

**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)

# Zombie!

## EZ RPG

**SKILL CHECK**

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.

**Average is the base D100 roll** (skilled and unskilled).

**Doubles always succeed (except 99).**

**STAT CHECK**

Some actions are a matter of reflex or instinct. Use this chart for D100 checks requiring strength, agility, intelligence, etc.

**Average is the base roll.**

**Doubles always succeed (except 99).**

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

**For both Skill and Stat Checks D100 results of 96-00 are catastrophic failure.** Gms neednt show any mercy.

Gm's **MUST** assign the difficulty to **EVERY** roll being made before its rolled

SKILL/STAT CHECK ROLL # OR LESS ON 1D100	SKILLED	UNSKILLED	STAT CHECK
CANT MISS	95	50	95
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 STEPS**

D100 Attack roll. D12 Deflection roll. D8/d6 Hit Location Roll. D20 Wound Severity roll.

- 1.0 **Attacker** makes a weapon Skill Check "To Hit" on D100.
  - 1.1 - If attack roll fails, the attack is ended.
  - 1.2 - If attack roll succeeds by 1-29 proceed to 2.0 below.
  - 1.3 - If attack roll succeeds by 30-39 attacker chooses D8/D6 hit location.
  - 1.4 - If attack roll succeeds by 40-49 attacker chooses D12 Deflection.
  - 1.5 - If attack roll succeeds by 50+ attacker chooses D20 wound severity.

- 2.0 **Defender** Rolls D12 to Deflect on the ATTACK DEFLECTION TABLE below if successfully hit unless attacker succeeded by 40 or more on the attack roll.
  - 2.1 - If Deflection roll Succeeds, the attack did no severe damage, but record the result by circling the spot hit on the Hit Chart.
  - 2.2 - If Deflection roll fails, attacker rolls D20 for Wound Effect. Record location hit and wound effect on Hit Chart.

**WOUND EFFECTS**

- 3.1 **Stun** - Player is stunned for one entire turn. Prone, cannot attack or deflect attacks.
- 3.2 **Maim** - Breaks, tears, lacerations, bleeding, 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.
- 3.3 **Kill** - exactly what it says. Some body hit locations only allow maim / stun wound effects. Ignore kill results where that is the case. Gms may allow incapacitation instead of death.

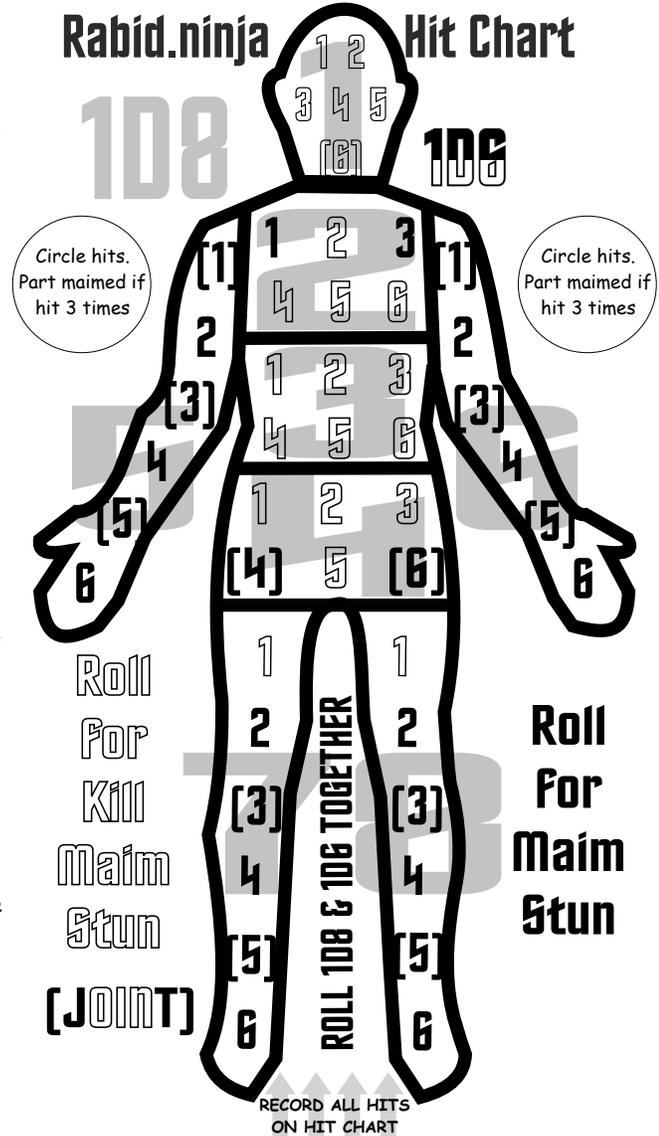
- 3.4 **Physical Damage:** Any body area (D8 - left arm, right arm, left leg, right leg, head/neck, upper torso, mid torso, lower torso) that is hit 3 times in any of the 6 locations within that area results in a maim result for that area. See Maim under Wound Effects above. Record all successful hits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

- 3.5 **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.

- 4.0 **Zombies!** wont try to defend, so they don't make an attack deflection roll. The attacker just rolls for Hit Location 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.

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ATTACK IS SUCCESSFUL >>>	>>>> ATTACK DEFLECTION TABLE >>>>						IF DEFLECTION ROLL SUCCEEDS, CIRCLE HIT ON HIT CHART >>> IF DEFLECTION ROLL FAILS, ATTACKER ROLLS FOR WOUND EFFECT AND DEFENDER RECORDS HIT AND WOUND EFFECT ON HIT CHART	>>>> WOUND EFFECT TABLE		
	ROLL D12, DEFLECT ATTACK ON:							ROLL D20, WOUND EFFECT ON:		
WEAPON TYPE (S)mall (M)edium (L)arge	BARE # or less	CLOTH # or less	LEATHER # or less	CHAIN # or less	SCALE # or less	PLATE # or less	STUN # or less	MAIM-STUN # or less	KILL # or less	
Blade - (S)(M)(L)	(5)(4)(3)	(6)(5)(4)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(6)(7)(8)	(5)(6)(7)	(4)(5)(6)	
Piercing - (S)(M)(L)	(5)(4)(3)	(6)(5)(4)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(6)(7)(8)	(4)(5)(6)	(3)(4)(5)	
Concussive - (S)(M)(L)	(5)(4)(3)	(6)(5)(4)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(8)(9)(10)	(6)(7)(8)	(4)(5)(6)	
Fist/Tooth/Claw - (S)(M)(L)	(5)(4)(3)	(6)(5)(4)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(6)(7)(8)	(4)(5)(6)	(3)(4)(5)	
Blunt - (S)(M)(L)	(5)(4)(3)	(6)(5)(4)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(7)(8)(9)	(4)(5)(6)	(3)(4)(5)	
Energy - (S)(M)(L)	(4)(3)(2)	(5)(4)(3)	(7)(6)(5)	(8)(7)(6)	(9)(8)(7)	(10)(9)(8)	(8)(9)(10)	(6)(7)(8)	(4)(5)(6)	

Medium Weapons are ones commonly used and carried on the person. Powerful personal long guns are Large weapons. 22 long rifle and pocket knives are small weapons. Large weapon hits cause an extra wound effect roll.