

ZOMBIE  
SURVIVAL  
RPG

# What Makes a Character?

## ATTRIBUTES:

- **STRENGTH (STR):** A character's ability to lift objects or exert force.
  - Add strength bonus to heavy melee attack rolls.
  - Add 1x strength bonus to heavy melee damage rolls. (1.5x Strength bonus to two-handed attacks.)
- **AGILITY (AGI):** Fine and gross motor accuracy.
  - Add agility bonus to finesse melee attack rolls.
  - Add agility bonus to ranged attack rolls.
  - Every point of agility bonus adds 1d4 precision (sneak attack) damage to finesse melee and ranged weapon damage rolls.
  - Add agility bonus to Defense.
- **PERCEPTION (PER):** The strength of a character's senses and the speed at which he responds to them.
  - A character's perception "Defense", which others make stealth checks against, is equal to (10 + Perception Bonus), -5 if distracted, -10 if asleep.
- **INTELLECT (INT):** Mental capacity, processing capability, and memory retention/recall.
  - Characters begin as FAMILIAR (Skill Level 2) with 1 extra skill per point of intellect bonus.
  - Add intellect bonus to defense.
- **WITS (WIT):** Social skills and an understanding of human (and other creatures') nature.
  - Characters add their Wits bonus to their initiative rolls.
- **TOUGHNESS (TOU):** The ability to withstand physical damage.
  - Physical damage a character takes is reduced by an amount equal to their toughness bonus.
  - Characters do not fall unconscious until they reach negative HP equal to their toughness bonus.
- **WILLPOWER (WIL):** The ability to withstand mental trauma and hold your own in a battle of wills.
  - Mental damage a character takes is reduced by an amount equal to their willpower bonus.
- **SPEED (SPD):** How quickly the character can move from point A to point B.
  - Base humanoid speed is 20'/move action.
  - Every point of speed bonus adds 5' to a character's speed.
- **LUCK (LCK):** A specialized attribute that is used primarily to modify or re-roll other dice checks.
  - A character may re-roll any attack or skill check made by them or by an enemy against them after the dice have been rolled.
  - They may do this a number of times per day equal to their luck bonus.
  - When any roll occurs that may result in the character's death or incapacitation, the character's luck bonus is added or subtracted from the result, whichever reduces the odds of death or incapacitation.

## SKILLS:

- **Sidearms:** Pistols, sawn-off shotguns, tasers, etc.
- **Long-arms:** Hunting rifles, assault rifles, shotguns, machine guns, etc.
- **Industrial Tools:** Construction tools, heavy equipment.
- **Domestic Tools:** Sporting implements, kitchen/garden appliances/tools.
- **Martial Arts:** Hand-to-hand combat, archaic weapons.
  
- **Medical Training: (+INT)** Treat wounds, bind wounds, assess health, treat disease and infection.
- **Scientific Training: (+INT)** Chemistry, electronics, physics, and general scientific knowledge.
- **Diplomatic Training: (+WIT)** Persuade, intimidate, calm, rally, and restore the sanity of others.
- **Survival Training: (+WIT)** Scrounge food, pick locks, and find safe/hidden paths.
  
- **Stealth: (+AGI)** Avoid detection and sneak around.
- **Athletics: (+STR)** Run, jump, tumble, climb, and lift heavy objects.

### SKILL LEVELS:

- (1) Untrained: 1d6
- (2) Familiar: 2d6
- (3) Competent: 3d6
- (4) Expert: 4d6
- (5) Master: 5d6

### VITAL STATISTICS:

- **Health Points (HP):**
  - Everyone has 10 HP. (Unless you have a negative Toughness bonus, in which case your HP is equal to 10 minus your Toughness penalty.)
  - When you take damage, subtract the total damage you take (after reducing said damage by your Toughness bonus) from your HP.
  - When your HP is reduced to 0 or less by damage, you are Bloodied, and begin losing 1 HP per round on each consecutive turn. Your wounds can be bound with a Medical Training check by you or another character or by a DC 20 Toughness check of your own.
  - You fall unconscious when your HP reaches negative your Toughness bonus. You do not regain consciousness until you are brought back to positive HP.
  - You die when your HP reaches negative 2x your Toughness bonus. 1d4 rounds after you die, your body rises as a zombie.
- **Sanity Points (SP/Mental HP):**
  - Everyone has 10 Sanity Points. (Unless you have a negative Willpower bonus, in which case your SP is equal to 10 minus your Willpower penalty.)
  - When you take mental damage, subtract the total damage you take (after reducing said damage by your Willpower bonus) from your SP.
  - When your SP is reduced to 0 or less by mental damage, you are Freaking Out, and begin losing 1 SP per round on each consecutive turn. Your sanity can be stabilized with a Diplomatic Training check by another character or by a DC 20 Willpower check of your own.
  - You go insane when your SP reaches negative your Willpower bonus; the GM takes control of your character, who acts as the GM chooses an insane person would act in your situation. You do not regain control until you are brought back to positive SP.
  - You go permanently and irreparably insane when your SP reaches negative 2x your Willpower bonus.
- **Defense:**
  - A value equal to: 5 + AGILITY BONUS + INTELLECT BONUS + Armor + Shield.
  - Attack rolls must match or beat this value to hit a combat-ready and aware opponent.
- **Flat-Footed Defense:**
  - A value equal to 5 + Armor.
  - Attack rolls must match or beat this value to hit an unaware opponent.
- **Reflexive Defense:** (Analogous to Touch AC and Reflex Saving Throw)
  - A value equal to 5 + AGILITY BONUS + INTELLECT BONUS.
  - Touch attack rolls and area effects must match or beat this value to hit or fully effect a target.
- **Fortitude Defense:**
  - A value equal to 5 + TOUGHNESS + WILLPOWER.
  - Poisons, diseases, and stunning effects must match or beat this value to fully effect a target.

### *INITIATIVE:*

- Roll 1d6 and add Wit and Perception bonuses.
- The result is your initiative, which you keep for the rest of the encounter.
- On a tie, tied characters re-roll against each other.

### *ACTIONS:*

- **Move: (1 Move Action)**
  - Move up to a distance equal to your speed. Difficult Terrain 'costs' double normal movement.
- **Attack: (1 Standard Action)**
  - Make a single attack at your highest number of die for the appropriate combat skill.
  - Example: You are Competent (3) with Sidearms and make an attack with a pistol; you roll 3d6 and add your agility bonus to determine your total To Hit result. If the result matches or beats your target's defense, you hit and deal the weapon's damage, in this case 1d8. In this case, because you caught your target unawares, you add an additional 1d4 precision damage for each point of Agility bonus you possess. Total all the damage here and subtract from the total the target's Toughness bonus and subtract the result from the target's hit points.
- **Trip: (1 Standard Action)**
  - Make an attack roll against target's reflex defense.
  - If you succeed, make a strength check opposed by your target's strength or agility check.
  - If you win, your opponent is knocked prone.
- **Bull Rush: (1 Standard Action)**
  - Make an attack roll against your target's reflex defense after moving at least 5'.
  - If you hit, make a strength check opposed by your target's strength check.
  - If you win, you force your target back 5' + 5' for every 5 points you beat your target's strength check by.
- **Full Attack: (1 Standard and 1 Move Action)**
  - Make one attack for each die you would roll on a standard attack, using one less die for each subsequent attack.
  - You may substitute any of your attacks for any of the standard-action combat maneuvers listed above.
- **Autofire: (1 Standard Action with an Automatic Weapon)**
  - Make an attack with an automatic weapon, targeting two adjacent 5' squares. Anything in the two squares is attacked with the same result number of the autofire roll, thus it is possible to hit one target and miss another with the same attack.

### *CRITICALS ON ATTACK ROLLS:*

- 1 6: Stun target for 1 round.
- 2 6s: Double Damage!
- 3 6s: Coup de Grace! Double damage, instant kill if damage dealt beats target's Fortitude Defense.
- 4 6s: Headshot! Instant Kill
- 5 6s: Critical (Double Damage) all targets in range

### SKILL CHECKS:

- Roll  $Xd6$ , where  $X$  is your skill level for the appropriate skill.
- Add Ability score bonuses, if applicable:
  - Add Strength bonus to heavy melee attack rolls.
  - Add Agility bonus to ranged or finesse melee attack rolls.
  - Add Intellect bonus to Medical Training or Scientific Training rolls.
  - Add Wits bonus to Diplomatic Training or Survival rolls.
- Compare result with target value:
  - Target value for an attack roll is the appropriate Defense value of the attacker's target.
  - Target value for simple tasks (Knowing well-known trivia, making a simple barricade) is 11.
  - Target value for moderately-difficult tasks (Hot-wiring a standard car, picking a simple lock, hacking a school computer) is 13.
  - Target value for difficult tasks (Making explosives from household materials, hot-wiring a tank) is 15.
  - Target value for very difficult tasks (Hacking a network remotely, scaling the smooth side of a building) is 17.
  - Target value for nigh-impossible tasks (Running up a wall, convincing a zombie you are not food, making a car blow up by shooting it) is 19.



# Building a Character

## ABILITY SCORES:

- Roll 4d6 and drop the lowest roll. Do this for each ability score.
- Alternatively, buy points with the point-buy system in 3.5 D&D, except that you have 42 points.

## BACKGROUND:

Choose one of the following backgrounds, each of which grants you additional options or bonuses. Your background should fit your character.

- **Student:** You are enrolled in some form of education appropriate for your age group, typically college.
  - Caffeine-Blooded: You can sustain yourself on only 4 hours of sleep, as opposed to the 8 normally required for adult humans.
  - Research Materials: You have access to textbooks and databases others do not; you can gain a +3 bonus to skill checks with any of the four "Training" skills, but the check takes twice as long.
- **Career Military:** The military is or was your life. You are either enlisted or are retired after a long period of service. You probably joined ROTC or a similar program.
  - Discipline: You never let your guard down, maintaining discipline even in the horrors of the zombie apocalypse; you do not take Perception penalties for being asleep or distracted and checks made to stabilize your sanity gain a +2 bonus.
  - Combat Training: You begin as Familiar (2) with Sidearms, Long Arms, and Martial Arts.
- **Staff Member:** You have worked for years at the main location of the game, and are intimately familiar with the area. You could be anything from a janitor to a professor.
  - Master Key: You have, or know where can be found, most of the keys, codes, maps, etc. pertaining to your workplace; there is a 75% chance you have the key to or know a way into any locked area.
  - Seasoned Professional: Your skills are narrow but focused; start as Competent (3) in the skill most central to your profession (choose any skill that makes sense except Sidearms, Long Arms, or Survival).
- **Vagrant:** You live off the streets, getting by with little more than the clothes on your back.
  - Street Smarts: You know how to find food and shelter better than most of the more sheltered members of society; you start as Competent (3) in Survival.
  - Improvisational Combat: The streets are harsh to the unprotected, so you have learned to make use of pretty much anything to defend yourself; improvised weapons deal one higher die of damage and do not break.

## SKILLS:

- You gain a free skill level of Familiar (2) with a number of skills equal to your intellect bonus. If your intellect bonus is negative, you start with fewer skill points equal to your intellect penalty.
- You start with 5 points to put into skills.
- Training skills costs different amounts depending on how high the skill already is, as shown below:
  - UNTRAINED (1) → FAMILIAR (2) = 1 Point
  - FAMILIAR (2) → COMPETENT (3) = 2 Points
  - COMPETENT (3) → EXPERT (4) = 3 Points
  - EXPERT (4) → MASTER (5) = 4 Points

## FEATS:

Choose 1 feat every three points your character is worth. (One at 3, 6, 9, etc.)

- **Cleave:** Free attack (nearby target for melee, target behind target for ranged) upon killing target.
- **Improved Initiative:** Roll 2d6 instead of 1d6 on initiative checks.
- **Combat Specialization:** Deal one die higher damage with chosen weapon skill.
- **Combat Focus:** Second attack uses +1 die on to hit roll.
- **Furious Charge:** Make attacks along the path of your charge at -4 penalty.
- **Zen Strike:** Martial strike deals 2d6 instead of 2d4.
- **Martial Unity:** Improvements to Unarmed Strike (Martial Strike +1 die, Zen Strike higher die) apply to Martial Arts weapons.
- **Deadly Precision:** Precision (Agility) damage die deal d6 instead of d4.

## STARTING EQUIPMENT:

You start with whatever resources the GM allows as reasonable, considering the setting and character. The following are some general guidelines.

- Unless you are an on-duty officer of the law, you almost certainly won't start with a firearm, though adults with enough discretionary cash or members of the military could reasonably have a gun or two at their home. Whether or not you can get to your home to retrieve said weapons is another matter.
- In terms of armor, most people will have some kind of leather jacket or other heavy clothing that counts as a leather jacket, unless the local climate or current weather would make such things silly.
- It is reasonable to start with a car parked nearby. It is not reasonable to have an armored personnel carrier.
- No you cannot have a tank.
- If you say your character has something that he could probably attain somehow but would be immediately arrested for having (like a pistol in a no-firearm-zone), there will be a 20% to 80% chance, depending on the illegality and concealability of the item, that it has been discovered and confiscated sometime before the story begins, probably leaving you with a criminal record.



## EQUIPMENT:

### WEAPONS:

Weapon Name	Weapon Type (Proficiency Level)	Weapon Damage	Hands	Ammunition	Rate/Type of Attack
Pistol, .22	Sidearm (1)	1d6	1	Clip [10], .22	SA
Pistol, .38	Sidearm (2)	1d8	1	Clip [16], .38	SA
Pistol, 9mm	Sidearm (3)	1d10	1	Clip [12], 9mm	SA
Pistol, Magnum	Sidearm (4)	2d6	2	Clip [6], Magnum	SA
Revolver, 9mm	Sidearm (2)	1d10	1	Cylinder [8], 9mm	SA
Revolver, Magnum	Sidearm (3)	2d6	2	Cylinder [6], Magnum	SA
Taser	Sidearm (1)	2d4*	1	Battery [25], Taser*	SA
Rifle, Hunting	Long Arm (2)	2d4	2	Clip [6], Rifle	S
Rifle, Assault	Long Arm (3)	1d8	2	Clip [30], .38	SA/A
Rifle, Sniper	Long Arm (3)	2d12	2	Clip [4], Sniper	S
Shotgun, Hunting	Long Arm (2)	1d12/3d12	2	Pump [6], Buckshot/Slug	S
Shotgun, Assault	Long Arm (3)	1d12/3d12	2	Cylinder [12], Buckshot/Slug	SA
Machine Gun, Light	Long Arm (4)	2d12	2	Belt [500], 9mm	A
Machine Gun, Heavy	Long Arm (5)	4d12	2	Belt [200], Magnum	A
Grenade, Teargas	Survival (2)	2d4*	1	N/A	Thrown, 20' Cloud
Grenade, Flash-bang	Survival (3)	4d4*	1	N/A	Thrown, 40' Flash
Grenade, Fragmentation	Survival (4)	6d6	1	N/A	Thrown, 40' Blast
Unarmed Strike	Martial Arts (1)	1d4	1	N/A	Melee
Martial Strike	Martial Arts (2)	2d4	1	N/A	Melee
Staff	Martial Arts (2)	1d6	2	N/A	Melee, Reach
Sword, Edged	Martial Arts (3)	1d8	1	N/A	Melee
Sword, Piercing	Martial Arts (2)	1d6	1	N/A	Melee, Finesse
Axe, Battle	Martial Arts (4)	2d6	2	N/A	Melee, Heavy
Axe, Tool	Domestic Tool (2)	1d6	1	N/A	Melee
Baseball Bat	Domestic Tool (1)	1d8	1	N/A	Melee, Heavy
Brass Knuckles	Survival (2)	2d4	1	N/A	Melee
Knife, Combat/Hunting	Survival (2)	1d6	1	N/A	Melee, Finesse
Knife, Switchblade/Swiss-Army	Survival (1)	1d4	1	N/A	Melee, Finesse
Chainsaw	Industrial Tool (3)	2d12	2	Gasoline Tank [20 Attacks/2 Gallons], Gasoline	Melee, Heavy
Improvised, Bludgeoning	Survival (1)	1d6	1	25% chance to break on hit	Melee, Heavy
Improvised, Shiv	Survival (1)	1d4	1	25% chance to break on hit	Melee
Improvised, Broken Bottle	Survival (1)	1d4	1	75% chance to break on hit	Melee
Improvised, Thrown	Survival (1)	1d4		50% chance to break on hit or miss	Thrown
Snowblower/Industrial	Industrial Tool (2)	2d12	Vehicle	Gasoline Tank [5 Miles/2 Gallons],	Vehicle Overrun



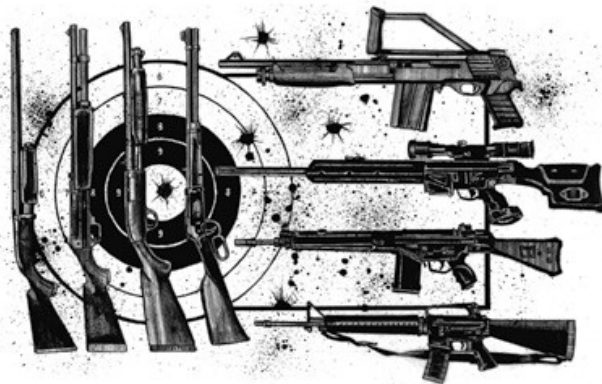
Lawnmower				Gasoline	
Car, Sedan	Domestic Tool (1)	2d6	Vehicle	Gasoline Tank [500 Miles/20 Gallons], Gasoline	Vehicle Overrun
Car, Jeep	Domestic Tool (2)	2d6	Vehicle	Gasoline Tank [300 Miles/20 Gallons], Gasoline	Vehicle Overrun
Truck, 4-Wheeler	Domestic Tool (2)	2d8	Vehicle	Gasoline Tank [300 Miles/30 Gallons], Gasoline	Vehicle Overrun
Truck, 18-Wheeler	Industrial Tool (3)	2d12	Vehicle	Gasoline Tank [500 Miles/40 Gallons], Gasoline	Vehicle Overrun

**ARMOR/CLOTHING:**

Armor Name	Armor Type	Armor Value	Speed Reduction
Leather Jacket	Light	+1	N/A
Leather Armor	Light	+2	N/A
Kevlar Vest	Medium	+3	N/A
Chain Mail	Medium	+4	-5'
Military Combat Outfit	Heavy	+6	-10'
Plate Armor	Heavy	+8	-15'

**WEAPON MODS:**

Weapon Mod	Compatible With	Effect	Mod Install Difficulty
Silencer	Pistols, Rifles	Eliminates most of the weapon's firing sound.	11
Flash Suppressor	Rifles	Eliminates the weapon's muzzle flash.	13
Laser Sight	Pistols, Rifles, Shotguns, Machine Guns, Tasers	Grants a +1 bonus to damage.	11
Extended Clip	All clip-loading weapons	Increases the weapon's clip size by 5.	11
Extended Barrel	Pistols, Rifles, Shotguns	Doubles the weapon's effective range.	15
Gyroscopic Stabilizers	Pistols, Rifles	Grants each shot after the first a cumulative +1 bonus to hit.	15



*BASIC NPC STATISTICS:*

- **Zombie, Human**
  - HP: 10 (Toughness +0)
  - Defense: 5 (FF:5, REF: 5, FORT: 5)
  - Initiative: 1d6
  - Bite: 1d6 to hit (1d6 damage + disease)
  - Slam: 2d6 to hit (1d8 damage)
  - STR 10, AGI 10, PER 10, INT 10, WIT 10, TOU 10, WIL 10, SPD 10, LCK 10
  
- **Soldier, Rookie**
  - HP: 10 (Toughness +1)
  - Defense: 10 (FF:8, REF: 7, FORT: 6)
  - Initiative: 1d6
  - Assault Rifle: 3d6+1 to hit (1d8+1d4 damage)
  - Rifle Bash (Improvised Blunt): 3d6+1 to hit (1d6 damage)
  - STR 12, AGI 12, PER 10, INT 12, WIT 10, TOU 12, WIL 10, SPD 14, LCK 10
  
- **Zombie, Small Bird**
  - HP: 2 (Toughness +0)
  - Defense: 10 (FF:8, REF: 10, FORT: 5)
  - Initiative: 1d6
  - Swarm: Hits on 4, 5, or 6 (1d4 damage)
  - STR 2, AGI 14, PER 10, INT 2, WIT 10, TOU 2, WIL 10, SPD 18, LCK 10

# ZOMBIE SURVIVAL RPG CHARACTER SHEET

Name:

Background:

Total Point Value:

Unspent Points:

ABILITY SCORES		
STRENGTH	Ability	Bonus
AGILITY	Ability	Bonus
PERCEPTION	Ability	Bonus
INTELLECT	Ability	Bonus
WITS	Ability	Bonus
TOUGHNESS	Ability	Bonus
WILLPOWER	Ability	Bonus
SPEED	Ability	Bonus
LUCK	Ability	Bonus

HEALTH
<b>Max HP = 10</b>
<b>Current HP</b>
<b>Max SP = 10</b>
<b>Current SP</b>
<b>Speed</b> 20' + 5'/SPD
<b>Initiative</b> PER + WIT

SKILLS			
Sidearms	Total	Rank	Bonus
Long Arms	Total	Rank	Bonus
Industrial Tools	Total	Rank	Bonus
Domestic Tools	Total	Rank	Bonus
Martial Arts	Total	Rank	Bonus
Scientific Training	Total	Rank	Bonus
Medical Training	Total	Rank	Bonus
Diplomatic Training	Total	Rank	Bonus
Survival Training	Total	Rank	Bonus
Stealth	Total	Rank	Bonus
Athletics	Total	Rank	Bonus

DEFENSE					
Defense	5 Base	Agility	Intellect	Armor	Shield
Flat-Foot	5 Base			Armor	
Reflex	5 Base	Agility	Intellect		
Fortitude	5 Base				Toughness

INVENTORY			

ATTACKS				
Attack/Weapon Name	To Hit Roll	Damage	Ammo	Break
Unarmed Strike			N/A	0%

FEATS		
TPV	Feat	Effect
3		
6		
9		
12		
15		

