightwire's field repair allows the eightwire to improve a broken item to Average Integrity.

Start Me Up

The eightwire can attempt to hotwire, troubleshoot, or otherwise start an abandoned vehicle as long as the vehicle has some fuel. The eightwire needs 1d6 rounds to start a vehicle in a pinch.

I'm In

The eightwire can bypass an electronic keypad, card reader, retinal scanner, or other electronic security device.

Hacking

The Eightwire can hack into a computer network. See Eightwire Level Progression and Saving Throw Chart below for the dice pool.

I Got It Working

At 6th Level, the eightwire may eliminate half the cost of a required resource to produce a tool, weapon, or other piece of equipment. However, its Integrity starts as Poor.

The Shop

At 9th Level or higher, the eightwire can establish a shop and attracts 2d4 assistants (1st level eightwires). Within a shop, the eightwire can repair items to Excellent Integrity if the shop has the available resources or to Good Integrity if the eightwire must swap out a required resource. The eightwire can repair weapons, equipment, armor, vehicles, and other devices. Smaller items take 1d6+1 days, larger items 1d8+1days and vehicles take 1d10+1 days. The eightwire can assign assistants to help with repairs; each pair of assistants reduces the time needed by 1 day. However, regardless of the number of assistants assigned, repairs take a minimum of one day.



Level Progression				Saving Throws					Class Abilities			
Level	XP	HD	THAC0	D	H	I	B	M	Repair	Start Vehicle	Bypass	Hacking
1	0	1D6	19[0]	13	14	13	16	15	1 in 6	1 in 6	1 in 6	1 in 6
2	1,600	2D6	19[0]	13	14	13	16	15	1 in 6	2 in 6	1 in 6	1 in 6
3	3,200	3D6	19[0]	13	14	13	16	15	2 in 6	2 in 6	2 in 6	1 in 6
4	6,400	4D6	19[0]	13	14	13	16	15	2 in 6	2 in 6	2 in 6	2 in 6
5	12,800	5d6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	2 in 6	2 in 6
6	26,400	6d6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	2 in 6	2 in 6
7	52,800	7d6	17[+2]	12	13	11	14	13	4 in 6	3 in 6	3 in 6	2 in 6
8	105,600	8d6	17[+2]	12	13	11	14	13	4 in 6	4 in 6	3 in 6	3 in 6
9	211,200	9d6	14[+5]	10	11	9	12	10	4 in 6	4 in 6	3 in 6	3 in 6
10	331,200	9d6+1	14[+5]	10	11	9	12	10	5 in 6	4 in 6	4 in 6	3 in 6
11	451,200	9d6+2	14[+5]	10	11	9	12	10	5 in 6	4 in 6	4 in 6	3 in 6
12	571,200	9d6+3	14[+5]	10	11	9	12	10	6 in 6(6)	5 in 6	4 in 6	3 in 6
13	691,200	9d6+4	12[+7]	8	9	7	10	8	6 in 6(6)	5 in 6	5 in 6	4 in 6
14	811,200	9d6+5	12[+7]	8	9	7	10	8	6 in 6(6)	5 in 6	5 in 6	4 in 6

Eightwire Level Progression and Saving Throw Chart.

"If this works, it will keep us from getting caught. If this doesn't work, it will keep us from getting old."

-MacGuyver

FIXER

The Fixer specializes in procuring goods, making deals, and arranging trade. They have an uncanny ability to acquire goods and information. Some possible backgrounds: fence, pawn shop owner, retail worker, crooked cop, pimp, prostitute, informant, drug dealer, stockbroker.

REQUIREMENTS:	INT 9, DEX 9
PRIME REQUISITES:	INT 13, CHA 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 13. +10% if both are 13 or more.

FIXER CLASS ABILITIES:

Let Me Take A look

The Fixer can appraise the value of goods and the precise condition of goods, including the Integrity rating of gear.

Ask Around

The Fixer can obtain rare goods, obscure rumors, clues, and information.

Let's Make A Deal

Make a Reaction roll to haggle; a result of 8+ grants a discount based on character level.

Get Your Head Down

The Fixer has an improved chance of hiding in urban environments. When the character is in an urban environment, they may roll to see if they can hide prior to another person, creature or animal spotting them. This allows the Fixer to hide prior to determining initiative.

For example, if the combat is about to ensue, this ability allows the Fixer the possibility of Evasion or an opportunity to strike a foe with surprise from behind. If the Fixer attacks, they cannot use this ability again during the same combat.

Deal Gone Bad

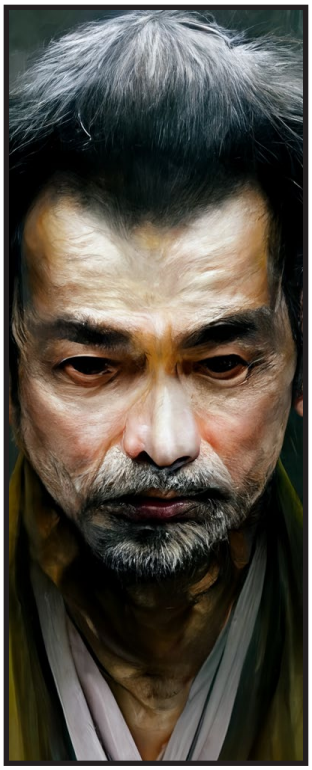
When attacking from surprise or from behind, +4 to attack and times two (x2) damage.

The Network

At 9th level, the fixer can establish a base of operations, and brings in 2d4 other fixers of first level who act as information brokers, spies, and informants for the character.

Level Progression				Saving Throws					Class Abilities			
Level	XP	HD	THAC0	D	H	I	B	M	LMTAL	Ask	LMAD	GYHD
1	0	1D6	19[0]	13	14	13	16	15	2 in 6	1 in 6	5%	2 in 6
2	1,600	2D6	19[0]	13	14	13	16	15	2 in 6	2 in 6	10%	2 in 6
3	3,200	3D6	19[0]	13	14	13	16	15	2 in 6	2 in 6	15%	2 in 6
4	6,400	4D6	19[0]	13	14	13	16	15	2 in 6	2 in 6	20%	2 in 6
5	12,800	5d6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	20%	3 in 6
6	26,400	6d6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	25%	3 in 6
7	52,800	7d6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	25%	3 in 6
8	105,600	8D6	17[+2]	12	13	11	14	13	3 in 6	3 in 6	30%	3 in 6
9	211,200	9D6	14[+5]	10	11	9	12	10	4 in 6	4 in 6	30%	4 in 6
10	331,200	9D6+1	14[+5]	10	11	9	12	10	4 in 6	4 in 6	35%	4 in 6
11	451,200	9D6+2	14[+5]	10	11	9	12	10	4 in 6	4 in 6	35%	4 in 6
12	571,200	9D6+3	14[+5]	10	11	9	12	10	4 in 6	4 in 6	40%	4 in 6
13	691,200	9D6+4	12[+7]	8	9	7	10	8	5 in 6	5 in 6	45%	5 in 6
14	811,200	9D6+5	12[+7]	8	9	7	10	8	5 in 6	5 in 6	50%	5 in 6

Fixer Level Progression and Saving Throw Chart.



"If I'm curt with you it's because time is a factor. I think fast, I talk fast and I need you guys to act fast if you wanna get out of this."

Winston Wolf

GUARDIAN

The Guardian specializes in protecting and defending others. Some possible backgrounds: police officer, fireman, air marshal, sheriff, deputy, security, vigilante, delusional 'superhero,' community organizer, radical.

REQUIREMENTS:	DEX 9
PRIME REQUISITES:	DEX 13*
HIT DICE:	1D8
MAXIMUM LEVEL:	14
ARMOR:	Any, including shields
WEAPONS:	Any
LANGUAGES:	Primary

*+5% XP for requisite at 13. +10% if 16 or more.

GUARDIAN CLASS ABILITIES:

Quick Draw

Guardians, becuase of their background and experiences, are naturally more aware of their surroundings. +1 initiative if rolling for individual initiative. If using group initiative, the Guardian's side may re-reroll the initiative die, but must take the second roll. The modifiers for initiative only apply once regardless of the number of Guardians in the group.

Under My Wing

+1 to attack rolls, damage, and AC vs. a known threat to those in their group or under the guardian's care.

The Guardian also has the innate skill of Detect Threat that provides a 2 in 6 chance of sensing imminent threat to their charge, allowing the Guardian to avoid surprise.

Dead Eye

+1 to Attack and damage with pistols.

Cowboy Up

Beginning at 6th level, the Guardian may fight with a pistol in each hand with only a -2 penalty to attacking with the pistol in the offhand. This penalty supplants the +1 to attack bonus gained from Dead Eye. The Guardian maintains the +1 damage from Dead Eye.

The Protectorate

At 9th Level, the Guardian can establish a stronghold or community and attracts 3d6 like-minded guardians of first level ready to defend it against the dangers of the post-apocalyptic world.

Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	H	I	B	M
1	0	1D8	19[0]	12	13	14	15	16
2	2,300	2D8	19[0]	12	13	14	15	16
3	4,600	3D8	19[0]	12	13	14	15	16
4	9,200	4D8	17[+2]	10	11	12	13	14
5	18,400	5D8	17[+2]	10	11	12	13	14
6	36,800	6D8	17[+2]	10	11	12	13	14
7	73,600	7D8	14[+5]	8	9	10	10	12
8	138,000	8D8	14[+5]	8	9	10	10	12
9	258,000	9D8	14[+5]	8	9	10	10	12
10	378,000	9D8+2	12[+7]	6	7	8	8	10
11	498,000	9D6+4	12[+7]	6	7	8	8	10
12	618,000	9D6+6	12[+7]	6	7	8	8	10
13	738,000	9D6+8	10[+9]	4	5	6	5	8
14	858,000	9D6+10	10[+9]	4	5	6	5	8

Guardian Level Progression and Saving Throw Chart.



"Do not forget to show hospitality to strangers, for by so doing you may show hospitality to angels." - Hebrews 13:2

ICON

The Icon specializes in persuasion, lifting spirits, and morale. Some possible backgrounds: TV personality, musician, actor, entertainer, influencer, internet personality, religious figure, corporate CEO, radical movement leader, crime boss, politician, cult leader.

REQUIREMENTS:	CHA 9
PRIME REQUISITES:	CHA 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary

*+5% XP for requisite at 13. +10% if 16 or more.

ICON CLASS ABILITIES:

Trust Me

The Icon puts others at ease and gains their confidence. In social encounters, the Icon gains a +1 to initial reaction rolls and a +1 improvement every 4 levels.

Lift the Spirit

After 1 turn of communicating with others, the Icon increases the group's morale by +1 for one turn per level.

Bask in the Glow

The Icon's personal magnetism increases retainers and hirelings' loyalty and morale by +1.

Commanding Presence

Starting at 4th Level, the Icon's presence and oration can compel obedience or agreement from a number of individuals equal to the Icon's level. This requires a round or more of non-combat interaction, requiring those affected to make a Mental saving throw.

Those who succumb aren't hypnotized nor will they act overtly controlled, but they are inclined to fulfill the Icon's wishes. The effect lasts a number of turns equal to the level of the Icon.

For example, the Icon could convince a person to shoot another person, undertake a dangerous activity, and agree to the Icon's plan despite previous misgivings.

On a successful saving throw, those unaffected are immune to further uses for 1 day. They might also react with open hostility at the attempt to subvert, coerce, seduce, or bully them. Commanding Presence only works on human beings.

Cult of Personality

At 6th level, the Icon can affect and influence individuals and groups up to their Hit Dice plus the value of their Charisma score. For example, a 6th level Icon with a Charisma of 12 can affect 18 Hit Dice. This lasts indefinitely.

Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	H	I	B	M
1	0	1d6	19 [0]	13	14	13	16	15
2	1,400	2d6	19 [0]	13	14	13	16	15
3	2,800	3d6	19 [0]	13	14	13	16	15
4	5,600	4d6	19 [0]	13	14	13	16	15
5	11,200	5d6	19 [0]	13	14	13	16	15
6	23,200	6d6	17 [+2]	11	12	11	14	12
7	46,400	7d6	17 [+2]	11	12	11	14	12
8	92,800	8d6	17 [+2]	11	12	11	14	12
9	185,600	9d6	17 [+2]	11	12	11	14	12
10	305,600	9d6+1	17 [+2]	11	12	11	14	12
11	425,600	9d6+2	14 [+5]	8	9	8	11	8
12	545,600	9d6+3	14 [+5]	8	9	8	11	8
13	665,600	9d6+4	14 [+5]	8	9	8	11	8
14	785,600	9d6+5	14 [+5]	8	9	8	11	8

Icon Level Progression and Saving Throw Chart.

However, actions, events or orders may shake trust, faith or belief in the Icon. This allows another saving throw vs. Mental. In addition, the passage of time may allow an individual to see the Icon in a different light, based on the Intelligence of the affected person as follows:

INT 3–8: The person gains a new save once a month.

INT 9–12: The person gains a new save each week.

INT 13–18: The person gains a new save once a day.

Entourage

At 8th level, if the Icon establishes a community, stronghold or safe house, the Icon attracts 4d4 followers, these followers can be from any walk of life or class, who admire, adore, respect or are in awe of the Icon.



"Oh God save history
God save your mad parade
Oh Lord God have mercy."
– Sex Pistols



MEDIC

The Medic specializes in healing, treatment, surgery, and resuscitation. Medics can be from a wide variety of backgrounds spanning holistic medicine and neurosurgery. Some possible backgrounds: nurse, physician, paramedic, fireman, veterinarian, health care worker.

REQUIREMENTS:	INT 9, DEX 9
PRIME REQUISITES:	INT 13, DEX 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 13.
+10% for both at 13 or more

MEDIC CLASS ABILITIES:

Prepare Medical Supplies

Medics need to prepare their supplies beforehand.

There are three types: the First Aid Kit, Pharmaceuticals (listed under Pharm in the progression table) and the Trauma Kit.

The maximum number of uses is determined by the medic's level. Once used, the character needs to replenish them by finding Resource Points (Meds).

With access to the enough Resource Points, the character can prepare their supplies after 1 hour of preparation.

- ► 10 Meds produces 1 use of a First Aid Kit
- ► 20 Meds produces 1 use of a Pharmaceutical
- ► 30 Meds produces 1 use of a Trauma Kit

Characters must scavenge for supplies, and may do so while traveling, exploring, or performing other activities, including adventuring.

The Referee may allow the character to gather supplies during down-time. If the Medic spends one (1) week carefully gathering supplies and avoiding danger on a successful Wisdom Ability Check, the Medic can accumulate the supplies based on the character's level as noted under the Medic's level progression chart.

It's Not Bad

A medic can use their First Aid Kit and heal a character for 1d6+1 hit points.

The Medic can apply this first aid to a character once per day, unless the character takes additional damage, in which case the medic can treat the new wounds with a separate use of their First Aid Kit.

A medic can perform First Aid only if the medic has sufficient uses of their First Aid Kit.

Applying First Aid takes 1 round and cannot occur if an opponent makes a melee attack against the Medic.

Level Progression				Saving Throws					Class Abilities		
Level	XP	HD	THAC0	D	H	I	B	M	1st Aid	Pharm	Trauma
1	0	1D6	19 [0]	11	12	14	16	15	3	1	0
2	1,600	2D6	19 [0]	11	12	14	16	15	3	2	0
3	3,200	3D6	19 [0]	11	12	14	16	15	4	3	0
4	6,400	4D6	19 [0]	9	10	12	14	12	4	4	1
5	12,800	5d6	17 [+2]	9	10	12	14	12	5	5	1
6	26,600	6d6	17 [+2]	9	10	12	14	12	5	6	1
7	53,200	7d6	17 [+2]	9	10	12	14	12	6	7	2
8	106,400	8D6	17 [+2]	6	7	9	11	9	6	8	2
9	206,400	9D6	14 [+5]	6	7	9	11	9	7	9	2
10	306,400	9D6+1	14 [+5]	6	7	9	11	9	7	10	3
11	406,400	9D6+2	14 [+5]	6	7	9	11	9	8	11	3
12	506,400	9D6+3	14 [+5]	6	7	9	11	9	8	12	3
13	606,400	9D6+4	12 [+7]	3	5	7	8	7	9	13	4
14	706,400	9D6+5	12 [+7]	3	5	7	8	7	9	14	4

Medic Level Progression and Saving Throw Chart.

Take Two of These

If a character becomes ill from a disease, the Medic can expend a unit of pharmaceuticals once per day allowing the sick or diseased character to roll another Saving throw at +1 to the Illness Saving throw to recover from the illness.

Anti-toxin

At 4th Level, if a character is poisoned, the Medic can expend 10 Med Resource Points allowing a poisoned character to roll another Saving throw at +1 to overcome the poison. The Medic may use this ability on a poisoned character 1/day. The Medic may treat lethal and debilitating poisons. It is possible that a poisoned character suffers the full effect of the poison before the Medic has another opportunity to treat the character.

Perhaps You Need Another Shot

If a character is suffering from a mental condition such as Despair or Insanity, the Medic can expend a use of Pharmaceuticals once per day allowing the afflicted character to roll another Saving throw at +1 to overcome the mental debilitation.

Clear!

At 4th Level, the medic can use resuscitation. Normally, a character reduced to zero hit points dies. With this ability, the medic must expend 1 use of a First Aid Kit, one use of a Pharmaceutical and 1 use of a Trauma Kit to save a character who has died within 1 round.

The Medic rolls a d20 and on a roll of 13 or higher, saves the character's life.

The dying character's Constitution modifier affects the roll. A character with a positive Constitution modifier reduces the Medic's base roll, while a negative Constitution modifier increases the base roll.

For example, a Constitution of 18 grants +3, modifying the roll needed to a 10 or higher. Resuscitation takes 1d6 rounds to complete.

A character saved in this manner suffers a permanent loss of 1 Constitution Point.

I Can Stop the Infection

At 6th level, the medic has learned some things about the Zombie Infection and can treat it more effectively allowing a saving throw re-roll, at +1 to prevent infection caused by any source of Infection, officiate as appropriate by the Referee.

Clinic

At 11th Level or higher, the medic attracts 2d4 medical personnel (1st level medics) to treat a community's injured and sick, and gather to medical supplies.

The medical personnel gather Meds Resource Points equal to twice the number of personnel per week.

Once the medic opens a clinic, the medic can conduct Major Surgery such as remove a limb and replace a lost limb with a prosthetic, repair serious organ damage, and Provide Superior Resuscitation. The medic may attempt to bring back a character dead for up to a turn.



I SWEAR BY APOLLO THE PHYSICIAN, AND ASCLEPIUS, AND HYGIEIA AND PANACEA AND ALL THE GODS AND GODDESSES AS MY WITNESSES, THAT, ACCORDING TO MY ABILITY AND JUDGEMENT, I WILL KEEP THIS OATH AND THIS CONTRACT

MYSTIC

The Mystic specializes in the inexplicable and the unknowable. Some possible backgrounds: acupuncturist, street shaman, yoga practitioner, occultist, wiccan practitioner, Zen philosopher, Taoist martial artist, old school grandparent.

REQUIREMENTS:	None
PRIME REQUISITES:	WIS 12, CHA 12*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 12.
+10% for both at 12 or more.

MYSTIC CLASS ABILITIES

Folk Medicine

It takes one turn for the Mystic to prepare a remedy. These herbal and chemical remedies grant +1 saves vs. Illness or conditions affecting the mind.

Examples of the delivery mechanism for some folk medicine remedies are chicken soup, teas, brews, stews, aromatic oils, tomato sauce, extracts, elixirs, potions and the like.

Prophecy

It takes one turn for a Mystic to prophesey. Prophecy requires the use of a prop for the mystic to focus upon and interpret the results for another person.

You can provide prophetic advice to one person at the completion of the turn.

Whether the advice is coincidental or truly prophetic is up to the Referee. Either way, the beneficiary of your insights gain +1 to attack rolls, ability checks and saving throws for the day.

Prophecy cannot be used during combat. It must have been employed before the combat encounter began.

Examples of props used in prophecy are tea leaves, runestones, Tarot, numerology, astronomy charts, Ouija boards, rolling the bones, or any other prop appropriate for prophecy.

Energy Healing

It takes one turn for the Mystic to employ energy healing. It can be used a number of times per day as shown on the level progression chart.

Examples of energy healing methods are acupuncture, acupressure, crystals, aroma therapy, massage, reiki, mediation, and other types of methods deemed appropriate by the Referee.

- Each use Cures 1D6+1 hit points to the target.
- The target Gains +1 to Illness and Mental saving

Level Progression				Saving Throws					Class Abilities		
Level	XP	HD	THAC0	D	H	I	B	M	Prophecy	Folk Medicine	Energy Healing
1	0	1d6	19 [0]	11	12	14	16	15	1 in 6	1	0
2	2,300	2d6	19 [0]	11	12	14	16	15	1 in 6	2	0
3	4,600	3d6	19 [0]	11	12	14	16	15	1 in 6	2	0
4	9,200	4d6	19 [0]	9	10	12	14	12	1 in 6	3	1
5	18,400	5d6	17 [+2]	9	10	12	14	12	2 in 6	3	1
6	36,800	6d6	17 [+2]	9	10	12	14	12	2 in 6	4	1
7	73,600	7d6	17 [+2]	9	10	12	14	12	2 in 6	6	2
8	138,000	8d6	17 [+2]	6	7	9	11	9	2 in 6	6	2
9	288,000	9d6	14 [+5]	6	7	9	11	9	3 in 6	7	2
10	438,000	9d6+1	14 [+5]	6	7	9	11	9	3 in 6	7	3
11	588,000	9d6+2	14 [+5]	6	7	9	11	9	3 in 6	8	3
12	730,000	9d6+3	14 [+5]	6	7	9	11	9	3 in 6	9	3
13	880,000	9d6+4	12 [+7]	3	5	7	8	7	4 in 6	9	4
14	1,300,000	9d6+5	12 [+7]	3	5	7	8	7	4 in 6	10	4

Mystic Level Pogression and Saving Throw Chart

throws for 1 day.

- A recipient of energy healing can only benefit once per day from this type of hit point recovery.

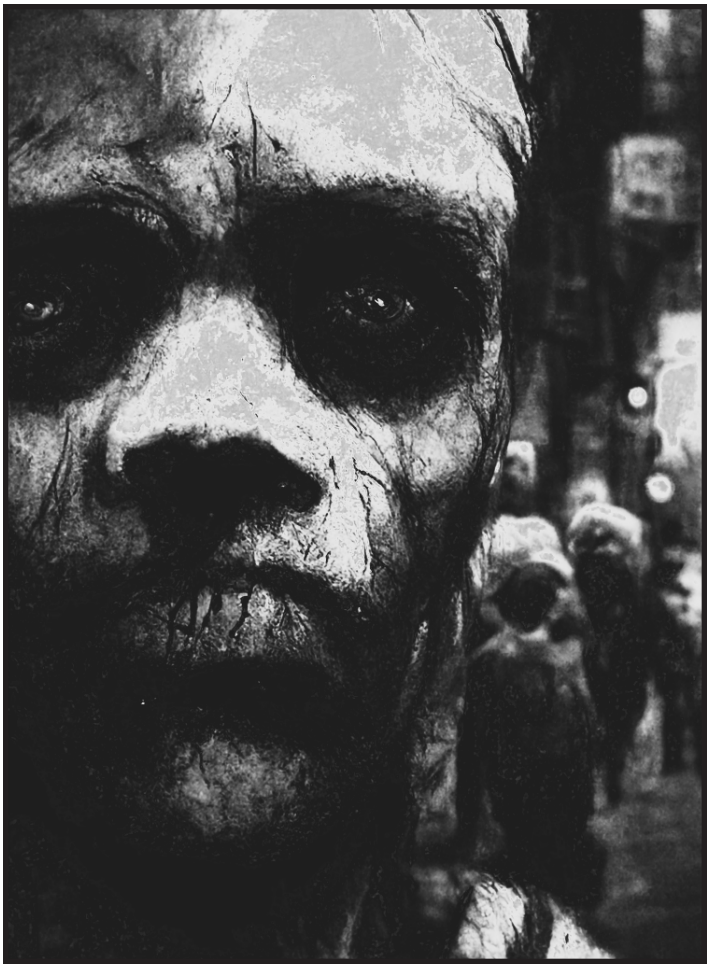
Ride The Snake

The mystic meditates, prays, has a dream, vision, foretelling, gut feeling, or some other portent. This can only occur one per week. If the Referee feels this power is overused, the usage may be limited to once per month. The mystic can ask three questions. Each question receives a "yes" "no" answer from the Referee.

Sanctuary

At 9th level the Mystic can create a sacred location and attract followers.

2d4 1st level Mystics join the mystic after they establish a Sanctuary. These may be disciples, students, scholars, coven members, apprentices, or other designation as appropriate to the Mystic. They will help the mystic and perform tasks and services for the Mystic in exchange for training, teaching, or mentoring.





"Of all that is good, sublimity is supreme. Succeeding is the coming together of all that is beautiful. Furtherance is the agreement of all that is just. Perseverance is the foundation of all actions.

Lao Tzu

OUTLAW

The Outlaw specializes in skullduggery, dirty fighting, safecracking, bypassing security, ambushes, murder, mayhem, vice, smuggling. Some possible backgrounds: escaped inmate, gang member, safecracker, criminal underworld, mobster, cartel operative, contract killer, jewel thief, charlatans, cop, career criminal

REQUIREMENTS:	None
PRIME REQUISITES:	STR 12, CHA 12*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 12.
+10% for both at 12 or more.

OUTLAW CLASS ABILITIES

This Will Do

The Outlaw is capable of making improvised weapons. The base damage of these weapons increases with the Outlaw's experience level as noted on the Level Progression Chart.

The Outlaw must decide if the weapon is a melee weapon or a missile weapon. If the Outlaw uses a firearm as a club, the Outlaw uses their improvised damage.

Full of It (Or You can't shit a shitter)

The Outlaw has a 2 in 6 chance to detect deceit (lies, false rumors, swindlers). It takes one, to know one.

Gut Instinct

The Outlaw is always on edge, and trusts his instinct; otherwise, they wouldn't still be alive. The Outlaw is only surprised on a 1 in 6.

Got Connections

The Outlaw has a 2 in 6 chance to locate former associates from their past who might have survived, or current fixers, outlaws, their territories, or other miscreants at the Referee's discretion.

Reactions to the Outlaw are determined as normal. A Hostile reaction might mean the Outlaw double-crossed the contact in the past, a positive reaction might mean the contact owes the Outlaw or is an old gang member, friend or impressed by the Outlaw's reputation, past or present.

Get the Drop

When attacking an opponent from behind or when the Outlaw surprises an opponent, the Outlaw has +4 to attack and doubles damage (x2) on a successful attack.

Level Progression				Saving Throws					Class Ability
Level	XP	HD	THAC0	D	H	I	B	M	IW DMG
1	0	1d6	19 [0]	13	14	13	16	15	1D4
2	1, 700	2d6	19 [0]	13	14	13	16	15	1D4
3	3,400	3d6	19 [0]	13	14	13	16	15	1D4
4	6,800	4d6	17 [+2]	13	14	13	16	15	1D4
5	13,600	5d6	17 [+2]	12	13	11	14	13	1D4
6	28,000	6d6	17 [+2]	12	13	11	14	13	1D6
7	56,000	7d6	14 [+5]	12	13	11	14	13	1D6
8	112,000	8d6	14 [+5]	12	13	11	14	13	1D6
9	224,000	9d6	14 [+5]	10	11	9	12	10	1D6
10	344,000	9d6+1	12 [+7]	10	11	9	12	10	1D6
11	464,000	9d6+2	12 [+7]	10	11	9	12	10	1D8
12	584,000	9d6+3	12 [+7]	10	11	9	12	10	1D8
13	704,000	9d6+4	10 [+9]	8	9	7	10	8	1D8
14	824,000	9d6+5	10 [+9]	8	9	7	10	8	1D8

Outlaw Level Progression and Saving Throw Chart.

From My Old Days

The outlaw specializes in one of the following from the days before their imprisonment. Select one or roll 1d6:

1. **Forger**: the Outlaw has a 4 in 6 chance of forging an ID, a signature or document if the Outlaw has the necessary materials.
2. **Safecracker**: The Outlaw knows how to crack safes of all sorts. The Outlaw has a 4 in 6 chance of cracking a safe if the Outlaw has the available tools as determined by the Referee.
3. **Contract Killer**: the Outlaw specializes in one weapon. Gaining +1 to attack and damage with the weapon.
4. **Conman**: the Outlaw can deceive others on a 3 in 6 chance when trying to convince them of some falsehood. For example, "I've a cache of weapons and food hidden nearby, if you let me live, I'll take you to it." The Outlaw can keep up the charade for one turn per level, after which, those deceived realize they have been conned. The Conman can try to bluff further, but their chance is reduced to 1 in 6 to keep up the lie.
5. **Dealer or Smuggler**: the Outlaw knows the best places to hide weapons and goods. The Outlaw has a 2 in 6 of keeping goods, or a small weapon such as a knife, hidden despite being searched; or a 3 in 6 of hiding larger goods (such as goods, food, medical supplies) in a vehicle. The Referee has discretion on the size, type, and number of goods that the Outlaw may successfully hide in either case.
6. **Heists**: the Outlaw is exceptionally skillful at planning heists or attacks. In any situation in which the Outlaw has access to scouted layouts, maps, plans or scouted locales, the Outlaw has a 4 in 6 chance of coming up with entry and exit plan. This grants all characters who participate in the plan +1 to attacks, AC and saving throws until the group achieves the plan's objective.



The Hideout

At 9th level, if the Outlaw establishes a community, safehouse or stronghold they attract 3d6 1st level outlaws who may have known them from before or became acquainted during any prison stint prior to the apocalypse.





SCAVENGER

The Scavenger specializes in scavenging, scrounging, sneaking, stealing. Some possible backgrounds: Scavengers are all sorts of people, from all occupations before the apocalypse; most people in the post- apocalyptic world fall into this class.

REQUIREMENTS:	None
PRIME REQUISITES:	INT 13, WIS 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Any, including shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 13.
+10% for both at 16 or more.

CLASS ABILITIES

Do What I Have to Do

The Scavenger lives in dangerous world. To survive, the Scavenger must find or steal supplies. The Scavenger has acquired skills for that purpose. The Scavenger has the following skills. Find Traps (FT), Remove Traps (RT), Hear Noise (HN), Move Silently (MS), Pick Locks (PL)

Bad Feeling About This

The Scavenger learns to survive and sense danger in the extremely dangerous world. Scavengers have Danger Sense and are surprised only on a 1 in 6 chance.

Wait For It...Now!

The Scavenger relies on surprise and catching opponents with their guard down when they must fight. This ability grants a +4 attack bonus and double damage when attacking an unaware target from behind.

Out of the Way

The Scavenger has adapted to survive against the Infected. The Scavenger receives a +2 AC bonus in combat with any type of Infected.

Might Be Useful

The Scavenger has the uncanny aptitude of finding a use for junk. When a Scavenger explores a location for 1 turn (a room, building or specified area at the Referee's discretion).

The Scavenger has a chance of finding items overlooked by others (see table) and turning junk into one or more units of Resource Points of Materials or Electronics.

Level Progression				Saving Throws					Class Abilities					
Level	XP	HD	THAC0	D	H	I	B	M	FT	RT	HN	MS	PL	MBU
1	0	1d6	19 [0]	13	14	13	16	15	1 in 6	1 in 6	2 in 6	1 in 6	2 in 6	1 in 6
2	1,800	2d6	19 [0]	13	14	13	16	15	1 in 6	1 in 6	2 in 6	1 in 6	2 in 6	1 in 6
3	3,600	3d6	19 [0]	13	14	13	16	15	1 in 6	1 in 6	3 in 6	1 in 6	2 in 6	2 in 6
4	7,200	4d6	19 [0]	13	14	13	16	15	2 in 6	2 in 6	3 in 6	2 in 6	3 in 6	2 in 6
5	14,400	5d6	17 [+2]	12	13	11	14	13	2 in 6	2 in 6	3 in 6	2 in 6	3 in 6	2 in 6
6	29,600	6d6	17 [+2]	12	13	11	14	13	2 in 6	2 in 6	3 in 6	2 in 6	3 in 6	3 in 6
7	59,200	7d6	17 [+2]	12	13	11	14	13	3 in 6	3 in 6	4 in 6	3 in 6	4 in 6	3 in 6
8	118,400	8d6	17 [+2]	12	13	11	14	13	3 in 6	3 in 6	4 in 6	3 in 6	4 in 6	3 in 6
9	236,800	9d6	14 [+5]	10	11	9	12	10	3 in 6	3 in 6	4 in 6	3 in 6	4 in 6	4 in 6
10	356,800	9d6+1	14 [+5]	10	11	9	12	10	4 in 6	4 in 6	4 in 6	4 in 6	5 in 6	4 in 6
11	476,800	9d6+2	14 [+5]	10	11	9	12	10	4 in 6	4 in 6	5 in 6	4 in 6	5 in 6	4 in 6
12	596,800	9d6+3	14 [+5]	10	11	9	12	10	4 in 6	4 in 6	5 in 6	4 in 6	5 in 6	5 in 6
13	716,000	9d6+4	12 [+7]	8	9	7	10	8	5 in 6	5 in 6	5 in 6	5 in 6	6 in 6 (6)	5 in 6
14	836,000	9d6+5	12 [+7]	8	9	7	10	8	5 in 6	5 in 6	5 in 6	5 in 6	6 in 6 (6)	5 in 6

Scavanger Level Progression and Saving Throw Chart.

The Scavenger must specify the type of resource before the roll. This ability improves with level. At first level, the scavenger can locate 2d6 Resource Points. This improves to 3d6 points at 3rd level, 4d6 at 6th level, 5d6 at 9th level, and a maximum of 6d6 at 12th level.

The Junk Yard

At 9th level, if the Scavenger establishes a safe house or other, secure location within a community, the Scavenger gathers another 2d4 scavengers of first level who can help gather supplies for the safer house or community.



"To invent, you need a good imagination and a pile of junk. "

Thomas A. Edison



SCIENTIST

The scientist specializes in research and scientific solutions to the problems of the apocalyptic world. Some possible backgrounds: chemists, botanist, virologist, biologist, researcher, CDC specialist, designer drug cooker.

REQUIREMENTS:	INT 12
PRIME REQUISITES:	INT 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Any, including shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for one requisite at 13.
+10% for both at 16 or more.

CLASS ABILITIES

Innovative Trap

The scientist can use the materials at hand, even junk, to create a mechanical trap. Innovation takes 1 turn and requires a number of Resource Points in Materials equal to the maximum amount of damage possible. For example, a trap that causes 1d6 damage cost 6 Resource Points. The trap has a maximum range and radius of 10'. Mechanical Traps are triggered 2 in 6 for living beings, 4 in 6 for Infected.

These innovative traps cause 1d6 damage at 1st level, 2d6 at 5th level, 3d6 at 9th level, and 4d6 at 13th level.

The scientist must have sufficient materials at hand. If the scientist seeks to construct another trap in the same area, assuming the scientist has sufficient time, the Referee decides if there are sufficient materials at hand to build more traps.

The scientist may combine their trap with other materials, such as Explosive Compounds to increase the damage, range, or radius.

Knowledgeable and Analytical

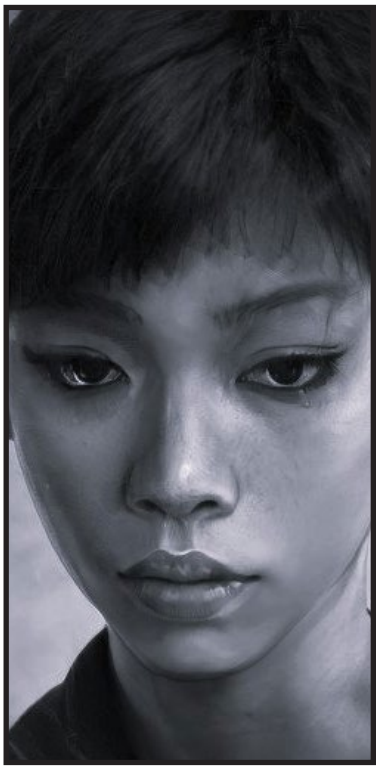
Roll a d6. The scientist succeeds on a 2 in 6. If successful, the Scientist can recall a relevant fact that can be applied to reach a solution, such as deciphering a code, solving a puzzle, or deducing a difficult answer.

The Referee provides a relevant fact or clue to the player. On a successful roll, the Referee can rule the scientist uncovered the answer to the problem.

Leap In Logic

The scientist succeeds on a 2 in 6. If sucessful the Scientist can: assess a situation and gain +1 to attack, or to their own AC, or to saving throws. This roll can occur on another person, thing, or creature's turn. The scientist can attempt a Leap in Logic once per round.

Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	H	I	B	M
1	0	1d6	19 [0]	13	14	13	16	15
2	2, 200	2d6	19 [0]	13	14	13	16	15
3	4,400	3d6	19 [0]	13	14	13	16	15
4	8,800	4d6	19 [0]	13	14	13	16	15
5	17,600	5d6	19 [0]	13	14	13	16	15
6	35,200	6d6	17 [+2]	11	12	11	14	12
7	70,400	7d6	17 [+2]	11	12	11	14	12
8	132,000	8D6	17 [+2]	11	12	11	14	12
9	282,000	9D6	17 [+2]	11	12	11	14	12
10	432,000	9D6+1	17 [+2]	11	12	11	14	12
11	582,000	9D6+2	14 [+5]	8	9	8	11	8
12	732,000	9D6+3	14 [+5]	8	9	8	11	8
13	882,000	9D6+4	14 [+5]	8	9	8	11	8
14	1,032,000	9D6+5	14 [+5]	8	9	8	11	8



Scientist Level Progression and Saving Throw Chart.

Gain Scientific Edge

With some time, resources, and effort, Scientists can produce Scientific Edges in Life Science, Physical Science, and Technology. They gain this ability beginning at Level 4, and every four levels thereafter. It works like this:

- ► At 4th level the Sientist can produce Rank 1 Scientific Edges.
- ► At 8th Level the Scientist can produce Rank 2 Scientific Edges.
- ► At 12th Level the Scientist can produce Rank 3 Scientific Edges.

Scientists must develop Scientific Edges sequentially. This means that a Scientist cannot leap a Rank 1 Scientific Edge to build a Rank 2 or Rank 3 Scientific Edge. Edges build on themselves as research, discovery, and practice sharpen the advantages gained by the Scientist. These revelations become permanent advantages for the Scientist.

Each Edge requires an investment of Resource Points and Time. The player and Referee determine the specifics of each project, including the field, the properties, game affects, and cost.

Upon completing the investment in Resource Points and Time, the player must roll an Intelligence Attribute check.

If successful, the Scientist successfully completes the Edge.

- ► Rank 1 Scientific Edges grants +1 bonus where applicable
- ► Rank 2 Scientific Edges grants a +2 bonus where applicable
- ► Rank 3 Scientific Edges grants a +3 bonus where applicable

If this roll is a failure, and the Scientist wants to try again, they must spend additional Resource Points at one-half the original cost of Resource Points and Time. The

This process is repeated until the Scientist succeeds or gives up. Players may develop new Edges with the Referee's approval.

The Laboratory

Starting at 2nd level a scientist may develop a lab if the scientist has sufficient Resource Points (materials) see Lab on page 116. If the scientist establishes a secure lab, they attract 2d4 other scientists of 1st level. Each Scientist reduces the time it costs to research Edges by 5%.

" "If I have seen further it is by standing on the shoulders of giants."

-Isaac Newton

Scientific Edges Explained

Edges are scientifically developed enhancements and tools that provide an advantage in a world overrun with the Infected. There are three broad categories of scientific edges: Life Science, Physical Science, and Technology. Scientific Edges are catorgorized by Rank with Rank 1 being the least effective and Rank 3 the most effective.

LIFE SCIENCE EDGES

Life science is the study of living organisms and life processes.

1. Create Performance Enhancing Drug (Attribute)

The scientist may research PEDs for Strength, Dexterity and Constitution. The new value cannot exceed 18. The temporary Constitution may provide temporary hit points applied per hit die. For example, if a 3rd level character gains a +1 to hit points from a temporary constitution boost, the character has +3 hit points for the duration.

Cost: 1 dose = Rank x20 Resource Points (Meds)
Time: 1 day per Edge Rank

- **Rank 1 Edge:** temporarily increase a selected attribute by 1d4 for 1d4 turns.
- **Rank 2 Edge:** increases the selected attribute by 1d6 for 1d6 turns.
- **Rank 3 Edge:** increases the selected attribute by 1d8 for 1d8 turns.

2. Create Performance Enhancing Drug (Speed)

The scientist may research PEDs for speed of movement.

Cost: 1 dose Rank x30 Resource Points (Meds)
Time: 1 day per Edge Rank

- **Rank 1 Edge:** The scientist can research PEDs that allow the character to double their number of attacks for 1d4 turns.
- **Rank 2 Edge:** triple attacks for 1d4 turns
- **Rank 3 Edge:** quadruple attacks for 1d4 turns

Side-effects: The continuous use of PEDs requires a Saving throw vs. poison or the character using the drugs suffers addiction, requiring the character to use PEDs at least once per day or suffer -4 to all rolls until the addiction is satisfied. Continuous use is defined as daily use. After a week, and every week thereafter, the character may attempt another Saving throw to overcome the addiction.

3. Create Benefcial Medicine

The scientist may create helpful medicines. Medicines help against Infection, Illness, and Poison.

Cost: 1 dose = Rank x20 Resource Points (Meds)
Time: 1 day per Edge Rank

Saving throws increase by +1 per Rank to resist Infection, Illness, and Poison.

4. Create Alternative Fuels

A successful breakthrough allows the vehicle to use different fuels such as methanol, detergent, solar power, electricity, and other fuels.

Cost: Rank x1,000 Resource Points (Materials)
Time: 1 week per Edge Rank

- **Rank 1 Edge:** Convert gas vehicle to diesel or vice versa.
- **Rank 2 Edge:** Convert vehicle to methanol or alcohol
- **Rank 3 Edge:** Convert vehicle to detergent, solar, or electric (and others at the Referee's discretion)

5. Increase Food Production

The scientist develops new ways of enhancing food production. Every month, the scientist increases the Resource Points (Food) to a source of Food Production, such as a small farm.

Cost: Level x500 Resource Points (Materials)
Time: 1 month per Edge Rank

- **Rank 1 Edge:** The scientist rolls a number of dice equal to the scientist's Hit Dice and increases the Resource Points (Food) by the total rolled.
- **Rank 2 Edge:** The Hit Dice roll is multiplied by 5.
- **Rank 3 Edge:** The Hit Dice roll is multiplied by 10.

5. Enhance Healing

Improves general First Aid equipment granting +1 to +3 additional hit points of healing when a medic provides First Aid.

Cost: Rank x50 Resource Points (Meds and Materials)
Time: 1 day per Edge Rank.

- **Rank 1 Edge:** provides +1 hit points
- **Rank 2 Edge:** provides +2 hit points
- **Rank 3 Edge:** provides +3 hit points

6. Improve Zombie Infection Treatment

The scientist develops an improved antibiotic treatment, an experimental vaccine, or medical cocktail. It grants a +1 to +3 saving throws to resist infection depending on Edge Rank. Cost is per dose.

Cost: Rank x100 Resource Points (Meds and Materials)
Time: 1 month per Edge Rank

- **Rank 1 Edge:** provides +1 to saves
- **Rank 2 Edge:** provides +2 to saves
- **Rank 3 Edge:** provides +3 to saves



PHYSICAL SCIENCE EDGES

Physical science consists of four broad areas: astronomy, physics, chemistry, and the Earth sciences.

1. Make Explosive Compounds

The scientist can make basic plastic explosives

Cost: Rank x100 Resource Points (Materials) per use.
Time: 1 week per Edge Rank

- **Rank 1 Edge:** Base Damage 3d6 in a 10' radius
- **Rank 2 Edge:** Base Damage 4d6 in a 15' radius
- **Rank 3 Edge:** Base Damage 5d6 in a 20' radius

2. Make Ammunition

The scientist develops superior incendiary, armor-penetrating, or high explosive rounds for use against Infected and other opponents. A separate research roll is necessary for each type of ammunition.

Cost: Rank x 50 Resource Points (Ammo) per 10 Ammo.
Time: 1 week per Edge Rank

- **Rank 1 Edge:** Armor Piecing rounds have +1 to attack opponents per edge Rank.
- **Rank 2 Edge:** allows the production of incendiary rounds. The incendiary damage inflicts an extra d6 of fire damage.
- **Rank 3 Edge:** allows the production of high explosive rounds. If these rounds hit, the target must save vs Blasts or suffer 2d6 extra damage. Half damage on a successful saving throw.

3. Masking Spray

The scientist creates a body spray that when applied, reduces the chance of being detected by the Infected.

Cost: Rank x100 Resource Points (Materials) per dose
Time: 1 week per Edge level, per dose.

- **Rank 1 Edge:** Infected more than 60 feet away have only a 3 in 6 chance of detecting the living and those within 30 feet only have a 4 in 6.
- **Rank 2 Edge:** Infected more than 60 feet have only a 2 in 6 chance and those within 30 feet only have a 3 in 6.
- **Rank 3 Edge:** Infected more than 60 feet have only a 1 in 6 chance and those within 30 feet only have a 2 in 6.

If any of the Infected detect the living, the alerted infected still suffer a -4 to attack.

Heat, sweat, rain, swimming. or being rubbed off affect the Masking Spray's effectiveness. Each application lasts 1d3+1 turns, before requiring another dose.

If the characters attack the Infected the Infected still have the -4 penalty to attack, however, because of the nature of combat, this penalty lasts 1d4+1 rounds instead of turns.

4. Chem Arrows or Bolts

The Scientist has created projectiles with modified heads that explode on contact.

Cost: Rank x30 Resource Points (Ammo or Materials)
Time: 1 week per 5 arrows or crossbow bolts

+1D6 Fire damage if the attack roll succeeds.

The modified arrow and boltheads, however, affect the balance of the projectile, and cause a -3 penalty to attack rolls, scientists reduce this penalty by 1 for each edge Rank above 1.

TECHNOLOGY EDGES

Technology is the application of scientific knowledge to the practical needs of human life.

1. Autoloading Crossbow

The scientist creates an autoloading crossbow. The autoloading crossbow eliminates the slow property for firing a crossbow.

Cost: Rank x10 Resource Points (Materials)
Time: 1 week

- **Rank 1 Edge:** Autoloader of 2 bolts
- **Rank 2 Edge:** Autoloader of 3 bolts
- **Rank 3 Edge:** Autoloader of 4 bolts

2. Anti-Infected Drone (AID)

Cost: 1000 RP per Edge level (500 Electronics 500 Material)
Time: three weeks per Edge Rank. +100 Resource Points (Materials) and + 2 weeks per Rank for gas grenade.

The Scientist develops a drone capable of spreading a gas agent that affects zombies, causing them to fall inert for a short period.

Zombies will only detect the drone on a 2 in 6.

The scientist or the scientist's allies can also deploy the gas agent by throwing the grenades.

The scientist must have the necessary resources to resupply the drone or make new grenades. Thrown hand grenades cannot avoid detection.

- **Rank 1 Edge:** Up to 2d8 Hit Dice of zombies fall inert for 1 turn.
- **Rank 2 Edge:** Up to 4d8 Hit Dice of zombies fall inert for 1 turn.
- **Rank 3 Edge:** Up to 8d8 Hit Dice of zombies fall inert for 1 turn.



3. Automated Defense Turret

The scientist develops an automated defense turret that targets anything without the proper RFID chip.

Cost: 2,000 Resource Points (250 ammo 1,000 Materials, 750 Electronics)
Time: 3 months

- **A Rank 3 Edge Only**

The turret can only fire in an arc of 90 degrees. Rate of Fire 3, THAC0 14[+5], Damage 3d8, Range 300'. Ammo 250. Automated Defense Turrets are useful for guarding strongholds. It must be mounted on a tripod or dome mount. The turret has a 1 in 20 chance of malfunction and firing upon those without the correct RFID chip.

4. Stun Baton

Cost: 500 Resource Points (Materials)
Time: 1 Month

- **A Rank 2 Edge Only**

Like a cattle prod, these are specifically designed to disrupt the Infected's nervous system but work on the uninfected too. When the character using a Stun Baton, on a successful hit, the Infected must make a saving throw against Hazards or the Infected is stunned for 1d4 rounds. The baton can be used against normal, living people too. If the attack hits, and the save fails, the living target takes 1d4 damage and is stunned for 1d6 rounds.



"The saddest aspect of life now is that science gathers knowledge faster than society gathers wisdom."

Isaac Asimov

SCOUT

The Scout specializes in tracking, guiding, pathfinding and spotting. Some possible backgrounds: look-out, street kid, bounty hunter, coyote, tour guide, explorer, forest ranger, recon, mountain climber, urban dare devil.

REQUIREMENTS:	INT 9
PRIME REQUISITES:	INT 12*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, including shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for the prime requisite at 12.
+10% if its 16 or more.

CLASS ABILITIES

Lie in Wait

The Scout gains +1 to surprise their quarry if preparing an ambush.

From Around Here

Any wilderness or urban territory where the scout spends a full experience level is considered "familiar territory" for tracking. In familiar territory, scouts surprise at +1 and are themselves surprised only 1 in 6.

Mad Skills

Scouts skills: Climb Sheer Surfaces (CSS), Hear Noise (HN), Hide in Shadows (HS), and Move Silently (MS).

Call of the Wild

Scouts can track, hunt, forage, secure shelter, fashion tools, and set traps and snares with a successful Wilderness Survival roll. Failed attempts may be re-rolled, though each subsequent roll represents 1d6 hours of effort. See Scout's Level progression table.

Tracking allows the Scout to follow a quarry's passage. When the scout's party pursues an opposing group in (see Evasion and Pursuit, in OSE), the chance of evasion is reduced by 15%. This skill improves as the character gains levels (see the table below). Success may be modified by the following factors:

- Familiar Territory +30%
- Soft ground vs hard ground: +25% to –55%
- Size of group being tracked: +2% per creature
- Passing through co-mingled tracks: –50%.
- Age of tracks: –5% per 12 hours.
- Rainfall: –10% per day.
- Efforts made to hide tracks: –20%.
- Urban Tracking -25%

The Outpost

At 9th level, the Scout can establish an Outpost and attracts 2d4 1st level loyal scouts to help.

Level Progression				Saving Throws						Class Abilities				
Level	XP	HD	THAC0	D	H	I	B	M	Track	CSS	HN	HiS	MS	Survival
1	0	1d6	19 [0]	13	14	13	16	15	20%	6 in 6 (6)	2 in 6	2 in 6	2 in 6	1 in 6
2	1,700	2d6	19 [0]	13	14	13	16	15	30%	6 in 6 (6)	2 in 6	2 in 6	2 in 6	1 in 6
3	3,400	3d6	19 [0]	13	14	13	16	15	40%	6 in 6 (6)	3 in 6	2 in 6	2 in 6	1 in 6
4	6,800	4d6	19 [0]	13	14	13	16	15	50%	6 in 6 (6)	3 in 6	3 in 6	3 in 6	2 in 6
5	13,600	5d6	17 [+2]	12	13	11	14	13	60%	6 in 6 (6)	3 in 6	3 in 6	3 in 6	2 in 6
6	28,000	6d6	17 [+2]	12	13	11	14	13	70%	6 in 6 (6)	3 in 6	3 in 6	3 in 6	2 in 6
7	56,000	7d6	17 [+2]	12	13	11	14	13	80%	6 in 6 (6)	4 in 6	4 in 6	4 in 6	3 in 6
8	112,000	8d6	17 [+2]	12	13	11	14	13	90%	6 in 6 (6)	4 in 6	4 in 6	4 in 6	3 in 6
9	224,000	9d6	14 [+5]	10	11	9	12	10	100%	6 in 6 (6)	4 in 6	4 in 6	4 in 6	3 in 6
10	344,000	9d6+2	14 [+5]	10	11	9	12	10	110%	6 in 6 (6)	4 in 6	5 in 6	5 in 6	4 in 6
11	464,000	9d6+4	14 [+5]	10	11	9	12	10	110%	6 in 6 (6)	5 in 6	5 in 6	5 in 6	4 in 6
12	584,000	9d6+6	14 [+5]	10	11	9	12	10	110%	6 in 6 (6)	5 in 6	5 in 6	5 in 6	4 in 6
13	704,000	9d6+8	12 [+7]	8	9	7	10	8	110%	6 in 6 (6)	5 in 6	6 in 6(6)	6 in 6 (6)	5 in 6
14	824,000	9d6+10	12 [+7]	8	9	7	10	8	110%	6 in 6 (6)	5 in 6	6 in 6(6)	6 in 6 (6)	5 in 6

Scout Level Progression and Saving Throw Chart.

SOLDIER

The soldier specializes in combat and tactics. Some possible backgrounds: SWAT, military, ex-military, private security, mercenary, national guard.

REQUIREMENTS:	None
PRIME REQUISITES:	STR 12, DEX 12*
HIT DICE:	1D8
MAXIMUM LEVEL:	14
ARMOR:	Any, including shields
WEAPONS:	Any
LANGUAGES:	Primary

*+5% XP for the prime requisite at 12.
+10% if it both are 12 or more.

CLASS ABILITIES

Weapon Expertise

The soldier's superior training allows the soldier to select a weapon type (i.e., "revolvers") at 1st, 4th, 9th, and 14th level granting the soldier +1 to attack and damage. The soldier can select the same weapon type up to a maximum of +3 to attack and damage for the weapon.

Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	H	I	B	M
1	0	1d8	19 [0]	12	13	14	15	16
2	1,800	2d8	19 [0]	12	13	14	15	16
3	3,600	3d8	19 [0]	12	13	14	15	16
4	7,200	4d8	17 [+2]	10	11	12	13	14
5	14,400	5d8	17 [+2]	10	11	12	13	14
6	28,800	6d8	17 [+2]	10	11	12	13	14
7	57,600	7d8	14 [+5]	8	9	10	10	12
8	108,000	8d8	14 [+5]	8	9	10	10	12
9	228,000	9d8	14 [+5]	8	9	10	10	12
10	348,000	9d8+2	12 [+7]	6	7	8	8	10
11	468,000	9d8+4	12 [+7]	6	7	8	8	10
12	588,000	9d8+6	12 [+7]	6	7	8	8	10
13	708,000	9d8+8	10 [+9]	4	5	6	6	8
14	828,000	9d8+10	10 [+9]	4	5	6	6	8

Soldier Level Progression and Saving Throw Chart.

"Regard your soldiers as your children, and they will follow you into the deepest valleys"

-Sun Tzu

Tactical Edge

At first level, on the soldier's turn, instead of attacking, the soldier can communicate (whether by shouting, radio, whisper or nonverbally, depending on the circumstance and the Referee's discretion) a tactical command to another character granting the character a +1 to attack and damage.

The number of other characters who can benefit from the Tactical Edge increases by one at 4th, 9th, and 14th levels.

The Fortress

At 9th level, the soldier can establish a defensible community, stronghold, or safe house, and attracts 3d6 loyal 1st level soldiers. They may be from the soldier's former platoon, battalion, or division, or newly won over allies.



STREET WARRIOR

The street warrior specializes in close combat situations with melee weapons. Some possible backgrounds include ex-cop, gang member, criminal, martial artist, MMA fighter, or larper.

REQUIREMENTS:	None
PRIME REQUISITES:	STR 13, DEX 13*
HIT DICE:	1D8
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, including shields
WEAPONS:	Any
LANGUAGES:	Primary, one other

*+5% XP for the prime requisite at 13.
+10% if both 13 or more.

CLASS ABILITIES

Either Quick or Dead

Street warriors are quicker than most out of necessity. Their DEX-based AC adjustment is tripled when wearing no armor, doubled when wearing light armor, and normal if wearing medium armor.

Hack and Slash

Street warriors have +1 to attack and damage rolls with any melee weapon.

Duck and Roll

Upon reaching 4th level, a Street Warrior gains a +1 AC bonus against melee attacks. This increases to +2 at 6th level, +3 at 8th level, and +4 at 10th level.

The Outpost

At 9th level, if the Street Warrior establishes a safe haven in a community, safehouse or other stronghold, they gather a following of other like-minded fighters, gaining 2d6 1st level Street Warrior followers.

Benching ten quarters so I'm hard to sweat, used a tat gun and engraved my set
Ice-T

Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	H	I	B	M
1	0	1d8	19 [0]	12	13	14	15	16
2	1,700	2d8	19 [0]	12	13	14	15	16
3	3,400	3d8	19 [0]	12	13	14	15	16
4	6,800	4d8	17 [+2]	10	11	12	13	14
5	13,600	5d8	17 [+2]	10	11	12	13	14
6	27,200	6d8	17 [+2]	10	11	12	13	14
7	54,400	7d8	14 [+5]	8	9	10	10	12
8	102,000	8d8	14 [+5]	8	9	10	10	12
9	222,000	9d8	14 [+5]	8	9	10	10	12
10	342,000	9d8+2	12 [+7]	6	7	8	8	10
11	462,000	9d8+4	12 [+7]	6	7	8	8	10
12	582,000	9d8+6	12 [+7]	6	7	8	8	10
13	702,000	9d8+8	10 [+9]	4	5	6	6	8
14	822,000	9d8+10	10 [+9]	4	5	6	6	8



Street Warior Level Progression and Saving Throw Chart.

SURVIVALIST

The survivalist specializes in hunting, outdoor survival. Some possible backgrounds include survivalist, forest ranger, outdoorsman, hunter, naturalist, veteran hiker, special forces.

REQUIREMENTS:	None
PRIME REQUISITES:	CON 13*
HIT DICE:	1D6
MAXIMUM LEVEL:	14
ARMOR:	Light, Medium, including shields
WEAPONS:	Any depending on background
LANGUAGES:	Primary, one other

*+5% XP for the prime requisite at 12.
+10% if its 16 or more.

CLASS ABILITIES

Blend with the Brush

When in the wilderness, the survivalist can hide effectively. With a turn to prepare, the survivalist can use camouflage or the terrain to hide on a 5 in 6 chance. If the Survivalist doesn't have time to prepare, the Survivalist has a 4 in 6 chance. If the Survivalist attacks from their hidden position, they can remain hidden on a 4 in 6 chance, if they did not have time to prepare, this drops to a 2 in 6 chance.

Level Progression				Saving Throws					
Level	XP	HD	THAC0	D	H	I	B	M	Track
1	0	1d6	19 [0]	13	14	13	16	15	40%
2	1,700	2d6	19 [0]	13	14	13	16	15	50%
3	3,400	3d6	19 [0]	13	14	13	16	15	60%
4	6,800	4d6	19 [0]	13	14	13	16	15	70%
5	13,600	5d6	17 [+2]	12	13	11	14	13	80%
6	27,200	6d6	17 [+2]	12	13	11	14	13	90%
7	54,400	7d6	17 [+2]	12	13	11	14	13	100%
8	102,000	8d6	17 [+2]	12	13	11	14	13	110%
9	222,000	9d6	14 [+5]	10	11	9	12	10	120%
10	342,000	9d6+1	14 [+5]	10	11	9	12	10	130%
11	462,000	9d6+2	14 [+5]	10	11	9	12	10	140%
12	582,000	9d6+3	14 [+5]	10	11	9	12	10	150%
13	702,000	9d6+4	12 [+7]	8	9	7	10	8	160%
14	822,000	9d6+5	12 [+7]	8	9	7	10	8	170%

Survivalist Level Progression and Saving Throw Chart.

Survival Guide

The survivalist can secure simple shelters, forage for food and water, set simple traps and snares for small animals. Each action requires a separate roll. The Survivalist has 4 in 6 chance of success for each activity (for example, making a lean-to for a shelter and starting a fire requires two separate rolls). Failed attempts may be re-rolled, though each subsequent roll represents 1d4 hours of effort.

Drink This

The survivalist can forage for medicinal herbs, roots, and mushrooms to help treat diseases or poisons. The survivalist's chance of success is 20 minus their current level. The Survivalist rolls a d20 and the roll must equal or exceed the target number. A success allows the Survivalist to treat an afflicted character, which grants the player a re-rolled saving throw.

A Survivalist at 5th level grants +1 to the saving throw, +2 at 9th level, and +3 at 13th level. It takes the Survivalist one hour to forage for the necessary ingredients to brew a tea. The Survivalist can attempt Drink This only once per disease or poisoning. The Referee may impose a -5 penalty if foraging for the necessary ingredients in winter.

Get My Bearings

If the character or the party become lost, the survivalist has 4 in 6 chance of determining the direction they're heading in. The Survivalist can attempt a re-roll every hour.

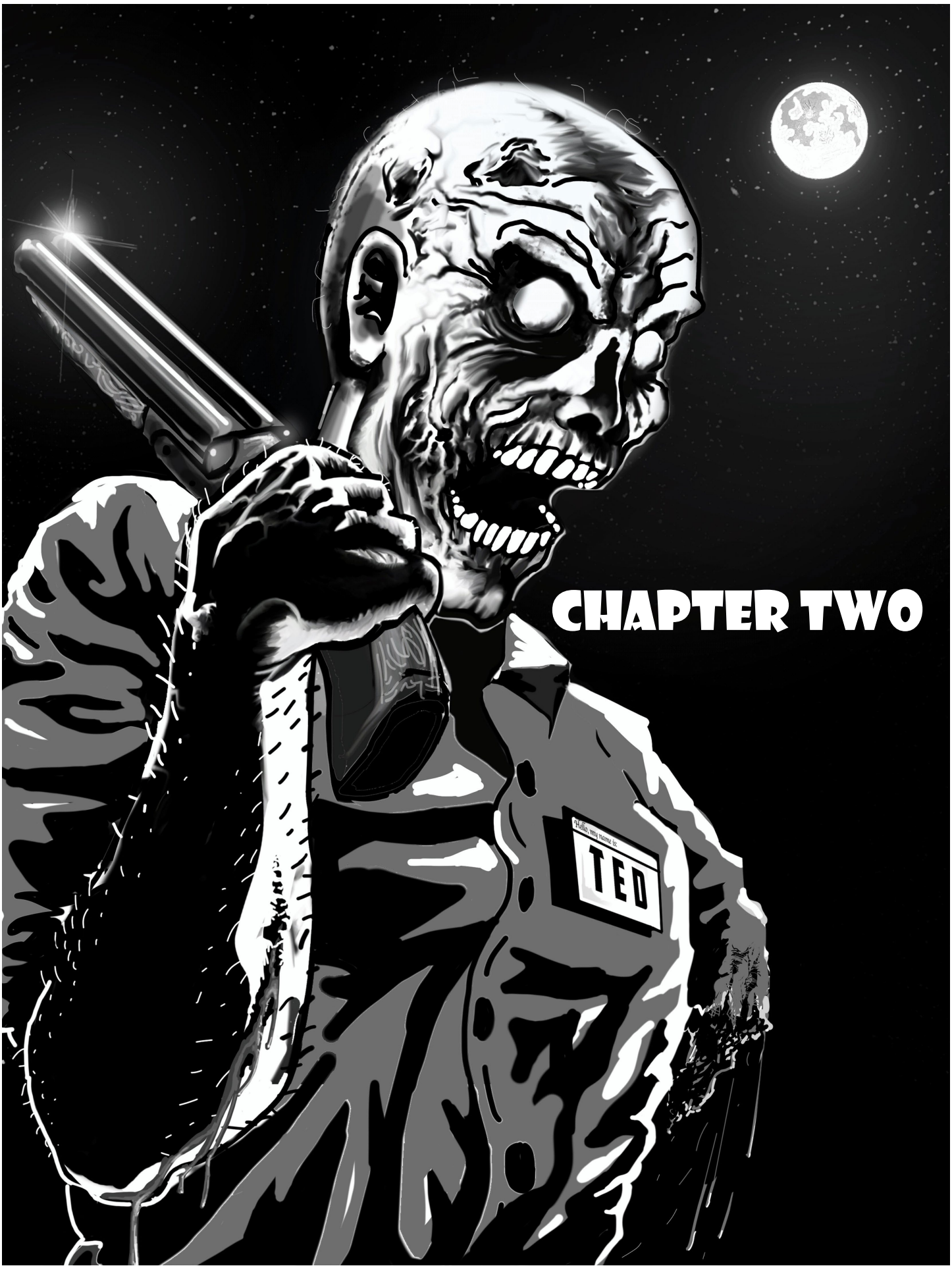
Tracker

Survivalists can identify and follow tracks in the wilderness. Survivalists have -45% for urban tracking. This skill improves as the character gains levels. Success may be modified by the following factors:

- Soft/hard ground: +20% to –50%
- Group: +1% per creature tracked
- Co-mingled Tracks: –50%
- Age of tracks: –10% per day
- Rainfall: –25% per hour
- Efforts made to hide tracks: –25%.

Compund

At 9th level, the survivalist who establishes a safe haven or community in the suburbs or wilderness gains 2d4 first level survivalist followers.


CHAPTER TWO
Hello, my name is:
TED

Equipment

Currency and Cost

Paper money, coins, cryptocurrency, digital values are meaningless in the world now. Some settlements might still use them, but outside those particular settlements, there's no guarantee another settlement will accept those forms of currency in exchange for goods and services. Barter, trades of equipment and resources are generally more widespread, with each individual or settlement deciding on the relative value of goods, resources, and services. This creates interesting dynamics for every negotiation and can produce a source of tension and conflict. The most common exchanges are trades of Resource Points for other types of Resources, equipment, weapons, armor, and vehicles.

Item Integrity

All equipment, including weapons and armor, have an Item Integrity rating. When Characters acquire items, the Referee can roll a d6 to determine the item's current quality 1: poor, 2-4: average, 5: good 6: superior. The integrity of item also translates into an item bonus or penalty. An item with a poor integrity causes a -1 penalty to relevant rolls such as an attack roll or ability check that includes gear. Average Integrity is the default with a modifier of "0", Good Integrity grants +1 and Superior Integrity grants +2.

On an attack roll of a natural 1 (or upon a failed Ability check, with a natural 20) that included the use of equipment, the weapon or equipment's Item Integrity may suffer.

Roll an integrity check (d6) to determine if its condition worsens or the item breaks. On a 1 or 2, it worsens. If the item passes the check, the Integrity does not change. If it fails the roll, it drops by one category. If the Item Integrity is Poor, a failed roll results in the item breaking. Broken item can be repaired at a cost of time and Resource Points.

Item Weight

Dead Men Walking uses the weight in coins from the OSE core rules to keep it easy for Referees to incorporate fantasy equipment and treasures into the post-apocalyptic setting of Dead Men Walking.

Gear Bonuses Gear bonus are cumulative. For example, using superior Climbing Shoes, Superior Climbing Cord, and a superior Climbing Kit grants a +6 bonus on an ability check to scale a cliff face.

> "Equipment has heart, human heart, inside it."
>
> Ichiro Suzuki



Equipment List

Gear Name	Description	Weight
Backpack	Storage of 500 coins in weight.	50 (empty)
Binoculars	Allows eight (8) times magnification. There are other binoculars with greater magnification.	20
Boots, hiking	Hiking boots, and other waterproof boots. These allow characters to travel 1 extra mile through rough terrain. Hiking boots with poor integrity is the equivalent of wearing inappropriate footwear in the wilderness and eliminates the extra mile bonus.	10
Camp Stove	A camp stove is useful for heating and cooking food in the wilderness. These have a variety of different power sources, generally propane or sterno. Cooked Food boost morale by +1 for 2d6 turns.	75
Canteen	Stores 1 Resource Point of water.	10
CB Radio, handheld	Communication on 40 channels up to 5 miles distance.	30
Climbing Cord	An immensely helpful tool when climbing, works best with a climbing kit.	50
Climbing Shoes	Grants a gear bonus for scaling cliff faces and mountain sides.	None
Climbing Kit	A variety of tools for climbing cliff faces and mountain sides. Grants a gear bonus. If used with Climbing Cord, grants an additional +1 (or 5%) Gear Bonus for climbing.	20
Compass	A navigation tool to navigate by magnetic north.	5
Coffee Pot	Allows brewing of hot coffee. Alleviate Despair after a hot cup of coffee. Cannot be used during combat.	10
Duffel Bag	Storage of 400 coins of weight.	10 (empty)
Electronic Kit	For electronic repair and bypassing security systems.	10
Fishing Line & Tackle	Several spindles of fishing line, hooks, lures, needle nose pliers, sinkers	5
First Aid Kit	Recover 1d3 hit points After two uses, you must resupply the First Aid Kit.	20
Field Manual	A Field manual provides +2 to an appropriate ability check when used to assist in the field manual's topic, such as regional wilderness survival, repairing a generator, hooking up an electrical grid, etc.	20
Flare	Creates light in a 240' radius when fired. Lasts for 1 turn.	5
Flashlight, Rechargeable	120' 30' radius, Charge lasts 1 month (30 Fuel)	10
Flashlight, Battery	120' 30' radius, Batteries last 1 month (30 Fuel)	10
Flashlight, LED	120' 30' radius, Batteries last 2 months (15 Fuel)	10
Flashlight, Xenon	150' 30' radius, Batteries last 1 month (30 Fuel)	10
Gas Mask	Protects against gas and chemical Hazard inhalation. A Saving throw is not required when wearing a gas mask.	20
Glow Sticks	Creates light in a 30' radius. (Last 12 hours)	5
GPS	A portable GPS device for navigation and traveling. May require a charge (20 Fuel)	10
Grappling Hook	Upt to 5 prongs, can be used to secure rope for climbing.	25
Hammer (carpenter's)	Up to 24" long used for construction. Good at pounding nails and spikes.	5
Head Lamp	Light up to 90 feet, useful at night, in the dark or spelunking, keeping the hands free. (30 Fuel)	5

Gear Name	Description	Weight
Laptop	There are still active servers, satellites, and power in some places, this could change over time. Whether a laptop or other computer is still working or can still access the internet is at the Referee's discretion. There are still some networks (closed or otherwise) in secret government or corporate installations. (50 Fuel for eight hours)	50
Life Vest	Helps prevent drowning and provides a gear bonus for swimming.	30
Lighter	For lighting a variety of flammable resources quickly and easily.	1
Maps	Printed maps of geographic terrain, trails, etc	1
Match Kit, waterproof	Matches that can be lit despite exposure to water.	1
Night Vision Goggles	There are civilian and military grade night vision goggles. Allows the wearer to see in the dark, eliminating any penalty because of darkness.	20
Mess Kit	Better than eating with your hands or off leaves or fabric.	10
Meals Ready to Eat (MRE)	Opinions vary, but regardless of one's taste, the equivalent of 1 Resource Point of food. With a shelf life of the entire campaign.	10
Microscope, up to 1000x	Requires electricity, see up to 1000x magnification.	10
Nuclear Biological Chemical (NBC) Suit	Protects against Hazards and generally eliminates the need for a Saving throw. If a Saving throw is required against any Hazard while wearing an NBC suit, add the Equipment Integrity modifier to the roll, to a minimum modifier of zero (o). The military version of the NBC suit is named Mission Oriented Protective Posture (MOP) Gear. Full MOP gear offers protection against chemical, biological, radiological, or nuclear hazards.	75
Poncho	+1 Saving throw vs Hazards or Illness caused by Exposure.	10
Saw	Useful for cutting wood, other materials.	10
Scope (weapon)	A variety of scopes for hunting and combat. A scope of average integrity eliminates the long-range penalty. A scope of poor integrity is essentially as useful as binoculars but does not eliminate range penalties or provide any benefit.	5
Shovel	For digging.	15
Signal Whistle	Allows user to make a number of loud, piercing audible signals.	1
Snake Bite Kit	Allows +1 saves vs poison when bitten by a poisonous snake. (30 Meds to refill)	20
Sterno Candle	Useful for cooking, a bit of light and a bit of warmth. 10' radius light. (10 Fuel for 5 hours)	5
Tarp	Protection from the elements and some with camouflage patterns assist with hiding or concealment.	40
Telescope, w/ tripod	70mm Portable Refractor Telescope with tripod.	10-20
Tent, Small	A small tent that protects against Exposure, fits two people.	100
Tent, Large	A large tent that protects against Exposure, fits 4-8 people.	250
Tool Kit	A handy, portable tool kit.	100
Torch (Old School)	A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius.	1
Trenching Tool	A portable, foldable shovel, when used as a weapon, it inflicts 1d6 hit points of damage.	10
Rope, natural fiber	Sturdy rope, but heavier than synthetic fiber rope. Supports the weight of three people.	60
Rope, synthetic fiber	Strong and lighter than natural rope. Supports the weight of five people.	50
2-Way Radios (Walkie Talkies)	Communication between the devices up to 6 miles distance.	10
Watch	For keeping time and if you have two, synchronizing time.	5
Water Bottle	Stores 1 Resource Point of water.	5

Starting Equipment by Class

Eightwire

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
2	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
3	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
4	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
5	None	Knife and Baseball Bat	Semiautomatic Pistol	40 Ammo, 10 Electronics, 15 Food, 15 Water, Pick Three
6	None	Knife and Baseball Bat	Semiautomatic Pistol	40 Ammo, 10 Electronics, 15 Food, 15 Water, Pick Three
7	Leather Jacket	Knife and Baseball Bat with Nails	Semiautomatic Pistol, Hunting Rifle	50 Ammo, 10 Electronics, 20 Food, 20 Water, Pick Four
8	Leather Jacket, Motorcycle Helmet	Knife and Baseball Bat with Nails	Semiautomatic Pistol, Pump Shotgun	60 Ammo, 10 Electronics, 25 Food, 25 Water, Pick Five

Fixer

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
2	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
3	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
4	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
5	None	Knife and Baseball Bat	Semiautomatic Pistol	40 Ammo, 10 Electronics, 15 Food, 15 Water, Pick Three
6	None	Knife and Baseball Bat	Semiautomatic Pistol	40 Ammo, 10 Electronics, 15 Food, 15 Water, Pick Three
7	Leather Jacket	Knife and Baseball Bat with Nails	Semiautomatic Pistol, Hunting Rifle	50 Ammo, 10 Electronics, 20 Food, 20 Water, Pick Four
8	Leather Jacket, Motorcycle Helmet	Knife and Baseball Bat with Nails	Semiautomatic Pistol, Pump Shotgun	60 Ammo, 10 Electronics, 25 Food, 25 Water, Pick Five

Starting Equipment by Class

Guardian

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
2	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
3	None	Knife and Hand Axe	Two Revolvers	40 Ammo, 10 Electronics, 14 Food, 14 Water, Pick Two
4	Leather Jacket or Coat	Knife and Hand Axe	Two Revolvers	40 Ammo, 10 Electronics, 14 Food, 14 Water, Pick Three
5	Leather Jacket or Coat	Knife and Hand Axe	Semiautomatic Pistol	50 Ammo, 10 Electronics, 20 Food, 20 Water, Pick Three
6	Light Ballistic Vest	Knife and Machete	Two Semiautomatic Pistols	60 Ammo, 10 Electronics, 20 Food, 20 Water, Pick Four
7	Light Ballistic Vest	Knife and Machete	2 Semiauto Pistols, Pump shotgun	70 Ammo, 10 Electronics, 20 Food, 20 Water, Pick Four
8	Light Ballistic Vest and Helmet	Combat Knife and Machete	Two Semiautomatic Pistols, Carbine	100 Ammo, 10 Electronics, 24 Food, 24 Water, Pick Five

Icon

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
2	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
3	None	Knife	Revolver	40 Ammo, 10 Electronics, 14 Food, 14 Water, Pick Three
4	None	Knife	Semiautomatic Pistol	40 Ammo, 10 Electronics, 14 Food, 14 Water, Pick Three
5	None	Baseball Bat	Semiautomatic Pistol	40 Ammo, 10 Electronics, 21 Food, 21 Water, Pick Three
6	None	Baseball Bat	Revolver and Pump Shotgun	50 Ammo, 10 Electronics, 21 Food, 21 Water, Pick Four
7	Leather Jacket or Coat	Knife and Baseball Bat	Semiautomatic Pistol and Pump Shotgun	50 Ammo, 10 Electronics, 28 Food, 28 Water, Pick Four
8	Leather Jacket or Coat	Knife and Baseball Bat	Semiautomatic Pistol and Carbine	70 Ammo, 10 Electronics, 28 Food, 28 Water, Pick Five

Starting Equipment by Class

Medic

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Club	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Meds 10, First Aid Kit, Pick One
2	None	Club	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Meds 10 First Aid Kit, Pick One
3	None	Club	Revolver	30 Ammo, 10 Electronics, 14 Food, 14 Water, Meds 15, First Aid Kit, Pick Two
4	None	Knife	Semiautomatic Pistol	40 Ammo, 10 Electronics, 14 Food, 14 Water, Meds 15, First Aid Kit, Pick Two
5	None	Knife	Semiautomatic Pistol	40 Ammo, 10 Electronics, 20 Food, 20 Water, Meds 20, First Aid Kit, Pick Three
6	Light Ballistic Vest	Knife	Semiautomatic Pistol	40 Ammo, 10 Electronics, 20 Food, 20 Water, Meds 20, First Aid Kit, Pick Three
7	Light Ballistic Vest	Knife and Club	Semiautomatic Pistol and Pump Shotgun	50 Ammo, 10 Electronics, 20 Food, 20 Water, Meds 20, First Aid Kit, Pick Four
8	Light Ballistic Vest	Knife and Club	Semiautomatic Pistol and Pump Shotgun	60 Ammo, 10 Electronics, 25 Food, 25 Water, Meds 25, First Aid Kit, Pick Four

Mystic

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Prop, Pick Two
2	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Prop, Pick Two
3	None	Knife	Semiautomatic Pistol	45 Ammo, 10 Electronics, 15 Food, 15 Water, Prop, Pick Three
4	None	Knife	Semiautomatic Pistol	45 Ammo, 10 Electronics, 15 Food, 15 Water, Prop, Pick Three
5	None	Hand Axe	Semiautomatic Pistol	45 Ammo, 10 Electronics, 20 Food, 20 Water, Prop, Pick Four
6	Leather Jacket	Hand Axe	Revolver and Sawed-Off Shotgun	60 Ammo, 10 Electronics, 25 Food, 25 Water, Prop, Pick Four
7	Leather Jacket	Hand Axe	Semiauto Pistol and Sawed-Off Shotgun	60 Ammo, 10 Electronics, 30 Food, 30 Water, Prop, Pick Four
8	Leather Jacket	Knife and Hand Axe	Semiautomatic Pistol and Hunting Rifle	80 Ammo, 10 Electronics, 10 Food, 10 Water, Prop, Pick Five


CAMP
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Starting Equipment by Class

Outlaw

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Shiv	Revolver	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick One
2	None	Two Knives	Revolver and Sawed-Off Shotgun	30 Ammo, 10 Electronics, 10 Food, 10 Water, Pick One
3	None	Two Knives, Hand Axe	Semiautomatic Pistol and Sawed-Off Shotgun	40 Ammo, 10 Electronics, 10 Food, 10 Water, Pick One
4	None	Two Knives, Hand Axe	Semiautomatic Pistol Sawed-Off and Shotgun	40 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
5	Leather Jacket or Coat	Two Knives, Baseball Bat	Semiautomatic Pistol and Pump Shotgun	40 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Two
6	Leather Jacket or Coat	Two Knives, Baseball Bat	Semiautomatic Pistol and Pump Shotgun	50 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Three
7	Ballistic Vest	Two Knives, Machete	Semiauto Pistol and Submachine Gun	50 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Three
8	Piecemeal Armor	Two Knives, Hand Axe, Machete	Semiauto Pistol, Pump Shotgun, Submachine Gun	60 Ammo, 10 Electronics, 10 Food, 10 Water, Pick Three

Scavenger

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 10 Electronics, 10 Fuel, 10 Food, 10 Materials 10 Meds, 10 Water, Pick Two
2	None	Knife	Semiautomatic Pistol	30 Ammo, 15 Electronics, 10 Fuel, 15 Food, 15 Materials 10 Meds, 15 Water, Pick Two
3	Leather Jacket or Coat	Hand Axe	Machine Pistol	40 Ammo, 20 Electronics, 20 Fuel, 20 Food, 20 Materials 20 Meds, 20 Water, Pick Three
4	Leather Jacket or Coat	Hand Axe	Submachine Gun	40 Ammo, 20 Electronics, 20 Fuel, 20 Food, 20 Materials 20 Meds, 20 Water, Pick Three
5	Ballistic Vest	Knife and Chainsaw	Sawed Off Shotgun	50 Ammo, 30 Electronics,30 Fuel, 25 Food, 25 Materials 25 Meds, 25 Water, Pick Four
6	Piecemeal Armor	Machete	Pump Shotgun	50 Ammo, 30 Electronics, 40 Fuel, 30 Food, 30 Materials 30 Meds, 30 Water, Pick Four
7	Piecemeal Armor	Knife and Machete	Semiautomatic Pistol and Pump Shotgun	60 Ammo, 40 Electronics, 40 Fuel, 35 Food, 40 Materials 35 Meds, 35 Water, Pick Five
8	Piecemeal Armor	Combat Knife and Machete	Semiautomatic Pistol and Carbine	60 Ammo, 50 Electronics, 50 Fuel, 45 Food, 50 Materials 40 Meds, 40 Water, Pick Six

Starting Equipment by Class

Scientist

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife	Revolver	30 Ammo, 20 Electronics, 10 Food, 10 Water, Pick Two
2	None	Knife	Revolver	30 Ammo, 20 Electronics, 10 Food, 10 Water, Pick Three
3	None	Knife	Revolver	40 Ammo, 30 Electronics, 15 Food, 15 Water, Pick Three
4	None	Knife	Revolver	40 Ammo, 30 Electronics, 15 Food, 15 Water, Pick Four
5	None	Knife	Revolver	40 Ammo, 40 Electronics, 20 Food, 20 Water, Pick Four
6	None	Knife	Semiautomatic Pistol	50 Ammo, 40 Electronics, 25 Food, 25 Water, Pick Four
7	None	Knife and Baseball Bat	Semiautomatic Pistol	50 Ammo, 40 Electronics, 25 Food, 25 Water, NBC Suit, Pick Five
8	None	Knife and Machete	Semiautomatic Pistol and Hunting Rifle	60 Ammo, 40 Electronics, 25 Food, 25 Water NBC Suit, Pick Six

Scout

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife and Hand Axe	Compound Bow or Crossbow, Revolver, Pump Shotgun	30 Ammo, 10 Food, 10 Water. Pick Two
2	None	Knife and Hand Axe	Compound Bow or Crossbow, Revolver, Pump Shotgun	30 Ammo, 10 Food, 10 Water, Pick Two
3	Sports Pads	Knife and Fireman's Axe	Compound Bow or Crossbow, Semiautomatic Pistol, Hunting Rifle	40 Ammo, 20 Food, 20 Water, Pick Two
4	Leather Jacket	Knife and Fireman's Axe	Compound Bow or Crossbow, semiautomatic Pistol, Hunting Rifle	40 Ammo, 20 Food, 20 Water, Pick Two
5	Motorcycle Helmet and Jacket	Knife and Machete	Revolver and Carbine	50 Ammo, 25 Food, 25 Water, Pick Three
6	Motorcycle Helmet and Jacket	Knife, Hand Axe and Machete	Semiautomatic Pistol and Submachine Gun	50 Ammo, 25 Food, 25 Water, Pick Three
7	Light Ballistic Vest	Knife, Hand Axe and Machete	Semiautomatic Pistol and Pump Shotgun	60 Ammo, 30 Food, 30 Water, Pick Three
8	Light Ballistic Vest	Knife, Hand Axe and Machete	Semiautomatic Pistol and Carbine	80 Ammo, 30 Food, 30 Water, Pick Four

Starting Equipment by Class

Soldier

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	Ballistic Helmet	Bayonet	Semiautomatic Pistol	30 Ammo, 10 Food, 10 Water, Pick Two
2	Ballistic Helmet	Bayonet	Semiautomatic Pistol, Semiauto shotgun	40 Ammo, 15 Food, 15 Water, Pick Two
3	Ballistic Helmet	Bayonet	Semiautomatic Pistol, Carbine	40 Ammo, 15 Food, 15 Water, Pick Two
4	Light Ballistics Vest and Helmet	Combat Knife	Semiautomatic Pistol, Carbine	50 Ammo, 20 Food, 20 Water, Pick Three
5	Light Ballistics Vest and Helmet	Combat Knife	Semiautomatic Pistol, Combat Rifle	50 Ammo, 20 Food, 10 Water, Pick Three
6	Modular Tactical Vest and Helmet	Combat Knife	Semiautomatic Pistol, Combat Rifle	60 Ammo, 25 Food, 25 Water, Pick Three
7	Modular Tactical Vest and Helmet	Combat Knife	Semiautomatic Pistol, Combat Rifle	60 Ammo, 25 Food, 25 Water, Pick Three
8	Full Tactical Body Armor	Combat Knife	Semiautomatic Pistol, Combat Rifle	90 Ammo, 25 Food, 25 Water, Pick Four

Street Warrior

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife and Machete	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
2	Sports Pads and Helmet	Knife and Machete	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
3	Sports Pads and Helmet	Knife and Machete	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
4	Sports Pads and Helmet	Knife and Hand Axe	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
5	Sports Pads and Helmet	Combat Knife and Baseball Bat with Nails	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
6	Sports Pads and Helmet	Combat Knife and Machete	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
7	Light Ballistics Vest and Helmet	Combat Knife and Sword	Semiautomatic Pistol	10 Ammo, 10 Electronics, 10 Food, 10 Water
8	Light Ballistics Vest and Helmet	Combat Knife and Sword	Semiautomatic Pistol and Submachine Gun	10 Ammo, 10 Electronics, 10 Food, 10 Water

Starting Equipment by Class

Survivalist

Roll 1D8 for each column

1D8	Armor	Melee	Ranged	Gear
1	None	Knife & Hand Axe	Compound Bow / Crossbow	30 Ammo, 10 Electronics, 20 Fuel 10 Food, 10, Materials 20 Meds 10, Water, Pick Three
2	None	Knife & Hand Axe	Compound Bow / Crossbow & Revolver	50 Ammo, 10 Electronics, 20 Fuel, 15 Food, Materials 30, Meds 15, 15 Water, Pick Three
3	None	Knife & Hand Axe	Compound Bow / Crossbow & Revolver	50 Ammo, 10 Electronics, 20 Fuel, 20 Food, Materials 40, Meds 20, 20 Water, Pick Three
4	Light Ballistic Vest	Knife, Hand Axe & Machete	Bow /Crossbow & Semiauto Pistol	50 Ammo, 10 Electronics, 30 Fuel, 30 Food, Materials 40, Meds 20, 30 Water, Pick Three
5	Light Ballistic Vest	Knife, Hand Axe & Machete	Bow /Crossbow, Revolver, Pump Shotgun	50 Ammo, 10 Electronics, 30 Fuel, 30 Food, Materials 40, Meds 20, 30 Water, Pick Four
6	Light Ballistic Vest	Knife, Hand Axe & Machete	Bow / Crossbow, semiauto Pistol, Rifle	60 Ammo, 10 Electronics, 40 Fuel, 40 Food, 40 Materials 40, Meds 25, Water, Pick Four
7	Modular Tactical Vest	Knife, Hand Axe & Machete	Semiautomatic Pistol or Revolver and Carbine	60 Ammo, 10 Electronics, 40 Fuel, 50 Food, 40 Materials, Meds 25, 50 Water, Pick Five
8	Tactical Vest & Helmet	Machete	Semiauto Pistol / Revolver & Combat Rifle	90 Ammo, 10 Electronics, 50 Fuel, 60 Food, 40 Materials 60, Meds 25, Water, Pick Six

"At first I was afraid, I was petrified.
Kept thinking I could never live without you by my side.
But then I spent so many nights thinking how you did me wrong.
And I grew strong.
And I learned how to get along.
And so you're back.
From outer space..."
-G. Gaynor



Armor

LIGHT ARMOR	DAC	AAC	WEIGHT
Motorcycle Helmet	7	13	50
Leather Jacket	7	12	50
Light Ballistic Vest	6	13	75
Light Ballistics Vest and Helmet	5	14	100
Motorcycle Helmet and Leather Jacket	6	13	75
Sports Pads	7	12	50
Sports Pads and Helmet	6	13	100
MEDIUM ARMOR	**DAC**	**AAC**	**WEIGHT**
Concealable Body Armor	8	13	50
Modular Tactical Vest	5	14	100
Modular Tactical Vest and Helmet	4	15	150
Piecemeal Armor	7	12	150
Riot Helmet and Face Shield	7	12	50
HEAVY ARMOR	**DAC**	**AAC**	**WEIGHT**
Ballistic Helmet	+1	+1	50
Combat Vest	5	14	100
Full Tactical Body Armor	3	16	200
Full Combat Body Armor	2	17	250

SHIELDS	AC	WEIGHT
Ballistic Shield	+1/+2	100
Improvised Shield	+1	100
Riot Shield	+1	50
Wooden Shield	+1	100





Armor Descriptions

Motorcycle Helmet

Light armor. Full visor, full head motorcycle helmet.

Leather Jacket

Light armor. Heavy leather jacket typical worn by motorcycle enthusiasts and people into heavy metal and punk. Alternatively, the player may have a long, leather trench coat or wranglers jacket.

Light Ballistics Vest

Light armor. Worn under clothes, by police officers or undercover agents.

Light Ballistics Vest and Helmet

Light armor. Adds a helmet of some sort.

Sports Pads

Light armor. Hockey, lacrosse, paint ball or American football pads.

Concealable Body Armor

Medium armor. Includes chest and limb protection largely to protect against ballistics.

Modular Tactical Vest

Medium armor. Ballistic vest used by the military and special weapons assault teams of police forces. Primarily Kevlar with inserts for hard armor plates.

Modular Tactical Vest and Helmet

Medium armor. Adds a helmet.

Piecemeal Armor

Medium armor. Mismatched pieces of armor of various quality to cover the arms, legs, torso, abdomen, and the head.

Riot Helmet Face Shield

Medium armor. Generally worn by police to quell riots or suppress protestors. Sometime worn by protestors too.

Ballistics Helmet

Heavy armor. A tactical helmet protection vs small arms fire, used by the military and police forces of the world.

Combat Vest

Heavy armor. Just the vest from the combat body armor.

Full Tactical Body Armor

Heavy armor. Includes a helmet, vest, arms, and legs protection. Used vs ballistics but affords some protection against melee weapons.

Full Combat Body Armor

Heavy armor. Includes a helmet, vest, arms and legs protection, strongest protection available.

Shields Descriptions

Ballistic Shield

These shields are used by the police and military to help stop bullets. They are +2 to against any ranged attacks using projectiles.

Improvised Shield

Metal trash can lid, round grill cover, whatever works.

Riot Shield

Light weight, transparent shields used by police to quell riots and suppress protesters.

Wooden Shield

Generally home-made shields, used by LARPers, medieval recreationists, and survivors looking for something to block the Infected.



Weapons

Modern firearms in the Infected World

Referees shouldn't be too concerned with the long ranges offered by firearms, and some players might want to argue for even longer effective ranges. The intent is to provide characters the chance to take on large groups of zombies at a distance. Some players might grow overconfident in the early rounds, until the horde draws closer, they run low on ammo or are caught trying to reload. Over the course of a long campaign, ammo becomes harder to come by, and is a precious resource. Let them enjoy those early-level mayhems, indeed encourage the use of excessive use of ammo, it'll make those later level game sessions more interesting when they've a handful of bullets or they're down to their last magazine.

Damage

The amount of damage inflicted from a single attack.

Ammo

The maximum number of bullets per magazine, cylinder, chamber, or belt.

Types of Ammunition	
Normal	Standard rounds for the weapon, no modifier
Armor Piercing	Designed to penetrate armor + 1 to Attack
High Explosive	Explodes on penetration, +2 damage
Tracer	+1 to attack at night and makes the damage fire damage

Range

Divided into three categories: short, medium, and long. Short Range attacks are at +1 to hit. Long Range attacks are at -1.

Reload

The number of rounds it takes to reload the weapon.

Rate of Fire (ROF)

Some modern projectile weapons allow for the expenditure of multiple rounds at a single opponent or multiple opponents. The rate of fire is the number of times a character can fire the firearm in the round.

Weight

The weight in coins for calculating encumbrance for those Referee's using encumbrance rules from OSE rules. Ammo weight is not calculated into weapon weight. Referees should use reason in determining how much ammo an individual can carry and by what means. If necessary, consider every 30 bullets equals 1 coin weight.

Modes of Fire

Modern firearms have different modes of fire for semiautomatic and automatic weapons. These modes of fire are abstracted as follows:

- **Rapid Fire**: Allows semiautomatic weapons to fire multiple rounds. Rapid Fire grants +1 to Attack rolls and +1 damage on a successful hit against the Infected. The attack roll and damage increases to +2 against the uninfected. Rapid fire uses five (5) ammo.
- **Burst:** Allows a burst of rounds of three (3) bullets against a single target. A burst grants +1 to Attack rolls and +1 damage on a successful hit. A burst can be used a number of times in a round based on its Rate of Fire, if the weapon has sufficient ammo.
- **Spray**: This attack requires an attack roll. The total attack roll is compared to the AC of all the opponents in a 60-degree angle up to medium range. If the attack would hit, those hit must make a saving throw vs. Hazards. On a successful save, they take half damage. On a failure, they take full damage. This attack empties half the clip. A fully loaded weapon can make no more than two sprays. The Referee has discretion as to whether a weapon has sufficient ammo to make an additional spray if the magazine is below half its capacity.
- **Full**: This attack requires an attack roll. The total attack roll is compared to the AC of all the opponents in 90-degree angle up to medium range. If the attack would hit, those hit must make saving throw vs. Hazards. On a successful save they take half damage. On a failure they take full damage. This attack empties the clip. A fully loaded weapon can make one full auto attack.

Aiming

A character may take time to aim a firearm carefully. Aiming a firearm grants a +1 to Attack. A character may aim for a maximum of three rounds, granting a maximum aiming bonus of +3. However, weapons with aiming scopes may grant an additional bonus to attack based on the integrity of the scope. For example, a scope with a good Integrity rating grants +1 to attack. If a character spent 3 rounds aiming with a scope with good Integrity, the character gains +4 to attack.

Other Qualities

The butt of weapons can be used as club. Pistols inflict 1d2 damage, rifles and shotguns inflict 1d4 damage. Some weapons (carbines and combat rifles) allow fixing a bayonet. A weapon with a fixed bayonet inflicts 1d6 damage and requires two hands to use.

Projectile Weapons							
Type	**Damage**	**Ammo**	**Range**	**Reload**	**ROF**	**Qualities**	**Weight**
Revolver	1d6+2	6	150’ /300’/450’	2 (1)	1	Speed loader reloads in 1 round	30
Semi-Automatic Pistol	1d8	15	150’ /300’/450’	1	2	Rapid Fire	30
Flare Gun	1d6	1	30’/60’/120’	1	1	Light in 240’ radius and Fire Damage	20
Rifles							
Type	**Damage**	**Ammo**	**Range**	**Reload**	**ROF**	**Qualities**	**Weight**
Carbine	1d8+2	40	200’/400’/600’	1	3	Burst, Spray, Two-handed	100
Combat Rifle	1d8+2	40	300’/600’/990’	1	3	Burst, Spray Full, Two-handed	120
Hunting Rifle	1d10	10	300’/600’/1200’	1	1	Scope, Aim Two-handed	100
Sniper Rifle	1d10+1	10	1000’/2000’/3000’	1	1	Scope Aim Two-handed or bipod	150
Submachine Guns							
Type	**Damage**	**Ammo**	**Range**	**Reload**	**ROF**	**Qualities**	**Weight**
Machine Pistol	1d6	30	150’ /300’/450’	1	3	Rapid Fire, Burst	30
Submachine Gun (SMG)	1d8	40	150’ /300’/500’	1	3	Burst, Spray Full, Two-handed	60
Shotguns							
Type	**Damage**	**Ammo**	**Range**	**Reload**	**ROF**	**Qualities**	**Weight**
Double Barrel Shotgun	1d8+1	2	120’/240’/300’	2	1	Discharges, Both Barrels, Two-handed	60
Pump Action Shotgun	1d8+1	8	120’/240/300’	3	1	Two-handed	100
Sawed Off Pump Shotgun	1d8	(8)	60’/90’/120’	3	1	Short Ranged, Spray, Two-handed	30
Semi-automatic Shotgun	1d8+1	8	120’/240’/300’	2	2	Rapid Fire, Two-handed	100
Heavy Weapons							
Type	**Damage**	**Ammo**	**Range**	**Reload**	**ROF**	**Qualities**	**Weight**
Machinegun	1d12+1	100	500’/1500’/2400’	3	4	Spray, Full, Two-handed, Bipod	100
Grenade Launcher	As grenade	1	600’ /900’/1200’	1	1		50
Rocket Launcher	8d8	1	500’/100’/1500’	1	1	Two-Handed	100
Squad Automatic Weapon	1d10+1	40	500’/1500’/2400’	1	2	Spray, Full	100
Flamethrower	4d6	6	30’/60’/90’	2	1	Fire Damage, Spray, Save Hazard	200

Weapons Table.

Explosives					
Type	**Damage**	**Range**	**Reload**	**Qualities**	**Weight**
Grenade, Fragmentation	6d6	30’/60/90’	NA	45’ radius, Save vs. Blast	10
Grenade, White Phosphorous	6d6	30’/60/90’	NA	40’ radius, Save vs. Blast (Fire Damage)	10
Grenade, Smoke	1d6	30’/60/90’	NA	Obscure -4 Penalty to attack	10
Grenade, Flash Bang	1d6	30’/60/90’	NA	Save vs. Blast or Blinded and Stunned (1d4 rounds)	10
Explosives (plastic explosives)	8d8	NA	NA	Save vs. Blast	10
Improvised Explosive	8d8	NA	NA	Save vs. Blast	20
Mortar	8d6	300’/5000’/6000’	2	Save vs. Blast	20 (Shell)
Artillery	10d10	Up to 40 miles	4	Save vs. Blast	500 (Shell)

Explosives Table.

Melee Weapons		
Type	**Damage**	**Weight**
Axe, hand	1d4	30
Axe, Fireman’s	1d6	50
Axe, Lumber	1d6	50
Baseball Bat	1d6	20
Baseball Bat-Spiked	1d6+1	20
Bayonet	1d4	10
Chainsaw	1d8	100
Cleaver	1d4	30
Club	1d4	50
Combat Knife	1d4	10
Knife	1d4	10
Metal Pipe	1d6	10
Machete	1d6	20
Nightstick	1d4	10
Shiv	1d4	10
Sword	1d8	60

Melee Weapons Table.

Missile Weapons			
Type	**Damage**	**Range**	**Weight**
Compound Bow	1d8	70’/140’/210’	40
Crossbow	1d8	80’/160’/240’	50
Bow	1d6	50’/100’/150’	30
Slingshot	1d4	40’/80’ 160’	5
Shuriken	1d2	10’/20’/30’	5
Javelin	1d4	30’/60’/90’	15
Spear	1d6	20’/40’/60’	30
Throwing Axe	1d6	10’/20’/30’	30
Throwing Knife	1d4	10’/20’/30’	10

Missile Weapons Table.



“Every gun that is made, every warship launched, every rocket fired signifies in the final sense, a theft from those who hunger and are not fed, those who are cold and are not clothed."

— Dwight D. Eisenhower

Vehicles

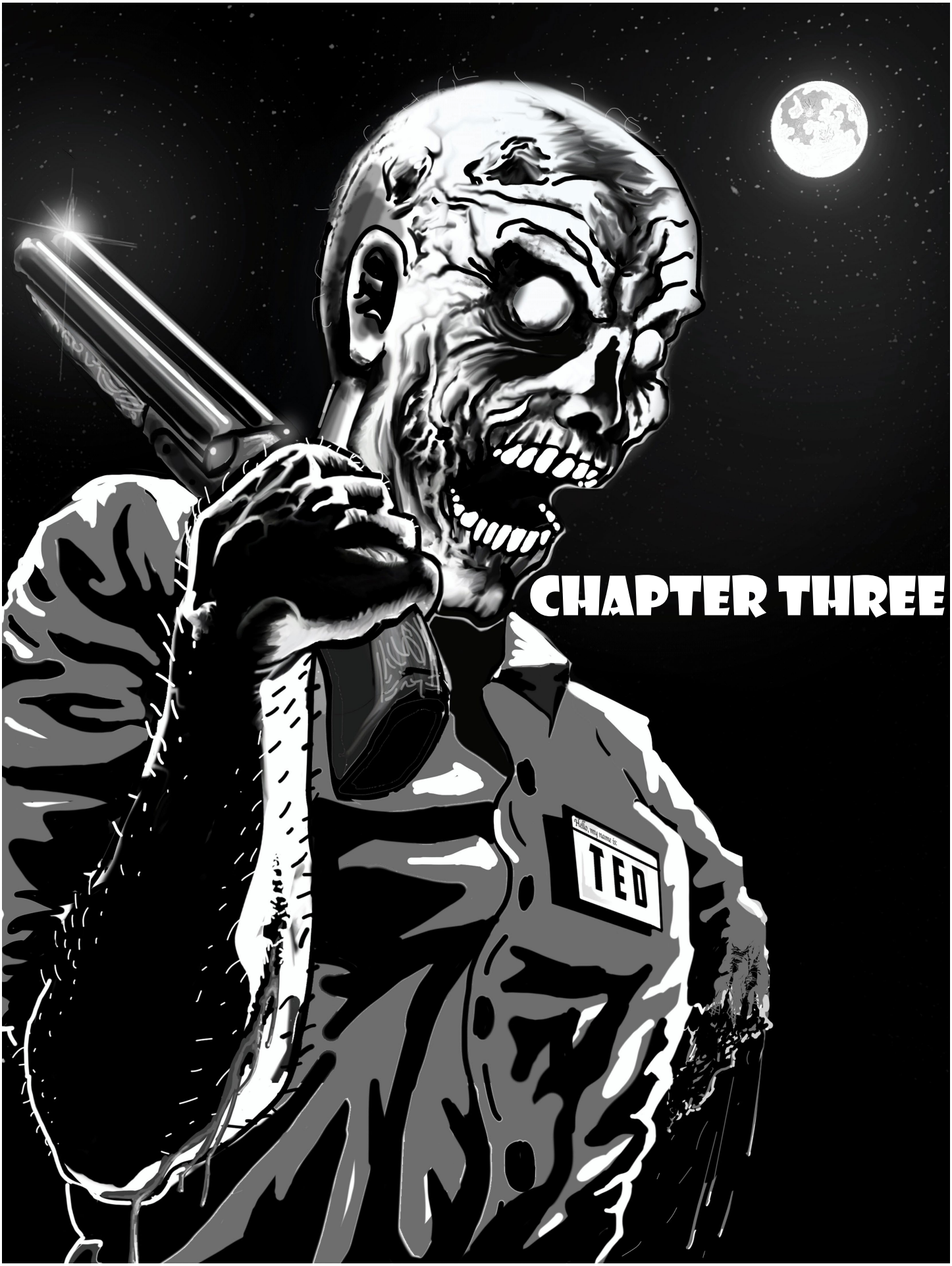
- Combatants targeting vehicles attack AC and inflict hit (Hull) points of damage as normal.
- When a vehicle is reduced to 0 hull points, it is assumed its rendered immobile and nonfunctional until repaired.
- A Referee may rule a vehicle beyond repair if it takes twice the amount of its listed hull points in damage. Those wrecks are only useful for parts.
- Combatants that target passengers suffer a penalty to hit because the vehicle may provide partial cover or cannot hit the passenger at all because of full cover.
- Vehicles may explode if struck by specific weapons, such as high explosives, rockets, and other attacks at the Referee's discretion.
- Passengers caught in a vehicle that explodes that carry its own explosives and ammo will damage passengers. Roll the primary weapon damage and secondary weapon damage for each passenger. A successful saving throw halves the damage taken by the passenger.



Vehicle Descriptions

Vehicle	AC	HP	Speed	Fuel Tank	MPG	Weapon 1	Weapon 2	Passengers	Cover
Car	9 [10]	50	120 mph	16 gallons	30	NA	NA	6	Partial -2
SUV	9 [10]	75	120 mph	16 gallons	25	NA	NA	6	Partial -2
Truck	8 [11]	100	120 mph	20 gallons	20	NA	NA	6	Partial -2
Truck, Trailer	8 [11]	125	70 mph	250 gallons	20	NA	NA	3	Partial -3
Jeep/Humvee	8 [11]	150	120 mph	25 gallons	20	NA	NA	5	Partial -3
Motorcycle	8 [11]	15	140 mph	6 gallons	50	NA	NA	2	None
Motorcycle, Off Road	8 [11]	20	140 mph	6 gallons	50	NA	NA	2	None
Armored Personnel Carrier (APC)	0 [19]	300	40 mph	190 gallons	1.5	6d10	3d10	17 (2 crew, 15 passengers)	Full Cover
Tank	-3 [22]	500	35 mph	500 gallons	1	10d10	3d10	4	Full Cover




CHAPTER THREE
Hello, my name is:
TED

Bestiary

Alien (Greys)

Beings from either another dimension or another galaxy, the grey aliens have watched and observed us for many centuries. Perhaps we failed some unknown test? Perhaps we terrified them? Or maybe just for their own amusement, the grey aliens caused the disaster. The grey aliens generally appear as the popularized alien image, grey bodies with bulbous, elongated heads, flat features, and black, opaque eyes. Reports from abductees tell of other aliens with different body types and appearances.

Grey Alien

AC 6 [13], **HD** 2+2 (10 hp), **Att** 1 × plasma weapon

(2d6), Psionic Attack, Mind Control THAC0 17 [+2]

MV 120' (40'),

SV D 12 H 13 I 14 B 15 M 16

ML 9, **AL** Neutral, **XP** 50, **NA** 1d6

(4d6), **TT** None

- **Mind Control:** 3/Day save vs Mental or suffer the effects of Mind Control as the Charm Person spell.
- **ESP:** at will, as the ESP spell.
- **Plasma Weapon Attacks**: with their Plasma Weapons are at +3. These weapons are keyed to the Grey Alien DNA and cannot be used by normal humans.
- **Psionic Attack:** 1/day Psionic Attack save vs Mental (Spells) or suffer 5d4 damage. Half Damage on a successful save.
- **For every 10 Grey Aliens**: a Grey Alien Leader is present.

Grey Alien Leader

AC 6 [13], **HD** 3+2 (14 hp), **Att** 1 × plasma weapon

(2d6), Psionic Attack, Mind Control **THAC0** 16 [+3]

MV 120' (40'), **SV** D 10 H 11 I 12 B 13 M 14

ML 10 **AL** Neutral, **XP** 95, **NA** 1

(1), **TT** None

- **Mind Control:** 3/Day save vs Mental) or suffer the effects of Mind Control as the Charm Person spell.
- **ESP**: at will, as the ESP spell.
- **Plasma Weapon Attacks:** with their Plasma Weapons are at +3. These weapons are keyed to the Grey Alien DNA and cannot be used by normal humans.
- **Psionic Attack**: 1/day Psionic Attack save vs Mental (Spells) or suffer 5d4 damage. Half Damage on a successful save.

Alien, Hybrid

The results of human DNA combined with alien DNA. These beings are usually grown in vats. These bi-pedal humanoids act as sentinels and servants of the Grey Aliens. They wear strange armor; they have a mix of alien and human features.

AC 6 [13], **HD** 2 (8 hp), **Att** 1 × plasma weapon

(2d6), Psionic Attack, Mind Control **THAC0** 17 [+2]

MV 120' (40'),

SV D 12 H 13 I 14 B 15 M 16

ML 8, **AL** Neutral, **XP** 25, **NA** 2d4

(4d4), **TT** P

- **Plasma Weapons:** Capable of using the advanced weaponry of the Grey Aliens.



Bandit

It takes all kinds to make a shitty, apocalyptic world. Bandits are people who have formed bands that plague the roads, stealing from others with insufficient numbers or defenses. They prefer ambush, deceit, and stealth to outright confrontation. They tend to kill only if they've no other choice, and generally run if they encounter stiff resistance. Bandits will call off an ambush and even trade if they think it is in their best interests. These aren't the worst of the survivors out there, but they're not the best either.

AC 6 [13], **HD** 1 (4 hp), **Att** 1 × weapon [melee 1d6]
(Projectile 1d8), THAC0 19 [0]
MV 120' (40'),
SV D 13 H 14 I 13 B 16 M 15
ML 8, **AL** Neutral, **XP** 10, **NA** 1d8
(3d10), **TT** Q (Individual), U (Group)

- **Deception:** Pose as fellow survivors to trick victims.
- **Leader:** May have a leader of 2nd level or higher (any class).
- **Stash:** Only have Resource type J when encountered in their stronghold.

Bear

There were eight species of bears before the zombie apocalypse. They range widely in the colder climates of the Northern Hemisphere. They're opportunistic and clever hunters.

Black Bear

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw
(1d3), 1 × bite (1d6), **THAC0** 16 [+3],
MV 120' (40'), **SV** D 12 H 13 I 14 B 15 M 16
ML 7, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4) **TT** None

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.
- **Defensive:** Adults will protect their young with their lives, but otherwise only attack if cornered or starving.
- **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

Grizzly Bear

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw
(1d4), 1 × bite (1d8), **THAC0** 15 [+4],
MV 120' (40'), **SV** D 12 H 13 I 14 B 15 M 16
ML 8, **AL** Neutral, **XP** 175, **NA** 1 (1d4), **TT** None

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.
- **Defensive:** Adults will protect their young with their lives, but otherwise only attack if cornered or starving.
- **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

Bobcat

The bobcat or lynx is a medium sized wild feline, with a mottled, spotted coat, tan or gray with black streaks.

AC 6 [13], **HD** 2 (8 hp), **Att** 2 × claw 1d4, 1 bite 1d6
THAC0 18 [+1] **MV** 120' (40')
SV D 12 H 13 I 14 B 15 M 16 (6),
ML 7, **AL** Neutral, **XP** 30, **NA** 1 (1d3), **TT** None

- **If both claws hit:** the Bobcat may attempt a bite.
- **Surprises:** on a 1-2 (d6)



Cannibal

These desperate monsters form small bands, sometimes small communities and eat their fellow human beings. Some do so to supplement their food supply, others do so routinely. Some maddened cannibals do so in veneration of the Infected. Others do so for other sordid, awful reasons. These aren't unfortunate survivors who had to resort to cannibalism just to survive bad winter. These people eat other people habitually. People are their diet.

AC 7 [12], **HD** 2 (8 hp), **Att** # 1× by weapon (at least one melee weapon), **THAC0** 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16,

ML 7, **AL** Chaotic, **XP** 25, **NA** 1d6 (6d6),

TT: T (Individual) U (Group)

- **Meat Freak:** every ten cannibals will have a Meat Freak, tougher stronger, and more terrifying than their fellows. They are the disturbing leaders of cannibal bands.
- **Fear:** When people encounter cannibals, save vs Mental or suffer from overwhelming fear (as the spell Cause Fear) for 1 turn.

Meat Freak

AC 7 [12], **HD** 3 (12 hp), **Att** # 1× by weapon (at least one melee weapon), **THAC0** 17 [+2]. **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16 , ML 7, **AL** Chaotic,

XP 50, **TT**: S

- **Fear:** Save vs Mental or suffer from overwhelming fear (as the spell Cause Fear) for 1 turn.

Community Member

These survivors are ordinary people who were fortunate to survive but do not gain levels. They contribute to survivor settlements using the skills they've gained through life, or that are taught by others. They might help farm, weld, gather, teach, assist to sustain their community. If not encountered in a settlement, they're likely near it. These NPCs can be cultivated to form long lasting relationships with player characters.

AC 8 [11], **HD** 1 (4hp), **Att** 1 × by weapon

THAC0 20 [-1], **MV** 90' (30),

SV D 14 H 15 I 16 B 17 M 18,

ML 7, **AL** Neutral, **XP** 10, **NA** 3d10,

TT R (Individual) V (Group)

Coyote

The coyote is a canine related to wolves, but smaller. Generally gray fur or reddish fur, with a mix of black and white.

AC 7 [12], HD 2 (8 hp), Att 1× bite (1d6)

THAC0 18 [+1], MV 120' (40'),

SV D 12 H 13 I 14 B 15 M 16

ML 6, **AL** Neutral, **XP** 20, **NA** 1d6 (2d6),

TT None

- +1 Morale for every 4 coyotes.

Cultist

Before and after the Outbreak, cults thrived. There are all sorts of cults out there, led by individuals or small cabals.

AC 8 [11], **HD** 1 (4 hp), **Att** 1 × by weapon

THAC0 19 [0], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 9, **AL** Neutral, **XP** 13, **NA** 4dx6

(4d6)

TT R (Individual) U (Group)

- +2 morale in the presence of their demagogue.
- A morale test at -2 must occur if the cult demagogue is killed. If the morale check succeeds, the cultists will fight to the death.



Cult Demagogue

A charlatan or true believer, the cult demagogue is the unquestionable leader of the cult they lead.

AC 7 [12], **HD** 2 (8 hp), **Att** 1 × weapon

THAC0 17 [+2], **MV** 120' (40'),

SV D 12 H 13 I 14 B 15 M 16

ML 9, **AL** Chaotic, **XP** 30, **NA** 1 (1)

TT P

- **Grants +2 morale**: to the cultists they lead.
- **Command cultists:** the cult demagogue can command their followers to carry out their will, this includes killing for the demagogue. If the demagogue give an obviously suicidal command, the cult followers receive a Mental saving throw at -2, or they carry out the demagogue's command.



"Time for lust, time for lies
Time to kiss your life goodbye.
Send me money, send me green,
heaven you will meet.
Make a contribution and you'll get the better seat.
Bow to Leper Messiah."

-Metallica

Deserter

These soldiers abandoned their posts, their duties, and their command structure. Deserters can be of any alignment, and there are numerous reasons why individual and groups of soldier's desert.

AC 6 [13], **HD** 2 (8 hp), **Att** 1 × weapon, combat rifle (1d8+2), **THAC0** 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 7, **AL** Any, **XP** 20, **NA** 1d8 (squad) (6d8 platoon)

TT P (individual) V (group) A (Base)

- **Roll for the Deserters alignment**: (d6): Lawful (1) Neutral (2-4) Chaotic (5-6)
- **Roll D6 for why:** see tables below.

Lawful Deserter Cause Roll 1D6	
1	Officer fled
2	Officer put them at unnecessary risk
3	Officer killed
4	They panicked and fled
5	Cut off, gave up on returning
6	Given an immoral order

Neutral Deserter Cause Roll 1D6	
1	Officer fled
2	Officer put them at unnecessary risk
3	Officer killed
4	They panicked and fled
5	Became political radicals or extremists
6	Killed their officer

Chaotic Deserter Cause Roll 1D6	
1	Stealing supplies/illicit trade
2	Killed their office
3	Murdered civilians
4	Committed attocities
5	Sacrificed others in order to survive
6	The opportunity to rule over others

A quarrel is quickly settled when deserted by one party; there is no battle unless there be two.

-Seneca The Elder

Deer

Hooved herbivores, the males have antlers.

AC 8 [11], **HD** 2 (8 hp), **Att** 1 × butt 1d6 (Bucks only)

THAC0 18 [+1], **MV** 180' (60')

SV D 12 H 13 I 14 B 15 M 16

ML 6, **AL** Neutral, **XP** 20, **NA** 1d4 (2d4)

TT None

Dog, wild

While some people still keep dogs as pets and guards in the Infected world, most dogs have gone feral, forming packs and do not fear humanity. These feral animals can be aggressive and dangerous.

AC 7 [12], **HD** 2 (8 hp), **Att** 1 × bite

(1d6), **THAC0** 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 8 or 6, **AL** Neutral, **XP** 20, **NA** 2d6 (3d6)

TT None

- **Morale**: if a pack of dogs is reduced to half its size, their morale drops to 6.

Guard

Sentries, bodyguards, and lookouts. These people are best at keeping watch.

AC 7 [12], **HD** 1 (4 hp), **Att** 1 × by weapon

THAC0 19 [0], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16,

ML 8, **AL** Any, **XP** 25, **NA** 2d4 (4d4)

TT R

- **Surprise**: Only Surprised on a 1.
- **Spot Infected Hordes:** 4 in 6 at long range.



Hunter

Skilled at tracking game and lying-in wait for the kill. Knowledgeable about how to skin and butcher animals.

AC 7 [12], **HD** 2 (8 hp), **Att** 1 × by weapon,

THAC0 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 7, **AL** Any, **XP** 30, **NA** 1d4 (2d4)

TT P

- **Track:** as a Scout
- **+1 to surprise**: when lying in ambush





The Infected

Referees can use the base zombie statistics for quick, easy, and familiar undead for their Dead Men Walking campaign. For a more versatile antagonist, below are other archetypes of Infected to keep players off guard.

For campaigns featuring a specific type of Infected and origin story, this may be for you.

Any Infected that are truly undead gain the ability Undead. Undead make no noise until they attack and are immune to effects that affect living creatures (e.g., poison, sleep, gas). Undead are immune to mind-affecting or mind-reading powers should these exist in the campaign.

Looting the Infected is a risky proposition. Yes, they could have some Resources and Weapons, but careless contact could risk infection. The Risk of Infection is at the Referee's discretion and follows the normal Infection rules on page 8. The Referee's also decides what incidental Resources or items might be found on the Infected. For example, a group or squad of Infected soldiers might still have their firearms, some ammo, supplies, and canteens.

Feasting: Infected seek to consume flesh, blood, and brains. Upon reducing an opponent to zero hit points, those Infected in a 10' radius will feed upon the fallen for 1d3 rounds. After which, they must make a Mental Saving throw in order to stop feasting and pursue more of the uninfected. At the discretion of the Referee, infected with human intelligence do not need to make the Saving throw once they've feasted.

Abomination

Dead or living Infected that are misshapen and often massive. These might sport strange appendages such as lamprey-like tongues, gelid tentacles, or other oddities. Their final destruction might be marked with explosions in a gory, infectious mess or roiling gases.

AC 6 [13], **HD** 5 (25 hp), **Att** 2 × fists (1d8),1 x Bite (1d8), 1 x Tentacle (1d6), (2d6 + Tongue 15'), **THAC0** 15 [+4]

MV 120' (40'), **SV** D 10 H 11 I 12 B 13 M 14

ML 12, **AL** Chaotic, **XP** 600, **NA** 1d6 (2d6)

TT None

- **Infection Dice:** 5d6
- **Grotesque Death:** when reduced to 0 hit points, the abomination explodes in a shower of gore and putrid chunks. Save vs Blasts to avoid splatter. On a failure, roll for Infection.
- **Hungry Tongue**: ranged attack of 15'
- **Tentacle**: if it hits, it gains an extra attack from constriction.



The Bloated

These Infected met their demise in the water. Those near the docks crawl with crabs and sea worms. Those in fresh water might have insects inhabiting them, or even leeches that occasionally leap off at the uninfected.

AC 7 [12], **HD** 3 (12 hp), **Att** 1 × Bite (1d6)

(Burst), **THAC0** 17 [+2], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 12, **AL** Neutral, **XP** 65, **NA** 3d4 (Dockside, sewers, small boat), (4d8) (Larger shipwreck, large ferry wreck)

TT None

- **Infection Dice**: 4d6
- **Awful Smell:** 10' radius. Low tide and death comingled. Save vs. Illness or the opponent has -2 to attacks.
- **Burst**: when reduced to 0 hit points, it bursts, releasing a horrid gas, and all sorts of little sea critters. Save vs. Poison or become nauseated, unable to act for 1d3 rounds.

Crawling Corpse

These poor bastards were mutilated before death, maybe victims of the Infected with their guts and legs eaten away or suffering from a horrible accident, such as being run over by a train. Unfortunately, though, their brain remained intact, and these things can only crawl slowly towards the living.

AC 7 [12], **HD** 1 (8 hp), **Att** 1 × bite (1d4)

THAC0 19 [0], **MV** 60' (20')

SV D 12 H 13 I 14 B 15 M 16

ML 12, **AL** Neutral, **XP** 13, **NA** 2d8 (4d8)

TT None

- **Infection Dice:** 3d6
- **Horrific**: the first time oencountered, requires a Saving throw vs. Mental or suffer from fear.

The Possessed

Demons from hell, beings from another dimension or outer space or the spirit of the Wendigo possess the bodies of the living or the dead. These Infected are hard to kill, cunning and while you might destroy the physical form, the demon isn't banished back to where it came from, it simply finds another host, and marks its destroyer for its vengeance.

AC 7 [12], **HD** 4 (16 hp), **Att** 2 × claws (2d6), 1 x bite (1d8), **THAC0** 16 [+3], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 10, **AL** Chaotic, **XP** 125, **NA** 2d6 (5d6)

TT None

- **Infection Dice**: 3d6
- **Demonic Eyes**: Eyes glow a baleful color or change in some unusual way. Those who see the eyes must save vs Mental or succumb to fear.
- **Vulnerable to silver**: Double damage from silver weapons or projectiles.





Revenant

Blood seeking vampires. These are not typical Hollywood vamps. These are gore encrusted, grayish, obviously dead, hideous looking monsters that are relentless in their pursuit of blood when the sun sets, or when a volcano casts enough ash in the sky to block out the Sun for a time. When hungry, they're barely sentient.

AC 6 [13], **HD** 5 (20 hp), **Att** 1 × bite (1d6)

(1d6 + drain blood), **THAC0** 15 [+4], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 10 (6), **AL** Chaotic, **XP** 475, **NA** 1d12 (2d12)

TT None

- **Infection Dice:** 4d6 (automatic if drained to 0 hit points)
- **Drain Blood:** a successful hit allows the Revenant to drain 1d6 hp on its turn without an attack roll. This drain heals a wounded Revenant
- **Vulnerable Sunlight:** ultraviolet, Silver, Fire
- **Regenerate:** the Revenant regenerates all of its hit points after hibernating in the day.
- **Morale:** 6 when the Sun shines.

Quickened Dead

Zombies. But they're fast as hell, and relentless.

AC 7 [12], **HD** 2 (8 hp), **Att** 1 x rend (1d4) 1x Bite 1d6

THAC0 18 [+1], **MV** 160' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 12, **AL** Neutral, **XP** 35, **NA** 2d4 (4d6)

TT None

- **Special:** Infection Dice 4d6
- **Hungry**: Dead always attack the living on sight.
- **Undead**: make no noise, until they attack. Zombies are Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading powers should these exist in the campaign.
- **Relentless** +1 to Initiative. Try not to get caught.

Relentless Dead

The hungry dead, in various states of decay, from the freshly dead, to the early stages of rotting, and the withered, long dead. They form vast relentless hordes hungry for flesh or brains.

AC 7 [12], **HD** 1 (8 hp), **Att** 1 x rend (1d4) 1x Bite 1d6

THAC0 19 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 12, **AL** Neutral, **XP** 20, **NA** 4d4 (8d6)

TT None

- **Special:** Infection Dice 3d6
- **Hungry**: Dead always attack the living on sight.
- **Undead**: make no noise, until they attack. Zombies are Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading powers should these exist in the campaign.





Risen

The recently dead, their bodies are still intact, their pallor, that of the dead. Their eyes are milky and lifeless. At first, they move as if relearning walking, but the scent of the living compels them at a terrifying gait.

AC 7 [12], **HD** 2 (8 hp), **Att** 1× bite (1d6),

THAC0 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 12, **AL** Neutral, **XP** 30, **NA** (1) 1d4 (2d8)

TT None

- **Special:** Infection Dice 4d6
- **Familiar Face**: if the character knew the person, such as a neighbor, friend, family, or companion, saving throw vs. Mental or be overwhelmed with horror for 1d3 rounds.
- **What Have I done**: save vs. Mental or Suffer Despair when a Risen known by the PC is reduced to 0 hit points.

Rotter

These Infected are in advanced state of decay and are accompanied by a nauseating stench.

AC 7 [12], **HD** 2 (8 hp), Att 1 × bite (1d6)

THAC0 18 [+1], **MV** 90' (30')

SV D 12 H 13 I 14 B 15 M 16

ML 12, **AL** Neutral, **XP** 25, **NA** 2d8 (6d8)

TT None

- **Special:** Infection Dice 4d6
- **Illness**: those within a 30' radius of a Rotter must make a saving throw vs Illness or become nauseated, suffer -2 to rolls.

Swamp Shambler

The Infected in fens, bogs, and swamps are covered in vegetation, muck and little critters that are at home in the swamps. In swamplands, they blend into tall grass, reeds, and thick vegetation. The odor of these Infected is disgusting.

AC 7 [12], **HD** 3 (12 hp), **Att** 1× bite (1d6)

(1d2 leeches), **THAC0** 17 [+2], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 12, **AL** Neutral, **XP** 65, **NA** 1d6 (3d6)

TT None

- **Special**: Infection Dice 4d6
- **Surprise**: on a 2 in 6 in swamps
- **Leeches**: when first engaged in melee, those within 5' must save vs Hazards, or suffer from being splattered with infected leeches.





The Rabid

These are the still living Infected, they are fast, highly infectious, and intent on spreading their sickness. Loved ones turned into the Rabid may weaken the resolve of survivors or lead to fatal mistakes as survivors try to keep their loved ones around, hoping for a cure.

AC 8 [11], **HD** 2 (8 hp), **Att** # 1 × Rend (1d6)

(vomit), **THAC0** 18 [+1], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 12, **AL** Neutral, **XP** 35, **NA** 3d8 (8d8)

TT None

- **Special:** Infection Dice 5d6
- **Vomit**: after a successful rend, the Rabid vomits upon its opponent. Save vs. Hazard of risk infection.
- **Multiple Senses**: are aware of others through, smell, sight, hearing. They will notice light.
- **Animal Intelligence**: as clever as animals that work together, but no longer human intelligence.

Optional: Infected Animals

- +2 Hit Dice
- Add Infection Dice
- Add the Special Abilities and Vulnerabilities of the Infected Archetype.
- Increase the XP gained accordingly

Marauder

The worst of the worst. Some were criminals prior to the fall of civilization, a few were serial killers, others now unrestricted by the mores of the fallen civilization turned the beast inside loose. These people prey upon other people, but they're not just bandits. They get their kicks on all sorts of heinous acts and savagery against their fellows. They are sadistic, cruel, and aside from cannibals, truly the worst humanity has to offer.

AC 7 [12], **HD** 1+1 (5 hp), **Att** 1 × weapon

THAC0 18 [+1], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

ML 10, **AL** Chaotic, **XP** 20, **NA** 1d8+2 (3d10)

TT P (Individual) U (Group)

► **Savage**: Marauders relish slaughter and gain +2 to attack when engaged in killing.

Mercenary

For the right price in resources, these folks will serve your cause, guard your settlement, or take out your rivals.

AC 7 [12], **HD** 2+2 (10 hp), **Att** 1 × weapon

THAC0 18 [+1], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 8, **AL** Neutral, **XP** 25, **NA** 2d4 (5d4)

TT Q (Individual) V (Group)

► **Morale**: drops to 6 if more than half their group is incapacitated or killed. They retreat or negotiate.

Mountain Lion

Predatory felines who make their home in the wilderness, mountains, and hills.

AC 6 [13], **HD** 3+2 (14 hp), **Att** 2× claw 1d3, 1x bite 1d6

THAC0 16 [+3], **MV** 180' (60')

SV D 12 H 13 I 14 B 15 M 16

ML 8, **AL** Neutral, **XP** 75, **NA** 1d3 (2d4)

TT None

► **Killing bite**: if both claw attacks hit an opponent, the Mountain Lion gains a bite attack.

Nomad

Some bands of survivors decided its folly to try and establish any permanent settlement, and instead roam the ruined world, trading good and resources that they scavenge, eluding hordes rather than confronting them.

AC 7 [12], **HD** 1 (4 hp), **Att** 1 × by weapon

THAC0 19 [0], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 8, **AL** Neutral, **XP** 20, **NA** 3d6 (5d6)

TT P (Individual) U (Group)

► Rugged wanderer +2 to saving throws vs Hazards.

Raider

Raiders, like bandits aren't shy using ambushes and deceit to steal from others. Raiders, however, are willing to attack settlements and kill to break resistance and acquire what they need. They don't engage in wholesale slaughter unless they think they must. Fear of violence is as much of a weapon to them as violence. They know fear divides and use it to intimidate would-be opposition. They're not prone to the regular savagery of marauders.

AC 7 [12], **HD** 1 (4 hp), **Att** 1 × by weapon

THAC0 19 [+1], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 8, **AL** Neutral, **XP** 15, **NA** 2d6 (4d6)

TT P (Individual) (V) Group

► **Ambush**: on a 2 in 6 to surprise.



Sidhe Lord

Nature and reality are more complex than we fully understand. Sidhe Lords are beings from the netherworld, Faerie, or some other dimension that have made themselves known since “the event.” It's up to the Referee whether or not your story includes Sidhe Lords.

AC 5 [14], **HD** 9 (36 hp), **Att** 1 × weapon (Sword and Bow are typical), (Spells), **THAC0** 14 [+5], **MV** 120’ (40’)

SV D 8 H 9 I 9 B 10 M 10

ML 10, **AL** Chaotic, **XP** 2,300, **NA** 1d4 (2d12)

TT Special (Magical items, jewelry, gems, and valuable coins)

- Arcane Spells: 1st Level: Charm Person, Sleep, 2nd Level: ESP, Invisibility, Phantasmal Force 3rd Level: Haste, Lightning Bolt, 4th Level: Dimension Door, Hallucinatory Terrain, Remove Curse (Curse) 5th level: Animate Dead
- Infravision: 60’

Scavenger

Survivors who make it by lying low, sneaking about, and picking through the ruined, abandoned world. They avoid conflict and prefer to run and hide rather than stick and fight.

AC 7 [12], **HD** 1 (4 hp), **Att** 1 × weapon

THAC0 18 [+1], **MV** 120’ (40’)

SV D 10 H 11 I 12 B 13 M 14

ML 6, **AL** Neutral, **XP** 20, **NA** 2d8 (4d8)

TT P (Individual) U (Group)

- **Hide:** 4 in 6 if there’s cover or under darkness, 3 in 6 in there’s sparse cover or in the day. They must have some sort of cover to hide.
- **Sneak:** 3 in 6 chance to sneak pass un-noticed if there is cover or under darkness, 2 in 6 otherwise.
- **Scrounge:** 1 in 6 chance to find 2d6 Resource Points per turn of searching an area.

> "I call myself a laborer because I take pride in calling myself a spinner, weaver, farmer and scavenger."
>
> — Mahatma Gandhi



Scout

These serve settlements as lookouts for threats, finding resources, and identifying allies or trade partners.

AC 7 [12], **HD** 2 (8 hp), **Att** 1 × weapon

THAC0 18 [+1], **MV** 120’ (40’)

SV D 10 H 11 I 12 B 13 M 14

ML 8, **AL** Neutral, **XP** 35, **NA** 1d3 (1d3)

TT P

- Alert Only surprised on a 1 in 6.
- Spot 3 in 6 of spotting an individual or group, before the Scout is spotted. 5 in 6 against the Infected.
- Take Cover 4 in 6 to remain hidden, if they spot others, 5 in 6 against the Infected.

Shark, Great White

Large fish with a notable white underbelly and fearsome jaws.

AC 4 [15], **HD** 8 (36 hp), **Att** 1 × Bite (2d10)

THAC0 12 [+7], **MV** 180’ (60’)

SV D 10 H 11 I 12 B 13 M 14

ML 7, **AL** Neutral, **XP** 650, **NA** 1 (1d4)

TT None

- Blood scent: Can detect blood in water up to 300'
- Feeding frenzy: Triggered by the scent of blood: always attack; no morale checks.

Snake, poisonous

There are a variety of different types of poisonous snakes, such as rattle snakes and water moccasins.

AC 6 [13], **HD** 2 (9 hp), **Att** 1 × bite 1d4)
(poison), **THAC0** 18 [+1], **MV** 90' (30')
SV D 12 H 13 I 14 B 15 M 16
ML 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8)
TT None

- **Poison**: 1d6 turns. Save vs poison or die 1 turn later.

Sorcerer

Some may refer to themselves as necromancers or occultists. In some stories, they are capable of actual magic, and responsible for the Infected. They might be part of doomsday cult, serve an eldritch god, or a demon lord.

AC 8 [11], **HD** 5 (20 hp), **Att** 1 × by weapon
(Spells), **THAC0** 15 [+4], **MV** 120' (40')
SV D 11 H 12 I 11 B 13 M 12,
ML 9, **AL** Chaotic, **XP** 475, **NA** (1) (1d4)
TT U

- **Spells:** 1st Level Charm Person, Protection from Evil, Read Magic. 2nd Level: Detect Evil, ESP. 3rd Level: Infravision. 4th Level: Confusion, Curse. 5th Level: Animate Dead (others at Referee discretion)
- **Command Infected**: the Sorcerer can command any Infected within a 100' radius.

Soldier

The shoulder patch of their flag still means something to them and still believe they have a duty. They still follow the chain of command, or what's left of it.

AC 6 [13], **HD** 2 (8 hp), **Att** 1 × weapon
THAC0 18 [+1], **MV** 120' (40'),
SV D 10 H 11 I 12 B 13 M 14
ML 9 (11), AL Any, **XP** 30, **NA** 2d8 (6d8)
TT P (individual) V (group) A (Base)

- **Disciplined Soldiers**: rely on the chain of command. When an officer is present, moral is increased to 11.
- **Squad Tactics**: 3 or more soldiers gain +1 to Attack and Damage against opponents.

Wolf

Wolves have spread with the collapse of modern civilization and can found in suburban and urban environments. Packs making their homes in subway tunnels are possible too.

AC 7 [12], **HD** 2+2 (11 hp), **Att** 1 × bite (1d6),
THAC0 17 [+2], **MV** 180' (60')
SV D 10 H 11 I 12 B 13 M 14
ML 6, **AL** Neutral, **XP** 35, **NA** 2d6 (3d6)
TT None

- **Training**: at the Referee's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.
- **Strength in Numbers:** Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.

Zombies, the Undead

Perhaps hell spills over, maybe it's a disease. Whatever the case, if the corpse had its brain intact, it rises from the dead, shambling waiting to rend bloody meat. The Zombie is attracted to the sight, sound, and the smell of the living.

AC 8 [11], **HD** 2 (9hp), **Att** 2 [Rend] [Bite]
Rend (1d6 + special) (Bite 1d6+special), **THAC0** 18 [+1]
MV 60' (20'), **SV** D 10 H 11 I 12 B 13 M 14
ML 12, **AL** Neutral, **XP** 30, **NA** 2d4 (4d6)
TT None

- **Special**: Infection Dice 4d6 (12)
- **Hungry Dead**: always attack the living on sight.
- **Initiative**: always lose (no roll).
- **Undead Make No Noise**: until they attack. Zombies are immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading powers should these exist in the campaign.



The Infected Generator

Build Your Own Infected!

Roll for each question or decide yourself.

Question	Outcome
Alive or Undead? Roll 1d6	The Infected is alive (1-3) or (4-6) undead
Infected Gender? Roll 1d6	The Infected appears male (1-2), female (3-4), can't tell (5-6)
Infected Size. Roll 1d6	The Infected is 1: Morbidly Obese 2: Ectomorphic, 3 Endomorphic 4: Mesomorphic 5: Morbidly Thin 6: Desiccated
Infected Appearance. Roll 1d6 (1d4 for living Infected)	The Infected is 1: Covered in fresh gore 2: caked with maggot infested old gore 3: tattered filthy clothes 4: Recently Infected 5: Freshly Half-Eaten 6: Withered innards visible
Infected Speed. Roll 1d6	The Infected is Slow (1-2): Speed 60, Base AC; Fairly Quick (3-4), Speed 120 +1 AC; Fast (5-6): +2 AC
Infected Durability. Roll 1d6:	The Infected has 1-2: 2 Hit Dice, 3: 3 Hit Dice, 4: 4 Hit Dice, 5: 5 Hit Dice, 6: 6 Hit Dice
Infected Virulence. Roll 1d6:	(1-3) 3 Hit Dice for Infection (4) 4 Dice for Infection (5) 5 Dice for Infection (6) 6 Dice for Infection
Infected Attacks. Roll 1d6:	The Infected has 1: Attacks with its teeth (bite 1d6) 2: Rends and Bites (1 Rend 1d4 and Bites 1d6) 3: The Infected can claw, bite and Bash (1d6). 4: The Infected can claw, bite, and projectile vomit (save vs. Breath or suffer 2d6 damage, save for half damage 5: The Infected can claw, bite and exudes horrible gas (save vs Hazards or suffer 2d6 damage and weakness for 1d6 rounds (-4 to all rolls) 6: The infected does all of it.
Does this Zombie have Special Abilities? (Optional) Roll 1d6:	(1-3) No Special Abilities (4) 1 Special Ability (5) 2 Special Abilities (6) 3 Special Abilities
Infected Special Abilities (1d8):	(1) Screech: Save vs Mental or suffer a Fear affect. (2) Tentacle Tongue: Tongue can grapple an opponent within 10 feet. (3) Elongated Jaw: increases bite to 1d10. (4) Stealthy: The Infected surprises on a 1-3. (5) Lurk: The Infected can hide in shadows (2 in 6 and may surprise when striking from the shadows. (6) Pounce: The Infected may pounce upon an opponent save vs Hazards or the Infected attacks at +2 and does double damage with its bite (and claws). (7) Vomit Stomach Acid: The Infected can spray a foe with stomach acid. The opponent takes half the Infected Hit Dice in damage (a minimum of 1d8). A successful saving throw halves damage. (8) Spew Gore: The Infected sprays blood and chunks. A character who fails their Hazards saving throw must resist Infection.
Does this Infected have Special Vulnerabilities? (Optional) Roll 1d6:	(1) Double Damage from Sunlight/ultraviolet radiation (2) Half Speed in Cold (3) Double Damage from Silver (4) Double damage from electricity (5) Unable to traverse deep water (6) Double damage from fire
Infected Deaths: Roll 1d6 Upon Death (Optional):	(1-2) Parts break off, organs fall out of it, very awful to see (Save vs. Mental or suffer as under a Cause Fear spell). (3) It explodes in a shower in a 10' radius of infectious gore (save vs Hazard or risk Infection) (4) It melts into stinking goo; the smell is nauseating (save vs. Illness or suffer -2 to all rolls for 1 turn) (5-6) It bursts with writhing maggots and buzzing flies, save vs. Mental or suffer Fear for 1d6 rounds.

Infected Horde Rules

Example Horde: 1,000 2 HD Infected. Average Hit Points: 8; AC 8 [11]; Horde Hit Points: 8,000; Attacks Per Opponent: 8

Closing In:

- A detected horde begins at a distance of 4,000 feet and proceeds at their maximum movement rate towards the Un-Infected, the settlement, etc.
- An undetected horde begins at a distance of 3,000 feet.
- Reduce the movement rate for obstacles or difficult terrain, as appropriate.

Fighting:

- The AC of the horde is equivalent to the AC of the Infected type used. In a mixed Horde, use the worse AC.
- Hit points of the horde is equal to the average of the hit points generated by the Hit Dice of the horde multiplied by the number in the horde.
- +4 to attacks against a horde, and it's a good opportunity for players to use Rapid Fire, Sprays and Full auto attacks. You still apply the Zombie Slayer and Item Integrity rules. Shots that "miss" actually hit the horde, but likely hit parts of the Infected that didn't disable, kill, or otherwise slow them down.
- A spray inflicts 20d8+40 Hit points of damage on a failed save. Half on a successful saving throw vs. Hazards. The Horde receives only one saving throw.
- Full-automatic empties the clip and inflicts 40d8+80 Hit points of damage. Half on a successful saving throw vs. Hazards. The Horde receives only one saving throw. The character must reload before firing again.
- Weapon damage is halved for attacks at long range. If using Sprays or Full Auto fire at long range, a successful save vs. Hazards reduces damage to a quarter.
- One kill is equal to the average number of hit points calculated.
- When the horde reaches melee range. The Infected Horde may attack each PC (and any allied NPCs) a number of times as follows. A horde makes 1 attack roll against each defender per 50 members of the horde, to a maximum of 8 attacks, this assumes the horde can fully surround and flank the character. -2 to the number of attacks for partial cover, -4 to the number of attacks for half cover, but a minimum of 2 attacks even for characters in full cover from the relentless, determined Infected. As long as the horde remains at twice the size of the defenders, it continues to make a minimum of 2 attacks per defender. How the Infected reach the PC is a matter of Referee's narrative license.
- The horde must roll each attack as normal.
- The horde may attack structures or damage those structures with those attacks it could not use against the defenders directly. Such as, attacking a barricade that a PC is standing behind.
- The horde attacks structures in effort to attack the un-infected. They'd target a steel wall as readily as a wooden door (unless the Referee is using Infected with some semblance of cunning or Intelligence). When a horde falls below 50 Infected, the Referee's may elect to use normal combat rules.
- **Important:** Remember to consider and allow innovative, plausible strategies to take out large numbers of the horde.
- **Less Crunch Optional Rule:** Rather than rolling multiple attacks dice for the NPCs that are part of the PCs settlement or stronghold, the Referee may choose to total the number of attacks for the NPCs and roll a damage pool. For example, 10 NPCs armed with revolvers would roll a damage pool of 10d6+20, rather than rolling for any attacks. Multiply the number of combatants by the Rate of Fire (ROF) to calculate the damage pool. For example, 10 NPCs armed with Combat Rifles ROF 3 would inflict 30d8+60 damage.

  Keep in mind some weapons have burst fire as their default attack. It is necessary to multiple the number of attacks by 3 for weapons using burst fire to determine the amount of ammo used. This would use a considerable amount of Ammo (90) from the Settlement's stockpile if 10 NPCs fired their Combat Rifles at an Infected Horde. The Referee may elect to apply average damage totals if the number of dice becomes unwieldy. In the example of the revolvers, the NPCs would inflict 50 hit points of damage, and 180 hit points of damage with the Combat Rifles.

"I let go. Lost in oblivion. Dark and silent and complete. I found freedom. Losing all hope was freedom."

Fight Club

JOURNAL ENTRY

SEPTEMBER 20th I think

Somewhere in Pennsylvania

Old train station.

I was lucky to escape them this time, and I don't know how long this luck will hold. I avoid the roads entirely, mostly because of survivors.

Homo homini lupus.

They say it started at a lab in North Korea, a bioweapon, aerosolized that mutated, and got out. By the time anyone knew anything, it had spread half-way through China. China fell in days and the world followed.

I was with my wife, a nurse, when they brought the first one into the hospital. The rest is a blur of screaming, biting and wet slick blood on the floor.

A hospital was probably the worst place to be during the Outbreak. Ambulances transporting victims who became attackers. The virus (Plague? Curse?) spread faster than any hopes of containment.

We never knew how fragile civilization was, until it was gone.



Random Generator: Cause of the Zombie Apocalypse



The Referee can roll or select from the following table. Referees must decide if there's a cure or someway of undoing what caused the zombie apocalypse. Roll (1d20) or a combination of multiple rolls, you're in charge.

D20	Causes of the Outbreak	Details
1	Aliens	Beings from 490 light years away. Did they establish a colony in humanity's ancient past? Did they arrive by starship, wormhole, or teleportation? Did they release a genetically engineered virus, having seen just how easy it is to topple human civilization with a pandemic?
2	Gaia Principle	Climate change. Humanity didn't get the hint and Gaia, the living Earth, is truly pissed now.
3	Faerie Lords	The Sidhe are the cause of the Infested that plague the world. The human fires of inquisition banished the Sidhe in the Middle Ages. They've bided their time, now with the alignment of the planets, they've raise thed dead.
4	Deity's Curse	Humanity's sins merit punishment.
5	Hell on Earth	Turns out, hell is a thing, and it spewed the damned and its demons onto the earth, possessing the dead (or the living).
6	Genetic Engineering	One of the world's governments, and a corporation operating on the government's contract, sought to create a genetic super soldier and it went completely awry.
7	Toxic Waste	What has humankind wrought with rivers of toxic sludge? Tainted water caused the Infected.
8	Hell Empties	Humanity's wickedness catches up with it. Hell is full, no other soul may enter, and so the dead walk, with hatred for the living and a craving for their flesh, blood, or brains.
9	Prion	Protein based infection that is rapid and incurable. Those who catch it turn.
10	Another Dimension	Beings from another dimension. Are they demons, or something else poorly defined by humanity that have longed to enter this world and unleash their nihilism upon it?
11	Bacteria	The melting permafrost exposes a bacterium that infects the living, beginning the Infected plague.
12	Fungus	The zombie fungus. First insects, now us.
13	Virus	A mutant strain of rabies producing feral, raging, but living infected? Is it some recently unearthed virus or maybe it was made in a lab?
14	Curse	A sorceror, witch, demon, or other malignant being has cast a curse on humanity. It's up to the player characters to undo the curse.
15	Vampire	These hidden creatures no longer wish to hide in the shadows, and have unleashed their spawn upon the world, once again, they are the apex predator.
16	Radiation	Maybe it was a terrorist dirty bomb, nuclear testing, or something extraterrestrial.
17	Necromancer	An individual unearthed the means to make the dead walk. Do they obey the necromancer?
18	Comet	A strange comet with a baleful green glow passes the earth, and in its wake the dead rise.
19	Meteor	The radiation from a strange meteor causes the dead to walk or the living to horribly mutate, hungry for human flesh and blood.
20	Cult Ritual	A secret cult of an alien god unleashes the plague of the Infected. Perhaps this is a classic eldritch deity of fiction or perhaps a god, devil, or demon lord of your fantasy campaign?

JOURNAL ENTRY

October something…

Somewhere in Pennsylvania

No supplies left.

I grow careless.

They spotted me as I tried to scavenge a small town. I think I am still in Pennsylvania.

I'm hiding in the "Lucky Aces," a bar that one of the cults semi-fortified, before it was overrun.

Apocalyptic Christians by the crosses and saints hanging on the walls.

I'm sitting at the bar while the fucking Infected howl and gnash and bang their bodies against the corrugated tin reinforcements outside, spinning my one bullet in endless little circles on the dark wood.

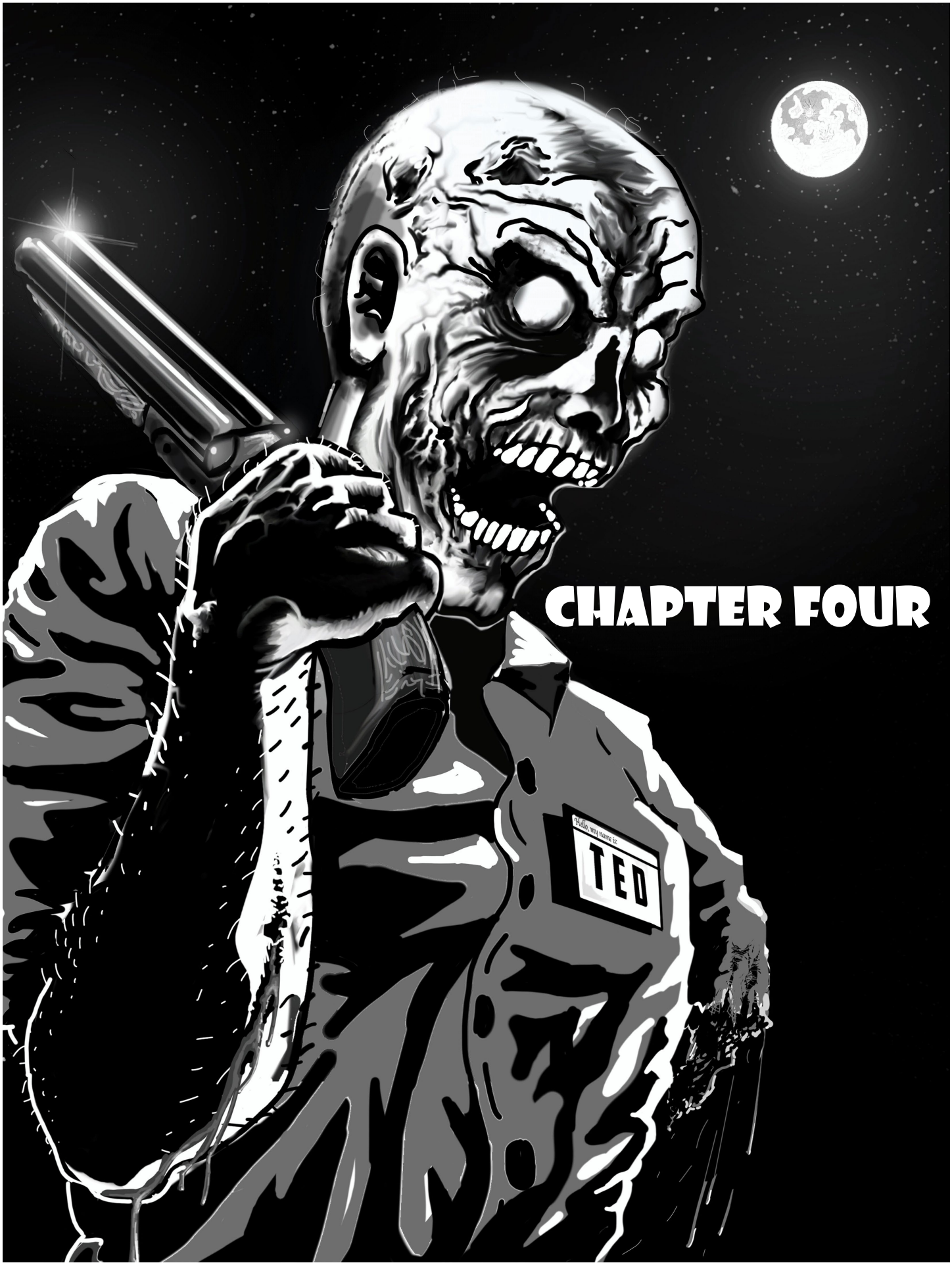
My wife never made it out of the hospital.

We were running and she slipped on blood.

An orderly who had turned and fallen dug his teeth into her ankle. She screamed and reached for me, and I ran.

I turned my back, and I just ran…




CHAPTER FOUR
Hello, my name is:
TED

NPCs

NPC Encounters: Exceptional Survivors

There are exceptional bands of survivors out there, much like the Player Characters. Use the following charts in generating exceptional survivors or leaders of bands of more typical survivors.

It's recommended that the Referee prepare Exceptional Survivor bands beforehand because they require more preparation.

They may also serve as leaders of other groups or fulfill specific roles as leaders of groups.

For example, The Referee might have a group of exceptional survivors leading a band of deserters.

Survivors: Roll 1d12 for Class then Alignment				
D12	Class	Basic Level	Expert Level	Align-ment
1	Eightwire	1d3	1d6+3	Lawful
2	Fixer	1d3	1d6+3	Lawful
3	Guardian	1d3	1d6+3	Lawful
4	Icon	1d3	1d6+3	Lawful
5	Medic	1d3	1d6+2	Neutral
6	Outlaw	1d3	1d6+5	Neutral
7	Scientist	1d3	1d6+2	Neutral
8	Scout	1d3	1d6+5	Neutral
9	Scavenger	1d3	1d6+5	Chaotic
10	Soldier	1d3	1d6+3	Chaotic
11	Street Warrior	1d3	1d6+3	Chaotic
12	Survivalist	1d3	1d6+4	Chaotic

Altruism:

After determining base alignment, roll 1d8 determine the degree of selfishness or altruism:

D8	Selfishness vs Altruism Continuum
1	-3
2	-2
3	-1
4-5	0
6	+1
7	+2
8	+3

Use this to gauge NPC disposition.

Basic Level of Survivors

A group of basic level survivors consists of 1d6+2 people of random class and alignments. They will have individual and Group Resource up to the Referee.

Expert Level of Survivors

A group of advanced level survivors consists of 1d6+1 people of random class and alignments. They will have individual and Group Resource up to the Referee.

D12	NPC Class
1	Eightwire
2	Fixer
3	Guardian
4	Icon
5	Medic
6	Outlaw
7	Scientist
8	Scout
9	Scavenger
10	Soldier
11	Street Warrior
12	Survivalist



Sample NPCs

Basic Level NPCs

Katie Connor



- ► White female, Age 19, punk, blue hair
- ► Her girlfriend fell when running from the Infected, she left her behind. She feels intense guilt.
- ► College student and hacktivist before the outbreak.

NPC Class: Eightwire Level 3

Str 9 **Int** 15 **Wis** 9 **Dex** 14 **Con** 10 **Cha** 13

AC 7 [12] Leather Jacket, **HD** 3d6 (10 hp), **Att** 1 × Semi-Auto Pistol (1d8) or Knife (1d4), **THAC0** 19 [+0]

MV 120' (40'), **SV** D 13 H 14 I 13 B 16 M 15

AL Chaotic +2,

Languages: English

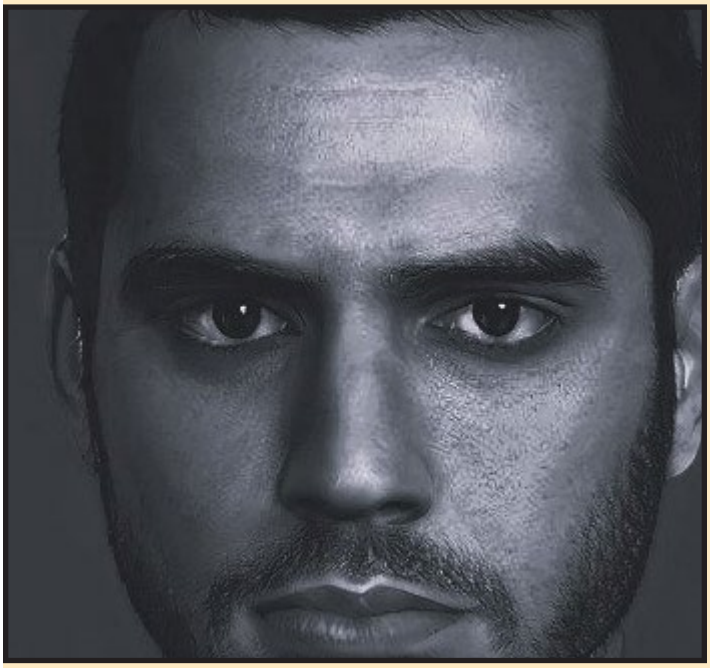
Special Abilities: Repair 1 in 6, Start Vehicle 2 in 6, Bypass 2 in 6, Hack 1 in 6

Equipment: Laptop, Tool Kit

Weapons: Semi-auto pistol, Knife

Resources: Food 14, Water 14, Ammo 100

Michael Alvarez



- ► Latino male, Age 25, tattoo
- ► He killed his own Infected grandmother; he's haunted by it.
- ► Real Estate agent before the outbreak.

NPC Class: Fixer Level 3

Str 9 **Int** 14 **Wis** 12 **Dex** 10 **Con** 10 **Cha** 13

AC 9 [10] (none), **HD** 3d6 (10 hp), **Att** 1 × revolver (1d6+2), **THAC0** 17 [+2], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15, **AL** Lawful (+0)

Languages: English, Spanish

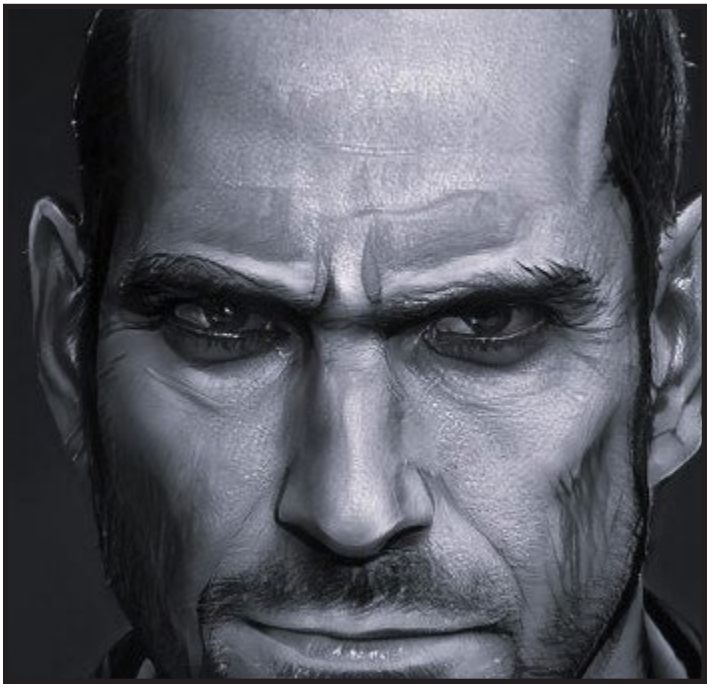
Special Abilities: Let Me Take a Look 2 in 6, Get Your Head Down 2 in 6, Let's Make a Deal 15%, Ask 2 in 6

Equipment: Flashlight (battery operated)

Weapons: Revolver

Resources: Food 20, Water 14, Ammo 60

Elliott Boyd



- White male, Age 48, heavy set
- He saw his wife and children overwhelmed by a horde. Can't make peace with his cowardice. Overprotective of survivors who remind him of them.
- A policeman before the outbreak.

NPC Class: Guardian Level 3

Str 13 **Int** 10 **Wis** 11 **Dex** 9 **Con** 10 **Cha** 11

AC 6 [13] (Light Ballistic Vest), **HD** 3d8 (15 hp), **Att** 1 × semi-auto pistol (1d8), **THAC0** 19 [+0], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

AL Neutral (+1)

Languages: English

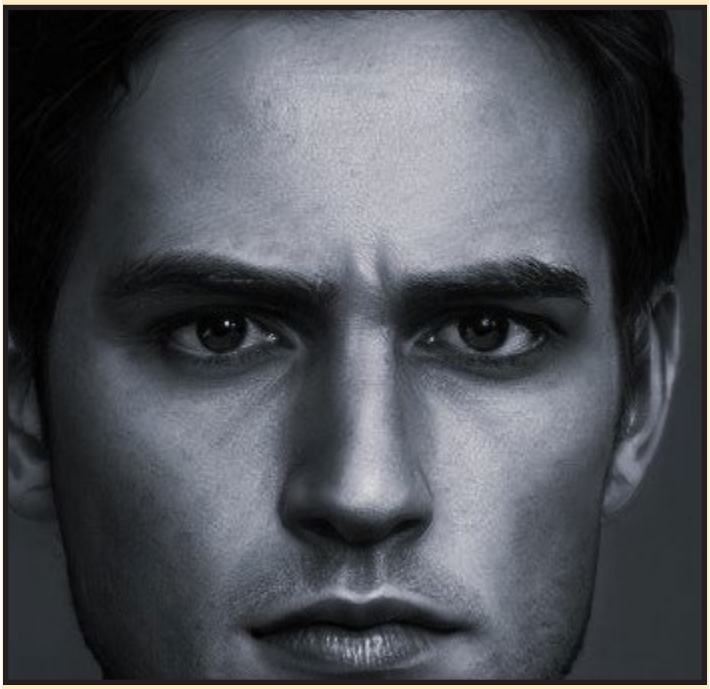
Special Abilities: Quick Draw +1 Initiative or re-roll), Under My Wing (+1 to attack, damage, AC vs threats to the group), Detect Threat 2 in 6, Dead Eye +1 attack and damage with pistols

Equipment: First Aid Kit

Weapons: Semi-auto pistol

Resources: Food 20, Water 10, Ammo 100

Chase Duffy



- White male, Age 35, lean
- His husband saved his life and died doing it. Gets irritated and angry when people talk about his past; it reminds him of better times with his husband.
- A TV host and influencer before the outbreak.

NPC Class: Icon Level 3

Str 10 Int 13 Wis 9 Dex 13 Con 13 Cha 14

AC 9 [10], HD 3d6 (11 hp), Att 1 × hand axe (1d6) or Semiauto pistol (1d8), **THAC0** 19 [+0], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Lawful (+1)

Languages: English

Special Abilities: Trust Me (+1 Reaction), Lift the Spirit (+1 Morale), Bask in the Glow (+1 loyalty and morale)

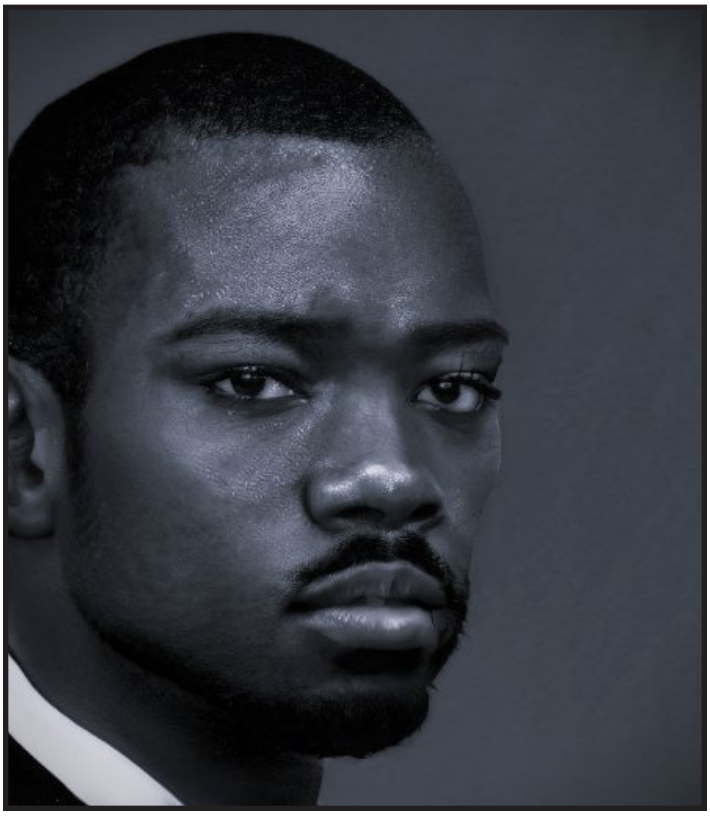
Equipment: Laptop, Flashlight (battery), crowbar, pocket knife.

Weapons: Hand axe, Semi-auto pistol

Resources: Food 30, Water 30, Ammo 80

"Talent is cheaper than table salt. What separates the talented individual from the successful one is a lot of hard work." — Stephen King

Louis Juma



- ► Black male, Age 32, medium build, Kenyan Immigrant
- ► An Infected ate his best friend and fellow doctor in the ER. Before his friend died, he swore he'd find his friend's family and get them to safety. They were gone when he arrived at their home. He feels guilty for letting his friend down.
- ► A doctor before the outbreak.

NPC Class: Medic Level 3

Str 9 **Int** 15 **Wis** 13 **Dex** 14 **Con** 10 **Cha** 11

AC 8 [11], **HD** 3 (10 hp), **Att** 1 × revolver (1d6+2),

THAC0 17 [+2], **MV** 120' (40')

SV D 11 H 12 I 14 B 16 M 15

AL Lawful (+2)

Languages: English, Bantu Swahili, French

Special Abilities: It's Not Bad (1d6+1 heal),

Equipment: Laptop, First Aid Kit (3), Pharm (1) Take Two of These (+1 saves vs Illness)

Weapons: Revolver

Resources: Food 20, Water 10, Ammo 100

Shakti Massaguru



- ► Mixed American Asian Female, Age 32, fit.
- ► She's not sure if her spouse Reggie is alive or dead. He was a construction worker and never came home once the event began.
- ► She's from a working-class background. Tarot card reader and spiritualist. A practicing Wiccan.
- ► A Social Worker before the Outbreak.

NPC Class: Mystic **Level** 3

Str 12 **Int** 11 **Wis** 13 **Dex** 12 **Con** 10 **Cha** 11

AC 8 [11], HD 3 (11 hp), Att 1 × revolver (1d6+2), Knife (1d4), **THAC0** 17 [+2], **MV** 120' (40')

SV D 11 H 12 I 14 B 16 M 15

AL Chaotic (+2)

Languages: English, Japanese, Spanish

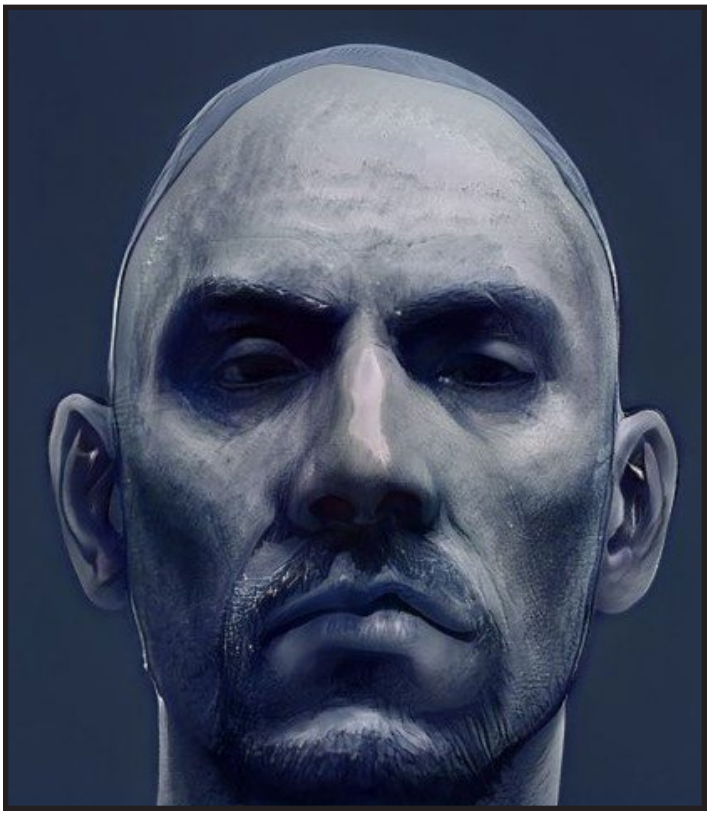
Special Abilities: Energy Healing, Folk Medicine, Prophecy, Self-Fulfilling Prophecy

Equipment: Tarot Cards

Weapons: Revolver, Knife

Resources: Food 20, Water 10, Ammo 50

Andrew "Andy" Perrault



- White male, Age 36, gaunt and wiry.
- Sacrificed his fellow escapees, hey, it was them or him. He'd do it again too.
- Career Criminal before the outbreak. He has a network of convicts if he can only find them now.

NPC Class: Outlaw **Level** 3

Str 12 **Int** 11 **Wis** 7 **Dex** 14 **Con** 14 **Cha** 6

AC 8 [11], **HD** 3d6 (13 hp), **Att** 1 × knife (1d4), or Improvised (1d4) or Pump Action Shotgun (1d8+1)

THAC0 19 [+0], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Chaotic (-2)

Languages: English

Special Abilities: This Will Do, Full of It (2 in 6), Gut Instinct (1 in 6), Got Connections (2 in 6), Get the Drop (+4 to attack and x2 damage), From My Old Days: Dealer (2 in 6/ 3 in 6)

Equipment: Pain Killers (3)

Weapons: Shotgun, Knife

Resources: Food 20, Water 10, Ammo 100

Adella Ghulam



- Afghan female, Age 33
- A professor at a local university when the Outbreak surged across campus. Unable to locate her two young children, desperately clings to the hope that they're alive.
- A science professor at a local university before the outbreak.

NPC Class: Scientist **Level** 3

Str 9 **Int** 16 **Wis** 11 **Dex** 10 **Con** 11 **Cha** 11

AC 9 [10], **HD** 3d6 (10 hp), **Att** 1 × semiauto pistol (1d8)

THAC0 19 [+0]

MV 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Lawful (+1)

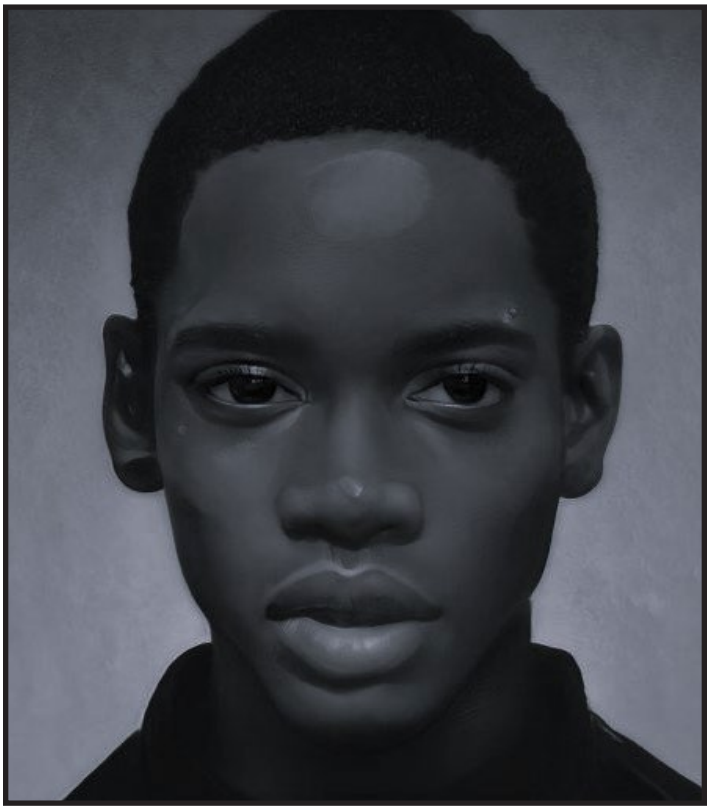
Languages: English, Pashto, Latin, Russian

Special Abilities: Innovation, Knowledgeable and Analytical (2 in 6), Leap in Logic (2 in 6 +1 to Attack, AC or saving throws)

Equipment: Laptop, Tool Kit, Semi-auto pistol

Resources: Food 25, Water 25, Ammo 60

Alvin Robinson



- ► Black male, Age 15
- ► Only survivor of his Boy Scout Troop. He had to kill his Infected scoutmaster before he turned on him. When he tells this story, he leaves out the part that the scoutmaster was his own father.
- ► An Eagle Scout and a high school student before the outbreak.

NPC Class: Scout **Level** 3

Str 12 **Int** 13 **Wis** 8 **Dex** 13 **Con** 14 **Cha** 11

AC 8 [11], **HD** 3d6 (11 hp), **Att** 1 × Hunting Rifle (1d10),

THAC0 19 [+0], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Lawful (+1)

Languages: English

Special Abilities: Lie in Wait (+1 to surprise), From Around Here (only surprised on a 1, and surprise opponents at +1), Mad Skills: CSS 6 in 6(6), HN 2 in 6, HiS 2 in 6, MS 2 in 6, Call of the Wild (Forage, Hunt 1 in 6) Tracking,

Equipment: 2-person Tent, Lantern (battery), First Aid Kit, Snake Bite Kit, Tool Kit

Weapons: Knife, Hunting Rifle

Resources: Food 40, Water 40, Ammo 100

Riley St. James



- ► White male, Age 35, medium build
- ► Was facing several changes of financial fraud when the outbreak occurred. Always tries to act helpful, but skims from group resources and sets up others.
- ► A venture capitalist before the outbreak.

NPC Class: Scavenger **Level** 3

Str 8 **Int** 14 **Wis** 8 **Dex** 9 **Con** 10 **Cha** 13

AC 9 [10], **HD** 3d6 (9 hp), **Att** 1 × hatchet (1d6) or Knife (1d4) or semiauto pistol (1d8)

THAC0 19 [+0], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Chaotic (0), **Languages:** English

Special Abilities: Do What I Have to Do: FT 1 in 6, RT 1 in 6, HN 3 in 6, MS 1 in 6, PL 2 in 6, Bad Feeling About This (surprised on 1 only), Wait For It…Now (+4 to attack and x2 damage attack from behind) Out of the Way (+2 AC vs Infected), Might Be Useful (1 in 6 for 3d6 Resource Points)

Equipment: Flashlight (battery)

Weapons: Hatchet (1d6) Knife (1d4), semiauto pistol (1d8)

Resources: Food 20, Water 10, Ammo 40, Electronics 60, Materials 60, Meds 40

Rita Maldonato



- ► Latino female, Age 23, lithe build
- ► Part of National Guard unit overrun by an Infected horde, she had to shoot a civilian grabbing her who was being bitten by the Infected in order to get away. She has persistent nightmares.
- ► Studying business in a local college while in the National Guard

NPC Class: Soldier **Level** 3

Str 12 **Int** 12 **Wis** 10 **Dex** 11 **Con** 14 **Cha** 11

AC 7 [12], **HD** 3d8 (15 hp), **Att** 1 × Combat Rifle (1d8+2),

THAC0 19 [+0], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

AL Lawful (0)

Languages: English, Spanish

Special Abilities: Weapon Expertise: (Combat Rifle +1 attack and damage) Tactical Edge (ally +1 to attack and damage)

Equipment: MOP gear, backpack, canteen, flashlight

Weapon: Combat Rifle

Resources: Food 40, Water 30, Ammo 120

Leroy Chang



- ► Chinese American male, Age 18, athletic build
- ► He tried to get his parents and siblings out alive and saw all eaten by the Infected. He is silent and grim now. Torn between fighting to survive and throwing himself into the abyss. Avoids attachment.
- ► He was a superb athlete and charmer in high school and staying strong and lean are still priorities.

NPC Class: Street Warrior **Level** 3

Str 14 **Int** 12 **Wis** 11 **Dex** 15 **Con** 14 **Cha** 14

AC 6 [13], **HD** 3d8 (15 hp),

Att 1 × machete (1d6), Knife (1d4)

THAC0 19 [+0], **MV** 120' (40')

SV D 12 H 13 I 14 B 15 M 16

AL Neutral (+1)

Languages: English

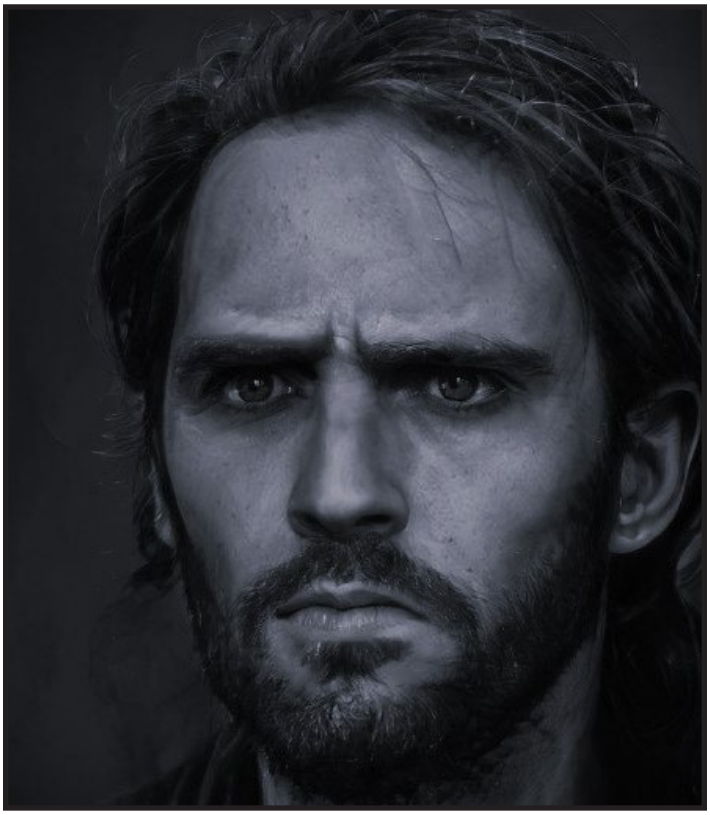
Special Abilities: Either Quick or Dead (Dex AC adjustment), Hack and Slash (+ to attack and damage with melee weapons)

Equipment: Laptop

Weapons: Machete, knife

Resources: Food 30, Water 30

Allen Meyer



- ► White male, Age 35, medium build
- ► A prepper before the outbreak, he was estranged from his ex-wife and kids who hated him. When civilization came crashing down he felt urgency to find his ex-wife and children. He searches for them still, harboring guilt for failing to be there for them.
- ► Could never keep a job for long, before the outbreak.

NPC Class: Survivalist **Level** 3

Str 13 **Int** 12 **Wis** 11 **Dex** 10 **Con** 16 **Cha** 8

AC 9 [10], HD 3d6 (15 hp), Att 1 × hunting rifle (1d10)

THAC0 19 [+0], **MV** 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Neutral (+1)

Languages: English

Special Abilities: Blend with the Brush, Survival Guide (shelter, forage, set simple snares: 4 in 6), Drink This: 17+ (d20), Get My Bearings (2 in 6) Tracker 40%

Equipment: Backpack, 2-tent, First Aid Kit, Snake Bite Kit (other as the Referee sees fit)

Weapons: Hunting Rifle, Hatchet, Knife

Resources: Food 150, Water 150, Ammo 300

Expert Level NPCs

Bianca Ribeiro



- ► Latino female, Age 40, medium build
- ► Abandoned her students to save herself from the Infected, people look up to her and trust her, it makes all the more painful to bury the truth.
- ► She was a teacher at a robotics trade school before the outbreak.

NPC Class: Eightwire **Level** 6

Str 9 Int 15 Wis 13 Dex 9 Con 9 Cha 13

AC 9 [10], **HD** 6d6 (18 hp), **Att** 1 × Semi-Auto Pistol (1d8) or Knife (1d4)

THAC0 17 [+2], **MV** 120' (40')

SV D 12 H 13 I 11 B 14 M 13

AL Neutral +2

Languages: English, Portuguese

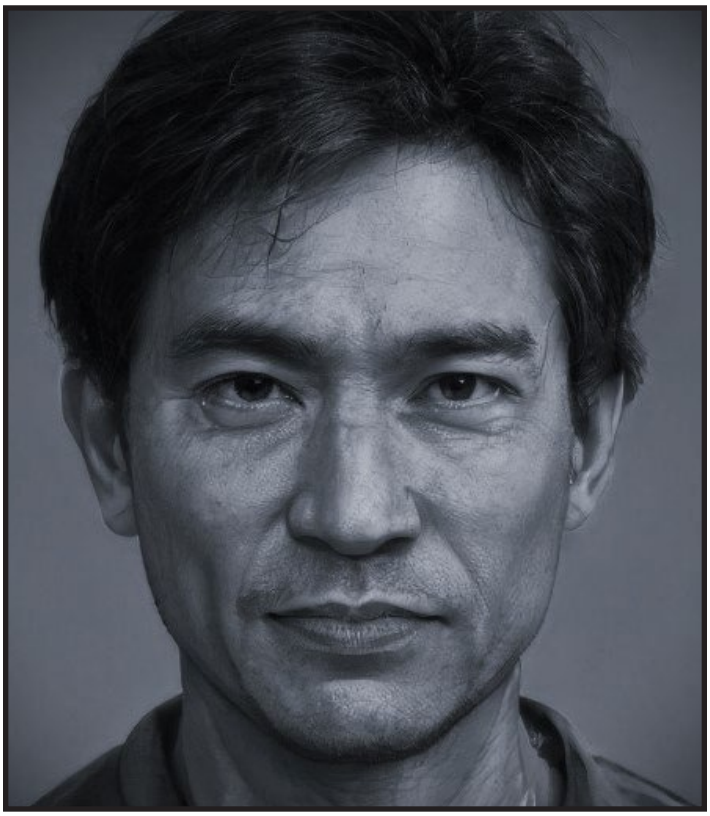
Special Abilities: Repair 3 in 6, Start Vehicle 3 in 6, Bypass 2 in 6, Hack 2 in 6

Equipment: Laptop, Tool Kit

Weapons: Semi-auto pistol, Knife

Resources: Food 450, Water 400, Ammo 400

Beom Seok Gim



- ► Asian (South Korean), male Age 45, medium
- ► He was a children's hospital director of special events when the Infected flooded the hospital. He locked himself in a supply closet and held the door closed as his co-workers and the patients banged against the door. The Infected consumed them. The screams. His self-loathing is at times nihilistic.
- ► He organized events for the child patients, now he organizes a network that spies upon settlements in exchange for resources.

NPC Class: Fixer **Level** 6

Str 9 **Int** 14 **Wis** 11 **Dex** 9 **Con** 10 **Cha** 14

AC 9 [10] (none), **HD** 6d6 (18 hp), **Att** 1 × revolver (1d6+2), **THAC0** 17 [+2], **MV** 120' (40')

SV D 12 H 13 I 11 B 14 M 13

AL Neutral (+0)

Languages: English, Spanish

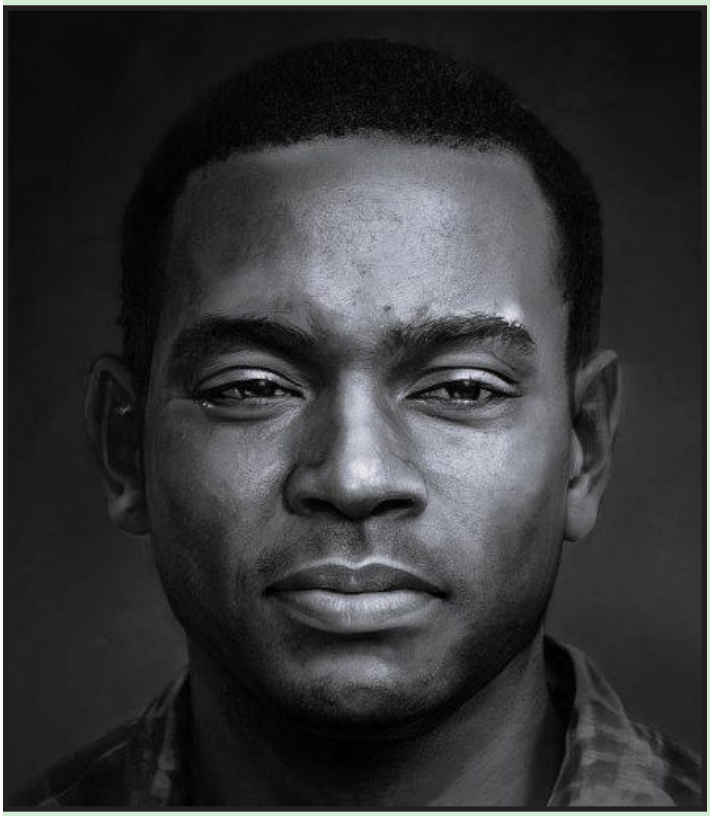
Special Abilities: Let Me Take a Look 3 in 6, Get Your Head Down 3 in 6, Let's Make a Deal 25%, Ask Around 3 in 6

Equipment: Flashlight (battery operated)

Weapons: Revolver

Resources: Food 350 Water 300, Ammo 180

Ben Wheeler



- ► Black Male, Age 34, athletic build
- ► How he didn't get infected with all the blood that covered him, he'll never know. He killed too many, and lost nearly all in his charge, all except 14-year-old autistic Theo. Sometimes he resents being his caretaker, but he just can't abandon him, can he?
- ► He was a residential behavioral analyst before the outbreak. "The kids called me Mr. Ben."

NPC Class: Guardian **Level** 6

Str 12 Int 13 Wis 12 Dex 13 Con 11 Cha 11

AC 6 [13] (Lt Ballistic Vest), HD 6d8 (25 hp), Att 1 × semiauto pistol (1d8), or 2 pistol attacks, one at -2.

THAC0 17 [+2], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

AL Lawful (+1)

Languages: English

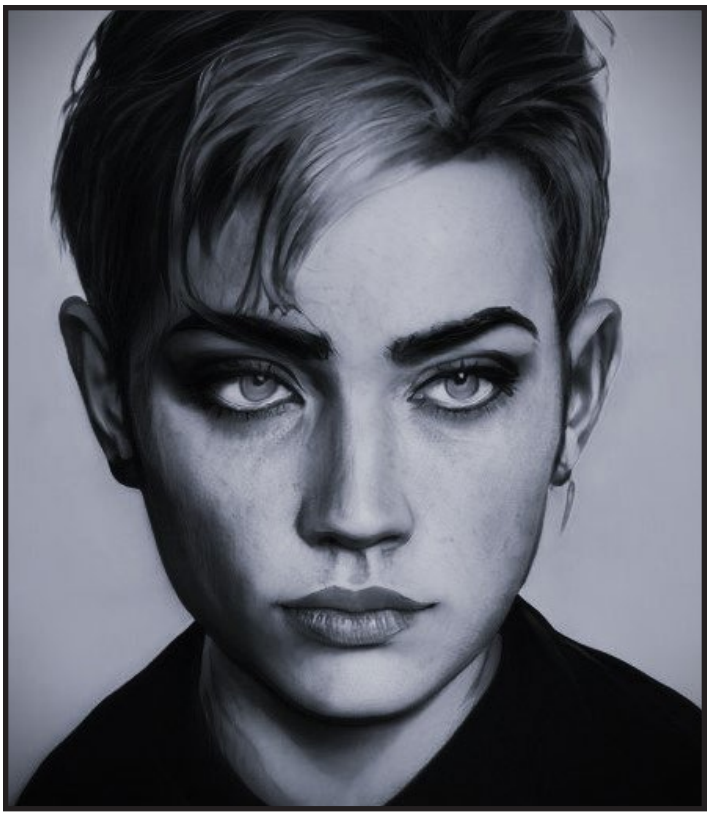
Special Abilities: Quick Draw +1 Initiative or re-roll), Under My Wing (+1 to attack, damage, AC vs threats to the group), Detect Threat 2 in 6, Dead Eye +1 attack and damage with pistols. Cowboy Up (Shoot two pistols)

Equipment: First Aid Kit

Weapons: Semi-auto pistol (2)

Resources: Food 200, Water 200, Ammo 400

Sasha Konstantinov



- ► White transgender, Age 27, lean
- ► Sasha was a punk rock émigré from Russia, they were transitioning when the outbreak occurred. Sasha does their best to obtain the hormones needed, but never tells anybody enlisted to help them about their "meds."
- ► A musician who became popular before the outbreak.

NPC Class: Icon Level: 6

Str 9 **Int** 14 **Wis** 11 **Dex** 13 **Con** 11 **Cha** 13

AC 8 [11], **HD** 6d6 (21 hp), **Att** 1 × knife (1d4) or Semiauto pistol (1d8)

THAC0 17 [+2], MV 120' (40')

SV D 13 H 14 I 13 B 16 M 15

AL Chaotic (+1)

Languages: English, Russian

Special Abilities: Trust Me (+1 Reaction), Lift the Spirit (+1 Morale), Bask in the Glow (+1 loyalty and morale), Commanding Personality (6 HD)

Equipment: Laptop, Flashlight (battery), Electric Guitar (no amp)

Weapons: knife, Semi-auto pistol

Resources: Food 30, Water 30, Ammo 80

Lena Nowak



- ► White, female Age 55, short, stocky
- ► Her wife worked at a women's clinic downtown, while she worked her natural remedy store in the suburbs. When her wife came home it was horrific, she was bit and turning. Lena barely escaped, but she left her like that, she looks for and might even believe in all sorts of solutions to the outbreak, in the hopes to find her wife again and cure her.
- ► Practice alternative medicines and ran a natural remedies shop before the outbreak. She's learned some western style medicine along the way too.

NPC Class: Medic **Level** 6

Str 8 **Int** 14 **Wis** 14 **Dex** 9 **Con** 8 **Cha** 11

AC 9[10], **HD** 6d6 (13 hp), **Att** 1 × revolver (1d6+2)

THAC0 17 [+2], **MV** 90' (30')

SV D 9 H 10 I 12 B 14 M 12

AL Neutral (+3), **Languages:** English

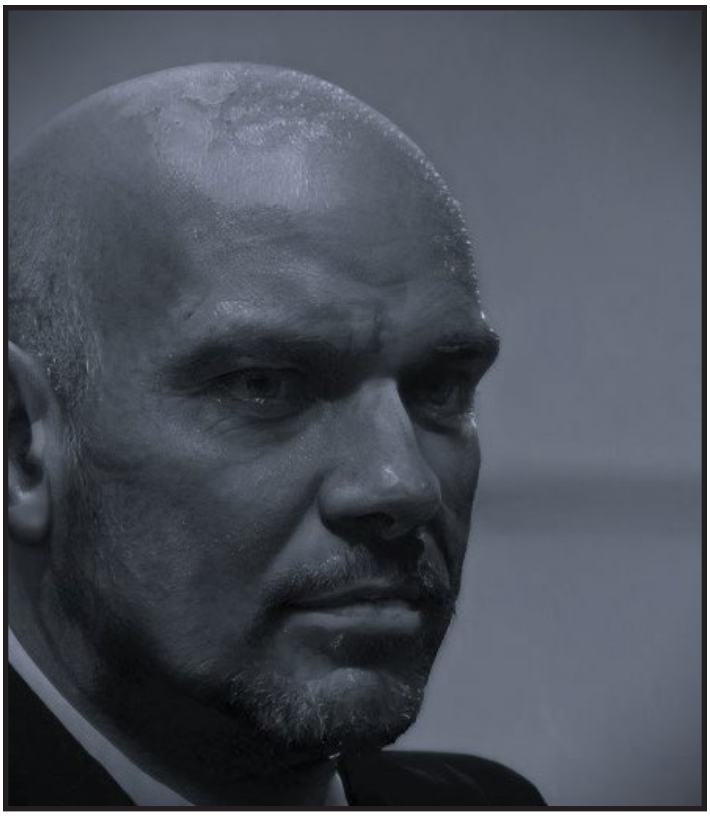
Special Abilities: It's Not Bad (1d6+1 heal),

Equipment: Laptop, First Aid Kit (5), Pharm (6), Trauma Kit (2) Take Two of These (+1 saves vs Illness), I Can Stop the Infection (Treat Zombie Infection +1, Clear!

Weapons: Revolver

Resources: Food 300, Water 300, Ammo 200 Meds, 200

Imad Dara



- ► Asian (Indian) male, Age 58, medium build
- ► A global human traficker, he was caught by Interpol. While being flown to stand trial in the United States, infection took hold on the plane. They crashed, but he lived. He likes to think God saved him. He's wrong.
- ► Career Criminal (Smuggler/Human Trafficker) before the outbreak.

NPC Class: Outlaw **Level** 6

Str 12 **Int** 13 **Wis** 9 **Dex** 10 **Con** 10 **Cha** 13

AC 9 [10], **HD** 6d6 (18 hp), **Att** 1 × knife (1d4), or Improvised (1d4) or Pump Action Shotgun (1d8+1)

THAC0 17 [+2], **MV** 120' (40')

SV D 12 H 13 I 11 B 14 M 13

AL Chaotic (+0)

Languages: English

Special Abilities: This Will Do, Full of It (2 in 6), Gut Instinct (1 in 6), Got Connections (2 in 6), Get the Drop (+4 to attack and x2 damage), From My Old Days: Dealer (2 in 6/ 3 in 6)

Equipment: Pain Killers (3)

Weapons: Shotgun, Knife

Resources: Food 20, Water 10, Ammo 100

Crystal Bentley



- ► White female, Age 24, medium build
- ► A student before the Outbreak. Crustal was raised as a foster child in a wealthy home in Brookline, Massachusetts. She spent her free time in Cambridge Square and had a small group of radical friends.
- ► A strong interest in Eastern mysticism and the I Ching.

NPC Class: Mystic **Level** 6

Str 9 **Int** 11 **Wis** 11 **Dex** 10 **Con** 12 **Cha** 13

AC 9 [10], **HD** 6d6 (17 hp), **Att** 1 × knife (1d4), or Improvised (1d4) or (revolver 1d6+2)

THAC0 17 [+2],

MV 120' (40')

SV D 9 H 10 I 12 B 14 M 12

AL Neutral (+1)

Languages: English

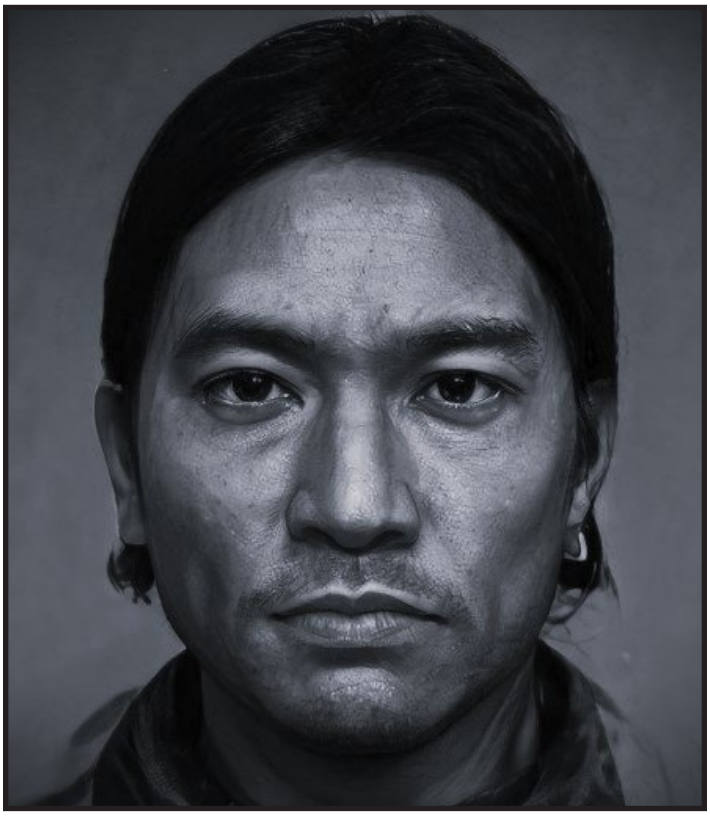
Special Abilities: Prophecy (2 in 6), Folk Medicine (4), Energy Healing (1), Self-Fulfilling Prophecy

Equipment: Pain Killers (3), I-Ching

Weapons: Revolver, Knife

Resources: Food 10, Water 10, Ammo 40

William Adachi



- ► Indigenous (Native American), male Age 50, stocky
- ► As a CDC immunologist, he was aware of the early outbreak and the Infected but remained silent as directed by superiors, not to lose his job. He regrets the decision and is haunted by the consequences of his actions. He doles out his knowledge rarely, claiming he read it in a magazine or on the internet.
- ► He was a CDC immunologist prior to the outbreak. He was in the know.

NPC Class: Scientist **Level** 6

Str 9 **Int** 16 **Wis** 9 **Dex** 9 **Con** 10 **Cha** 11

AC 9 [10], **HD** 6d6 (18 hp), **Att** 1 × semiauto pistol (1d8)

THAC0 17 [+2], **MV** 120' (40')

SV D 11 H 12 I 11 B 14 M 12

AL Lawful (0)

Languages: English, Indigenous Language

Special Abilities: Innovation, Knowledgeable and Analytical (2 in 6), Leap in Logic (2 in 6 +1 to Attack, AC or saving throws)

Equipment: Laptop, Tool Kit, Electronics Kit, Semi-auto pistol

Resources: Food 350, Water 250, Ammo 300, Materials 200, Meds 300, Electronics 250

Carrie Kakoa



- ► Samoan (American) female, Age 30, broad
- ► A marine, recon- her squad is dead and she's on her own. Didn't help that two of the squad turned on her, she did what had to be done. There's tinge of regret, but man they were always dicks, and the outbreak made them fearful, irrational, and hateful. Still, it's hard to accept killing them, they were 'your own'.
- ► She was an enlisted marine, recon, before the outbreak.

NPC Class: Scout **Level** 6

Str 13 Int 13 Wis 10 Dex 13 Con 15 Cha 11

AC 8 [11], HD 6d6 (22 hp), Att 1 × Hunting Rifle (1d10) or machete (1d6), **THAC0** 17 [+2], **MV** 120' (40')

SV D 12 H 13 I 11 B 14 M 13

AL Neutral (+1), **Languages:** English

Special Abilities: Lie in Wait (+1 to surprise), From Around Here (only surprised on a 1, and surprise opponents at +1), Mad Skills: CSS 6 in 6(6), HN 3 in 6, HiS 3 in 6, MS 3 in 6, Call of Wild (Forage, Hunt 2 in 6) Track 70%,

Equipment: 2-person Tent, Lantern (battery), First Aid Kit, Snake Bite Kit, Tool Kit

Weapons: Knife, hunting rifle, machete

Resources: Food 440, Water 440, Ammo 400

Karen McBride



- White female, Age 40, medium build
- She had three kids by the age 38, the oldest was 11. Her husband was ex-military, and abusive. Her children watched the monsters eat their father. She felt horrified and yet free. Her children were shattered. A mother is meant to protect her children, She didn't. She killed them to save them. She buries her secret deep down.
- A housewife, sometimes administrative assistant who couldn't live her own life before the outbreak.

NPC Class: Scavenger **Level** 6

Str 9 **Int** 14 **Wis** 9 **Dex** 10 **Con** 10 **Cha** 13

AC 9 [10], **HD** 6d6 (17 hp), **Att** 1 × hatchet (1d6) or Knife (1d4) or semiauto pistol (1d8),

THAC0 17 [+2], **MV** 120' (40')

SV D 12 H 13 I 11 B 14 M 13, **AL** Chaotic (0)

Languages: English

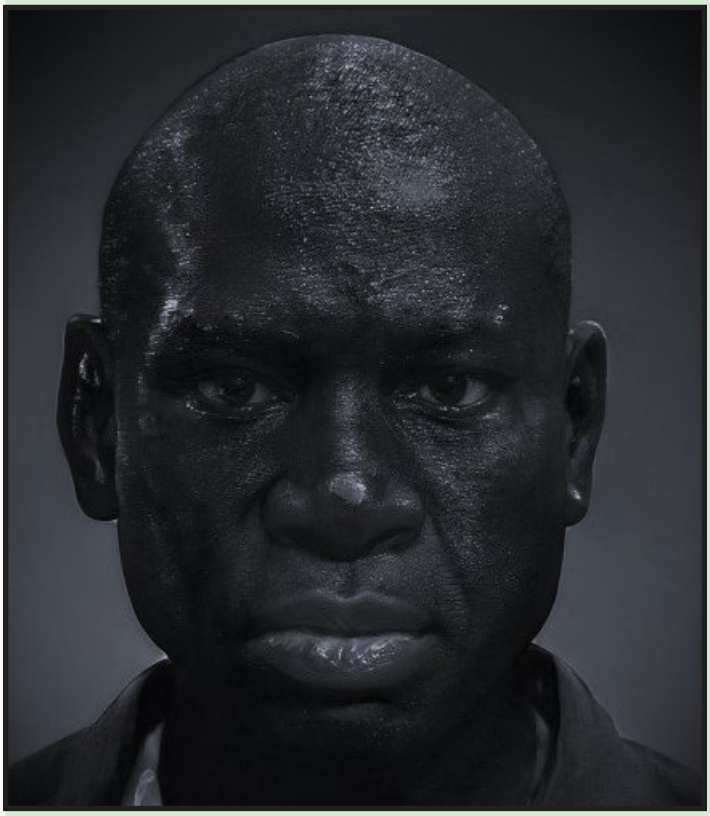
Special Abilities: Do What I Have to Do: FT 2 in 6, RT 2 in 6, HN 3 in 6, MS 2 in 6, PL 3 in 6, Bad Feeling About This (surprised on 1 only), Wait For It…Now (+4 to attack and x2 damage attack from behind) Out of the Way (+2 AC vs Infected), Might Be Useful (31 in 6 for 6d6 Resource Points)

Equipment: Flashlight (battery)

Weapons: Hatchet (1d6) Knife (1d4), semi auto pistol (1d8)

Resources: Food 200, Water 200, Ammo 140, Electronics 160, Materials 160, Meds 200

Henri Preval (Colonel Preval)



- Black male, Age 54, medium-fit
- He ordered the shooting of looters as the outbreak spread and people panicked, among those killed was his grandson. He hid it from his family as he lost them one-by-one to the outbreak. He hurts deep inside, but buries it, locks it away and replaces it with cruel contempt.
- He was a regular army colonel contemplating retirement before the outbreak.

NPC Class: Soldier **Level** 6

Str 13 **Int** 13 **Wis** 10 **Dex** 11 **Con** 14 **Cha** 13

AC 7 [12], **HD** 6d8 (25 hp), **Att** 1 × Combat Rifle (1d8+2),

THAC0 17 [+2], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

AL Lawful (0)

Languages: English

Special Abilities: Weapon Expertise: (Combat Rifle +2 attack and damage) Tactical Edge (2 allies +1 to attack and damage)

Equipment: MOP gear, backpack, canteen, flashlight

Weapon: Combat Rifle

Resources: Food 40, Water 30, Ammo 120

Khadijah Pashtel



- ► Asian (Pakistan) female, Age 18, lithe.
- ► Her controlling family wanted her to be demure and subservient, she instead went into mix martial arts. It saved her life, but she couldn't get her parents away from the Infected, and she saved herself. She tries to rationalize it all, and the guilt drives her, and she takes it out on the shitty world.
- ► A rising star in MMA before the outbreak.

NPC Class: Street Warrior **Level** 6

Str 14 **Int** 12 **Wis** 11 **Dex** 15 **Con** 14 **Cha** 14

AC 6 [13] or 4[15] vs melee, HD 6d8 (31 hp), Att 1 × machete (1d6), Knife (1d4),

THAC0 19 [+0], MV 120' (40')

SV D 10 H 11 I 12 B 13 M 14

AL Chaotic (+2)

Languages: English, Urdu

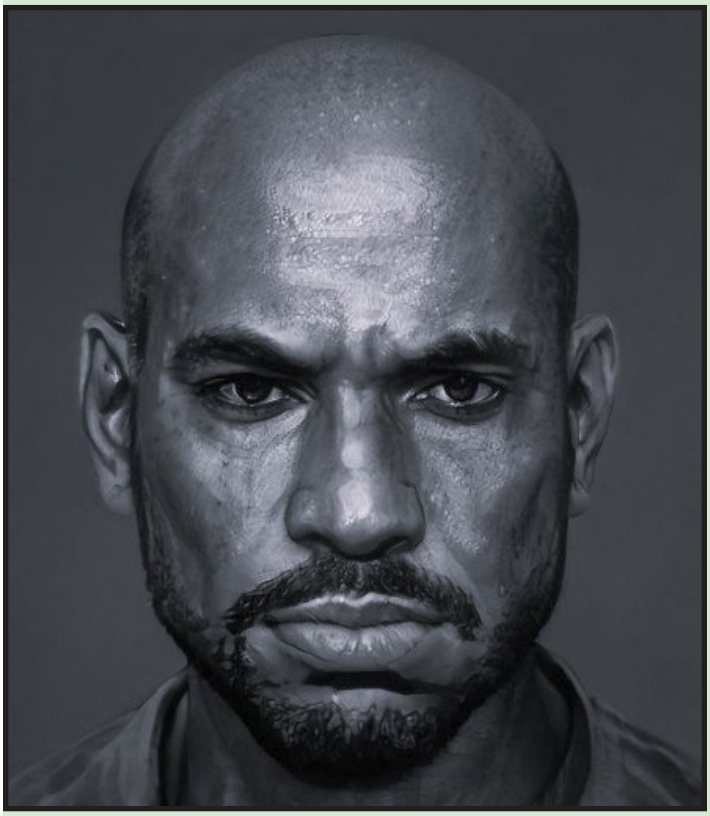
Special Abilities: Either Quick or Dead (Dex AC adjustment), Hack and Slash (+ to attack and damage with melee weapons), Duck and Roll (+2 AC vs melee)

Equipment: Laptop

Weapons: Machete, knife

Resources: Food 30, Water 30

Frederick Clemmons



- ► African male, Age 40, broad and fit.
- ► His father had a heart attack the day of the outbreak, but the Infected were everywhere. Infected were everywhere. He doesn't know if both died. He regrets being unable to express his love.
- ► He was an agricultural engineer turned organic farmer starting his own business.

NPC Class: Survivalist **Level** 6

Str 12 **Int** 13 **Wis** 12 Dex 10 **Con** 12 **Cha** 12

AC 9 [10], **HD** 6d6 (19 hp), **Att** 1 × (weapon) semi-auto pistol (1d8), Hatchet (1d6), Shotgun (1d8+1), knife (1d4)

THAC0 17 [+2], MV 120' (40')

SV D 12 H 13 I 11 B 14 M 13

AL Neutral (+2)

Languages: English

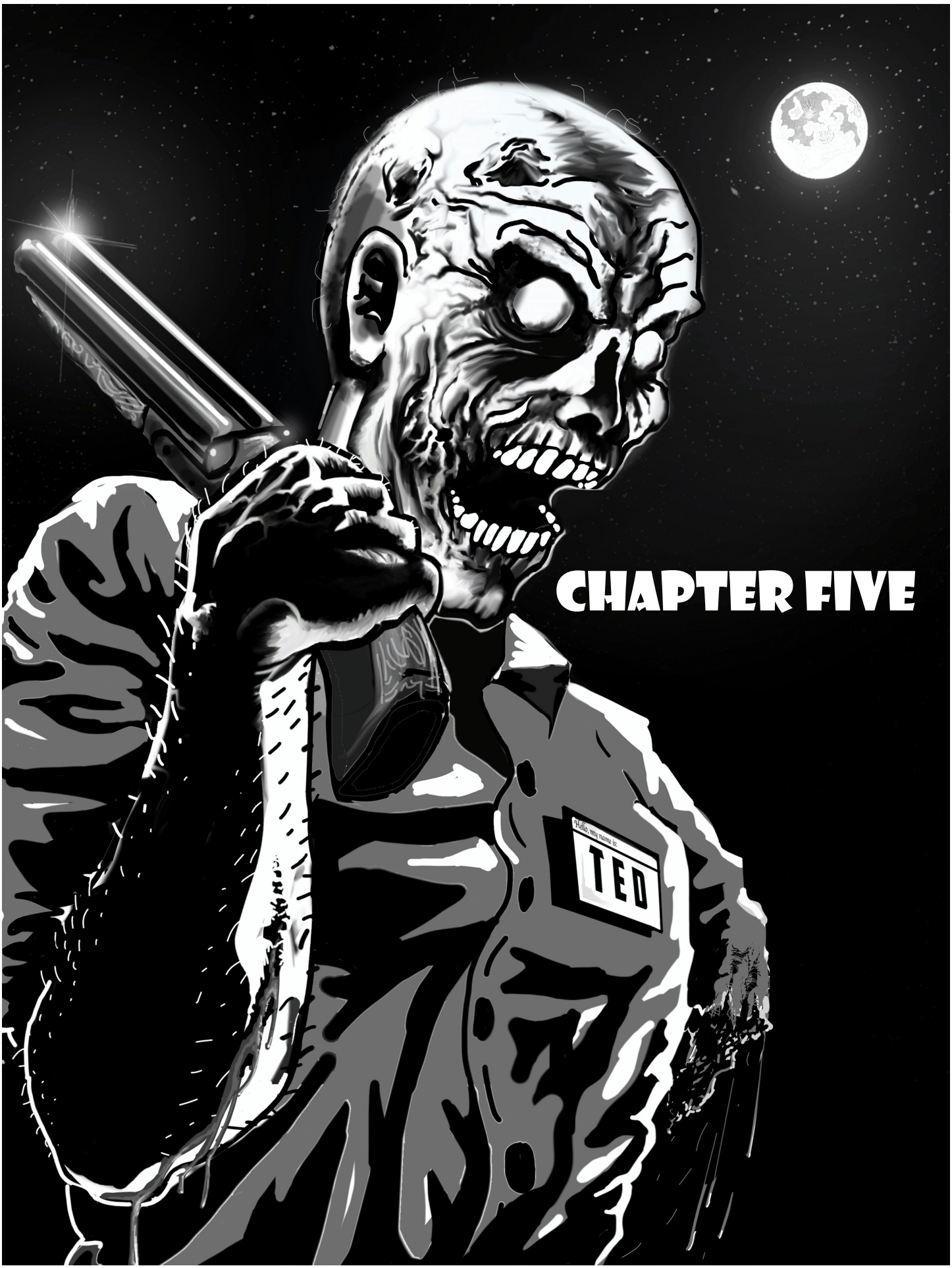
Special Abilities: Blend with the Brush, Survival Guide (shelter, forage, set simple snares: 4 in 6), Drink This: 14+ (d20), Get My Bearings (2 in 6) Tracker 70%

Equipment: Backpack, 2-tent, First Aid Kit, Snake Bite Kit (other as the Referee sees fit)

Weapons: Pump Action Shotgun, Hatchet, Knife, semi-auto pistol

Resources: Food 300, Water 300, Ammo 500, Meds: 100




CHAPTER FIVE
Hello, my name is:
TED

Encounters

100 Random Encounters (Roll 1D100)

You can always use the conveentional encounter tables found after this section, but for some fun, substitute the regular encounters for one of these.

You can use these encounters as story vignettes to jump start a game session. Depending on the roleplaying and decisions of the PCs, each of these encounters may require a Despair save.

Most of the entries use "They" rather than specify any particular gender, to allow you to tailor NPCs as you see fit.

Most of the locations are also generalized to allow the encounters to occur in urban, suburban, rural and wilderness areas.

01 Camped Out

You found a Campground. A ruined camp area. You see an untouched, sealed, large cooler. Several Infected mill about two wrecked tents and one tent largely intact. You spy hiding in the good tent two people: a woman, and a pre-teen child. You could easily sneak to the cooler and even take what's inside, leaving the two to deal with the Infected or you can help, but there's a risk in doing so.

02 Broken

You see a single figure on foot, he doesn't try to hide. He flags down any vehicle, despite the risks. Stop or continue, it's your choice. If the PCs are on foot: He doesn't leave the road or act threatening, but he begs to accompany the group, terrified of being alone. His group was slaughtered by the Infected. He'll offer canned food (10 Food RP) if they take him into the group.

If he's allowed to accompany the party of survivors, he's friendly, cooperative though often quiet. During his first night with the group, he wakes screaming in terror. He's inconsolable and loud, attracting a pack of Infected. If the PCs give him a second chance, they experience the same thing. He begs them not to cut him loose, if they do, he screams inconsolable, and drops to the ground. His screams likely attract more Infected, who will close around him to eat him.

03 Purple Haze

They hear something from a nearby domicile. If they check it out, they find a single occupant in a bedroom, strung out on heroin and barely conscious. They've a cache of 30 Food, 30 Water, 50 ammo and 50 Meds. The group could steal it all without much of a fuss. Or, do they try to help?

04 Little Fingers

The survivors catch a child trying to steal from their camp. Do they take the child in? Drive the child away, or worse? If they force the child to leave, the child shadows them and tries to steal food and water again. The child keeps returning to steal no matter what the survivors say to threaten the child. The child doesn't return if they harm the child.



05 Body and Blood

The survivors spy a horde of Infected approaching. Their best bet is ducking inside a nearby church that shows signs of fortification (boarded up windows, a makeshift barricade). Once the horde passes or stampedes by, the characters have the opportunity to take stock of the church.

Any images or icons are defaced. The floor is stained brownish red, the altar is stained too. They hear something shuffling and clinking from the basement.

Those who explore find chains for up to twelve people fastened to the walls. One person is currently chained, gagged and emaciated.

The prisoner is terrified of the survivors. The survivors can choose to leave immediately and leave the person behind or rescue them.

If they leave the person behind, they see eight people wearing blank masks of leather that conceal everything but their eyes and mouths, enter the Church.

If they stay and spy, they see the cultists perform a rite in mockery of Christian transubstantiation, turning the basement victim into wine and blood, then promptly begin to drink and eat the gagged victim, tearing at him with their bare hands and teeth.

If they stayed to help the victim, they fail to leave the church when the eight cultists appear. They'll have to fight their way free. If they're captured and unable to escape, they're eventually eaten one-by-one during the cult's ritual.

06 It's Not Alive

While exploring a domicile, the survivors hear something from a bedroom. They see a nursery room, there's one corpse on the ground in front of a slowly rocking crib, its head blown apart and smeared on the back wall.

Another corpse shows the signs of suicide; a semiautomatic pistol (average integrity, 14 ammo) is clenched in the corpse's hand. If a survivor looks into the crib, they find an Infected infant.

07 Human Locusts

Whether driving through difficult terrain or on foot, the survivors are rushed by 20 scavengers. They're poorly armed (makeshift clubs, no projectile or ranged weapons) and try to rush and steal from the survivors.

They attempt to snatch what they can and run. The Survivors will not be killed by any damage caused that reduces them to 0 hit points but are instead knocked unconscious (the scavengers are not murderous, just desperate). They'll loot the characters of resources and valuables.

The PCs may choose to use lethal force. The scavengers leave the mortally wounded and injured behind. The wounded beg the PC survivors for help. One such survivor should be the mother of another scavenger who cries by the side of the wounded scavenger.



08 My Brother's Keeper

You spot two survivors running from the Infected. One stumbles and falls, twisting their ankle, pleading for the other survivor to help. The other person is struck with terror and runs leaving the other person behind.

The PC survivors can intervene to save the injured survivor, fighting off the Infected, or leave the injured survivor to the Infected.

If they rescue the injured survivor or catch up with the one that abandoned the injured survivor, they learn the two are siblings. It's likely a rough re-union.



09 Family Ties

The PCs hear the sounds of conflict ahead. A band of four survivors, two are children. The children scream for their parents, who are under attack by a band of marauders. The noise attracts a small pack of Infected. The PCs can intervene, keep on moving, or observe.

If they do not help, the marauders are overwhelmed by the Infected and run. The family of four, victims of the Infected.

10 The Hunters Hunted

One of the NPCs in the group, settlement, or stronghold is kidnapped. There are numerous tracks, so a PC with skills at tracking can easily track the kidnappers (provide a +25% bonus to tracking skills).

PCs without tracking skills have a 40% chance of following the trail. If they succeed, they track the kidnappers to a warehouse or meat packing plant turned into a settlement.

There are human bones everywhere. The kidnappers are cannibals. They'll find their kidnapped friend or ally strung up for the slaughter. If they fail to successfully track the cannibals, they later find the location by happenstance. However, their kidnapped friend's corpse is naked, bled, and gutted, a cannibal butcher beginning their work.

11 Fit to Kill

The party sees a large group of Infected milling about in front of an abandoned gym. If they're out in the wilderness, they find the Infected wear climbing and hiking gear.

One of the Infected was a massive man in life, artificially so, his bulk increased by excessive steroid use.

This Infected is acutely aware, and acts as a pack leader, directing the others with guttural rage.

If this one isn't destroyed, it will infect other survivors, producing a new strain of dangerously powerful and semi-intelligent Infected.

The Alpha Strain

The steroids in this Infected's body produced a surprisingly strong, semi-intelligent, and commanding Infected. More dangerous than most it threatens to spread its infection to survivors everywhere.

AC 5 [14], **HD** 6 (25 hp), **Att** 1 × Bite (1d6), 1 x Rend (1d8) (Burst), **THAC0** 15 [+4], **MV**: 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 12, **AL** Neutral, **XP** 550, **NA** 1 (for now)

TT None

Infection Dice: 5d6

- **Howl Commands:** The Infected's guttural cries coordinated the other Infected, allowing the Infected to strategize, and implement effective tactics. The Infected will attack weaker targets, lay in ambush, coordinate attacks against weak spots, etc.





12 Most Precious

The PCs come across signs of a recent struggle. Several inert Infected lie around a single dead survivor with awful wounds inflicted by the Infected.

However, the cause of death is a single revolver shot that splattered blood and brains across the ground. The dead person clutches a dirty, blood-stained note. It's a map.

If the PCs follow the map back to its point of origin, they find the dead person's family; a spouse and a child, they have safely stored 500 RP, but do not trust the PCs, are not inclined to share what they have, and might believe the PCs killed their loved one.

If the PCs are convincing and savvy, they can win their trust and stay in their safe haven for a short time. It's also possible they accompany the PCs. Make a reaction check.

If they fail, the negativity may turn hostile.

13 Divided We Fall

The PCs see a person clutching at their ankle, yelling for help. They hear the Infected closing in on the injured survivor.

If they leave the survivor, they hear their cries for help turn into awful screams when the Infected reach him.

If they help them, even with first aid, their injured ankle slows the survivor to half movement, and the Infected draw closer and closer.

The survivor begs the PCs not to leave them. If they leave the injured survivor, the Infected overwhelm the injured survivor, and it affords the PCs an easy escape.

If they choose to keep the injured survivor with them and the group sticks together, they must fight off 2d6 Infected before reaching safety.

If they choose to leave the people helping the injured person, those persons must fight off the 2d6 Infected, while their fellows escape safely.

If they stuck by the injured survivor, the injured survivor sticks with the group, with a loyalty rating of +2. The injured survivor is a 2nd Level Scavenger.

14 The Pit

The PCs find a crater made by a bomb or missile, and it's filled with corpses and body parts. The corpses are rotting.

Somebody used the crater as a mass grave. The stench is unbearable. Some of the corpses of the dead were national guardsmen, soldiers, police, and SWAT, and have salvageable gear.

Looting the crater-grave is awful, requiring an illness save to avoid contracting a disease, and is likely to provoke a Despair save too. However, they may gain additional weapons, armor, gear, and resources at the Referee's discretion.



15 At the End of a Rope

You find a hanged teenager still at the end of an electrical cord from a light fixture (or pole, if they're outside). A scrawled sign around its neck reads: "Finish me." It begins to stir when the PCs draw close.

Shooting it has a 2 in 6 chance of attracting a pack of nearby Infected.

If try to lower the teenager, they'll have to fight it.

They could use melee weapons to avoid attracting unwanted attention, or choose to leave it growling and thrashing from the end of the cord.

16 Saints or Sinners

You find a survivor, resting against a tree. They're clearly dehydrated and starving. They have weapons but are too weak to brandish them.

Helping them will require giving up three days' worth of Food and Water Resource Points. It will also require finding a place to hunker down until they're well enough to travel.

Finishing them off is met with futile resistance. They have a shotgun, 40 Ammo RP, and a hatchet.

If the PCs leave them to die, they later encounter the survivor as one of the Infected, its hunger and thirst now eternal.

17 Those We Love

The PCs see Infected milling about, and one or more PCs recognize somebody they knew among the Infected, a former lover, a family member or close friend. It might be somebody they tried to get back to and failed to reach.

They need to make a Mental saving throw, or they're unable to finish them off, and struggle against anybody who seeks to finish off the Infected.

Any struggle or argument alerts the Infected and they attack. The Infected known by one of the PCs attacks one of those PCs. If they fail to resist Despair, they might give in to it.

18 Bitten

The PCs hear a whimpering child, she's easily spotted hiding in refuse and wreckage. She's eight years old.

Through her tears and gasps, she explains the Infected killed her parents, she's alone, and barely escaped.

The PCs see a bite mark on her arm, she claims it was from a pack of wild dogs that she later escaped.

Whether it's a lie, or truth is up to the Referee. Can't decide?

Roll 1d6:
1-3: She was bit by a wild dog. 4-6: She's infected.

19 Till Death Do Us Part

Yells and cries both human and Infected catch your attention. You aren't spotted and see an elderly couple separated and fending off approaching Infected.

Each faces 3d6 Infected. You might be able to save one, or you can try to save both, or leave them and keep on surviving.

20 Dark Secrets

The PCs find an abandoned location (storefront, lodge, as appropriate to the environment), it has a large basement, filled with chained, partially clothed, and shoeless Infected.

What's odd is these people were chained here before the outbreak.

Searching the premises, the PCs find a floor safe.

If they manage to open it, they find the ledgers of a human trafficking ring.

The ledgers include the names, numbers, and addresses of the purchasers. This group of traffickers kept this information off of their computers to avoid law enforcement and to use against any buyer who thought to turn them in.The last entry was a day before the outbreak.

The PCs can leave the Infected as is or put them down and move on.

If they decide to track down the last entry, they find to their surprise, the purchaser is a survivor, still alive and holding up in the location. It so happens, the purchase is still alive too. Questioning the modern-day slave owner reveals the name of two of the traffickers in full (he figures he's nothing to lose now).

How they resolve the matter with the slave owner is up to them. The captive, if rescued, joins with them, but only if they make the slave owner suffer and finish him off.

Coda: They find the two traffickers are leaders of the next settlement they come upon.

If the former captive is with them, they'll do everything possible to kill the bastards and will ask the PCs to help.

If the PCs help, they may face the anger of the settlement's inhabitants, but they gain a 1st level Scavenger as a retainer with a +1 loyalty rating.

21 Dementia

The PCs see a lone, elderly woman calling out for "Amelia" and demanding that Amelia take her home. She's apparently oblivious of the danger she's in, and her shouts will attract the Infected.

The elderly woman suffers from dementia. She remembers her first name 'Gloria' but the rest is incoherent and fragmented. She cannot fend for herself, fight, or move quickly.

She randomly shouts for Amelia at the worst of times. Helping her will produce one risk after another, leaving her is cruel and inhumane.

Plot twist: If they leave Gloria, much later they find a capable survivor eating from a can of unheated, chicken noodle soup, she's startled by the PCs, so caught up in sating her hunger. Despite it all, she's a friendly, middle-aged woman.

She will ask to join the group; she doesn't want to be alone. She introduces herself as Amelia. She's not forthcoming that she abandoned her mother Gloria to survive.

22 Mouths to Feed

The PCs find a settlement, either an old school or camp consisting of 4d6 children ages 14-16. They either belonged to the same class or were on a field trip together.

Their teachers are dead or Infected, they were abandoned by other adults. They survived on their own by eating other survivors after running out of food.

They will present themselves as friendly. They'll claim they're too low on food to share but will share water and trade.

They offer to allow the PCs to stay with them and rest. In the night, they'll try to overwhelm the PCs to capture or kill them for food.

If the PCs somehow overcome the pack of cannibalistic teenagers, they may repurpose the small settlement and recover 100 Water RP, 20 Materials RP, 20 Fuel RP, and 10 Ammo RP. They also find a VHS tape of Red Dawn and an old VCR.

23 Roast

The PCs spy firelight in the night, and smell something cooking. They see a small band of starving survivors cooking a recently turned Infected on a spit; its brain is intact still, so it still wriggles and flails as they rotate it on the spit.

Will eating it infect them too? Do the PCs back away, intervene in some manner, or even ask to join in? If they join in, the Referee should have them risk Infection.

24 Against the Slavers

The PC see a band of soldiers (deserters) with a dozen captured and bound survivors. Any attempt at contact leads to immediate conflict. The soldiers attempt to capture, and if necessary, kill the PCs.

The soldiers are slavers, and trade captured survivors to settlements who are using slave labor to build and farm. There are three such settlements.

The soldiers have a map with the locations of the settlements and the location of their own base, which was once a military forward operating base.

If the PCs prevail over the soldiers, the freed survivors ask to join with the PCs and ask for weapons. It's up to the PCs whether they leave the survivors or do anything about the slaver settlements and the slavers.

Eventually, other soldiers from the camp come searching for their overdue comrades and will seek to track down the escaped survivors and the PCs. It's not over.

25 Thou Shall Not Steal

The PCs discover (if one of the PCs is a Scavenger, allows the Scavenger to find it) a cache of supplies hidden and camouflaged.

There's 200 Food RP, 200 Water RP, 200 Ammo RP, 100 Med RP, 100 Electronics RP and 100 Materials RP. Do they take it or leave it?

If they take it, the owner tracks them, he's an ex-SWAT sniper, armed with a sniper rifle. He intends to kill them for their theft.

26 The Z Files

The PCs find a crashed, military helicopter, and it appears somebody managed to crawl away from the wreckage.

If the PCs follow the trail, they find the person is Infected, and wears the burnt remains of an NBC suit.

It has a severely damaged laptop and partly burnt and stained notes.

The notes that the PCs can decipher suggest that the Infected worked for the government and was researching a cure.

The notes are largely destroyed, and should they somehow find a way to power up the laptop, the CPU is too damaged. The files appear to be lost.

27 American Psycho

The PCs encounter a survivor who asks to join their group, he'll prove friendly, charismatic, and helpful. When the PCs visit a settlement to trade, and then leave, the survivors of the settlement pursue them, and claim they murdered one of their people.

Either the PCs return as captives and face whatever passes for justice in the settlement, or they'll have to fight their way out of the situation.

The same circumstances will occur at the next settlement the PCs stay at or trade with. The victim of the settlement shares the same characteristics of the previous victim (gender, physical traits, etc.)

The PCs might suspect or figure out their new, trusted companion is a serial killer.

28 A Man's Best Friend

A stray dog follows the PCs, if they share any Food RP or Water RP, the dog becomes friendly to the PCs, but still keeps its distance.

When the PCs next face overwhelming numbers of Infected, the stray dog makes a Heroic Sacrifice, saving them.

29 Aggressive Negotiations

The PCs find a location that's not looted. It could be a quick-mart and gas station, a small 'mom and pop' store, a general store, or an air dropped supply crate in the wilderness.

Another band of survivors arrives only moments later. The other band of survivors wants half of the resources. There's an equal number of survivors in the other band.

If they negotiate for anything less than half, the leader of the band seemingly agrees, and then tries a surprise attack.

If a firefight breaks out, the sound attracts 3d6 Infected, adding to the chaos.

If the PCs prevail and didn't flee, they find one of the other survivors wounded but not dead.

Do they risk leaving the survivor alive? Do they offer to take the survivor into their group?

30 A Lonely Heart

The PCs encounter a middle-aged lone survivor scavenging for resources. She shows surprising trust, and offers the PCs a play to stay, food and water.

If asked about her past, she says she's a widow; she lost her husband to the outbreak and isn't sure about the rest of her family.

She explains her husband was bit, and ran off, leaving her alone. She hasn't seen any of them, including her children since the outbreak. She fears they might all be dead.

Her home is relatively secure, her husband was ex-military and a survivalist. He prepared their home.

When the PCs try to leave, she does her best to keep them there, even sabotaging a vehicle if they have one.

They might suspect something sinister and jump at shadows, or become suspicious of the food with the stress getting to them. Is she keeping her Infected husband on the premises?

The truth is, she's scared and lonely. She's too frightened to leave and doesn't want to be left alone.

The PCs need a reaction roll of 10+ to convince her to leave.

If they fail, she pleads with them not to leave, but does nothing to stop them, she just weeps in the doorway.

Should the PCs come back to visit. She's dead and possibly one of the Infected, having overdosed on medication.

31 Blind Luck

The PCs find a jet plane crash. Numerous Infected wander the crash site, but there's potential resources available at the crash site if the PCs can finish off the Infected.

If the PCs prevail, they discover in part of the wreckage a makeshift shelter, and one survivor of the crash, living off the plane's stored food, peanuts, and drinks.

They're emaciated from trying to preserve as much food and water as possible, too terrified to flee the location.

The survivor begs to accompany the PCs.

An investment banker before the crash, they lack any useful skills, tend to protest, and bellyache, and otherwise is persistently demoralized.

No matter how much the PCs try to get the survivor to shape up, the survivor fails to rise to the occasion, whines about every situation and tries to act like they know better than the PCs.

Do the PCs cut this survivor loose or continue to put up with their antics?

32 Cry Wolf

The PCs are approached by a single survivor, she's fairly young, claims marauders took her daughter, begs them to help, offers the scant resources (30 RP) that she has on her.

If the PCs agree she leads them into an ambush by her marauder band and runs for cover.

If the PCs prevail, they acquire a cache of weapons and Resource Points, and collected sets of clothing, shoes, boots etc. It's evident this isn't the first time the marauders pulled this stunt.

If the girl who led them into an ambush survived the fight, she'll offer to work with the PCs, and lure others into a similar trap. She's convincing as a young mother.

If the PCs agree, she proves successful, luring a family of survivors into the trap.

If the PCs refuse, they'll have to decide what to do with callous girl that nearly got them killed.

33 Doppelgänger

The PCs find either a medical center or an aid station. The Infected mill about. They'll have to clear them if they want to get in.

If they use firearms, they'll attract more Infected every 1d6 rounds.

They'll have to act fast to search the premises and grab supplies.

If they take care of the Infected quietly, they can explore with less risk.

When they explore, they find a secure area, a small ward.

A survivor warns them off and may even shoot at them (leading to the appearance of more Infected every 1d6 rounds).

The person is unwilling to negotiate their entrance. If they overcome this survivor, the person has military fatigues and appears to be a solider.

Another survivor that's unconscious is zip-tied to a bed. The apparent military survivor refuses to answer questions about the zip-tied survivor.

They can choose to take none, one, or both of the survivors with them. Without the protection of the military survivor, the zipped tied survivor doesn't stand a chance against any Infected.

The military survivor is actually an outlaw, who had to overwhelm the soldier holed up, knocking the soldier unconscious.

The outlaw took some fatigues that fit and discarding their ripped, stained, and smelly old clothes. The outlaw zipped tied the soldier hoping when they came around, the outlaw could reason with them.

34 The Penalty

The PCs come across four survivors preparing to execute another survivor.

If they immediately ambush them, the person rescued claims the others were marauders that captured them.

If the PCs are patient and listen in, they get a sense that the prisoner stole extra food from the group.

They learn that the punishment is execution.

If they confront the would-be executioners, the executioners claim that their group had agreed that theft of resources would be punishable by death and that the thief had agreed to these terms when they joined their group.

The PCs can stand down and let the execution take place, or somehow save the thief's life.

If they managed to save the thief's life, they asks to come with them.

At some point, they catch the thief stealing from them. What they do with the thief is up to them.

35 Cool Aid

The PCs find what at first glance appears to be an abandoned Catholic Church with granite walls and big solid oak doors. On closer inspection there are signs of occupancy and a number of security vulnerabilities.

A large horde of Infected are prowing around the grounds.

The settlement has survived to this point, but the Infected can smell the living inside.

The compound is led by Reverend Jugg a 6th level religious Icon and his six followers, which includes their three children, Jim, Mo, and June.

They are preparing to “join God” the following evening. Two of the children, Jim and Mo are excited to “go to heaven” and leave “this hell on earth.”

The other child is terrified of the Icon, the cult, their parents and wants to leave, though their parents won’t let her.

Trying to take Mo and Jim, the two brainwashed children, leads to conflict with the cultists.

Trying to take June, the one child who doesn’t want to commit suicide, leads to pursuit by the cult.

June hasn’t succumbed to the brainwashing and is torn by a misguided love of her fanatical parents.

If the PCs manage to prevent the mass suicide, the Icon takes matters into his own hands and tries to kill the willing and unwilling.

If this happens and, June survives, she asks to accompany the PCs.

The PCs may come up with a clever way to stop all the suicides or save the children. But, it shouldn’t be so simple as just killing the Icon.

36 Cluster Fuck

The PCs find a gas station with a fuel truck still present. The entire area is crawling with Infected, including the fuel truck driver.

There’s a line of vehicles, some with the Infected still inside the vehicles.

The PCs can choose to fight the Infected, take a vehicle and fill it up.

Once they’ve fought the Infected and are close to completing their goal, the PCs are attacked by a group of marauders in two separate vehicles.

The PCs need 10 rounds to completely fill their vehicle’s tank.

Every 1d3 rounds in addition to fighting the marauders, packs of Infected close in on both groups.

While all of this occurs, two survivors who were hidden in the backroom of the gas station make a break for it, but one is wounded. The other cries out for help.

Do the PCs help the strangers or take off when their vehicle is partially filled or fully filled?

37 First Aid

The PCs come across an ambulance with two survivors desperately trying to start the vehicle while an infected horde closes in.

Do they go to the aid of the other survivors, help take out the Infected, or wait and hide until the Infected finish off the survivors and continue on, and then retrieve the medical supplies themselves?

Do they abandon the prospect of acquiring the supplies at all?

The PCs can acquire 200 Med Resource Points from the ambulance.

38 Kidnapper Double Cross

The PCs encounter a family of four adults. What appear to be a married couple in their seventies and their two sons in their late twenties.

They approach the PCs carefully and offer to trade resources, notably ammo for food, water, and meds.

If the trade is accomplished without a hitch, the family makes another offer to the PCs, asking for their help.

They claim two other survivors kidnapped their daughters, and if the PCs help them, they’ll give up a cache of weapons and resources, and the PCs can keep whatever the kidnappers have.

The PCs can choose to retrieve the girls however they see fit, but they’re warned that the kidnappers are dangerous, and its best that they’re ambushed.

If the PCs decide to spy, they may spy one of the girls. She’s not bound or distressed in any way.

If the PC tries to contact her, she begins to yell for her parents who will try and fight off the PCs, the other survivors who asked for the PCs help will shoot at the alleged kidnappers.

The PCs may figure out that the two girls are not kidnapped at all, and that the “kidnappers” are their parents.

The "family" is trying to take the girls for their "sons," and they are in fact, the would-be kidnappers.

39 Circle the Wagons

The PCs encounter a band of nomads in four RVs. They’re willing to trade and negotiate exchanges with the PCs for weapons and goods they’ve acquired.

These survivors play it straight, and don’t cook up any shenanigans or betray the PCs. They will offer to transport the PCs if they need it.

Before they can proceed, an Infected horde attacks, the survivors arrange their RVs in a square to fend off the horde.

Do the PCs join in the fight, or make a break for it?

Without the PCs aid, the RVs and their occupants overwhelmed by the Infected.

40 Labor Pains

The PCs hear muffled, cries of pain nearby, whether from a domicile or other location. It's bound to attract the Infected if it continues.

If the PCs scout it out, they find a woman in labor. She can't travel, the baby is on its way, but the cries triggered their worst fear, the Infected are closing-in.

Do they fend off the Infected helping her give birth, do they try and move her, or do they leave her and her newborn to the Infected?



41 Two Men Enter

The PCs come across a small settlement; the people are rough and gruff but trade fairly.

They've created a compound, which could be a tenement building, an old rec center or wilderness community with sheet metal and wooden palisade walls.

It's clear some of the survivors have more resources than others. Some have better accommodations and receive far more resources, while others have scant accommodations and resources.

Despite the disparities, they appear grateful for the protection from the Infected.

They're ruled by an autocrat and his gang; a merciless bunch if crossed.

The PCs are invited to "the games." These games pit members of the community against each other for a prize.

The winner receives 40 RP of food and 40 of water.

These fights are brutal, but not to the death.

The PCs are offered to participate in the games.

The PCs might decline, move on after they trade or maybe decide they don't like the set-up, and want to do something about it.

42 What Dwells Below

The PCs hear and see a military helicopter.

Do they try to wave it down or head in the direction it's flying?

Regardless of their decision, the noise of it agitated nearby Infected who stampede in their direction, forming a massive horde.

Assuming the PCs flee, they fall into either a crater (urban or suburban) or sinkhole (Wilderness) that connects to sewers or a tunnel system.

Numerous Infected are falling from above, forcing them to make their way through the sewers or tunnel system.

They're not alone, and encounter a massive, Infected Black Bear that hunts them.

The Infected Black Bear

A massive, infected, misshapen black bear that is relentless in its pursuit. Something in its infected brain allows it to hug instinctively those caught in its massive paws to crush them, and then consume them. It does not rest, and can't be driven away. It is fearless.

AC 5 [14], **HD** 6 (45 hp), **Att** 2 × claw

(1d4), 1 × bite (1d8), **THAC0** 14 [+5], **MV** 120' (40')

SV D 10 H 11 I 12 B 13 M 14

ML 12, AL Neutral, **XP** 750 NA: 1

TT None

Infection Dice: 4d6

Bear hug If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

43 The Root of all Evil

The PCs spot a survivor carrying a duffle bag and a shovel sneaking into an abandoned domicile.

They may spy the survivor burying the duffle bag.

The survivor takes note of the location and leaves.

The PCs may choose to intervene or let the survivor leave.

If the PCs intervene, the survivor is defensive and hostile.

His agitation may attract Infected.

If they let the survivor complete his task and remain out of sight, they can return to spot where he hid or buried the duffle bag.

Opening the duffle bag reveals tens of thousands of dollars in paper money. Each bundle carefully wrapped in plastic-wrap and taped with duct tape. There's an old business card in the inside pocket of the duffle bag. It reads

"W. Byrde

Public Relations and Image Consulting. I turn your ideas into accomplishments."

44 Helping Hand

The PCs find a trail of decapitated Infected. Should they follow it, they find a single survivor armed only with edged weapons.

She's defensive at first but warms up if the PCs are friendly and offer food and water.

She says her name is Kiki Mazuru, if offered, she'll join the group, but asks the PCs to help finish her task.

She is hunting down her Infected family, only her mother remains.

When they find Kiki's mother, she falls into tears and despair, and can't finish the job, the PCs have to do it for her.

After the task is done, Kiki will stick with the group, growing closest to the PC that killed her Infected mother.

45 VIP

The PCs spy a military helicopter flying towards a location. Soldiers rappel from the helicopter.

The PCs can see Infected are closing in.

Do they watch from a distance or run towards the helicopter?

If they run towards the helicopter, they reach the location in time to see that soldiers are rescuing somebody who's in a harness rising towards the helicopter.

The soldiers warn the PCs off, threatening to shoot, while Infected draw close.

The soldiers cannot be reasoned with and will open fire on the Infected and the PCs if need be.

If the PCs run away, they have to fight through the Infected to escape, and the soldiers do not offer any support.

46 Strings

The PCs spot a small theater, domicile, or lodge that has electrical power.

They see light from the windows. They hear music. It's a violin.

They must skirt or kill any Infected attracted to the light and sound.

Once inside, there's a central area, whether a stage or large room, in which a dozen infected are strung up like marionettes ring the room.

A man with a violin, engrossed in his music is in the center of the room. He does not stop or respond to them.

Moments later, one of the Infected pulls free, and causes the entire contraption of harnesses to break free!

The dozen Infected close in on the violinist.

If the PCs do not intervene, the Infected end the music maker.

If they save him, he says nothing, and weeps.

Searching the premises, they find pictures of the man and his family.

They can glean that he was a puppeteer and musician before the outbreak.

His name is Phillip Oberlin.

They recognize the faces in the picture resemble some of the Infected 'marionettes.

If left unintended, Philip opens the door to the Infected outside, playing his violin furiously.

Choosing to save Philip places the PCs at considerable risk.

Letting him die buys them time to escape through a window or other means of egress.



47 The Guide

The PCs meet two survivors, one is the older brother to the other. The youngest of the two is blind.

If they react well to the PCs, they'll ask to join them.

If they react poorly, they'll continue on their own.

If the PCs allow them to join, they find that caring and protecting the blind brother is difficult.

The also learn that the older brother will take serious risks to protect his younger brother.

The PCs might decide to cut the two lose, if they do, they later find them dead or Infected.

If they don't cut them loose, during their next fight with the Infected, the older brother is bit and infected.

Before he dies or is killed, he implores the PCs to protect his brother.

If the Referee prefers a less forced hand, have the older brother take risks such as taking on multiple opponents, not taking cover, etc.

Sooner or later the older brother's luck will run out and he'll implore the PCs to protect his brother. Will they?

48 Gazing into the Abyss

The PCs spot a group of marauders attacking a family of survivors.

If the PCs intervene, during the fight, one of the PCs recognizes a close friend, relative, or lover in the ranks of the marauders.

49 The Horror

The PCs spot a band of what appear to be cannibals about to slaughter three survivors for food.

Regardless of what action the PCs elect, one of the PCs recognizes a close friend, relative, or lover in the ranks of the cannibals.

50 In the Name of Science

The PCs find a survivor who is a former medical doctor. He's willing to treat them in an exchange for resources.

He's an excellent physician and can perform minor surgeries, remove bullets, and the like.

He trades his skills for resources and three other survivor groups use his services, receiving treatments.

During one visit, the PCs see one of the other survivor groups provide him with a bound and gagged prisoner.

If the PCs confront the doctor, he does not deny it, and tells them he's working on a cure, but needs living, un-infected human beings to achieve it. He's made some headway, and can provide a serum that if used immediately after an Infection bite, it provides +2 to the saving throw.

He offers to continue to provide this serum if the PCs continue to let him work. If the PCs try to stop him or kill him, the other three bands of survivors work together to kill the PCs.

51 The Hit

The PCs meet a fixer who can hook them up with 500 Ammo, but he needs something done.

If the PCs agree, he offers the Ammo in exchange for killing a nearby community leader. He doesn't say why.

If the PCs go through with it, they kill the community leader in the presence of his second in command.

The community hunts the killers.

When and if the PCs make their way back to the fixer for their reward, they see the second in command meeting with the Fixer, and providing 1,000 Ammo in payment.

If confronted, the Fixer notes he gave them a 50-50 split.

The second-in-command though has other plans, and his group of cronies try to gun down the Fixer, his two bodyguards, and the PCs.

The noise attracts 1d4 Infected every round.

If the PCs come out on top, they gain 5,000 RP from the fixer' stash.

52 Sanctuary

The PCs find an abandoned checkpoint with corpses of the truly dead.

While there, however, they find an operable radio picking up a transmission.

The broadcaster provides coordinates, and a promise of safe haven.

Do the PCs take the risk?

Do they establish communications with the individual?

Should they agree, they learn the broadcaster didn't have firsthand information.

He has a map, speculation, and not a single confirming fact.

If the PCs follow the map, it's not a safe haven, it's a military base of some sort, over-run with infected.

The PCs learn the military used the post as a research center for the Infected.

If they can get to the labs, however, they can acquire 1,000 meds, 500 electrical and 500 material RPs.

53 Stampede

The PCs approach a small settlement, when the ground trembles and they spot a horde of Infected breaking over the horizon.

They see the horde overwhelm the small settlement.

Do they leave it to its fate, try to fight off the horde or save any stragglers that make it out alive?

54 Waste of Ammo

The PCs see a survivor being overwhelmed by the Infected who are early in their feasting.

The victimized survivor screams and pleads for release.

A gunshot will alert the Infected.

Do they just let him suffer?

55 Earth Mother

The PCs find a surprisingly secluded location, a place where they can actually rest with little risk of numerous Infected finding them.

As they explore the area, they find oddities, such as carvings and strange trinkets and tokens strung about.

There is a small altar of piled stones covered in melted wax. The is a figure upon it, made of clay. It is headless, round and has stumps for limbs.

If they choose to stay here and rest, they must make Mental saves when they fall asleep.

If they fail, they experience horrific nightmares of human savagery in the name of an old, forgotten goddess. On a successful save, they sleep soundly.

Smile and leave them paranoid.

56 Red Glare

The PCs hear a large boom, it's hard for them to tell if it was a gunshot or small explosion. Exploring it poses risk since the sound certainly attracted the Infected.

If the PCs head towards the source of the sound, they hear the repeating crack of gunfire.

If they follow it, they see a growing horde of Infected, and four survivors on a roof top (or ridge) tossing fireworks and firing their weapons. The noise and light draw more of the Infected.

Do the PCs put themselves at risk to draw away some of the Infected and open a path of escape?

Do they leave before they're spotted by the Infected?

57 Snackcake

No matter where they are, the PCs find a large crate, and in it are cream-filled sponge cakes.

A whole, 50 Food RPs worth of cream filled sponge-cakes

If you want to complicate it, the stash belongs to a Meat-Freak with a small band of cannibal buddies who love a hunk of human thigh followed by a sponge-cake dessert.

They will hunt down the PCs to retrieve the remaining sponge-cakes and make the PCs their steak dinners to go along with their planned dessert.

58 Owe You One

The PCs encounter a single survivor and they ask to join them. He claims in return, he can lead them to a stash of ammo.

If the PCs agree, he's true to his word, and he leads the PCs to a stash of 250 Ammo, but while the PCs are loading up the ammo, the survivor's former group (an equal number to the PCs) show up and demand a return of their property.

The rival group claims they kicked the PCs' new ally out of the group. Their new ally claims they left because their old group was a bunch of dirtbag marauders. It's up to the PCs to decide who to believe, and what to do about it.

Decide or roll 1d6 for the truth:

1. The other group are marauders.
2. The ally is lying, they were kicked out for their savagery and sadistic impulses.
3. The other group are bandits, they couldn't stomach the PCs ally's behavior.
4. The group aren't marauders, they're cannibals, and so is the new ally, but he doesn't think it's necessary when there's other food around.
5. The other group kicked the ally of the PCs out for cannibalism.
6. The ally's group was killed by this group, and he's out for revenge.



59 Dollhouse

The PCs encounter a fellow survivor risking life and limb in a toy store overrun by Infected.

He'll explain he's trying to acquire a doll house, it's for his daughter, she always wanted one, but he was out of a job, constantly broke, in drug rehab, etc.

He wants to make it up to her now.

If the PCs decide to take on this reckless adventure, and manage to pull it off, he makes them welcome in his safehouse, and introduces the PCs to his chained, infected daughter before getting busy building the dollhouse.



60 The Proposal

The PCs are scavenging for resources and encounter another survivor doing the same. They offer to help the PCs.

If the PCs agree, thy're immensely helpful, but gather supplies of their own too.

If the PCs engendered trust, they confide that they're not alone, they're making their way back to their significant other, their fiancée. They show the PCs the diamond ring.

If the PCs decide to escort them back, they arrive in time to see their new friend's significant other attacked by the Infected.

They're unable to stop the Infected from biting her on her hand, and ring finger.

The PCs ally quickly goes to lop of their significant other's hand, claiming if amputated in time, it stops the infection.

Do the PCs trust them or not?

Do they suspect the significant other is bound to become Infected?

It is the Referee's discretion whether amputation of the hand works.

The fiancée must make a saving throw vs Illness or the amputation becomes infected, and the person dies without the use of 7 doses of pharmaceuticals: 1/day.

61 Have a Cow

Wherever they are, regardless of the season, the PCs come across a cow. The cow could prove a great source of nutrition producing milk, or the PCs could choose to slaughter it for its meat.

Regardless of their decision, a pack of wolves is stalking the cow, and hunger drives the wolves to attack the cow and the PCs.

The PCs can escape by leaving the cow to the wolves or the PCs can fight the wolves.

62 Old Acquaintance

The PCs come across a small community that's stable and growing. The PCs are introduced to the community leader.

The PCs recognize the community leader as somebody who did them, or a close family member, a past wrong. Perhaps a terrible crime, theft, or other malevolent behavior.

Can the PC put this in the past, and recognize the current good of the community leader or is the PC motivated to avenge the wrong?

63 Corporate Intrigue

The PCs spy a small group of people in NBC suits. Some look like medical personnel, others are armed like soldiers

They're not military, they serve a private corporation. If the PCs try to interact with them, the armed ones open fire and usher the medical personnel to an armored vehicle.

Infected close in on the location and the sound of gunfire.

Do the PCs run or try to pursue the vehicle?

If they successful pursue or track the vehicle, it leads to a facility (in a university, industrial park, or in the wilderness) operated by a private corporation that still has a functional lab.

They're researching the cause of the Infection, the Infected, and how they might monetize it. This invariably ends with a horde of Infected overwhelming the facility, fights against corporate security, and lots of screaming and blood.

The PCs have an opportunity to save a few of the corporate scientists. These individuals are unarmed and now at the mercy of the Infected world.

Do they help the scientists or abandon them?

64 You Scream, We All Scream

The PCs hear something in the distance, and as it draws closer, they see a weaving ice cream truck blaring its clarion call. A horde of Infected chase it.

The PCs could try to take a vehicle to pursue the truck, or their own vehicle and assist in some way.

If they do and they've escaped the horde, the young survivor who stole the ice cream truck turns off the speakers and shows them some of the ice cream is still cold and edible.

He offers to share. They have enough to go around the group, and they gain a new ally, a 3rd level Scavenger.

65 Asylum

The PCs encounter a group of four survivors. They're furtive, but cooperative and will work with PCs on any proposed venture such as scavenging for supplies. One of the four eventually confides to a PC that their group escaped from a psychiatric hospital during Zero Hour. The PCs don't know how dangerous the four are, or whether they can continue to trust them.

If the Referee can't decide, roll 1D6:

1. They're all schizophrenics.
2. They've a variety of acute mental conditions more than threatening to their own selves than others but are prone to mental breakdowns during stressful situations (save vs Mental as zero level humans).
3. Only one of the four is truly dangerous. The quiet one. They're sociopathic.
4. They've a variety of mental conditions and each day they're off their meds, they must make Mental saves or action irrationally and dangerously.
5. They're quirky, odd, at times erratic, but they really didn't need hospitalization.
6. They're sane. They always were, but unhappy with the world. Other convinced them something is wrong with them, but it wasn't true.

66 Red Balloons

The PCs see two hot air balloons, secured by lines to the ground watching over a small settlement. Armed lookouts with hunting rifles man the balloons.

If the PCs approach, they're sure to be spotted by one of the lookouts.

If they avoid contact, they might slip by.

If they're spotted, the small stronghold consists of (1d6):

1. Fellow survivors who are cooperative and engage in mutual aid.
2. A camp of army deserters. (See the deserter entry in the Bestiary to determine the general disposition of the deserters).
3. A camp of bandits, who might be willing to trade instead of robbing the PCs.
4. A camp of marauders, negotiations are out of the question.
5. A camp of cannibals, negotiations will cost you an arm and a leg. Call it, a "Two-Limbed Tithe."
6. Fellow survivors who are exploitive and believe might makes right.

If the PCs wait until nightfall to approach or pass by, they're likely to succeed. The hot air balloons are lowered at night, and the settlement doesn't light watch fires to avoid attracting the Infected. Waiting could be quite a while, and risks an encounter with the Infected.

67 Red Army, Blue Army

The PCs hear the sudden outburst of gunfire and see a retreating group of soldiers fighting against another group of soldiers. The PCs can't discern why. One of the soldiers is wounded near their position, a rush of Infected force the soldiers to break off the engagement. The PCs can help the wounded soldier or leave the soldier to the Infected. If saved, the soldier claims the opposition were deserters and his squad received orders to arrest or eliminate them.

The truth (1d6):

1. The soldier is lying, he and his squad deserted.
2. The soldier is lying, both groups are deserters.
3. The soldier is telling the truth, but his squad was ambushed. He can lead the PCs to a military run settlement that still follows the chain of command.
4. The soldier is partly telling the truth, he's part of a larger group of deserters that formed a military dictatorship, he and his fellows had a change of heart.
5. The soldier is telling the truth, his commanding officer decided to desert and establish a military run settlement, he and his squad refused to follow their CO's orders after this decision. Their CO sent a squad to kill them after they fled.
6. The soldier is lying, they were part of one platoon that deserted, they had a falling out when the other group sought to commit horrific crimes against a civilian survivor. They helped the civilian survivor escape, but their fellows who had more numbers hunted them down.

It's up to the PCs to take the soldier at his word and decide whether to let him join their group or cut him loose.

Later they may encounter the other factions or persons and puzzle out the truth.

What they do with it, and how they resolve it is up to them.

Some possibilities are:

- ► Handing over the soldier to the rival faction for a reward or getting in their good graces
- ► Help the soldier find the civilian survivor
- ► Joining with the military settlement
- ► Opposing the military settlement
- ► Let the soldier join with them and opposing the other faction if they come after him

If the soldier joins with the group, the soldier is 3rd level armed with a combat rifle, combat knife, semiautomatic pistol and has a tactical vest.



68 The Thin Blue Line

The PCs spy a group of four heavily armed (SWAT) police officers prepared to execute a civilian survivor. They've only moments to intervene if they wish to intervene.

If the PCs don't act to stop the execution, the four SWAT team member leave the area quickly, knowing the gunfire will draw the Infected to the area.

If the PCs follow them and aren't spotted, they find the four SWAT have created a small settlement, and there are other survivors.

They might try to contact the community or avoid it.

If they make contact in some manner (and aren't betrayed to the SWAT team), the PCs might learn they executed the survivor because (1d6):

1. The survivor massacred several others, and they weren't about to keep him around.
2. The survivor was infected, they had no choice and didn't want to do it near the settlement to avoid attracting the Infected.
3. The survivor was a criminal before the outbreak, a cop killer. It was payback.
4. The survivor questioned the authority of the SWAT team.
5. The SWAT team was motivated by hate and prejudice.
6. The executed survivor was a spy for another settlement (the prove of this might be spotty).

The civilian survivors in the settlement are divided over the leadership of the SWAT.

Some like the authoritarian rule preferring any sort of order in the Infected world. Others abhor it but are too afraid to do anything about it.

If the PCs intervened and saved the survivor, roll 1d6 as above, but the survivor lies if the result was a 1-3.

If the roll was a 6, he confesses to being a spy, because his group was trying to assess the dangerousness of the SWAT led group.

The SWAT caught him eavesdropping.

He heard the SWAT discussing how they'd handle other settlements, forcing others to cooperate was on the table.

69 The Last Supper

The PCs see two survivors fighting, one has a knife, wounding the other. The knife-wielder is closing in for the kill. If the PCs stop the knife-wielder, they learn their trying to kill the other survivor because the other survivor ate their last can of food and didn't share any of it. They learn the two are siblings. If they can resolve this, either one or both might join the PCs. These survivors are 2nd level Scavengers.

70 The Other White Meat

The PCs meet an oddly friendly survivor. He has a number of skinned rat carcasses wrapped in plastic wrap.

He offers to trade the rat carcasses for other supplies.

He has 50 Food RP of rats.

He claims rat is a better source of protein than chicken or beef.

71 The Cook

The PCs find a survivor cooking meth. Yeah, even now.

The meth-cooker is distrustful and could become violent.

The meth-cooker has 600 RP of Meds.

They might be willing to trade up to 200 RP of it for food, water, and ammo, if the PCs are inclined to trade.

He claims he trades the meth for resources with other survivors.

The cooker admits, they're getting fewer and fewer trade partners.

72 Have What It Takes

The PCs meet a family of survivors, who despite it all have stuck together. Among the family unit are two parents and two children.

They've holed up in the same place since the start, but they've grown woefully short on supplies. They've nothing really to trade.

They ask for the PCs' help. It's up to the PCs to decide if and how they help.

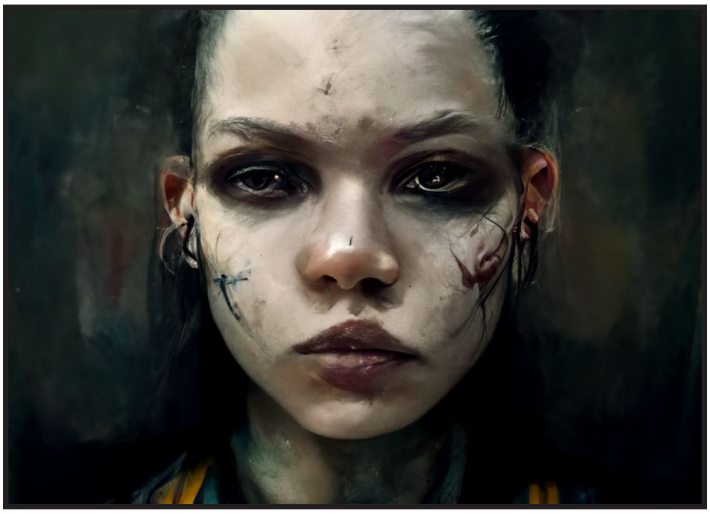
The family doesn't look very able, one parent was a real estate agent and the other a paralegal before the outbreak, hardly the skills needed now.

The two children were middle-schoolers.

The PCs can convince the family to join them.

Looks are deceiving, and the family has cultivated some skills at scavenging.

Each family member is a 1st level Scavenger.



73 The Plane, The Plane!

The PCs spy a small plane, and it airdrops what looks like a supply crate! The PCs have to navigate through the Infected, and then face off against another survivor group that's unwilling to share the crate, even though no single group can likely take all of the contents.

The two groups have 1d6 rounds before the Infected close in on them.

A pack of Infected appear at medium range every round after the rolled grace period and close in on the two groups.

The PCs must quickly negotiate or fight for the crate and take as much as they can before they're overwhelmed with Infected.

The crate has 250 Food RP, 250 Water RP, 200 Med RP, 600 Ammo RP, 6 carbines, 6 semiautomatic pistols of Good Integrity (+1).

The mysterious benefactor is part of a remnant government group in a safe haven, capable of making 5 more runs like this, before they're force to keep supplies for themselves.

If the PCs monitor the drop site, they can figure out there's a monthly pattern.

It's unlikely they can trace the plane back to its airfield.

However, if they have the means, they might be able to make radio contact, which may lead to the PCs trying to negotiate a rescue, more supplies, or other arrangements.

74 Erratic

A horde of Infected begins to form and grow unexpectedly.

If in the city, they pour into the streets and leap from windows, no matter how high or scramble over obstacles.

In wilderness areas they storm through the area.

The PCs have little hope against this many, and then horde suddenly peals away in the opposite direction, leaving the PCs unharmed.

There's nothing to indicate what caused this behavior.

75 Signposts

The PCs find a territory marked off by impaled Infected.

Some are completely inert, a few still squirm from their impalements.

If the PCs persist in entering the territory, they encounter a small band of survivors, who actively hunt the Infected, and act sadistically towards any captured Infected.

Torturing, mutilation, impalement, and the like are commonplace.

Each of these survivors are scarred by the losses caused by the outbreak, and it manifests as malignant hate.

Whether the PCs seek to join them, help them, establish a détente, alliance or make a trade arrangement with this group is up to them. The group is certainly fierce and may provide a 1st level street warrior ally.

76 Coffee Break

The PCs witness a band of three survivors fighting off a pack of Infected.

If the PCs help them, they share the Resources they just looted before the Infected spotted them.

If the PCs leave them to their fate, they meet their grisly end and there's a shower of ground coffee ruined by gore.

The survivors and their looted bags of coffee are lost.

If the PCs saved the survivors, the survivors give the PCs several pounds of coffee, the equivalent of 50 RP of Meds.

They're willing to join with the PCs or the PCs' settlement. All three are first level Scavengers.

77 Stay Quiet

The PCs hear an odd voice telling them to "stay quiet".

They hear the guttural sounds of the Infected nearby as well.

They spy a half dozen Infected trying to reach a Cockatoo, that's repeating the phrase "stay quiet." over and over again.

If the bird is rescued, and asked its name, it can respond, "Horatio."

It knows other words and phrases too, at the Referee's discretion.

It does have the bad habit of uttering "stay quiet" whenever it senses or sees the Infected, which tends to attract the Infected towards it.

Telling Horatio to "stay quiet" leads the bird to echo the same sentiment back at the speaker.

The PCs might get a sense of how the previous bird's owner died.

78 Panic Room

While the PCs searched a domicile for resources, they locate a closed panic room.

If they can convince the occupants inside to open it, they meet three survivors, a parent and two children.

They've been trapped a while, and the parent has scavenged everything in the home and nearby domiciles by this point.

They're running low on supplies, there's very little in their immediate area, as the PCs can attest.

If they stay here, their panic room will become a tomb.

They're terrified to brave the Infected world, but the PCs might convince them to take the chance and leave.

If they make an alliance with the NPCs, the parent is a 1st level Medic with some skill as a field surgeon, and the two children are 1st level Scouts.

Some experience as Boy Scouts or Girls Scouts could be used to justify their young start.

79 Who Let the Dog Out

The PCs find a survivor desperately searching for their child. Once the PCs get past the initial suspicions, the survivor explains they have a dog, a pug named Butch who's missing.

Despite the parent's orders, the child went looking for the dog when the parent feel asleep, too fatigued to stay awake.

If the PCs agree to help, they find the child captured by another group of survivors, who appear to be muffling the cries of the child.

They see the survivors are cooking a skinned, gutted animal over a fire. It's Butch.

Any yelling or screaming attracts a pack of Infected.

The PCs can help sort it out and calm everybody, maybe achieve some apologies, offer aid as they see fit, or make their own way before the mess attracts the Infected.



80 The Forsaken

The PCs hear a tumult from a church or temple that shows signs of conflict with the infected; shattered glass, pews or other furniture piled as barricades, permanently dead infected.

Inside, three survivors have forced a priest, pastor, rabbi, Imam, or other appropriate religious figure onto the ground, and look prepared to murder them, angry that "God abandoned them."

The threatened religious figure is pleading with them.

The PCs can intervene to stop the murder, or let it play out.

Once it's done, the three survivors' recoil in disgust and anguish at their actions.

It's up to the PCs if they want to take any of the survivors with them.

81 The Prophecy

The PCs encounter an Icon or Mystic who claims they've had a vision; a higher power is leading them to a safe place.

They've gathered a small band of followers to them who trust in the vision.

The Icon or Mystic asks the PCs to help escort their followers to the promised land.

Offers include a place in promised paradise.

If that doesnt motivate the party, they offer 300 Resource Points, plus more if they reach their destination.

The so-called prophet is sincere, helpful, and fosters good will and aside from their fervent belief, seems completely rational.

If the PCs agree, they must venture through a city, into the suburbs braving raiders, marauders and infected.

When the PCs reach the believed destination, it was a 'new' high end housing development that was not completed because of the Outbreak.

The housing development has a low wall; it was intended as a gated community.

The prophet and his followers are ecstatic, but their cries of joy attract a horde of Infected that emerges from the tree line.

The prophet and their followers fall into Despair.

It's up to the PCs to save them or save themselves.

If they save themselves and leave the others, they hear the anguished screams of the dying as the Infected feast.

Best not to look back.

82 Best Laid Plans

The PCs find an Infected with a yellow tag on its arm. It's not the only one, they find several others in the vicinity.

If the PCs explore the area, they find a team of scientists in NBC suits attempting to capture lone or isolated Infected to tag them with radio transmitters.

The scientist seem on their own, and explain they worked at a local university and the government recruited their aid during the outbreak.

If the PCs can get past any suspicion, they ask for the PCs help in inserting one of the tagged Infected into a pack with the intent of triggering a horde and identifying the patterns of behavior with their tagged case studies.

If the PCs agree, the entire experiment ends in a chaotic disaster, let them fight off a horde, if they can.

If they refuse, they later find the scientists among the Infected.

The PCs might decide the equipment of the scientists and the tags might prove useful.

The PCs can recover 200 Fuel, 1,000 Electronics and 500 Materials from the scientists' equipment.

83 Scarecrow

The PCs find a band of survivors who have formed a small farming community.

They scare away critters and birds that might eat their crops by tying and nailing Infected to posts.

The flailing, growling Infected make the perfect scarecrows.

It's up to the Referee to decide if any blood and gore from the Infected contaminates the soil and transmits the Infection to the survivors, and to the PCs if they eat the food too.

If the answer is a 'yes,' shortly after the PCs are invited to trade or dine with them, several of the community become fully Infected, and there's a pack of Infected to deal with before anybody is the wiser.

84 Mercy Kill

The PCs encounter a delirious survivor suffering from starvation, dehydration, and illness.

If the PCs give food, water, and meds to save the survivor, the survivor is immensely grateful, and dies shortly thereafter.

If they refuse to waste their resources, they hear the survivor collapse, and their pleading grows fainter until the world is quiet once more.

85 The Inferno

The PCs hear the roar of a jet fighter, and they're suddenly awash in debris, and knocked down by concussive force.

They need to make saving throws vs. Blasts to resist 2d6 damage, save reduces this to half damage.

They were lucky and on the outskirts of the blast.

When the PCs recover their senses, they see a massive wall of fire, from a bombing or missile run.

Not all of the Infected in the area were killed by it, and others are attracted to the commotion, a horde begins to form.

The PCs must make a break for it.

Do they run towards the area lit a fire and covered in smoke to obscure them from the growing horde of Infected?

Or, do they risk being spotted by moving away from the fire and smoke?

86 Little Pink House

The PCs find a small, well-tended vegetable garden in a greenhouse adjacent to a small home. There's no sign of any survivors.

Even if the PCs wait, nobody returns to tend the garden.

The area though, is free of Infected (for now), the home has 150 Food, 250 Water, 150 Fuel, and 50 Meds.

The garden produces Food RP as a small garden. If the PCs explore the home, they find evidence it was the home to an elderly, retired couple.

Where they are, and their fate is unknown to the PCs.

If they poke around, they get the sense that might have left recently, maybe to find their adult children.

The PCs don't know if the succeeded. Those who think they didn't make it should roll for Despair.

87 The Basement

The PCs find a structure in a remote area or isolated from the rest of the area. It is largely lightless, with the windows bordered up and the doors reinforced.

It lacks wired electrical power, and relies on battery operated lanterns, candles, and a woodstove for light.

There's a gas-powered generator with some fuel still in it that powers a refrigerator.

The fridge holds preserved meat of an unknown origin.

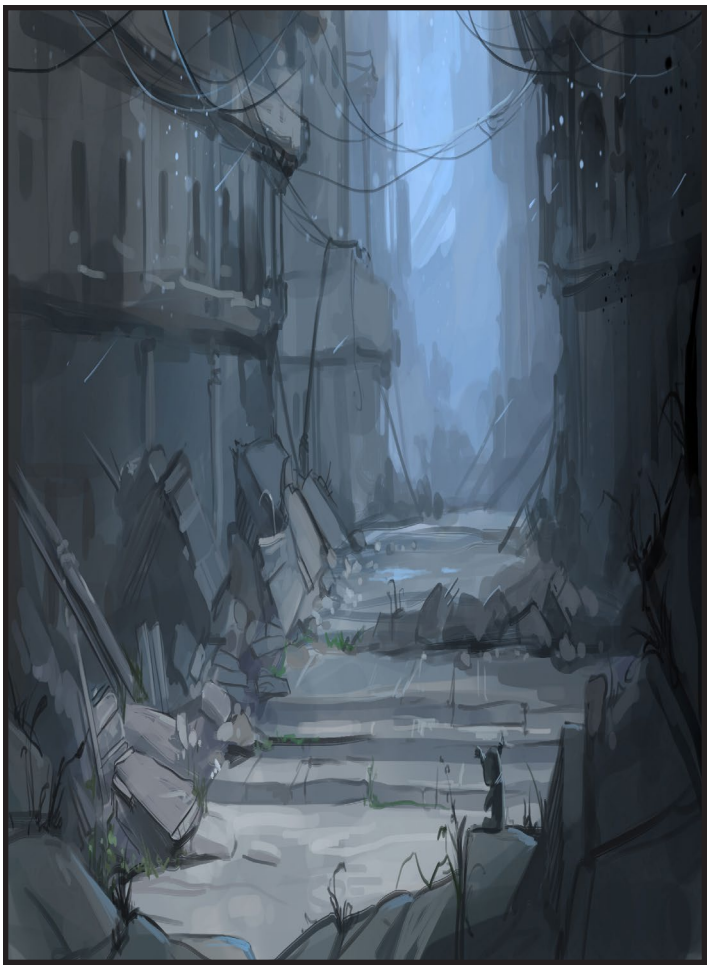
There's an awful stink from the cellar.

The cellar is an abattoir, with evidence of human remains, stolen goods, such as wallets, rings, phones, and children's toys.

Vats of acid are dissolving viscera and bone.

It's clear what the meat in the fridge is.

The occupant, however, does not return, no matter how long the PCs stay.



88 A Reason To Live

The PCs find a lone survivor in an abandoned location. The survivor is starved and dehydrated, with a semiautomatic pistol pointing under their chin.

A dead survivor, killed by a shot to the back of the head lies in a sleeping bag nearby.

The location is poorly fortified and would be difficult to defend against the Infected.

The survivor weeps and says they can't go on. They just killed their dying spouse.

The PCs know the gun shot might attract the Infected, and they've 1d4 rounds before the Infected appear.

It takes 1d6 rounds to talk to the survivor out of suicide if that's the PC's intent.

If not, they shoot themselves after that time has passed.

Allow the PCs to use what skills they have at their disposal or roll a reaction roll with appropriate modifiers.

A 9 or higher results in successfully talking the survivor out of suicide, but they're still weak from hunger and dehydration and move at half speed.

89 Family

The PCs finds two survivors both children. They're panting, dripping in sweat and one is bleeding.

They're siblings and the one bleeding was bit by the Infected.

The healthy sibling refuses to leave their sibling behind or allow anybody to hurt their sibling.

The PCs can leave them both, reason, plead or empathize with the uninjured child, or callously take matters into their own hands.

The older sibling is crying and doesn't want to die. Allow the PCs to use any abilities they have to help, but keep any saving throw for resisting Infection secret.

90 Oil Wars Redux

Some of the earliest struggles in the first few weeks were fights for fuel. Millions were seeking to escape to safety, and fuel supplies were quickly getting cut off or production shut down.

Never mind that road travel in a vehicle became an absolute hell, and often proved nothing more than death traps.

Numerous highways and roads are clogged with crashed and abandoned vehicles.

Sometimes though, a vehicle can separate a group from the danger of the Infected better than running on foot can; one stumble or fatigue can mean a horrible death or suffering Infection.

The PCs spy a raiders camp that has plagued a nearby settlement. They see that the raiders are using captives to go about siphoning abandoned vehicles for fuel and bringing the fuel back to their settlement.

The raiders have a dozen barrels of fuel (each barrel stores 55 gallons of fuel).

There are 30 raiders using 10 captives to do their dirty work. 10 raiders regularly guard their stronghold, while the others guard the captives siphoning vehicles. Two guards for every captive.

The raiders have several vehicles they're modifying to defend against the Infected, such as metal grids to protect windshields and windows. The raiders also have a flatbed tow truck.

Let the PCs figure out how they go about getting the fuel. If they resort to gunfire, packs of Infected will converge on the area. One pack for each round of gunfire.

91 Night Lights

The PCs spot a red flare fired into the air.

Do they take the risk? Ignore it?

If the PCs make their way to the location, there's three survivors, hunkered in a dwelling they've fortified with makeshift barricades.

They claim they saw a plane and tried to signal it. While in discussion, there's an ambush by a group of bandits.

The three survivors inside hunker down and do not exchange fire.

Are they setting the PCs up? Or just victims like the PCs but unwilling to get involved?

The three survivors don't let the PCs in and have half-to full cover.

Any gun fire attracts a pack of Infected, do the PCs keep up the negotiations, attack or run?

Can't decide the trio's motivation? Roll (or pick) 1d6:

1. It was a set-up to rob the PCs, in alliance with the other bandits.
2. The person who fired the flare is suffering from a lack of food and water, there wasn't a plane.
3. They're out of resources. They fired the flare in desperation.
4. They're all sick with disease. They fired the flare in desperation. They are contagious (saves vs Illness).
5. They were in a fight of whether to use the flare. There was a struggle. The flare went off.
6. There was a plane.



92 The Fittest

The PC encounters an old survivor in their 90s, who appears well fed, clean, and has a backpack full of supplies.

They seem distraught and terrified begging nobody in particular to take them "back home."

If the PC ease their fear, the survivor explains he was part of a settlement, an underground bunker (old bomb shelter).

They can only sustain 10 people in the bunker.

They have electricity and running water.

They abandoned the elderly survivor since the others decided the elderly survivor was the least capable for their community.

The elderly survivor has a vague idea of where the community is located, but it requires traveling through a subway in a city.

The PCs can take the elderly person with them, leave the elderly survivor to fend alone, help the elderly survivor find another settlement or seek out the elderly's survivor's former bunker community.

What they do when they find it is up to them.

93 House Visit

The PCs find a cache of 250 Med RP.

While the PCs are checking the contents, they're approach by a single survivor that claims they're a doctor and is caring for other survivors who need the medical supplies.

They're armed with a semiautomatic pistol and hatchet.

The person refuses to cut any deal, claiming ownership of the supplies.

If the PCs relinquish the supplies, the survivor is grateful and leaves with the supplies.

If the PCs offer to help and accompany the survivor, they agree, and the survivor leads them back to a domicile turned into a makeshift medical facility.

There are 4 injured survivors receiving treatment. The PCs may convince them to join their group or settlement.

The notable survivor who sought out the medical supplies is a 4th level Medic.

94 Seek and Destroy

The PCs spy a squad of eight soldiers in MOP Gear, their weapons are silenced, and they wear tactical body armor.

They move quietly and shoot any Infected-on sight.

They appear to be communicating with some remote command unit through their mics.

The best bet is to let the soldiers move on and stay hidden.

If the PCs try to communicate with them, they shoot to kill.

Their orders are to kill the Infected, and "asymptomatic Infected," which means any survivor that's not similarly attired in full protective gear.

They're assisted by a drone, so any contact by the PCs will allow the drone to communicate their positions.

To escape, they'll need to go underground or something similar.

If the PCs shadow them, they risk detection but also witness the soldiers execute four survivors, two whom are children.

95 The Bounty

The PCs encounter an armed survivor with two captives.

The armed survivor claims a settlement put a bounty on the two for murder and theft.

The two, a couple, plead innocence.

The PCs could leave it be, help the prisoners, offer to help the bounty hunter, or try to collect the bounty themselves.

The truth (1d6):

1. The two are murderers and thieves and will face the punishment of the community they wronged.
2. It's a case of mistaken identity, but the bounty-hunter won't know that until he brings them back.
3. The "bounty-hunter" story is a lie. One of the captives is the "bounty-hunter's" spouse, the other captive had an affair with the spouse. The bounty-hunter is taking vengeance and plans to feed them both to the Infected. Why waste good bullets?
4. The story is a lie. The community is a cult, and the two are trying to escape the cult. The bounty-hunter doesn't know this is the case (and might not care).
5. The story is partly true, they did kill somebody and stole some resources for their escape, but they were enslaved by the community they escaped.
6. The story is partly true, they did kill somebody and stole some resources for their escape, but they did so because of the authoritarian rule of the settlement that forces everybody to remain, nobody is free to live elsewhere.

96 A Place to Call Home

The PCs encounter a well-armed survivor, who's trying to clear a domicile that has a large number of Infected in it.

It could be a tenement building, condo unit, triple decker house or ski-lodge.

They ask the PCs for help, in exchange, they let the PCs stay in the domicile.

If the PCs agree and succeed, the survivor is true to their world, and the PCs make an ally of a 3rd Level Street Warrior.

They also have the foundation for a settlement.

97 Voice in the Wilderness

The PCs hear the sound of a voice being broadcast, and find an intact, working ham radio. They connect with the voice on the other end, they can exchange information if they wish. The unknown broadcaster probes for their location, their resources etc. Do the PCs share information? Cut the conversation off permanently?
The truth is (1d6):

1. The other person is alone, running out of resources, wondering if the PCs would take them in
2. The other person is wondering if the PCs needs their help, they've a good stockpile of resources and might take the PCs in.
3. The other person is concerned the PCs could pose a threat to their settlement and is assessing the threat.
4. The other person's settlement is on the verge of collapse, the other person is gauging whether the PCs can help.
5. The other person is part of a Marauder settlement, and they're looking for victims.
6. The other person is just trying to make conversation, wants to keep talking, and brings up anything and everything.

98 Helping Hands

The PCs encounter a small settlement of less than a dozen survivors that offers to trade.

While they PCs are negotiating deals, a horde of Infected attack.

The PCs have time to pick up and run, and they can each snatch 100 Resource Points from the settlement as the flee or help a survivor as the rest are overwhelmed by the horde but in doing so, can't carry the supplies.

If they save the survivor, this person become extremely loyal (+2 loyalty rating). This person is a 3rd level Scavenger.

99 Bait

The PCs find a whimpering, wounded survivor.

The PCs might suspect the survivor is bit, or Infected, but learn that the wounded survivor's group put a bullet in their leg and left them behind for the Infected so the group could get away.

The survivor says they lucked out and found a hiding spot and the Infected didn't find them.Now they're too injured to continue.

If the PCs help the survivor, the survivor asks if they're willing to help against their former group.

The survivor claims that's there only three of them left and will share the resources at their hideout.

If the PCs agree and choose not to ambush the other group, the other group is ashamed of what occurred, and admits they were wrong.

Is that enough to prevent a blood bath or revenge?

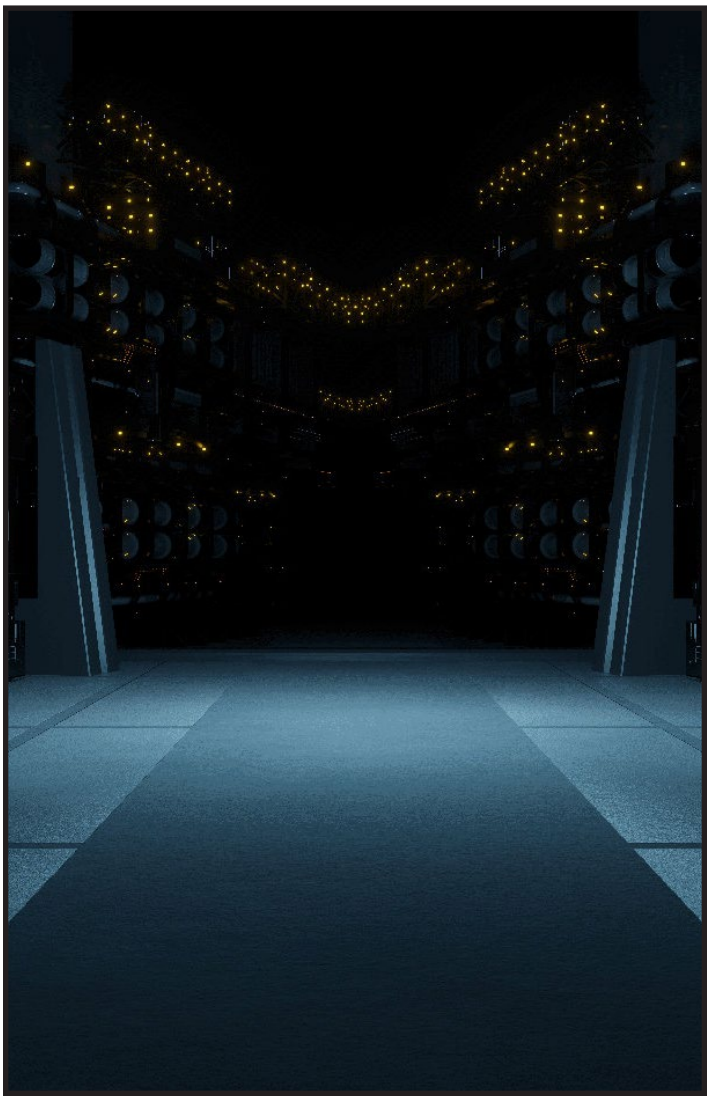
100 Hope

The PCs find the remains of a military Forward Operating Base, there's still some resources that they can scrounge but most of the base is picked clean, the resources taken by the evacuating soldiers.

The command center is still running off emergency power, and on large screens are the last images tracking the progression of the Outbreak. The screen shows that it took 87 hours for the Outbreak to infect the entire United States.

Searching around, they find a laptop with a recorded message. An officer advises people to make their way to a location in the Colorado Rockies but the before the message is complete, it cuts off. Attacking Infected ended the recording prematurely.

The PCs do not have any coordinates. It's a barely a glint in the darkness of despair, but it is something. A faint, glimmer of hope. The PCs can decide if that's worth what they'll face ahead in their journey.



Encounter Tables

Urban Encounters

D12	Level 1	Level 2	Urban Encounters by Level 1: 3 Level 3
1	Coyote	Coyote	Coyote
2	Soldiers	Soldiers	Soldiers
3	Wild Dogs	Wild Dogs	Wild Dogs
4	Pack of Infected	Pack of Infected	Pack of Infected
5	Horde, 25	Horde, 30	Horde, 35
6	Survivors	Survivors	Survivors
7	Deserters	Deserters	Deserters
8	Community Members	Raiders	Wolf
9	Exceptional Survivors	Exceptional Survivors	Exceptional Survivors
10	Horde, 50	Horde, 60	Horde, 70
11	Cannibals	Cannibals	Cannibals
12	Marauders	Marauders	Marauders

Urban Encounters Table Level 1 -3.



D12	Level 4: 5	Level 6: 7	Urban Encounters by Level 4 + Level 8+
1	Soldiers	Soldiers	Soldiers
2	Deserters	Deserters	Deserters
3	Marauders	Marauders	Marauders
4	Cannibals	Cannibals	Cannibals
5	Horde, 40	Horde, 50	Horde, 60
6	Raiders	Raiders	Raiders
7	Survivors	Survivors	Survivors
8	Scavengers	Scavengers	Scavengers
9	Exceptional Survivors	Exceptional Survivors	Exceptional Survivors
10	Horde, 170	Horde, 180	Horde, 190
11	Horde, 200	Horde, 210	Horde, 220
12	Horde, 500	Horde, 600	Horde, 1000

Urban Encounters Table Levels 4+.

Suburban Encounters

			Suburban Encounters by Level 1: 3
D12	Level 1	Level 2	Level 3
1	Cultist	Cultist	Cultist
2	Marauder	Deserters	Deserters
3	Cannibal	Marauders	Soldiers
4	Pack of Infected	Pack of Infected	Pack of Infected
5	Coyote	Soldiers	Exceptional Survivors
6	Survivor	Survivor	Survivor
7	Community Member	Scavenger	Scavenger
8	Wolf	Wolf	Coyote
9	Scavenger	Coyote	Bear
10	Horde, 25	Horde, 30	Horde, 40
11	Bear	Cannibals	Cannibals
12	Exceptional Survivors	Raiders	Raiders



Suburban Encounters Table Level 1: 3.

			Suburban Encounters by Level 4+
D12	Level 1	Level 2	Level 3
1	Deserters	Deserters	Deserters
2	Pack of Infected	Pack of Infected	Pack of Infected
3	Cannibal	Cannibal	Cannibal
4	Soldiers	Soldiers	Mercs
5	Scavengers	Scavengers	Soldier
6	Cultist	Cultist	Cultist
7	Marauder	Marauder	Marauder
8	Raiders	Horde, 90	Horde, 100
9	Exceptional Survivors	Exceptional Survivors	Exceptional Survivors
10	Horde, 150	Horde, 200	Horde, 300
11	Horde, 300	Horde, 400	Horde, 500
12	Survivor	Survivor	Survivor

Suburban Encounters Table Levels 4+.

Rural Encounters

D12	Level 1	Level 2	Rural Encounters by Level 1: 3 Level 3
1	Cultist	Cultist	Cultist
2	Scavenger	Scavenger	Scavenger
3	Survivor	Survivor	Survivor
4	Community Member	Community Member	Community Member
5	Pack of Infected	Pack of Infected	Pack of Infected
6	Deserter	Deserter	Deserter
7	Soldier	Soldier	Soldier
8	Bobcat	Bobcat	Bobcat
9	Deer	Deer	Exceptional Survivors
10	Coyote	Coyote	Coyote
11	Bear	Bear	Bear
12	Wolf	Wolf	Wolf

Rural Encounters Table Levels 1: 3.



D12	Level 1	Level 2	Rural Encounters by Level 4+ Level 3
1	Cultist	Cultist	Cultist
2	Cannibal	Cannibal	Marauder
3	Pack of Infected	Pack of Infected	Pack of Infected
4	Deserter	Deserter	Deserter
5	Soldier	Soldier	Soldier
6	Raider	Raider	Raider
7	Horde, 50	Horde, 60	Horde, 70
8	Horde, 60	Horde, 70	Horde, 80
9	Exceptional Survivors	Exceptional Survivors	Exceptional Survivors
10	Wolf	Wolf	Wolf
11	Bear	Bear	Bear
12	Marauder	Marauder	Cannibal

Rural Encounters Table Levels 4+.

Wilderness Encounters

					Rural Encounters by Level 1: 3
D12	**Mountains**	**Hills**	**Forest**	**Swamp**	**Flatland / Desert**
1	Bear	Bear	Bear	Bear	Coyote
2	Mountain Lion	Wolf	Wolf	Pack of Infected	Pack of Infected
3	Pack of Infected	Pack of Infected	Pack of Infected	Cultist	Cult
4	Cultist	Cultist	Cultist	Exceptional Survivors	Cult
5	Cannibal	Survivor	Exceptional Survivors	Survivor	Exceptional Survivors
6	Deserter	Bobcat	Survivor	Raider	Survivor
7	Soldier	Raider	Bobcat	Marauder	Raider
8	Scientist	Cannibal	Cannibal	Cannibal	Marauder
9	Marauder	Marauder	Deserter	Deserter	Cannibal
10	Survivor	Soldier	Soldier	Horde, 50	Horde, 50
11	Exceptional Survivors	Exceptional	Bear		
12	Survivors	Horde, 50	Horde, 75	Horde, 75	
	Horde, 50	Horde, 100	Horde, 100	Horde, 100	Horde, 100

Wilderness Encounters Table.



Random Locations: Table A

D100	Suburban Location	Urban Location	Rural Location	Wilderness Location
1	Homeless Shelter	Homeless Shelter	Field	Secret Burial Site
2	Warehouse	Warehouse	Corner Store	Animal Den
3	Ice Rink	Offices	Train Depot	Cave
4	Roller Rink	Office Building	Backroad	Camp Site, Abandoned
5	Storage Facility	Skyrise	Barn	Meth Lab
6	Hobby Shop	Skyscraper	Forgotten Well	Campgrounds
7	Fast Food Restaurant	Financial Institution	Cave	Cabin
8	Pizza Parlor	Restaurant	Animal Den	Resort
9	Liquor Store	Diner	Quarry, Empty	Plane Crash
10	Bar	Night Club	Quarry, Water	Helicopter Crash
11	Strip Club	Dance Club	Lakehouse (by lake)	Bog
12	Motel	Comedy Club	Pond	Fen
13	Hotel	Luxury Hotel	Gas Station	Survivalist Bug Out
14	Highway Rest Stop	Baseball Park	Truck Stop	Secret Cache
15	Tourist Trap	Sports Arena	Diner	Stronghold, Marauder
16	Country Club	Fast Food	State Penitentiary	Stronghold, Cannibals
17	Funeral Home	Coffee Shop	Billboard	Stronghold, Survivors
18	Hospital	Sex Shop	Church	Stronghold, Bandits
19	Music Store	Boutique	House	Military Camp
20	Electronics Store	Hairdresser	Horse Farm	Cult Ritual Site
21	Department Store	Hobby Store	Barricaded Home	Rusted out RV
22	Toy Store	Warehouse	Used Car Lot	Trash Dump
23	Boutique	High School	Old Drive-in Movie	Lumber Harvesting
24	Barbershop	Elementary School	Amusement Park	Tree Clearing Site
25	Track and Field	Daycare	Fair Ground	Tourist Signpost
26	Daycare	Middle School	School	Granite Quarry
27	High School	Church	Town Hall	Granite Quarry, water
28	Elementary School	Temple	Bank	Pond
29	Doughnut Shop	Mosque	Motel	Lake
30	Gas Station Quick Mart	Public Library	Fire Station	Stream
31	Gas Station & mechanic	Private Club	Police Station	Brook
32	Utility Plant	University	Bar	River
33	Library	Small College	Country Club	Bridge
34	City Hall	Breakfast Nook	Golf Course	Railroad Track
35	Fire Department	Bank	Coffee Shop	Trade Post
36	Police Station	Police Station	Ice Cream Parlor	Guns and Tackle Shop
37	Nursing Home	Fire Station	Shooting Range	Utility Station
38	House for Sale	Hospital	Bed and Breakfast	Satellite Tower
39	Cemetery	Health Clinic	Weigh Station	Observatory
40	Low Income Housing	Low Income Housing	Railyard	Hiking Trail
41	Residence, House	Residence, House	Construction Site	Lodge
42	Residence, House	Residence, House	Liquor Store	Mass Grave

D100	Suburban Location	Urban Location	Rural Location	Wilderness Location
43	Residence, House	Residence, House	Bait and Tackle Shop	Hideout
44	Residence, House	Residence, House	Abandoned Convoy	Lakehouse
45	Residence, Apartment	Residence, Apartment	Portable Toilet	Animal Remains
46	Residence, Apartment	Residence, Apartment	Gun Shop	Human Remains
47	Residence, Apartment	Residence, Apartment	Homestead	Mine Shaft
48	Residence, Apartment	Park	Playground	Ancient Mound
49	Residence, Apartment	Historic Location	Park	Cave with prehistoric art
50	Residence, Condominium	Government Center	Farm	Party Location
51	Residence, Condominium	Theater	Pig Farm	Burial Mound
52	Residence, Townhouse	Movie Theater	Library	Cairn
53	Residence, Luxury Home	Residence, Condominium	General Store	Ravine
54	Residence, Mansion	Residence, Condominium	Warehouse	Fallen Trees
55	Park	Residence, Townhouse	Storage Shacks	Deer Trail
56	Restaurant	Residence, Luxury Home	Fuel Depot	Old Trail
57	Dentist Office	Residence, Mansion	Utility Works	Forest Ranger Outpost
58	Bank	Downtown Mall	Medical Clinic	Lean To
59	Hardware Store	Parking Garage	Veterinarian Clinic	Parachute in the Trees
60	Sporting Goods Store	Museum	Processing Plant	Animal Tracks, Predator
61	Gun shop	Subway Depot	Agribusiness	Animal Tracks, Prey
62	Appliance Store	Subway Stop	Graveyard	Clearing
63	Car Shop	Pizza Parlor	Outdoor Auditorium	Thicket
64	Hairstylist	Cafe	Bandstand	Steep Slope
65	Car Rental	Luxury Store	Hedgerow Maze	Waterfall
66	Bank	Electronics Store	Mansion	Breathtaking View
67	Pharmacy	Furniture Store	Meth Cooker	Ring of Toadstools
68	Parking Garage	Smoke Shop	Moonshine Distillery	Battle Site
69	Parking Lot	Pharmacy	RV Lot	Deep, dark woods
70	Law Office	Law Firm	Campground	Lights in the Distances
71	Tax Office	Small Business	Resort	Camp Site, Occupied
72	Church	Construction Yard	Old Bomb Shelter	Tree House
73	Temple	Junkyard	Miniature Golf Course	Wild Produce
74	Mosque	Waste Disposal	Ice Cream Stand	Cave System, Spelunking
75	Small Business	Aquarium	Post Office	Tunnel
76	Corporate Office	Corporate Office	Floral Shop	Abandoned Car
77	Strip Mall	Playground	Cabin	Military Vehicle
78	Baseball Field	Curiosity Shop	Military Base	Washed Out Road
79	Playground	Bookstore, Large	Military Outpost	Rockslide
80	Health Clinic	Bookstore, Small	Backroad	Burnt Corpse
81	Curiosity Shop	Clothing Store	Bait and Tackle Shop	Weapon Cache
82	Small Specialty Bookstore	Appliance Store	Gun Shop	Food and Water Cache
83	Large Bookstore	Jewelry Store	Thrift Store	Supply Cache
84	Movie Theater	Pawn Shop	College Campus	Bunker
85	Theater, Stage	Strip Club	General Store	Tree Bridge
86	Clothing Store	Post Office Center	Lumber Yard	Treacherous Crag

Random Locations: Table A Continued

D100	Suburban Location	Urban Location	Rural Location	Wilderness Location
87	Jewelry Store	Business Complex	Doughnut Shop	Rope Bridge
88	Diner	Public Swimming Pool	Service Plaza	Ski lift
89	Post Office	Skate Park	Boutique	Makeshift Dwelling
90	Industrial Park	High Rise Apartment	Hardware Store	Burnt Edifice
91	Spa	Government Service	Bed and Breakfast	Memorial Location
92	Martial Arts Studio	Opera House	Motel	Old Triggered Trap
93	Night Club	Symphony	Landfill	Hunter's Lodge
94	Coffee Shop	Radio Station	Antique Store	Illegal Waste Dump
95	Thrift Shop	TV Station	Barber Shop	Covert Military Base
96	Gym/Fitness Center	Newspaper Station	House	Military Training Ground
97	Music Store	Federal Building	Lake	Strange Markings
98	Ice Cream Parlor	Bus Depot	Stream	Military Supply Drop
99	Furniture Store	Airport	Treehouse	Narrow Ledge
100	Something unusual*	The Bizarre**	The Odd***	The Weird****

Special Random Locations: Table B

On a roll of 100 on the Random Locations Table A, roll a D6 and reference below:			
*Something Unusual	**The Bizarre	***The Odd	****The Weird
1. Cult Ritual Location	1. Hidden Cult Temple beneath a Pizza Parlor	1. Wicker man filled with zombies	1. Entrance to a Hidden Facility
2. Secret Laboratory	2. Forgotten Bomb Shelter	2. Ice Cream Truck packed with human limbs	2. A Cave with Cave Wall Glyphs
3. Serial Killer's Abattoir	3. Hidden Empty Coffins	3. crashed military copter	3. A Cairn
4. Occultist Hideaway	4. Evidenceof Rituals	4. Abandoned Military APC	4. Markings of a Pagan Cult
5. Military Base	5. Fride filled with heads	5. Mass grave	5. Doomsday Cult Camp
6. Abandoned Checkpoint	6. Chained zombie in room	6. Field of dead animals	6. A landed UFO



Domicile Encounter and Search Table: C

ROLL	DOMICILE Roll 1D8	ENCOUNTER Roll 1D8	FIND Roll 1D8
1	Ranch Style Home	Infected 2d10	Canned Goods 5d8 RP, Bottled Water 5d6 RP, Medicine 1d6 RP, Electronics 3d6 RP, Materials 4d6 RP
2	Cape Style Home	Infected 2d6	Dry Food 5d8 RP, Canned Goods 5d6 RP, Running Water (fill water), Medicine 2d6, Electronics 3d6, Materials 3d6 RP
3	Town House	Scavengers 1d4	Canned Goods 3d6 RP, Dry Food 3d6 RP
4	Condominium	Marauders 2d4	Average Pistol, 30 ammo, Canned Goods 4d6 RP, Medicine 2d6, Electronics 3d6, Materials 4d6 RP
5	Apartment	Survivor 1	Canned Soda 2d6 RP, Dry Food 3d6, Medicine 3d6, RP Water 5d6 RP, Electronics 3d6, Materials 4d6
6	Multi-family House	Survivors 1d3	Canned Goods 4d6 RP, Shotgun, 30 Ammo, Medicine 5d6, Electronics 3d6, Materials 5d6
7	Victorian Style House	Single Infected	Hunting Rifle, 50 ammo, Canned Goods 5d6 RP, Dry Food 3d6 Bottled Water 5d6, Medicine 6d6, Electronics 5d6 RP, Materials 5d6 RP
8	Country Style House	Roll d8 again. 1-6 Empty, 7: 3d6 cultists, 8: 2d6 Cannibals	MREs 100 RP, Combat Rifle, 100 Ammo, 4d6 Canned Goods RP, 4d6 Dry Food, 6d6 Bottled Water RP, Medicine 10d6, Electronics 5d6, Materials 5d6 RP



JOURNAL ENTRY

Almost winter.

Saw a sign that said Welcome to Maryland...

We lack the vocabulary to describe our new world.

What do you call a hunger so strong it feels like a traveling companion? A hunger that makes people crazy, and evil. I had the dream again last night. Mary and I were camping in the White Mountains. We set out plates and plates of food; BBQ chicken, sausages, corn... fresh peaches. The sky darkened, and I heard the buzzing. Black flies swarmed the food, a disgusting, writhing carpet. I tried to wave them away with a paper plate, but they were everywhere. I called out to Mary, but she was gone. I woke to the sound of rain on a tin roof.

Yep, still Maryland.

I saw them last night, but I couldn't get too close, there were sentries. They had fortified a box-store against the Roamers. There were fires and rough laughter. There was activity on the old loading dock, and I saw several men open the back of a derelict semitrailer and pull someone out. Too dark to see much, but in the trailer, I heard screams, pleas, and people crying. They held a figure on the dock, there was motion and the figure fell. A flurry of activity and they hoisted and hung the unmoving person upside down, to drain and gut. Fresh meat.

Virginia.

Spent the night in a church, sign outside said "He Has Risen." I almost laughed.



Strongholds and Settlements

Strongholds or settlements in the Infected apocalypse largely consist of repurposing existing structures to resist hostiles whether living or infected. Building completely new structures is highly unlikely because of a lack population, persons willing to cooperate, sufficient resources and tools (such as heavy equipment) needed to build a completely new building. The noise of heavy construction is bound to attract the Infected and produce hordes that would quickly overrun the site. While the rules for Strongholds are like those in Old School Essentials, there are some variations in the apocalyptic world of Dead Men Walking.

Construction

When the PCs characters reach sufficient level, and wish to establish a settlement, use the following procedure: Identify the Location: The location may be urban, underground, suburban, or in the wildness. The characters will need to scout out the location, ensure it's uninhabited (or take it over), clear it of Infected and make sure it's not claimed by some other group or faction.

1. Establish a Zone of Control: The characters must secure a perimeter around the location; in urban locations this might be the building itself or a city block. The size of the zone will vary but does not exceed 1 hex on an urban or wilderness map.
2. Clear Debris and Body Disposal: After ensuring all hostiles removed, they'll need to clear the area of debris and bodies. Some debris may be repurposed, each character who is participating in can make an INT roll. For each successful roll that character acquires their level x5 in repurposed Resource Points. Removing debris takes 1d6 days. Characters must decide on how they remove the bodies. Quick removal is establishing a dumping ground without burial and is accomplished within a day but requires saving throws vs. Illness. Characters who fail are debilitated and suffer -4 to rolls for the day and lose 1d6 hit points. Careful removal takes 1d6 days but avoids Illness.
3. Decide Design and Improvements: It's recommended that the players map their stronghold and decide on the improvements to it. The players may pool their Resource Points to complete any necessary construction. Repurposing materials from other nearby edifices in urban or suburban locations reduce Resource costs by 50%.
4. Referee Approval: The Referee has the final decision on whether any proposed construction is viable.
5. Construction: Construction requires 1 day for every 500 Resource Points required, which generally consists of fortifications, food production, health and hygiene improvements and sources of energy.
6. Prepare for Survivors: Other survivors may wander into the region or perhaps the PCs send their characters to recruit survivors.
7. The PCs need to ensure the area is guarded and kept clear of dangers. They might even wish to escort survivors to the location themselves.

Settlement Management

Protect

The PCs must ensure the area remains free of the Infected and other dangers by establishing guard posts and patrols. The PCs may establish outposts to extend the perimeter of the settlement's defense.

Build and Grow

The PC may wish to attract more survivors to their stronghold or settlement. The PC must balance between expanding their settlement or stronghold with sustainability. Survivors need sufficient shelter, food, water, and hygiene. If the PC over expands, there's a risk of discontent, illness, death or even an uprising.

Contributions

Other survivors will contribute to the collective good, or in some cases, to the PC. This may occur through a variety of means. The most common is involuntary taxation. Some settlements might contribute through donation, or through mutual aid.



Structures

Structure	Cost in RP
Animal Pen	400 materials
Armory	2,500 materials
Barricade	750 materials
Barracks	15,000 materials
Bunker	10,000 materials, 5000 electronics
Dwelling, small	1,500 materials
Dwelling, large	3,000 materials
Electrical Grid	2500 materials 2500 electronics
Farm (S, M, L)	250 materials, 100 water per size
Fortified Entrance	2,000 materials
Fortified Trench	4,000 materials
Greenhouse	5,000 materials
Guard Post	3,000 materials
Guard Tower	4,000 materials
Heating System	5000 materials, 2500 electronics
Lab	15,00 materials, 8,000 electronics
Outhouse	500 materials
Machinist Shop	4,000 materials 1000 electronics
Flush Toilet	1,500 materials
Shower	1,500 materials
Reinforced Door	850 materials
Vegetable Garden	250 materials 400 water
Water Filtration	4,000 materials 2000 electronics
Wall (Wood)	2,500 materials
Wall (stone or brick)	5,000 materials
Wall (Metal)	10,000 materials
Well	2,500 materials
Water Pump	2,000 materials 250 electronics

Structure Descriptions

Animal Pen: Stalls, coops or other structures providing shelter for animals and a fenced in area to keep them from wandering away and providing some protection against predators or theft.

Armory: A storage facility for the careful keeping of weapons and ammo.

Barracks: A large construction with bunks or other bedding for up to 40 people.

Barricade: A construction that prevents or slows an assault. Characters behind a barricade gain +2 to AC. A barricade has the equivalent of AC 7 [13] and 75 hp.

Bunker: Underground bunkers may be built with a hatch for an entrance. Hatches once locked are near impenetrable without explosives. Against the Infected, they ensure safety, at least until you run out of food and water. It may be above ground or underground, and allow warmth, light, refrigeration, a lavatory, and some general comfort. Underground Bunkers double the Resource Point cost. Characters defending from an above ground bunker gain +4 to AC. Bunker has AC 4 [15]. Each wall has 300 hp. The Bunker entrance is the equivalent of a Reinforced Door.

Dwelling. Small: Comfortably houses 2-3 people.

Dwelling, Large: A makeshift home that can comfortably hold 4-8 people.

Electric Grid: If survivors want power for their stronghold with lights and heating, they'll need an electric grid.

Farm: Produces vegetables, fruits, corn, and wheat.

Flush Toilet: A luxury in the post-apocalyptic world.

Fortified Entrance: A passageway with additions to slow or stop an attack. This may be reinforced with barbed wire, stakes, sandbags, wooden slats, etc. A fortified entrance has the equivalent of AC 7 [13] and up to 75 hp.

Fortified Trench: Useful against the non-infected, providing +2 AC against ranged attacks.

Guard Post: A fortified position for posted guards. Defending from a guard post provides +2 AC.

Guard Tower: Similar to a guard post but reduces the chance of being surprised to 1 in 6, an allows spotting any Infected on a 5 in 6 roll.

Greenhouse: Crucial for food cultivation, especially during later fall and early winter. One greenhouse can produce 1.200 RP (food) per year.

Heating System: Heats a location to provide protection against the cold.

Lab: Necessary for a scientist to research Edges. Has benefit of reducing research time by 10% per lab assistant.

Machinist Shop: Necessary for making parts for all sorts of things, such as replacement parts for weapons, new weapons, filling ammo cartridges and other uses as determined by the Referee.

Outhouse: A place where a character can do their business, without an Infected sneaking up on them. An Outhouse requires manual disposal of waste. A dirty job, for sure.

Reinforced Door: Doors within structures, separating rooms and corridors.Can delay or prevent entry. These doors have the equivalent of AC 5 [14] and 50 hp.

Vegetable Garden: Can produce 100 RP (food) but generally only 4-6 months in the year.

Walls, concrete, stone, or brick: AC 5 [14] 400 hp

Walls, wooden: AC 7 [13] 200 hp before breaching.

Walls, metal: AC 2 [19] 600 hp before breaching.

Water Pump: A water pump, making it easier to draw water than a well, but the water does have a risk of contamination.

Water Filtration System: Provides clean drinking water and water for bathing.

Well: A hand drawn well for water, but the water does have a risk of contamination.

Settlement Food Production

Type of Food	Food RP Per Year	Type of Production
Small Garden	150	Vegetables, fruits, corn, maybe wheat
Large Garden	300	Vegetables, fruits, corn, maybe wheat
Green House	1,200	Vegetables, fruits, corn, maybe wheat
Small Farm Plot (.5 acres)	2,100	Vegetables, fruits, corn, wheat
Medium Farm Plot (1.0 acres)	4,200	Vegetables, fruits, corn, wheat
Large Farm Plot (1.5 acres)	6,800	Vegetables, fruits, corn, wheat
Chicken	2	Chicken meat
Pig	100	Pork meat
Cow	400	Beef meat
Hen or Duck (laying eggs)	250	Eggs
Milk Goat or Cow	365	Milk, Cheese

"The ultimate goal of farming is not the growing of crops, but the cultivation and perfection of human beings."
— Masanobu Fukuoka

Dead Men Walking abstracts the system for determining how much food a settlement or group can produce. Consult the table above. All the farms may seem small, but keep in mind it's hard to protect a farm with the Infected everywhere. If you're in the city it may be difficult to find actual places to grow food safely.

Referees can easily adjust larger farms by calculating 4,200 Resource Points for each acre of the farm available to the survivors. Roughly 5 large farms could sustain 100 survivors in this system.



Types of Settlements

In the world of Dead Men Walking, few people are loners. Loners don't last. Most seek a place of stability where they can sleep without worrying that an Infected will sneak up on them while they sleep.

Invariably, humans are stronger together. Like-minded survivors band together. Some even join an undesirable group, just to be part of a social unit. Sometimes even people you dislike, are better than being alone.

Settlement Generator Table (roll d12 for each column)

D12	Governance	Population	Surplus RP Table	Alignment Modifier	Alignment
1	Anarchy	5d4	U	-3	Chaotic
2	Autocracy	5d6	V	-2	Chaotic
3	Oligarchy	5d8	C	-1	Chaotic
4	Democracy	5d10	B	0	Chaotic
5	Cult	6d10	E	0	Neutral
6	Council	5d20	D	0	Neutral
7	Theocracy	6d20	F	0	Neutral
8	Military	7d20	I	0	Neutral
9	Kleptocracy	8d20	A	0	Lawful
10	Nepotocracy	9d20	G	+1	Lawful
11	Neo-Feudal	2d100	M	+2	Lawful
12	Representative	3d100	H	+3	Lawful

"Undermine their pompous authority, reject their moral standards, make anarchy and disorder your trademarks. Cause as much chaos and disruption as possible but don't let them take you alive."
Sid Vicious

Settlement Definitions

Anarchy: In its most positive forms, anarchy provides a structure that is self-governed, non-hierarchical, and voluntary, designed with the principles of mutual aid.

In its most negative form, it operates with the whims of the various individuals and interests and offers no clear means of resolving conflict.

Autocracy: A dictatorship where total authority is weilded by an individual or small, self-appointed group.

Oligarchy: Rule by the haves, versus those that have-nots.

Democracy: One person-one vote, and the majority rules. The people agree to the outcome of the majority vote.

Cult: Ruled by a singule figure or small cabal with religious, purported spiritual, or messianic beliefs that uses coersion, social, and psychological manipulation on those who join. Same skills prevent those who join from leaving.

Theocracy: Ruled by an organized religion, like a cult, but resting its authority on centuries of precedent.

Military: Rule by a military officer or council, often under martial law. Sometimes there's a promise to 'return to normal' after some crisis has passed.

Kleptocracy: These scoundrels may claim whatever sort of governmental form suits their purpose, but their aim is to take most of the resources and comforts for themselves.

Nepotocracy: Family run and operated governance with the privileges of being part of the family. Everybody else should be happy with what they have.

Neo-Feudal: Control by a single figure, who bestows some property rights to others, in exchange for (military) service and taxes on the land and produce. If you're not running the show, or one of the lucky few granted territories and those individuals armed soldiers and overseers, you're one of the unlucky working for them, relying on them for protection.

Representative: An elected group who make decisions for the whole society, and the people agree to follow whatever decisions are made. The elected group may vote among themselves in making those decision. There are various forms of representative government, and the representatives might be elected every few years or serve for life.

Wait, A Lawful Anarchy?

If using the traditional alignments, at first glance a "Lawful Anarchy" may seem inconsistent. However, a close examination of the Lawful Alignment notes that lawful people believe in truth and justice.

A Lawful, +3 Anarchy might represent a collection of anarchists who operate under a common belief for the good of all, ascribe to mutual aid, and are non-exploitive of the members of the community. Consensual decisions rule.

Whereas, Chaotic Anarchy -3, would represent anarchy at its worse, the anarchy of Hollywood movies, with every person out for themselves, hardly a community at all.

Sample Settlements

The Referee can plug-and-play these sample settlements into their games. These serve as examples of different types of settlements and the social dynamics that may exist internally and between them. Any one of these settlements may serve as the home for the PCs survivors or as places they frequent to trade, rest, find work, undermine, or take for themselves.

Pine Grove

Settlement Name: Pine Grove

Description: This settlement is located in a suburb 15 miles from the city and consists of a makeshift "wall" of old subway train cars, protecting an old train and subway station. The arrangement of the trains creates a yard area for growing some crops, and they're in the process of building a greenhouse. The structure's previous windows are replaced with plywood and thick boards for reinforcing it. The main entrance has a barrier, sandbags, and a guard post with a machine gun.

Governance: Representative: The inhabitants have voted in three people who serve for 4-year terms. Decisions are made by majority vote. The current representatives are Mary-Ellen Greene, a former city councilor (2nd Level Fixer), Sgt. Leon Carmichael, a former National Guardsman (2nd Level Soldier) and Joseph Reingold (3rd Level Icon), a rabbi who still performs service. They're organizing a civil system and establishing laws for the governance of the settlement.

Population: 70 (60 community members, and 10, 1st level soldiers who belonged to Sgt. Carmichael's platoon).

Resources: 800 Food 600 Water, 100 Materials, 300 Ammo, 5 extra shotguns.

Alignment: Chaotic (+1): Since the Outbreak and fall of civilization, the settlement struggles with organization and imposing order. The people tend to factionalize, and resist edicts even though voted upon by their representatives. The soldiers dislike that they have to take the most risks, and because of that, expect a greater share of rations. However, when there's a threat from the outside, the survivors of Pine Grove pull together to oppose the threat.



The Fairbanks Building Collective

Settlement Name: The Fairbanks Building Collective

Description: Before the outbreak and collapse of civilization, this building was inhabited by anarchist squatters prepared to resist the city's eviction. They prepared barricades with the intent to resist the police, and instead, it saved their lives against the Infected. They managed to connect with some other, like-minded anarchists, and offered a place to stay to others that agree to live through voluntary association. They do so rarely, however, having had a few bad experiences with people who were unscrupulous and too damn selfish; doing nothing to contribute and only acted to disrupt their collective. One thing they could all agree upon that had them in full, immediate consensus was shelter, food, and water for all; and they've used every ounce of human ingenuity, skill, and knowledge to achieve a surplus of essentials for long-term survival.

Governance: Anarchy: Decisions are made through discussion and consensus building, but if somebody is really opposed to an idea, they can opt-out, but they're still expected to contribute in some other way. Personal lives are just that-personal, and nobody intrudes on the personal lives of the members. Collective decisions are made concerning resource storage and allocation, defense, and anything else affecting the entire community. These decisions can take considerable time to reach because of the need to achieve consensus. Grievances are addressed collectively, repeated offenders of the freedom of individuals or the well-being of the community may be subject to expulsion.

Population: 46 (6 1st Level Eightwires, 10 1st level Scavengers, 4 1st level Scientists, 10 1st level Survivalists, 6 1st level Street Warriors, 5 1st level Medics, 3 1st level Fixers, 2 1st level Outlaws.)

Resource Points: 8,000 Food, 1000 Water, 4,000 Materials, 2000 Ammo

Alignment: Neutral (+1)



King's Territory

Settlement Name: (Castillo) King's Territory

Description: Miguel Castillo (9th level Fixer) was a minor crime lord-his hands were in everything-in the city. He controlled a number of street gangs. He kept it together after the fall.

He saved lives, though he sacrificed some. In the end? People were alive because of him; and he had the power to protect them. Six gang lords answer to him and pay him tribute and resources. In turn, he extends is protection and power to all of them. He holds a force that could swallow weaker settlements. Behind his back and too his face, people call him "King."

Governance: Neo-Feudal

Population: 325

Resource Points: 10,000 Food, 7,000 Water, 5,000 Materials, 2,000 Electronics, 4,000 Ammo, 2,500 Meds

Alignment: Lawful (-1)

1st Squad

Settlement Name: 1st Squad

Description: People on the outside have differing beliefs about the origins of 1st Squad. Those on the inside know it was the survivors of a regular army squad that joined forces with a a bastard of an ex-soldier-turned-cop police captain named Victor Volkov (10th Level Soldier) and his three 'lieutenants.'

Make no mistake though, Captain Volkov is the undisputed dictator of 1st Squad. He claims he uses 'Dictator' the Romans once did. He's merely the guardian of law and order until the government is restored.

Until then? You do what he says, when he says it, and exactly as he intended it.

They are small at the moment, having lost a significant number battling "King's Criminals" as 1st Squad likes to refer to Castillo's.

They turned a makeshift military command post during the outbreak into a secure compound able to resist intruders with small arms capability and the Infected, complete with multiple bunkers and a few heavy weapons.

Governance: He rules, he allows counsel by his three lieutenants; potentially a chosen (or unchosen) replacement could emerge from one of these three. Dictator Volkov is the undisputed authority: he is the state.

Population: 25 (3 6th level soldiers, 2 5th level soldiers, 20 1st level soldiers.)

Resource Points: 4,000 Food, 4,000 Water, 4,000 Materials, 3,000 Electronics, 5,000 Ammo, 2,900 Meds

Alignment: Lawful (-3)

The Raels of St. Patrick's Church

Settlement Name: The Raels of St. Patrick's Church

Description: This cult is led by Jenna Kutchner. They are devoted to her, believing she is the successful genetically engineered human-alien hybrid.

The Raels of St. Patrick believe aliens genetically engineered humanity thousands of years ago, and they guide our species through their representatives on Earth, who have typically taken the form of the major religious figures of humanity's many religions.

This cult of Raels take a uniquely Christian-evangelical perspective. They believed humanity failed the aliens and the outbreak is their final judgment on humanity.

They seek to redeem humanity by doing the bidding of the aliens. And who knows the aliens' will? Why, that's Jenna Kutchner.

Governance: Jenna Kutchner, first of the Raels, commands through nearly divine right, they will kill, die and worse on her command.

Population: 74

Resource Points: 3,000 Food, 3,000 Water, 1,000 Materials, 500 Electronics, 1,000 Ammo (They raid and take from non-believers).

Alignment: Lawful (-3)

The Club

Settlement Name: The Club

Description: A food and goods warehouse taken over by the members of the family that worked there. They didn't have a union, but they had some influential people, and the toughest, most ruthless of the bunch was Leon Clancy.

Leon put his brother and two older sons in charge after he took the warehouse.

He killed two people to do it. The rest gave in after that.

Governance: Leon and his brother Alvin and his sons Leon Jr. and Joshua. There's plenty of supplies right now, but Leon knows it will run out and has insituted a system of strict rationing, except for his own family, which right now is 12 of the 18 inhabitants.

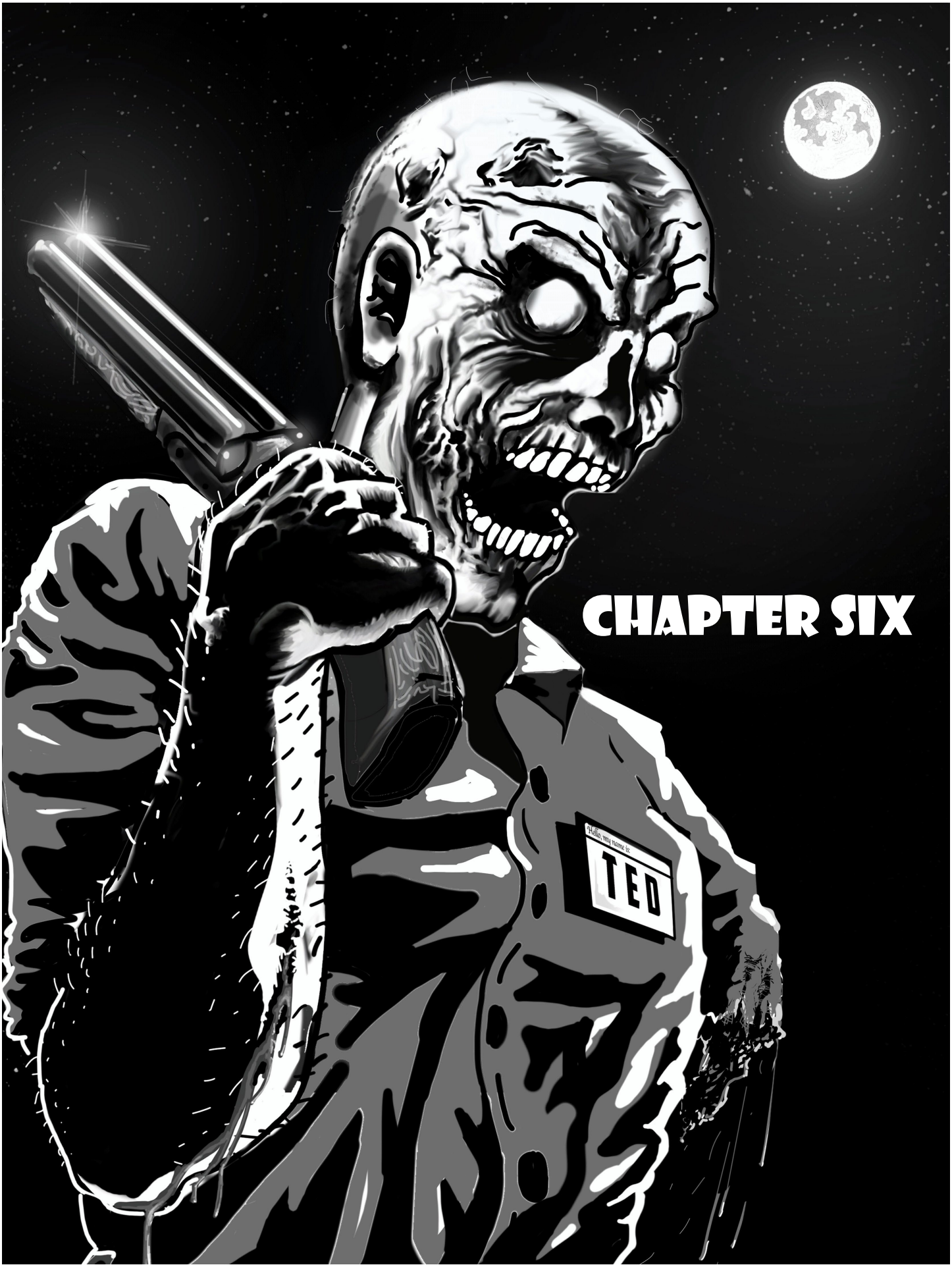
The six non-Clancys don't have a say, and try their best to appear content, it is better than nothing after all. But they are growing bitter and desperate. They could be convinced to leave and try somewhere new. One of the six is a former computer engineer and competent Eightwire, 1st level.

Population: 18

Resource Points: 10, 000 Food, 8,000 Water, 2, 5000 Materials 2, 500 Electronics, 1,500 Meds, 2,500 Ammo

Alignment: Neutral (-1)




CHAPTER SIX
Hello, my name is
TED

Surviving

Survival

In the world of Dead Men Walking, hazards pose existential threats to everybody. The main threats are described below.

Starvation: Starvation occurs following two (2) weeks without any food. The first day after the first week without food, the character must make a saving throw vs. Death or die of starvation. Each subsequent day imposes a -1 to the saving throw to a maximum of -5. Sooner or later, starvation will take a character's life in the absence of sustenance.

Dehydration: A character who does not consume at least 1 RP of water a day risk dehydration. Characters must make a saving throw vs Hazards or suffer 1d4 hit point damage, are unable to heal and have a -2 penalty to all rolls. After three (3) consecutive days without any water, the must make a saving throw vs. Death or die of thirst. Each subsequent day imposes a -1 to the saving throw to a maximum of -5. Sooner or later, a lack of water takes a character's life.

Exposure: Exposure to a drop in temperature, extreme cold and the elements poses a risk of death to characters. Characters without shelter and warmth, must make a save vs. Hazards or suffer 3d6 points damage for each day of exposure. Characters suffering from exposure cannot recover hit points. Characters who acquire shelter and where appropriate, warmth, can recover hit points normally.

Radiation: Radiation exposure classified into low, medium, and high exposures. Characters without protective gear or meds results in exposure. Exposure to radiation requires a save vs Hazards. A successful save halves damage. The character suffers the following damage every 6 turns:

- Low: 1d6
- Medium: 2d6
- High: 3d6

Toxicity: Toxicity may occur from exposure to chemical waste, sludge, and similar hazards. Toxicity is rated similar to radiation and requires a saving throw vs. Hazards. A successful save halves damage. The character suffers the following damage every 6 turns:

- Low: 1d4
- Medium: 2d4
- High: 3d4

In addition, characters sickened by toxicity suffer -2 to all attack and ability rolls (but not saving throws) until they make a successful saving throw vs. Illness. They may attempt the save vs. Illness 1/day.

Sleep Deprivation: People need to sleep, even with the Infected creeping about. Some characters fearful of an attack while they sleep might push themselves to remain awake.

After two days without sleep, characters must make a saving throw vs. Mental. If this save is successful, the character may continue to operate but all rolls are at -2.

After the third day without sleep, the character must make the saving throw vs. Mental with the -2 penalty. If successful, the character may continue to operate with the -2 penalty but must make another save vs. Mental with the -2 penalty or suffer from Insanity.

After the fourth day without sleep, the character must make another save vs. Mental -2, if this roll succeeds, they may continue to operate but must roll on the Insanity table, without a saving throw.

After the fifth day without sleep, the character must make another saving throw at -2. If this saving throw succeeds, the character rolls on the Insanity table at +3.

If the Insanity roll results in a Suicidal Result. The character will seek to kill themselves by the most efficient means possible. The Referee should inform the PC of the character's insanity without telling the other PCs. Alert companions may intervene. Up to the Referee.

Insanity



Insanity can be treated by meds and counseling by other characters with an appropriate background. 10 Resource Points of meds per day allows the character to function normally without a penalty.

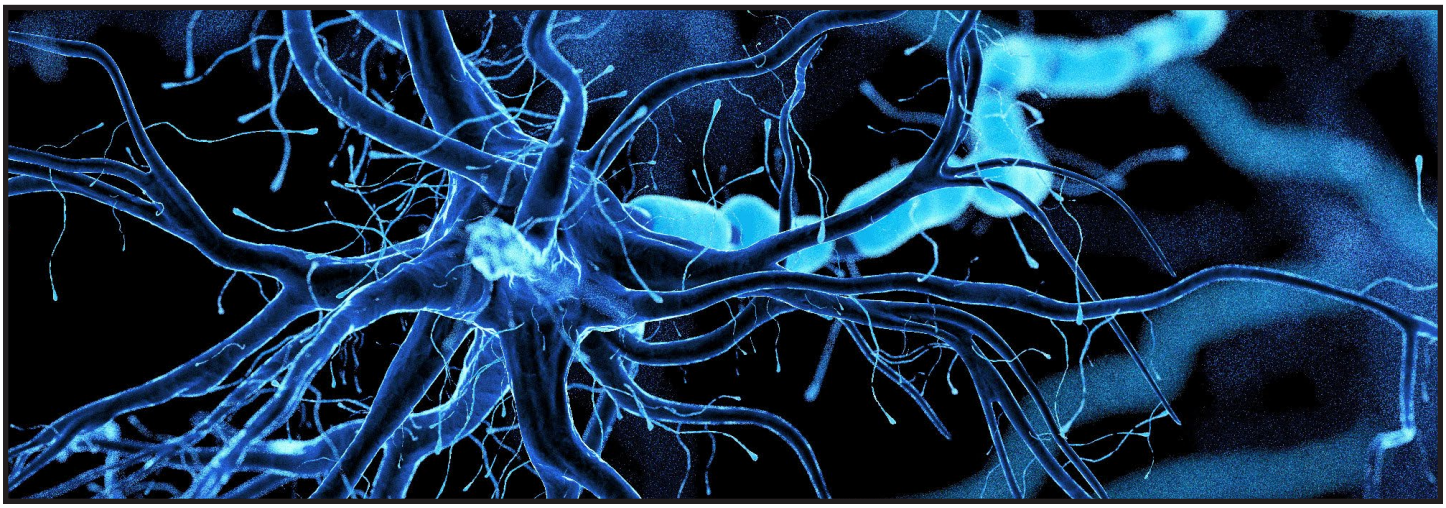
Successful counseling, with Referee approval, may reduce the length of the afflicted's insanity by half. If the result is "permanent" the Referee may allow another save to see if the character will recover. Otherwise, the best the character can do is maintenance through med treatment.



Insanity Table

Roll twice, once for the result and once for the length:

Roll	Insanity Result d10	Consequences	Length d10
1	Severe Depression	Isolates, trouble interacting -2 reaction rolls	1d4 days
2	Narcissism	Character will not share resources, demand more of a share, may resort to violence to impose their will. (Save vs Mental to resist).	2d4 days
3	Obsessive-Compulsive	Character must perform a routine, demands the camp is kept a certain way. -2 to all rolls when the routine is disrupted, or the desired order is disturbed.	3d4 days
4	Intermittent Explosive Disorder	Whenever there's disagreement in the party or any encounter, the character must save vs Mental, or launch into a rage and attack the cause of the sudden rage.	1d3 months
5	Schizophrenia	-2 to all rolls as the character has difficulty in distinguishing reality.	1d4 months
6	Manic	The character will continue to explore a location or travel regardless of the risk and whether the other characters follow. Save vs. Mental to allow other characters to talk you out of it. Otherwise, keep going.	2d4 months
7	Paranoid	Secretly select another character in the group. Save vs Mental 1/day to avoid attack that specific individual.	1d3 years
8	Phobia	-2 to all rolls when dealing with the source of the Phobia. "The Infected" is always a good choice.	1d4 years
9	Homicidal	Save vs. Mental 1/day or kill somebody, even one of your fellow survivors. It's okay to make excuses as to why if you're caught.	1d6 years
10+	Suicidal	The character will kill themselves at the first opportunity and as efficiently as possible.	Permanent*



Advancement

Player Characters and Nonplayer Characters with character classes can increase in level. Player Character advance in level with the acquisition of Experience Points (XP).

Experience (XP) Awards

All characters gain experience when they survive and return to the settlement or base of operation.

Characters can gain XP from a few sources: defeating hostiles (not necessarily killing them), killing the Infected, acquiring Resource Points, and by completing specific roleplaying or session awards set by the Referee.

The Referee should award XP for defeating or killing hostiles using the table in the OSE rules. Resource Points grant XP on a 1:1 basis.

Accomplishing scenario or session goals or overcoming obstacles to achieve goals grant XP. The Referee decides the conditions and values of these XP awards. Examples of such awards follow, these are not exhaustive.

Character Levels 0-3:

Low Risk Reward: 125 XP: Successfully slipping past a group of Infected that are at medium range or further.

Medium Risk Reward: 250 XP: Fighting off the Infected while loading resources, such as Fuel and then escaping.

High Risk Reward: 500 XP: Fighting your way through a group of Infected to save one or more survivors.

Character Levels 4-8:

Low Risk Reward 500 XP: Successfully negotiating trade, safe passage, or deal with a larger group.

Medium Risk Reward 1, 000 XP: Defeating a group of Marauders to free captives while the Infected close-in.

High Risk Reward 2,000 XP: Defending your settlement against a vast horde of Infected.

Character Levels 9+

Low Risk Reward 5,000 XP: Ambushing guards and fighting through an enemy outpost to acquire critical intel.

Medium Risk Reward 10,000 XP: Ambushing guards and fighting through an enemy outpost overrun by an Infected horde to acquire critical intel.

High Risk Reward 15,000 XP: Fighting through an enemy outpost prepared for your arrival, planting a bomb giving you limited time to escape, and fighting past an Infected horde to reach a designated pick-up spot, having to hold long enough for the delayed extract team arrives.



Resources

Resource Tables

- ► Stockpiles are found in settlements or in secret stashes or caches of supplies.
- ► Group resources are found in small bands who roam and hold up where they can, pooling their group resources.
- ► Individual resources are just that. Resources found on an individual person.

Stockpiles (Type A-O)

Roll the percentage chance shown or less and the resources are present. Roll again to learn what is available to the PCs.

Type A
25%: 1d6 ×1,000 Food
30%: 1d6 ×1,000 Water
20%: 1d4 ×1,000 Meds
35%: 2d6 ×1,000 Materials
25%: 1d2 ×1,000 Ammo
50%: 6d6 Electronics.
50%: 6d6 Weapons.
30%: 3 Armor.

Type B
50%: 1d8 ×1,000 Food
25%: 1d6 ×1,000 Water
25%: 1d4 ×1,000 Materials
25%: 1d3 × 1,000 Electronics
25%: 1d3 × 1,000 Ammo
25%: 1d6 Weapons
25%: 1d6 vehicles
10%: 1 Heavy Weapon

Type C
20%: 1d12 ×1,000 Food
30%: 1d4 ×1,000 Water
10%: 1d4 ×1,000 Materials
15%: 1d4x 1000 Ammo
25%: 1d4 Armor
25%: 1d4 Weapons
10%: Heavy Weapons

"It ain't no fun if the homies can't have none. "

-Snoop Dogg

Type D
10%: 1d8 × 1,000 Food
15%: 1d12 × 1,000 Water
60%: 1d6 ×1000 Materials
30%: 1d8x1,000 Ammo
30%: 1d8 Electronics
15%: Heavy Weapons

Type E
5%: 1d10 ×100 Food
30%: 1d12 ×100 Water
25%: 1d4 × 100 Materials
25%: 1d8 ×100 Electronics
25%: 1d6x 100 Ammo
10%: 1d10 Weapons
10%: 1d10 Armor
25%: 3 Vehicles, 1 map to hidden cache.

Type F
10%: 2d10 × 1,000 Food
20%: 1d8 × 1,000 Water
45%: 1d12 × 1,000 Materials
30%: 1d3 × 1,000 Meds
25%: 1d3x1000 Ammo
20%: 2d12 Electronics
10%: 1d12 Weapons
30%: 3 Vehicles
plus 1 Trauma Kit, plus 1 map to another settlement.

Type G
50%: 1d4 × 10,000 Food
50%: 1d6 × 1,000 Water
25%: 3d6x100 Ammo
25%: 1d10 Meds
35%: 4 weapons, plus 1 Heavy Weapon

Stockpiles (Type A-O) Continued

Type H
25%: 3d8 × 1,000 Food
50%: 1d100 × 1,000 Water
50%: 1d4 × 10,000 Materials
50%: 1d6 × 10,000 Electronics
25%: 5d4 × 1,000 Meds
50%: 1d100x100 Ammo
50%: 1d4 × 10 weapons
15%: 4 armor, plus 1 vehicle, plus
1 map to another settlement

Type I
30%: 1d8 × 1,000 Food
50%: 2d6x100 Water
50%: 2d6x100 Ammo
15%: 1 Weapon

Type J
25%: 1d4 × 1,000 Food
10%: 1d3 × 1,000 Water
10%: 1d3x100 Ammo

Type K
30%: 1d6 × 1,000 Food
10%: 1d2 × 1,000 Water
10%: 1d3x100 Ammo

Type L
50%: 1d4 weapons

Type M
40%: 2d4 × 1,000 Food
50%: 5d6 × 1,000 Water
55%: 5d4x100 Ammo
45%: 2d6 Meds

Type N
40%: 2d4 PEDs

Type O
50%: 1d4 Field Manuals

Individual Resources (Carried) Type P-T

If there is no percentage chance shown, the items are present without a roll.

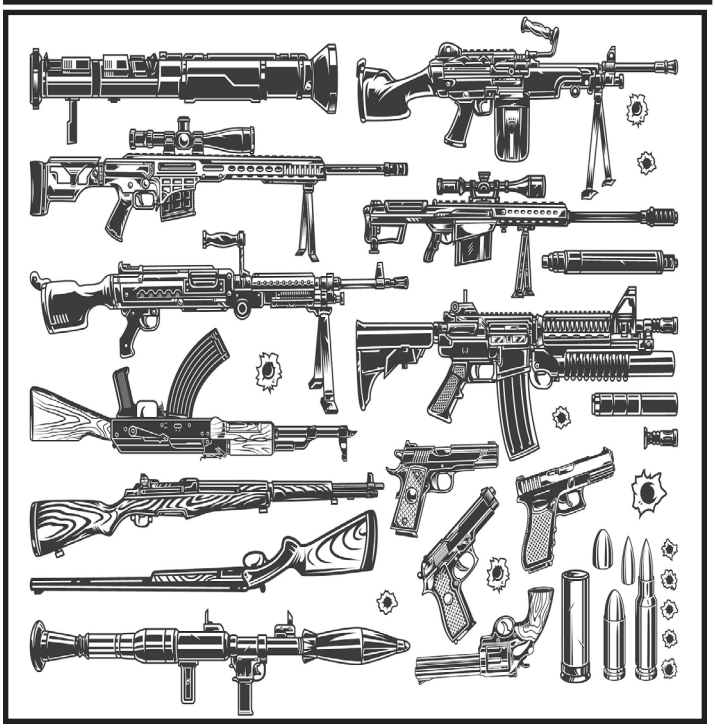
Type P
3d8 Food
3d8 Water
3d8x10 Ammo

Type Q
3d6 Food
3d6 Water
3d6x10 Ammo

Type R
2d6 Food
2d6 Water
2d6x10 Ammo

Type S
2d4 Food
2d4 Water
2d4x10 Ammo

Type T
1d6 Food
1d6 Water
1d6x10 Ammo



Group Resources Type U-V

Roll the percentage chance shown or less and the resources are present. Roll again to find out how much is available to the PCs.

Type U
10%: 1d100 Food
10%: 1d100 Water
5%: 1d100 Meds
5%: 1d4x100 Ammo
5%: 1d4 Electronics
2%: 1 Heavy Weapon
10%: Heavy Weapons

Type V
10%: 1d100 Food
5%: 1d100 Water
10%: 1d100 Meds
5%: 1d100 Electronics
10%: 1d4x100 Ammo
10%: 1d4 Weapons
5%: 1 Heavy Weapon
25%: 3 Vehicles, 1 map to hidden cache.



Gear Loot Tables:

Roll the percentage chance shown or less and the resources are present. Roll again to find out how much is available to the PCs.

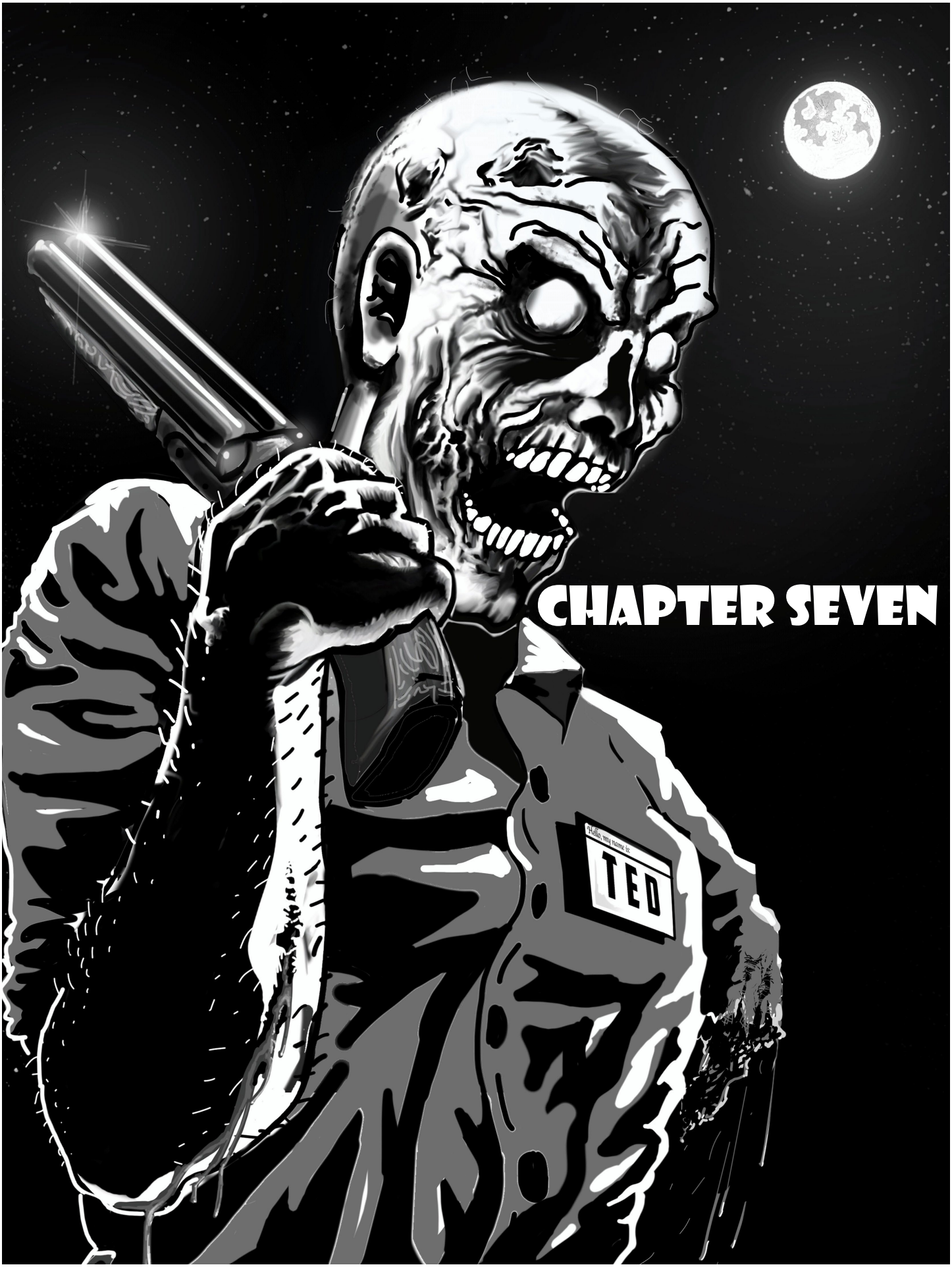
Armor and Shields
10%: Ballistic Shield (1d3)
15%: Ballistic Helmet (1d3)
20%: Kevlar Vest (1d3)
10%: Tactical Vest (1d2)
10%: Combat Vest (1d2)

Weapons
40%: Revolver (1d6)
40%: Semi-Automatic Pistol (1d8)
40%: Shotgun (1d4)
30%: Hunting Rifle (1d4)
25%: Combat Rifle (1d4)
15%: Machine Pistol (1d6)
20%: Submachine Gun (1d4)
15%: Heavy Weapon (1d3)

Ammunition		
Type	**Description**	**Roll D100**
Normal	Standard rounds for the weapon, no modifier	01-75%
Armor Piercing	Designed to penetrate armor + 1 to Attack	76- 86%
High Explosive	Explodes on penetration, +2 damage	86-96%
Tracer	+1 to Attack at night, plus fire damage	97-100%

"Even pirates, before they attack another ship, hoist a black flag."

- Bela Kiraly.


CHAPTER SEVEN
Hello, my name is
TED

Running Adventures

There are different considerations for Referees designing adventures for Dead Men Walking than in classical fantasy games.

Safety and Settlements

Unlike other settings, the great cities are no more. The cities are overrun with thousands, and in some places, millions of Infected, and there are only pockets of survivors, some who have established settlements that can't risk letting their guard down. The Player Characters will have to gain the good graces of one of these settlements, and perhaps be offered membership, or at least gain enough trust to visit them to trade and rest. Player Characters may seek to establish their own settlements, shaping their growth and development, while providing a place to rest safely and recover in the postapocalyptic world. Ambitious players might seek to establish relationships with other settlements they discover, creating alliances or establishing trade. In this world, settlements are "faint points of light" in the night. They also run the risk of attack by other settlements, some survivors harbor ambitions to carve new nations, or desire to exploit others simply to make their own lives easier.

Resources versus Treasure

Paper money, credit cards, even gold are relatively meaningless in the world. During the initial nights, people erroneously placed value in the monetary system, jewelry, and hard currencies, but as the Infected spread and the national and global economies collapsed, people shifted towards the trade or acquisition of essential resources. Acquiring more Resources is a vital component to the everyday activities of survivors. Player Characters will need to figure out a way to acquire more resources, develop stockpiles and protect what they have from those who would take their resources by theft or force. Acquiring resources, obtaining quality gear, or making repairs to gear plays a significant part in survival.

Personal and Group Goals

Player characters might seek out their missing loved ones and friends to determine if they survived and bring them back to safety. Others might look to connect with government officials or other representatives of the old world, in a hope of reestablishing some semblance of their past world or services. Others might seek a cure for the Infected or someplace where they're completely safe and secure from the Infected and have sufficient Resources for the rest of their lives and generations to come.

The Beginning of the End

Some Referees might be interested in beginning their campaign at the very start of the Infected outbreak. What follows is a simple system for creating 0-level characters and running them through those first horrifying and frantic nights of the Infected apocalypse.

The Grindhouse

Referees may elect to start a campaign just as the outbreak reaches critical mass and the world is overwhelmed with the Infected. Each player makes a pool of characters, and the Referee runs their first game session with the survivors of the session obtaining first level.

The Character Pool

- Each player rolls stats for four (4) characters. Each has 1d6 hit points + Constitution modifier.
- Starting Saving throws are Death 14: Hazards: 15 Illness: 16 Blast: 17 Mental: 18
- Roll on the generator provided for each character's background (or simply decide for each character) and determine starting equipment.
- Select Personal characteristics: Name and background, which could be an occupation for each character.
- Establish Base Alignment
- Each Character begins with negative XP of -150. Upon reaching 0 XP or more, the character obtains a class. The Player may pick a class for which the prerequisites are met.
- Roll the 1st level character's hit points; the character keeps either their zero-level starting hit points or takes the new roll with the added constitutional modifier, whichever is higher.
- Update the saving throws and add the class abilities.
- If more than one character in each pool survives, the player decides which character they'll play. The other survivors can be used as accompanying NPCs in the survivor group and as back-up characters should the main character meet their demise.

Background Generator (Characters in the United States of America)

Economic Class (1D6)	Parents Alive? (1D6)
1 = Destitute	1 in 6
2-3 = Poor	2 in 6
4 = Working Class	3 in 6
5 = Middle Class	4 in 6
6 = Wealthy	5 in 6

Marital Status (Adults) Roll 1D6
1 Single
2-3 Separated / Divorced
4-6 Married / Committed

Offspring Status (1D4-1)
1 Living child
2 Living children
3 Living children

Sibling Status (1D4-1)
1 Living sibling
2 Living siblings
3 Living siblings

Occupation
Choose any that make sense for rolled Economic Class.



Starting Equipment 0-Level characters

Roll once for each table. Firearms start fully loaded. Upon obtaining 1st level, the Referee can allow the PCs to start with any equipment they obtained during the 0-level campaign or allow the PCs to roll from the 1st level starting equipment tables and add those items.

It is assumed the PCs acquired the extra equipment during downtime and the continuation of the campaign.

1d12	Gear	Weapon	Resource Points
1	Flashlight, Battery	Knife	5 Food, 5 Water, 5 ammo
2	Flashlight, Battery	Revolver	5 Food, 5 Water, 5 ammo
3	Flashlight, Battery	Revolver	5 Food, 5 Water ,5 ammo
4	Flashlight, Battery	Revolver	5 Food, 5 Water, 10 Ammo
5	Binoculars	Semiauto Pistol	5 Food, 5 Water, 10 Ammo
6	Binoculars	Semiauto Pistol	5 Food, 5 Water, 10 Ammo
7	First Aid Kit	Semiauto Pistol	10 Food, 10 Water, 10 Ammo
8	First Aid Kit	Shotgun, Pump	10 Food 10 Water, 20 Ammo
9	First Aid Kit	Shotgun, Pump	10 Food 10 Water, 25 Ammo
10	First Aid Kit	Hunting Rifle	10 Food 10 Water, 30 Ammo
11	Two-Way Radio (2)	Hunting Rifle	10 Food 10 Water, 40 Ammo
12	Two-Way Radio (2)	Carbine	10 Food 10 Water, 50 Ammo

Referee Advice

Referees, please take careful note of any ex-lovers, partners, parents, children, and siblings of the PCs.

Any of these could be used to help illustrate the horror of Dead Men Walking.

Any one of them could be a victim, die horribly, become Infected, need rescue, or be stranded. Perhaps they need to get someplace safe like a distant city, a remote location, or a ‘secure’ refugee camp.

Imagine where each important person is, and the dramatic scene the PCs can interact with. Getting from scene-to-scene can be interspersed with a point-crawl, with suitable random encounters along the route.

You can play this out in area of 20-by-20 blocks, or other suitable dimensions, or simply by major location and key Encounters along the way.

Sample Campaign

The Last Days of Civilization

Starting Out, Levels 0-3

Each Player should make four (4) zero-level characters and run them through a 0-level module. We provide a sample zero level module in Dead Men Walking. Chances are, not all of each player's characters survives the initial days of the Infected apocalypse.

For those that do, each surviving character's player will feel these characters are actual survivors, setting the tone for the campaign.

If a player is fortunate to have more than one character survive? No problem, simply have the player decide which one is the character they'd like to play, the other survivor(s) can serve as a back-up characters or as retainers.

Early level play can involve characters avoiding the chaos of the Infected, seeking out their loved ones and friends (or maybe even settling old scores), acquiring gear, weapons, and Resource Points while finding a place to shelter.

Character death is more likely at lower levels, but they should encounter other survivors along the way who can replace fallen survivors.

Levels 4-8: Stick Together or Die

At levels 4-8, PCs will likely seek to join and support a settlement or group of some sort to benefit from mutual aid.

The characters will have emergent leadership roles, which could breed conflicts with internal community factions.

The PCs might find themselves tasked with missions to locate and acquire resources, scout threats, eliminate threats, build up their community's numbers and defenses, negotiate with other communities, develop trade, alliances or enter into conflict with other small settlements, nomads, and marauding groups.

Levels 9-11: Dawn of a New World or Death of the Old

Characters at this level or higher are experienced, respected (or feared) survivors.

They're playing key roles in the community. They lead it directly or at the very least, others in the community look to them for guidance and solutions.

Perhaps they've even broken off from their previous settlement and formed their own community.

They likely have direct followers of their own and play a role in directing the development of their community. Thye're dealing with major existential threats to their community that include other communities, or threats from the "old order" seeking to impose old concepts of nation, economics, or society in a world drastically different, and maybe no longer suitable to these old forms of human civilization.

At this level of play, PCs might delve into discovering the cause of the Infected, and seeking a cure, which might include finding who or what caused in the first place.

This could be a corporation, aliens, a government, extradimensional beings, or a virus.

This level of play might have the PCs taking on missions to infiltrate secret government mountain strongholds, an alien undersea base, or corporate bunkers or fortresses in isolated areas.

The characters must brave numerous dangers. These locations are heavily armed and defended, with operating computers, electricity and all the conveniences persons in our modern society take for granted.

Levels 12-14: Lead the Way

Characters of this level or higher are dealing with most significant events of the post-apocalyptic world.

The old orders whether political, religious, social, or economic are gone.

What remains is what they've built through the course of the campaign. The world is as benign or as horrific as they choose to make it.

The stakes? The final consequence for humanity.

Characters of this level decide the direction of our species.

They either restore hope in our fellows or choke on poisonous despair. At these levels, world shaping outcomes should be possible. The truly heroic or truly monstrous can occur. Hope or Despair can ultimately prevail. What will your PCs do?

Antagonists facing the PCs at these levels are the last remaining and highest ruling authorities and power brokers.

They may even be the actual source or cause of the outbreak.

These might be governments or corporations that manufactured the outbreak, or may they have the potential fatal, final strain, or they're in possession of the vaccine, cure or the ritual that ends the necromancy or whatever else it that caused the outbreak.

They might clash with a settlement that's subjugating or slaughtering others or maybe they built that settlement that's trying to subjugate that last remaining settlement of resistance.

Zero Hour

Sample Adventure: Zero Hour

4-6 Players of Level 0-1.

The outbreak begins with a widespread infection. Hospitals in the United States are overloaded with the sick and the dying. Millions die but don't stay dead. The morgues furnaces can't keep up. Protests erupt over severe restrictions. Astronomical prices and a lack of goods causes panic. Public events are shut down. The news becomes more shocking and unbelievable by the day. Government officials debate declaring martial law. The national guard aids in law enforcement. There's a rush on goods and food.

Zero Hour presumes the Infected in this story are Relentless Dead (see the Bestiary, page 58). Please feel free to use a different template, roll or create your own.

The characters begin in the supermarket (or grocery) store or in the parking lot. While in the store, all the persons present with cellphones receive an emergency alert.

Shortly thereafter, the first Infected are seen moving through the parking lot towards grocers going to and from their cars. After the initial Infected few Infected attack shoppers in the parking lot. These stragglers are followed by a horde of Infected that force down a chain fence that marked a border of the parking lot. The characters will have to decide how to survive.

The Grocery Store

The characters are all present in (or outside of the grocery store). The Referee and Players should establish the location of their various characters.

What's going on?

Setting the scene, the Referee should establish the general setting.

- A large crowd is forming in the grocery store.
- Fights break out as you're shopping.
- Two municipal police officers Officer Brie Brown and Officer Bob Tellers (or sheriffs) are aided by three national guardsmen Corporal Timothy Clancy, Private Sally Evans, Private Chris Dominicci, in maintaining order.
- One person in the crowd starts a fight with a national guardsman.
- Characters should feel it's all about to go to hell.

How the PCs might engage with the scene prior to the Emergency Alert:

- PCs continue to shop until the emergency alert.
- PCs move to the checkout aisle.
- PCs try to shoplift.
- PCs pick a side between the angry shopper and the national guardsman.
- Somebody starts a fight over something the PC has, like the last 12 pack of toilet paper. It could turn violent.
- Somebody crashes into the PC's cart in the aisle, it might knock over the cart. Those eggs? Smashed all over the floor. How does the PC respond?
- People grab absurd amounts of things creating tensions with other people; it could turn violent. Ignore it? Try to calm it down? Pick a side?
- PC meets PC when their carts crashed into one another in aisle.
- PC meets PC while one is in the middle of a: farewell, greeting, conflict with a shopper, conflict with a governmental authority (national guardsmen).
- PC meets PC. They're neighbors, work together or work near each other, passing greetings from time-to-time.

After roleplaying through the encounters within the store, at a dramatic moment when tensions in teh store are at their highest, everybody's cell phone rings simultaneously and receive an automatic text message. It's an emergency alert. This alert also appears on any TVs located in the store.

Emergency Alert System Message

- Civil authorities issued a dire warning in all counties.
- Authorities in your area report attacks by individual and groups of infected.
- Do not attempt to approach or apprehend the infected. The infected are considered extremely dangerous.
- Shelter in place and barricade all windows and entrances.
- Follow the instructions on screen as information becomes available.

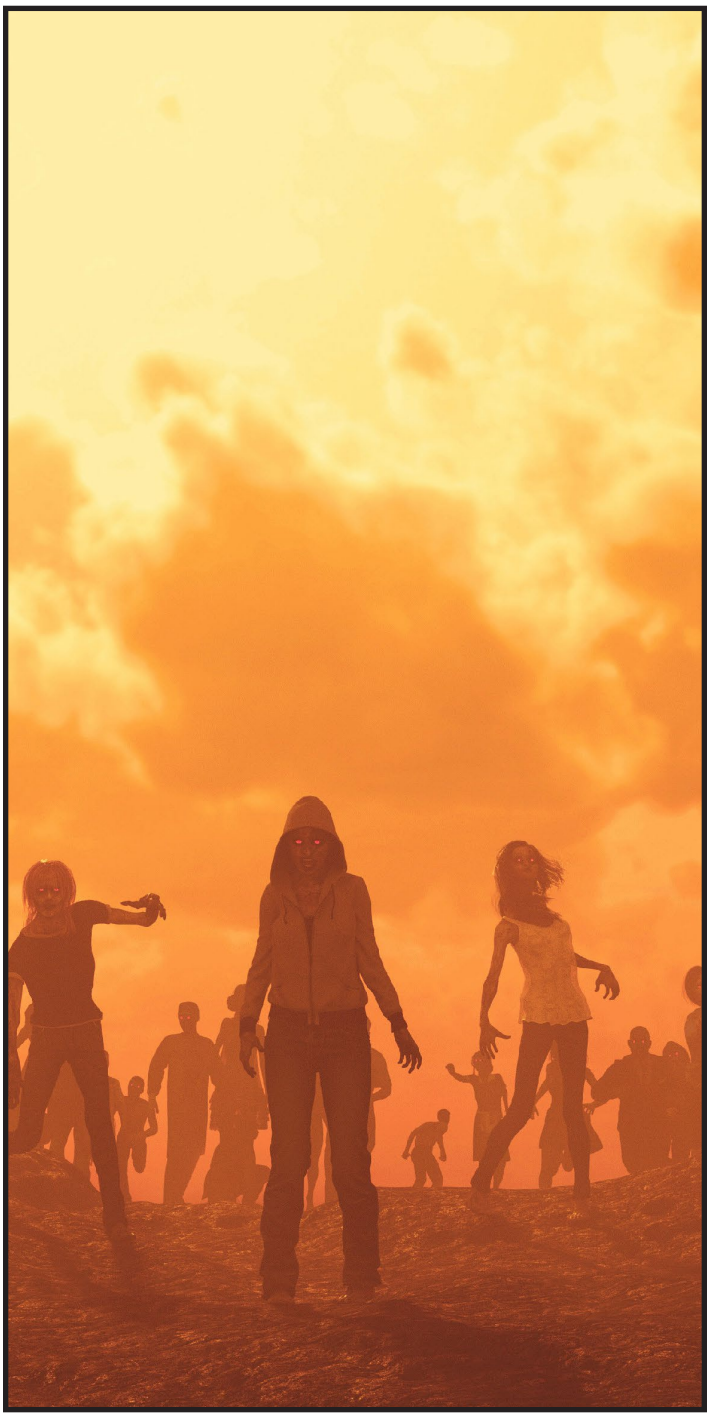
Once the cellphone rings and the automatic text date stamps the exact time that particular PCs' normal life ended, the entire market falls silent.

Somebody yells out and points towards the parking lot. Looking to the parking lot, you see panicked shoppers; some frozen where they stand, some fumbling to start their cars, and some running back towards the store frantically.

The metal fence that marks the boundary of the market and its parking lot bends forward, as a massive mob forces it down and lumbers over it.

You can't make it out from the distance, but there's something wrong about the mob surging towards you. Very, very wrong.

Important Note: The Infected, whether you're playing with a grid, map or virtual tabletop, should begin at a distance that requires no more than 3-5 rounds for the Infected Dead horde to reach the store.



Referee Advice: Remember, not all the PCs have to make the same decision, but it helps if one of the characters controlled by the PCs make a common decision.

This allows for continued group play. For example, one group could all decide to run to a car, while another group rushes to the delivery entrance, while another choice is to head to the roof.

However, it is possible that single player-Referee interaction could occur.

Remember to balance out the rotation between groups and individuals.

Decisions need to be quick for each scene because of the hectic and terrifying events.

People don't have much time think.

They have to act and hope their choices don't get them killed.

Feel free to give them a 15 second timer when they're solo to keep up the pressure.

If they don't declare their action in 15 seconds, they freeze for the round.

The goal is surviving, and there's more safety in numbers but you still have to think and act quickly.

This new world is a terrifying place to be alone, and solo characters should feel that.

Run for Your Lives

One or more of the PCs can participate in these actions.

Things that happen:

- Some run to barricade the doors, regardless of who is left outside. What if somebody the PC cares about is left outside?
- Some make a break for their own car. Some people make a dash for any car.
- Some panic, running about or freezing in place, while others scream, yell, or pray, while doing nothing.
- Some run looking for another exit (there happens to be a delivery entrance) and there's a Fire Exit (but there's a number of straggling Infected near the Fire Exit, and they'd have to round the corner to get to the parking lot or make a run for it on foot.
- Some seek the rooftop
- Some try to smash windows and make their own way out (not a very good plan).

Like most supermarkets and grocery stores, the front of these stores have large, plate glass windows. These windows might survive the initial Infected that press against it, but as the horde presses forward, the glass cracks, spiders and shatters, and the horde of Infected will eventually break through the makeshift barricade and overtake the terrified people within.

If the PCs run towards the barricades, are they:

Helping Build the Barricade

If the PCs help with a makeshift barricade of boxes, carriages, and whatever is in reach, allow each PC to roll 1d6 to add to the barricade's hit point total, each round until the Infected reach the store and begin to break through it.

If you're playing *theater of the mind* style, people building the barricade should have 4 rounds before the horde crashes into it.

The Infected, smash through the glass, clamber into the store and over the barricade, until the barricade gives way.

The Referee rolls the horde's attacks against an AC of 10 [11], each success inflicts 1d6 damage to the barricade's hit point total.

The Referee should roll the morale of the two police and three national guardsmen to see if they'll hold their positions and shoot when the Infected break through the glass and barricade.

If they fail, they flee.

Complication: The Running Woman

The PCs see a woman (Kelly Clifton) who couldn't get back into her car, running back towards the main entrance.

The corporal in charge of the national guardsmen orders one of the retail clerks to lock the door.

Do any of the PCs intervene?

Convince the national guardsmen not to lock it and start barricading until after the woman gets in?

Or do they lock her out?

If they succeed in keeping the doors open so she's saved from a grisly end, they save Kelly's life, but the barricade suffers a 2d6 penalty to its hit points total.

If they leave her to die, the PCs who witness it or allowed the doors to lock must make saving throws vs. Despair.

Rushing past the Barricade

PCs rushing past the barricade must make either a Strength or Dexterity check (characters can choose to use brute strength or try and slip through) to get past the main exit.

The police and national guardsmen assist in building the barricade and order that one of the retail workers locks the main doors so that they do not continue to open automatically.

If the PCs rushed past, do they make for their own car?

Another person's car?

Do they dare try to run for public transportation?

It's a haul and there's no guarantee that trains and buses are even running (and that could be disastrous).

Or do they try and make it on foot?

PCs running through the parking lot each encounter 1d6 Infected.

If they stick as a group, they've a better chance of making it against the milling Infected (remember, if there are 3 characters in the group, you're rolling 3d6 to determine the number of Infected seeking to eat or infect them).

There's a good chance you'll get to use the Heroic Sacrifice rule if the PCs run for a car against an incoming horde of Infected.

Those in the Store:

- Find two other entrances. An employee's entrance, used as a fire exit in an emergency and the back delivery entrance.
- Loading dock, and yes, there's a truck and it's still filled with food and things to drink. 1000 RP of Food and 500 RP of Water are in the truck. Is there a fight for the truck?
- There is a way to the roof. How do you barricade the door to the roof? How many people do you let past? Or if your PC gets stuck on the wrong side of the door, how do you get the door open?
- Those who smash the glass or escape through the store, do you try to make it on foot?

Out in the Parking Lot

The Horde consists of 100 Infected **HD** 2 (per Infected) **AC** 8 [11] **HP**: 800 (8 per infected) **Attacks**: 2 (1d6 damage each) **MV**: 120' (40)'

*Referees: Feel free to change out the horde based on your own generated Infected or using a desired template.

Dude, Where's My Car?

Getting a Car:

Roll how much time a character might have to reach their car, get in, start it, and start driving.

Note: Loading bagged groceries in a rush takes 1d3+1 rounds.

Trying to load unbagged groceries takes 1d4+2 rounds.

The character must make a Dexterity Ability check to quickly get in, start the car and put the vehicle in motion.

On a failed check, it takes 2 rounds as the character fumbles with the keys and ignition.

For those characters who insist their vehicle has a remote automatic start, and who do so from a distance, that's

certainly fine, but the sudden start of the vehicle attracts the attention of 1d6 Infected.

As an added complication, a hidden shopper who managed to duck down between the cars or duck under a car, realizes your car started, and attempts to take it before you do.

Use the "average" customer stats below.

Your car (roll 1d6) is:

1. Lost in a sea of Infected. You suffer full attacks from the horde.
2. Parked far away from you. You've 1d4-2 rounds before the Infected are upon you.
3. Parked near the middle of the lot. You've 1d4-1 rounds before the Infected are upon you.
4. Parked, nearby, around the side of the building. You've 1d4 rounds before the Infected reach you
5. Parked near the back of the building. You've 1d4+1 rounds before the Infected reach you
6. You had somebody with you sitting in the car idle, they pull up. You've 1d6 rounds before the Infected reach you.

► Stealing somebody else's car. This provokes a struggle. The person gives-in if reduced to half hit point or less. The average customer has **AC** 9 [10] **HD** 1, 3 hp, -1 to attack and 1 attack of 1d2 unarmed or by weapon. If using the optional alignment system, this warrants a -1 to the alignment of the character at the conclusion of the story.

► Pleading to accompany another person in their car. Roll reaction with appropriate Cha modifier. A Reaction roll of 9+ allow one person, 10 for two, 11-12 for three. On a reaction of 8 or lower, the person refuses. On a roll of 5 or lower, they speed off. A successful Charisma check allows a reaction-reroll as the character pleads for their life unless the roll was 5 or lower.

Run For It!

► Those who push past the barricade but elect to run. Use the Evasion and Pursuit rules from Old School Essentials. However, fleeing through the parking lots imposes a -30% chance of evasion. If the runner doesn't evade the horde, 1d6 of the horde will pursue the character(s).

► Fleeing through the store to another exist or the loading dock imposes only a -15% chance of evasion. If the runner(s) are spotted, 1d6 of the horde attack.

► Running to the roof. No penalty for evasion, but they're stuck on the roof. There is a fire emergency ladder that can be released to the ground if the characters search around. However, 2d6 of the Infected are in the vicinity.

Complications:

► A young child named Ellie Landau, no more than 7 years old, screams for their mother (Mary Landau) in the middle of an aisle. Nobody stops, do you? -15% to evasion for helping.

► A blind elderly Ronnie Rueben person stumbles with his out-of-control guide dog Caesar, pleading for somebody to help them. Nobody stops, do you? -15% to evasion for helping. He also reduces the characters encounter movement rate to a maximum of 30' per round.

► A pretty woman/handsome man stumbles, twists their ankle and calls out for help. Nobody stops, do you? -10% to evasion for helping, and we can't believe you're trying to hookup during the start of a zombie apocalypse. This person has a +1 reaction/loyalty modifier for the character that stops to help. This person may become a retainer.

► The national guardsmen (3) try to fight, to give people more time. Use that entry for Soldiers armed with combat rifles. One is pounced by an Infected! Their rifle lands near your feet. Grab it and run? Grab it and fight?

► Somebody is in your way, they're too damn slow! Push past, and they stumble and fall, slow up and risk being attacked by an Infected. +10% evasion if you push past, -10% if you don't.

The moment there's a slight break in the action, (people are driving away, made it to the rooftops, evaded the Infected), have the survivors roll Saving Throw vs Mental or suffer Despair.

Also, now would be a good time to consider whether a character warrants a change on the selfish/altruistic continuum.

Don't forget to check for Infection, for those characters who suffered damage from one of the Infected, through a vector that may transmit the infection.

What If They Decide to Fight?

It's possible the PCs decide to fight the horde of Infected. Well, have at it, and test out the horde rules!

► However, every round the Referee should also add 1d6 Infected to the horde, as victims of the Infected begin to rise and attack the un-infected. You may alter or remove this effect if you've established a different infection rate for your campaign.

► There are three national guardsmen with combat rifles (or maybe just two depending on how one scene played out) and 10 other people, who are willing to fight. Three have revolvers (Benny Wong, wheelchair bound veteran, Daniella Presley (she's an office worker who lives in a rough neighborhood, has

the licensed firearm for self-defense, Morgan Allen (mugged recently, given the illegal pistol by a friend recently because of Morgan's PTSD with the brutal mugging, thought it would help). the remaining seven have some sort of makeshift melee weapon from the store. Those wielding mops don't look very confident. The civilian morale ratings are 6.

- If it's looking like a total party kill remind the PCs of the Heroic Sacrifice rule. The Heroic Sacrifice of one of the characters should be sufficient to allow the survivors to escape, but on foot. There's no chance of getting safely to a vehicle now.
- By some bizarre twist of fate, extraordinary ingenuity, and the whims of the dice they defeat the Infected? Well, that's an awesome start to the campaign, and they earned every XP, and will likely be well on their way to 2nd level if not at 2nd level. This is a good time to decide on the character's class, re-roll hit points for first level, and otherwise level up the character.

Keep On Trucking

Those that make it the truck find it filled with food and beverages. However, between the cab and the back, the truck could hold 6 people, and if the crates and boxes of food are discarded, it can hold more. The truck is carrying 1,500 Resource Points (1,000 Food, 500 Water). For every 50 Resource Points discarded, the truck can hold another person. However, it takes 1 round to discard 50 RP as people topple crates and boxes onto the pavement to make space. After 1d3 rounds, 1d6 Infected attack. Every 1d3 rounds thereafter, increase the number of Infected by 1d6, i.e., 2d6, then 3d6, etc. Eventually, they'll have to decide to drive off, or risk being overwhelmed by the ever-growing horde of the Infected.

The only characters who can really decide where to take the truck are in the cab of the truck (no more than 3 can fit in the cab). If any of the characters had two-way radios and thought to share one with somebody in the cab, then those in the back can communicate with those in the front.

Decision Time

When play is ready to continue, there are number of possibilities that the PCs might consider. Likely possibilities are:

- Each character visits their home or other residence where their family resides, or an NPC asks for their help in making it to his home and getting their family out alive. This could cause some tension as the characters debate which home they go to first.
- Block by bloody block. The characters must plot their way to a safer location, either in the city or out of it.
- Establish a temporary safe house to unload and protect what they have.

Conclusion of Zero Hour

Give some time to let them roleplay the decision. Check for Despair and adjust alignments as appropriate. For example, a loved one or friend was lost, the Infected killed somebody the PC was helping, or doing something to survive that cost somebody else their life Distribute experience points as follows:

- Characters gain 1 XP for every Resource Point that they escaped the grocery store with, divided equally among all the PC survivors. This can include resources from NPCs such as ammo from a fallen national guardsman.
- Give 20 XP for every weapon they acquired that they did not begin with.
- Give XP for every Infected killed by the PCs.
- Give 100 XP for making it out alive.
- The surviving characters are now 1st level, with some experience towards 2nd level and ready to begin their journey of survival. What they do next is up to them.



JOURNAL ENTRY

Winter, it's so cold…

OUTSIDE NORTH CAROLINA SOMEWHERE

This is the way the world ends

This is the way the world ends

This is the way the world ends

Not with a bang but a whimper.

I see a great herd of them on a ribbon of highway beneath me. It all becomes so clear. The fly-headed man has been speaking to me again, and I know what I must do. I will join them.

I will walk with them, roam with them and feast as we may. Maybe I'll go back north again and find Mary, and we can be together. If you find this journal, forgive me, but why be hungry alone?

Mary?



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