

Zombie!

EZ RPG

THE ZOMBIE APOCALYPSE IS HERE!

The outbreak started just a short time ago. Life as you know it is over. Small bands of survivors are running scared, hiding anywhere they can, gathering food and water just trying to survive. TV and radio broadcasting has all but stopped. Cell phone towers are dead, they went down right after the power grid started to fail. Packs of flesh eating zombies are everywhere. Your friends and neighbors...and even family members...have turned into mindless zombies craving human flesh. You have the clothes on your back and a couple small personal items you had when you left the house today.

Let the world that's still alive know who you are by checking some boxes below. Maybe if mankind survives what you've recorded here will tell your story to those left behind...

Character Creation: list a name, height and weight, some character background and pick skills.

Name:	Height:	Weight:
Character Background:		

"SKILLS" (Pick 5)

- GAMBLING
- TEACHER
- MINING
- MUSIC
- DENTIST
- WWE WRESTLING
- DELIVERY PERSON
- RODEO/CIRCUS CLOWN
- DOG GROOMING
- HIPPIE
- LAWYER
- HOUSE WIFE
- TAXI DRIVER
- PLUMBING
- AUTO MECHANIC
- DRUG ABUSER
- PILOTING
- SECURITY GUARD
- NURSING
- IRS AGENT
- DERANGED PSYCHOPATH
- BANKING
- FINANCIAL PUBLISHING
- PALEONTOLOGY
- SCUBA
- RESEARCH (CHOOSE FIELD)
- STOCK BOY/GIRL
- ACROBATICS
- GRAVE DIGGER
- METALLURGY
- WEBMASTER
- TRUCK DRIVER
- JANITOR
- ENGINEER

- CARPENTER
- BAKER
- ACTOR
- FLORIST
- POLITICS
- DOCTOR
- LADY OF THE EVENING
- CASINO MANAGER
- SCIENCE (PICK FIELD)
- SOCIAL JUSTICE WARRIOR
- ICE CREAM TRUCK DRIVER
- SALESMAN (PICK FIELD)
- WELFARE BUM
- STREAMING VIDEOGRAPHER
- JOBLESS HILLBILLY W/LAZY DOG
- DELI WORKER
- LAW ENFORCEMENT
- RADIO BROADCASTER
- JUGGLING
- CASHIER
- FORAGING
- SECRETARY
- DRUG DEALER
- ILLEGAL ALIEN
- SOLDIER
- COUNTERFEITER
- COMMUNITY "ORGANIZER"
- FORENSICS
- THIEVING
- BOTANY
- NURSE
- COMPUTER TECH
- MASTER OF DISGUISE
- BUTCHER

- GEMOLOGY
- SPORTS
- PICKPOCKET
- BREWING
- TRACKING
- INTIMIDATE
- FIRST AID
- HUNTING
- HAGGLING
- STREETWISE
- TRAPPING
- LOCK PICKING
- BURGLAR
- FISHING
- SWIMMING
- FORGERY
- PERSUASION
- FARMING

WEAPON/COMBAT SKILLS(Pick 2)

- HANDGUNS
- LONG GUNS
- CROSSBOWS/BOWS
- ONE/TWO HANDED ARCHAIC
- MARTIAL ARTS, HAND TO HAND
- COMBAT CHAINSAW

(Profession skills can be current careers or past ones)

SKILL CHECK

Average (skilled and unskilled) is the base roll. Doubles always succeeds.

Skills chosen will cover a broad range of related knowledge to that skill. GM's should allow for a very loose interpretation of what each skill includes as far as character skill checks.

STAT CHECK

Some actions are a matter of reflex or instinct. Use this chart for checks requiring strength, agility, intelligence, etc.

Average is the base roll.

Doubles always succeeds.

For combat rules, see the combat table on the back side.

SKILL/STAT CHECK ROLL # OR LESS ON 1D100	SKILLED	UNSKILLED	STAT CHECK
VERY EASY	90	40	90
EASY	80	30	80
AVERAGE-MODERATE	70	20	70
HARD	60	10	50
VERY HARD	50	5	25
NEAR IMPOSSIBLE	40	3	10

CONTEST OF SKILL

Competitors roll D100

- +45 to result if skilled, or;
- -45 to result if unskilled
- Doubles roll again and add result.
- Highest result wins the contest.

For combat rules, see the combat table on the back side.

MOVEMENT

For the sake of simplicity, characters can run 20 MPH or 30 feet per second.

Most zombies top speed is 5 MPH or about 8 feet per second.

Characters can carry 75lbs on their person.

Game masters will make common sense judgment calls on anything not covered by these rules, such as weapon ranges and falling damage. GM's feel free to modify anything herein to suit your own game.

Characters who die or become incapacitated will be replaced by rolling a new character and proceeding with the game.

New characters must have different professions than the one that died.

Fear - Characters who are feared due to effects run at maximum speed directly away from the source for one turn. Make a stat check to resist being feared. Effects source (or GM otherwise) determines how hard roll will be.

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COMBAT TABLE

ATTACK CHECK

Through all the swinging and flailing, the one attack per game turn is automatically successful. No roll to hit is required. Some bombs cause multiple hits. Roll to deflect each separately.

(OPTIONAL attack "to hit" roll: use the Skill Check chart on front side)

DEFENDER: Roll D12 for Attack Deflection (armor, dodge, distraction, beg for mercy, etc).

If failed then;

ATTACKER: Roll these three dice together, D8 and D6 (hit location, not optional) D20 (stun/maim/kill).

Combat example;

- NPC declared as attacker (no roll required).
- Defender rolls D12 to deflect. If succeeds, stop here. If roll fails proceed to next step.
- Gm (or attacker) rolls D8+D6+D20 for hit location, wound effect and results are applied.
- Player records area/location hit regardless of wound effect or not.

WOUND EFFECTS

Stun - Player is stunned for one entire turn. Prone, cannot attack or deflect attacks.

Maim - Breaks, tears, lacerations, etc. Causes 3 hits to affected body part. Body part affected is at -80% for all actions. Maimed Arms cannot attack. One maimed leg reduces movement to 2 MPH. Maimed results in body areas 1 and 2 (D8) result in immediate incapacitation. Maimed results are also stunned for one turn.

Kill - exactly what it says. Some body hit locations only allow maim / stun wound effects. Ignore kill results where that is the case.

Physical Damage: Any body area (D8 - left arm, right arm, left leg, right leg, head/neck, upper torso, mid torso, lower torso) that is hit 3 times in any of the 6 locations within that area results in a maim result for that area. See Maim under Wound Effects above. Record all undeflected hits on Hit Chart by drawing a circle around the number hit.

A character who takes 15 hits total is incapacitated regardless of severity or location.

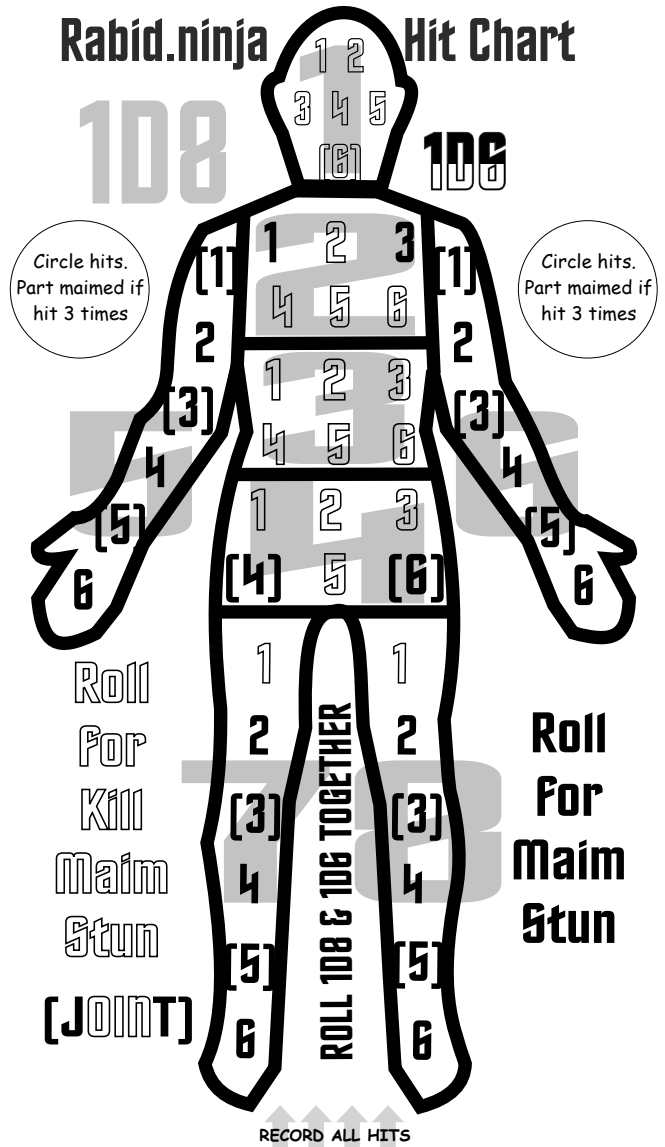
Tourniquets & Splints: Once per game session a wounded character can apply, or have applied, a tourniquet or splint to a wounded body part. Doing so requires First Aid or Doctor, takes two full turns and will remove two 'hits' to a body part. If reduced to two or less 'hits', that body part is no longer 'maimed' while the tourniquet/splint remains.

Zombies! wont try to defend, so they dont make an attack deflection roll.

The attacker just rolls the D8/D6/D20 dice and applies results.

Zombie bites that kill will cause the victim to turn into a zombie on the next roll of 4 or less (D20), rolled once at the beginning of each of that characters turns after being bitten. Zombies will always make the choice to advance towards the closest player(s) if there are multiple options and always attack every turn possible. Any D8/D6 hit location roll result that is a head hit (1 on the D8) instantly kills a zombie regardless of wound effect. **Surprise Zombie Attack:** roll 1d8. On a result of 1-2 a zombie jumps out of the darkness and grabs you. **Beasts & Animals:** use the Fist/Tooth/Claw chart for normal attacks. GM choose an applicable armor type. Most furry beasts / animals will use the Leather column for deflection rolls.

Rabid.ninja Hit Chart



ATTACK IS SUCCESSFUL >>>	>>>> ATTACK DEFLECTION TABLE >>>>						IF DEFLECTION ROLL SUCCEEDS STOP HERE ATTACK FAILED	>>>> WOUND EFFECT TABLE		
	ROLL D12, DEFLECT ATTACK ON:							ROLL D20, WOUND EFFECT ON:		
WEAPON TYPE	BARE	CLOTH	LEATHER	CHAIN	SCALE	PLATE	IF DEFLECTION ROLL FAILS, ATTACK SUCCEEDS, ATTACKER ROLLS D8/D6/D20 FOR HIT LOCATION AND WOUND EFFECT	STUN	MAIM+STUN	KILL / Incapacitate
Small blade (dagger)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		>>>> RECORD ALL HITS NOT DEFLECTED ON HIT CHART	3 or less	2 or less
Medium blade (1H sword/ax)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	6 or less		5 or less	3 or less
Large blade (2H sword/axe)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	8 or less		6 or less	4 or less
Small gun (22 magnum,380)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	5 or less		3 or less	2 or less
Medium gun (357, 9mm)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	7 or less		5 or less	3 or less
Large gun (12 gauge, 30.06)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		7 or less	5 or less
Chainsaw	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	8 or less		6 or less	4 or less
Small bomb (1 hit)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	10 or less		7 or less	5 or less
Medium bomb (2 hits)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	12 or less		9 or less	6 or less
Large bomb (3 hits)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	5 or less		4 or less	3 or less
Small Archaic missile	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	6 or less		5 or less	4 or less
Med. Archaic Missile	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	7 or less		6 or less	5 or less
Large Archaic Missile	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	3 or less		2 or less	1 or less
Small fist/tooth/claw	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	4 or less		3 or less	2 or less
Medium fist/tooth/claw	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	5 or less		3 or less	2 or less
Large fist/tooth/claw	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	4 or less		3 or less	2 or less
Small club	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	6 or less		4 or less	3 or less
Medium club	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	4 or less		3 or less	2 or less
Large club	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	6 or less		4 or less	3 or less
Zombie Bite	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	4 or less		3 or less	2 or less