

# OUTLIVE OUTDEAD

Playtest Edition 2012.03.23

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Happy Bishop Games

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Dear friend,

Thank you very much for agreeing to playtest our game! Independent playtesters are vital to a game's success, not only to see if the rules work, but to see if the rule book works in explaining the rules clearly. You rock!

First and foremost, we hope you have fun playing *Outlive Outdead*. We've had a blast playing it so far and are excited to have others share the game. No other zombie game seems to capture the tension and drama like this one!

We want your feedback! We think the rules work, but if you run into any problems or questions during the game, let us know. Likewise, we want to know if the rule book is clear and that it covers everything you need. We think the rule book is ready, but if you read anything that's unclear or see a situation that needs to be covered in the rules but isn't, please let us know. We want this game to be even better!

How can you give us your feedback? Any way that works for you. We've included a survey at the end of this book but feel free to give us comments, questions, or whatnot however works for you. We can be reached at [wjmacguffin@gmail.com](mailto:wjmacguffin@gmail.com).

You'll notice this edition does not have any artwork and the formatting is rather bland. Don't worry, this is not the final version! We will worry about art and formatting once we are sure the rules work and are clearly presented. If you have any formatting comments, then by all means, let us know! But you don't have to worry about that. We know it looks bland right now and will fix that before we go to print.

If you want to share this document with others, feel free! The final version will look much better, so we don't mind if you spread the word by giving people this file. If you received this from a friend, we want your feedback too! Drop us a line at [wjmacguffin@gmail.com](mailto:wjmacguffin@gmail.com) and let us know what you think.

Thank you again!

Sincerely,

WJ MacGuffin

# ACT 1: OVERVIEW

## 1.1 INTRODUCTION

Outlive Outdead is a cinematic roleplaying game where zombies exist and humans try to survive. Players take roles as humans until they are killed, at which point they play zombies. Instead of trying to recreate reality, the rules are designed to provide a tense cinematic experience, focusing on chases and trust.

## 1.2 RULES SUMMARY FOR EXPERIENCED ROLEPLAYERS

### Rules

- » Players are divided into two sides: Human and Zombie. All begin as humans.
- » Roll 2d10 equal or higher than your attribute's target number for success.
- » If using equipment, add first modifier to the roll's result.
- » Roll over second number and your character breaks (snaps).
- » Roll 1d10 + equipment's second modifier for break severity.
- » Spend plot points (2 per round) for +/- 1d4 to attribute checks.
- » Earn plot points by roleplaying Motivations.
- » Spend karma points (2 per round) to use Serendipity.
- » Can give karma point to other player to use his/her Serendipity.
- » Can give karma point to other player/NPC to force them to use your Setback.
- » Distance rated from 0 to 10 lengths. Zombies can only attack at 0 or 1
- » Humans move 1 or 2 lengths per turn. Zombies move 1 length per turn.

### Human Characters

- » Six attributes: Control, Fight, Flee, Hide, Repair, Scrounge.
- » Control: Willpower, persuasion, charisma.
- » Fight: All combat against any target.
- » Flee: Escaping, movement.
- » Hide: Keeping hidden or hiding stuff.
- » Repair: Fixing things and healing people.
- » Scrounge: Finding items or information, perception.
- » Talent: Bonus added to checks in specific circumstances.
- » Serendipity: Good luck event for you or other player on your side.
- » Setback: Bad luck event for any other player/NPC.
- » Equipment: Modifies attribute checks and break checks.
- » Motivations: Roleplaying hooks that earn plot points for your side.

### Zombie Characters

- » Four attributes: Chase, Kill, Notice, Think.
- » Chase: Grabbing, movement.
- » Kill: All combat against any target.
- » Notice: Finding people, perception.
- » Think: Remembering basic human skills.
- » Capability: Bonus added to checks in specific circumstances.
- » Serendipity: Good luck event for you or other player on your side.
- » Setback: Bad luck event for any other player/NPC.

- » Motivation: Roleplaying hooks that earn plot points for your side

### **Setting**

- » How zombies are made, how to kill them, and how fast they move can vary.
- » Humans start game in a safe house.
- » To finish the game, humans must cross a finish line.
- » When a human character dies, player roleplays zombies.
- » Zombie-players try to kill human-players and vice versa.

### **Scoring (Optional)**

- » First player to lose a human character loses all points scored so far. Second player loses half (rounded up), and third and subsequent players keep all points scored so far.

### **Human characters**

- » Cross the finish line alive: +10 points (infected/bit does not matter).
- » Use a Serendipity: +1 point.
- » Use a Setback: +1 point.
- » Truly kill a zombie: +1 point.

### **Zombie characters**

- » Kill a human character: +10 points.
- » Use a Serendipity: +1 point.
- » Use a Setback: +1 point.
- » Get killed by a human character: -1 point.

# ACT 2: SETTING GENERATION

There are many types of zombie stories out there. Where do the humans find themselves? What are the zombies like? Has the whole world fallen to the zombie hordes or are they just spreading? Before you can play the game, you will need to create a setting for your stories.

Individual stories are called **episodes** and a string of connected episodes is called a **series**. You can play *Outlive Outdead* either way. If you want just a night of fun or a game at a convention, you will play a single episode. If you want to follow human characters through the zombie apocalypse, you would want a series. Because the GM has the most work to do, it is ultimately up to him to decide whether to have an episode or a series.

Even if you only want a single episode, you should still create a series because that one episode needs the information from the series.

## 2.1: SERIES GENERATION

To create a series, you must pick a Period, Apocalypse Stage, Vector, and True Death.

## 2.2: PERIOD

The Period is the age that the series is set in. Many zombie stories are set in the modern age but, as with some small stories in the *Zombie Survival Guide* by Max Brooks, they can be set in different times. To decide on your period, either everyone agrees on one choice, the GM picks one by himself, or the GM rolls 1d10 and checks the following list.

1. Stone Age: Curious about defeating zombies with sharp sticks and fire?
2. Ancient Empires: Be it Romans, Chinese, Mayans, or some other ancient culture.
3. Middle Ages: Castles, knights, serfs, kings, and zombies.
4. Wild West: Cowboys and six-irons against the zombie hordes.
5. Victorian: Mid- to late-1800s repression, class, and the height of the British Empire.
6. World Wars: From the trenches in WWI to the beachheads of WWII.
7. Cold War: Americans vs. Soviets vs. zombies.
8. Modern: Today as we know it, but with zombies.
9. Science Fiction: Spaceships, colonies on other worlds, aliens, and zombies.
10. Other: Whatever time period not described above.

The Period will affect the game in two ways: Limiting available equipment (there are no guns in the Stone Age) and coloring the game's environment. (Fighting zombies in a Wild West ghost town will look and feel different than fighting zombies in Cold War Berlin.) Other than that, though, the rules to this game can be used in every Period.

*SIDEBAR Post-Apocalypse Period:*

*During playtests, some players suggested adding "Post-Apocalypse" to the list of possible periods. We chose not to include it for two reasons. First, it fits in the Science Fiction option. Second, we believe post-apocalypse is more part of the apocalypse stage decision described below rather than an age or time period.*

*END SIDEBAR*

## 2.3: APOCALYPSE STAGE

The Apocalypse Stage is how bad the zombie problem has become at the start of the game. To decide on your apocalypse stage, either everyone agrees on one choice, the GM picks one by himself, or the GM rolls 1d4 and checks the following list. However, be aware that the choice of apocalypse stage can affect what the players know about zombies (see 2.4 Vector and 2.5 True Death below).

1. Just Started: Humanity as a whole doesn't know about zombies yet despite a few reports leaking to the media (if any). Zombies are few, usually just around wherever they were initially created, and panic has not set in with the general public. In this stage, players do not know the Vector or True Death at the start of the game. The GM still decides both but does not share this with players.
2. Full Swing: Humanity's future hangs in the balance. Zombies are rampant and governments are teetering on collapse, but there's still an organized resistance and plenty of safe havens. In this stage, players have some ideas, right and wrong, about the Vector or True Death at the start of the game.
3. Almost Won: Humanity has more-or-less survived the zombie apocalypse. There are still pockets of zombies here and there, but governments are back in control (in whatever form) and people as a whole do not need to worry about zombies every day. In this stage, players know the Vector or True Death at the start of the game.
4. Almost Lost: Humanity has more-or-less lost the war against zombies. There are still pockets of humans here and there, but zombies roam everywhere and the world is basically post-apocalypse. In this stage, players know the Vector or True Death at the start of the game.

## 2.3: VECTOR

How humans become zombies is called the vector. To choose a vector depends upon which apocalypse stage has been chosen.

- » If the apocalypse stage is Just Started, the GM picks the vector by himself (by simply picking one or rolling 1d4) and does not share this with the players. People don't know yet how humans turn into zombies and players will have to discover this during the game.
- » If the apocalypse stage is Full Swing or Almost Lost, the GM picks the vector by himself (by picking one or rolling 1d4) . Then he secretly rolls 1d4 for each player: 1-2 means he tells that player the truth, but 3-4 means he tells that player a lie, i.e. a vector he did not pick. (GMs do not share the roll result with players, just the true or false vector.) There's a lot of misinformation on how humans turn into zombies and players will have to discover which is correct during the game.
- » If the apocalypse stage is Almost Won, either everyone agrees on one choice from the list below, the GM picks one and shares it with players, or the GM rolls 1d4 and shares the result with players. By this stage, people know the truth about how humans become zombies.

Regardless of how much the players know about the vector, only the GM knows how long it takes between vector and becoming a zombie. This will even vary from character to character. GMs should check Act 8 for more information, but players should always continue to play their human character until the GM says it's time to play the zombies.

1. **Bite:** Humans who are bitten by zombies will eventually die and become zombies. To determine if a human has been bit, first the human must lose receive a wound from a zombie at Distance 0. Then the GM secretly rolls 1d4. If the roll is 2-4, the human is hurt but not bit. If the roll is 1, the human has been bitten. The GM shares this roll only with the affected human's player unless it would be very obvious that he was bitten. The other players must discover whether he got bitten or not through other means. A human who dies from wounds inflicted by zombies is automatically bitten.
2. **Contamination:** Humans become zombies after being infected by a contaminating source, such as a chemical or bodily fluid. This source must be defined clearly, such as "Virus in the blood" or "The military's X-11 experimental drug". When a human comes in contact with the contaminating source (blood, drug, gas, etc.), the GM secretly rolls 1d4. If the roll is 1-2, the human is not infected. If the roll is 3-4, the human is infected. The GM does not share this result with anyone, not even the affected player, unless there is an in-game reason for the humans to know the result such as a blood test to identify the contamination.
3. **Death:** Humans only become zombies after gaining their fourth wound, i.e. dying. Once a human is dead, the player will roleplay zombies for the rest of the game.
4. **Other:** This catch-all covers anything else that causes humans to turn into zombies, such as alien parasites or black magic. When picking this choice, the GM must clearly describe, in writing, the steps involved in turning from human to zombie.

*SIDEBAR: What's the difference between Bite and Contamination?*

*In Bite, there's no accidental infection unless a human does something really stupid like eating zombie flesh; you need to take a Health wound from an attacking zombie to be infected. In Contamination, you don't need to take a Health wound in order to be infected; just exposure to the contaminant. Look at two classic movies: The original Dawn of the Dead and 28 Days Later. In Dawn, no one gets infected unless they're bitten. In 28 Days Later, people get infected through vomit or, in one case, by a single drop of blood in the eye.*

*END SIDEBAR*

## 2.4: TRUE DEATH

Since zombies are technically already dead, true death describes how you can kill a zombie for good. This is not how to cure zombies; only how to fight them and make sure they stop trying to eat you. To choose the true death also depends upon which apocalypse stage has been chosen.

- » If the apocalypse stage is Just Started, the GM picks one by himself (by simply picking one or rolling 1d4) and does not share this with the players. How to put zombies down for good is not common knowledge and players will have to discover this during the game.
- » If the apocalypse stage is Full Swing or Almost Lost, the GM picks one by himself (by simply picking one or rolling 1d4). Then he secretly rolls 1d4 for each player: 1-2 means he tells that player the truth, but 3-4 means he tells that player a lie, i.e. a true death he did not pick. People have conflicting views on how to kill zombies and players will have to discover which is correct during the game.
- » If the apocalypse stage is Almost Won, either everyone agrees on one choice from the list below, the GM picks one and shares it with players, or the GM rolls 1d4 and shares the result with players. By this stage, people know the truth about how to stop zombies.

1. **Brain:** The only way to put down a zombie for good is to kill the brain. Not every attack will hit the brain, of course. Under this option, a player must specify his human is trying a called shot. This means the Fight target number is modified by the distance between human and zombie. Success means the brain is hit and the zombie dies instantly. If a zombie runs out of Health with its brain still intact, it drops as if unconscious and will rise again in 1d4+1 turns with a number of Health wounds healed equal to the number of turns it took to rise again. (If the 1d4+1 roll was 3, the zombie rises in 3 turns with 3 available Health.) The GM makes the die roll secretly and only shares it with a player who has a zombie character in question.
2. **Destruction:** The zombie must be completely destroyed, such as with fire or being cut into small pieces, before its truly dead. The GM ultimately decides when a zombie's body is destroyed but it will not normally happen through Fight checks since those are for combat, not the complete destruction of a body. If a zombie runs out of Health but is not destroyed, it drops as if unconscious and will rise again in 1d4+1 turns with a number of Health wounds healed equal to the number of turns it took to rise again. The GM makes the die roll secretly and only shares it with a player who has a zombie character in question.
3. **Normal:** Whatever kills a normal human will also kill a zombie. A zombie is truly dead whenever it runs out of Health wounds just like a human character.
4. **Other:** Any other method, such as destroying the heart or killing the creature attached to the zombie's spine.

## 2.6: EPISODE GENERATION

Every episode within a series uses the same period, apocalypse stage, vector, and true death. However, episodes add their own unique parts to a game's setting. To create an episode, you need to decide upon a Backdrop, Safe House, Reason for Leaving, and Finish Line. Unlike some options above, all of this is shared with the players. 2.7:

## 2.7: BACKDROP

The backdrop is the part of the setting that will dominate the episode's landscape. For example, the Urban Downtown backdrop means the episode will primarily, if not entirely, center on a large city's downtown full of skyscrapers, mass transit, and plenty of cars. However, it's possible to split an episode between two settings, such as half in the Suburbs and half in a Large Building.

To decide on your location, everyone agrees on one choice from the list below, the GM picks one, or the GM rolls 1d10. Do this twice if you want two backdrops. If you cannot decide if you want one or two backdrops, stick with one--it's easier that way.

1. **Urban Downtown:** The big city in all its stereotypical glory.
2. **Urban Ghetto:** Where the poor live in the big city.
3. **Suburbs:** All of the cookie-cutter towns in between cities and the countryside.
4. **Village/Rural:** A small towns, farm, or similar rural community.
5. **Large Building:** Castle, skyscraper, prison, or other building large enough to spend a lot of time exploring.
6. **Large Ship:** A cruise ship, space station, or other vessel large enough to spend a lot of time exploring.
7. **Battlefield:** An active war zone between humans.
8. **Nature:** Civilization is hard to find all the way out here, such as a mountain or national park.
9. **Underground:** Either natural (caves) or man-made (tunnels).
10. **Other:** Any other backdrop not included above.



## 2.8: SAFE HOUSE

The players always begin together in a safe house, a specific location within the backdrop where the players are safe from zombies--at least for a time. This must make sense given the environment; don't pick rooftop when underground. To pick your safe house, either everyone agrees on one choice from the list below, the GM picks one, or the GM rolls 1d10.

1. Apartment: A small one or two room home usually part of a larger building.
2. House: Your typical home. But with zombies outside.
3. Office: Freestanding or part of a large building, there's plenty of office supplies.
4. Mall: Either a strip mall or a large structure with plenty of shops.
5. Station/Base: Some kind of police station or military base.
6. Bunker: A bomb shelter or hardened military structure.
7. School: University or lower, they are often designed to protect people inside.
8. Rooftop: Zombies might own the building, but you have the roof all to yourselves.
9. Makeshift Shelter: Any place where humans have secured some space from the zombies, such as a fenced-in perimeter or boat on a river.
10. Other: Any other place where humans might hole up during a zombie apocalypse.

You may need to use a little creativity to combine your backdrop with your safe house. For example, picking an Apartment in a Large Ship backdrop could mean a cabin aboard the ship, while a Makeshift Shelter in the Large Building backdrop could be a cafeteria or boiler room.

## 2.9: REASON FOR LEAVING

The reason for leaving is why the human characters need to leave their safe house. If they don't have to leave, there's no real story to tell, so this step is a plot-related necessity. Bear in mind that, since the safe house can be an apartment or office in a large building, "leaving" doesn't necessarily mean leaving the building. It just means the players have a good reason for exposing their human characters to danger. To pick your reason for leaving, either everyone agrees on one choice from the list below, the GM picks one, or the GM rolls 1d10.

1. Delivery mission: The humans need to deliver something important to another location. They can begin the game with the item in question or finding it can be part of the adventure.
2. Discover source: The source of the zombies needs to be found, and the humans are given that task. This cannot be open-ended, such as, "We have no idea where zombies are coming from, just go look." Instead, there needs to be a clear idea such as, "We have traced zombies to St. Mary's Hospital in the city." This could be inaccurate, of course.
3. Escort mission: An important person(s) needs to be safely escorted from here to there. As with a Delivery mission, finding the person in question can be part of the adventure.
4. Impending destruction: The safe house is about to be destroyed, either by the zombie horde outside, a natural disaster, or even the military planning on carpet-bombing the area. Either way, staying here is certain death.
5. No more supplies: You have run out of food, water, medicine, or something else you need to survive. There's really no choice but to leave.
6. Rescue survivors: For whatever reason, you need to rescue some humans before the zombies can get to them.
7. Reach civilization: Zombies have completely overrun your area and it's only a matter of time before they get you. You need to find civilization before the zombies find you.
8. Secure the area: It time to take the battle to the zombies by killing every one in a given area.
9. On the run. A group of humans (government, army, gang, etc.) is chasing the characters, so they need to leave before they're captured.



10. Other: Any other ideas we did not cover above.

## 2.10: FINISH LINE

The finish line is what players need to do with their human characters to end the episode. Once all surviving humans cross the finish line, the game is over. Unlike the other choices above, there are no predetermined options. The GM must create this himself based on the individual episode. That said, the finish line must have two components: it must be expressed as a clear, observable behavior and be directly related to the reason for leaving.

- » Clear, Observable Behavior: “The humans are safe from zombies” is not a good finish line because it’s not clear nor a behavior that’s observable. What does “safe” mean exactly? How can the GM tell when a human character is safe? How can the players? Instead, the finish line of, “Get inside the quarantine zone outside of the city” is much better. It clearly describes what the human characters need to do to finish the game and its something that you can see during the game; players are either in the quarantine zone or not.
- » Directly Related to the Finish Line: If you went with “No more supplies” as your reason for leaving, then the finish line should be related to having enough supplies. That could mean a lot things. Reaching a government-run safe zone would mean having enough supplies, as would finding an large store untouched by looters. However, it would be unfair to players to force their human characters to leave a safe house and then never touch upon the reason why they had to leave.

Here are some examples of good finish lines:

- » Deliver the possible cure to the CDC base in the city’s downtown.
- » Find the senator in the suburbs and deliver him alive to the army controlling the airport.
- » Reach the evacuation site alive before the military drops a nuclear bomb.
- » Acquire patient zero’s body and take it to the military base’s hospital.
- » Find a new place to live that has water, food, and medicine.
- » Bring the survivors in the suburban church to the safe zone aboard the government ship.
- » Reach the off-shore island that is free from zombies.
- » Kill every last zombie within the cordoned-off area.

While it is possible that events in the story could render a finish line moot, GMs should avoid this at all possible. For example, consider the finish line, “Escort the president to Air Force One waiting at the airport.” If the president dies, then the humans cannot cross the finish line and the game suddenly ends. While this sudden ending should remain possible so the players work together to keep the president alive, GMs should work hard to keep the president alive until at least one surviving human crosses the finish line.

Once you are done creating the setting for your episodes and series, you need to create the human cast.

# ACT 3: HUMAN CASTING

This part of the book is for players who need to create a human character (HC) to play the game. Follow all of the steps below and you will have a unique character cast in the series and episode created earlier.

## 3.1: NAME AND BACKGROUND

First, create a name for your human character. The name doesn't have any effects on the game, so choose whatever name works for you.

Next, answer the following questions so you have a better understanding of your HC. These won't have any mechanical effects on the game either, but can you imagine a character in a story without them? Besides, just because there are no mechanical effects doesn't mean it has no affect on the game. (Though it has less impact in a single episode than in a series.) A good background may offer a springboard to future storytelling with ready made relationships, connections, understanding and familiarity with locations. When you choose a background consider the Period or Apocalypse Stage of the Series. You won't find many racing car drivers in the Stone Age or knights in modern America (unless your GM generated an episode set in a Renaissance Fair).

- » What is your human character's gender?
- » What is his/her age?
- » What did he/she do for a living before zombies appeared?

*Example: My character is named Jacob Harris. He's male, 30 years old, and worked as the assistant manager at the local supermarket.*

## 3.2: ATTRIBUTES

All human characters have six attributes which describe how they can overcome problems and challenges. They are:

1. Control: How much control you have over other people and yourself. If you need to win an argument, lie to someone, or will yourself to do something you normally would never do, then you need a successful Control roll.
2. Fight: How well you can physically struggle against people and objects. This includes any kind of combat, from fist fighting to gun fire. If you need to kill a zombie, wrestle with a crazed survivor, or break down a door, then you need a successful Fight roll.
3. Flee: How fast you can escape or move. If you need to break free of a survivor's grasp, outrun a horde of zombies, or get to a gun on the floor faster than your "friend", then you need a successful Flee roll.
4. Hide: How well you can keep things hidden, including yourself. If you need to stay quiet while zombies march past, keep a weapon hidden from the other survivors, or hide a cache of food and guns, then you need a successful Hide roll.
5. Repair: How well you can fix things, use tools, or heal people. If you need to barricade a door, rig a radio to run off a car battery, or heal a survivor's broken leg, then you need a successful Repair roll.

6. Scrounge: How well you can find things you need. If you need to find a can of food in a looted store, a way out of a building surrounded by zombies, or evidence that there's a zombie somewhere in the apartment, then you need a successful Scrounge roll.

Of course, using an attribute successfully also depends on the environment (you cannot use Fight to fire a gun if your human character doesn't have a gun) and the limits of common sense (you cannot use Repair to heal a beheading).

Attributes have two numbers. The first is what you need to roll equal to or higher on 2d10 in order to succeed; this is called the target number and lower numbers are better. The second number is called the breaking point. If you roll higher than the breaking point, then you still succeed but you snap and go a little crazy for a bit. Unlike the target number, higher breaking points are better.

All attributes start with the target number at 12 and the breaking point at 18, usually referred to as 12(18). However, you get to change these numbers to create a unique character. Think about what you want your character to be good at and bad at; you will create a real human, not a superhero, so there will be strengths and weaknesses.

## CHANGING TARGET NUMBERS

Remember that lower numbers are stronger and higher numbers are weaker. Your shifting must be balanced; for every point you take away, a point must be added. However, you can spread them around in 1, 2, or 3 points; you don't have to add or subtract 3 from a single target number.

- » Subtract up to 3 points per target number.
- » Then add those points back into other target numbers.
- » Nothing lower than 09. Must be lower than the Breaking Point at this time.

## CHANGING BREAKING POINTS

Remember that higher numbers are stronger and lower are weaker (the opposite of target numbers). Again, your spending must be balanced.

- » Subtract up to 1 point per breaking point.
- » Then add those points back into other breaking points.
- » Nothing higher than 20. Must be higher than the Target Number.

## FINE TUNING

Once target numbers and breaking points are set for all attributes, you can fine tune your character by exchanging up to 2 points.

- » Subtract up to 2 points from any number (target numbers or breaking points).
- » Nothing lower than 09. Must be lower than the Breaking Point.
- » Then add those points back into any other numbers (target numbers or breaking points).

*Example: Scrounge and Repair sound like something Jacob could be good at, so I subtract 3 from Repair's success threshold and 2 from Scrounge's success threshold. That gives him Repair 09(18) and Scrounge 10(18), but I have 5 points to spend on the others. I spread it out a bit, adding 2 to Control and Fight, both now 14(18), and the last point to Hide, bringing it to 13(18). Jacob is good at finding and fixing things, average at running away, not so good at hiding, and poor at controlling or fighting others. Sounds like an assistant manager at a supermarket to me!*

<i>Control</i>	14(18)
<i>Fight</i>	14(18)
<i>Flee</i>	12(18)
<i>Hide</i>	13(18)
<i>Repair</i>	09(18)
<i>Scrounge</i>	10(18)

*Now for the breaking points. I don't want him freaking out while using Repair, so I subtract 1 point from both Control's and Flee's breaking points, then add both to Repair's breaking point. It's not a huge difference between 17 and 20, but I want Jacob to be a reliable fixer.*

<i>Control</i>	14(17)
<i>Fight</i>	14(18)
<i>Flee</i>	12(17)
<i>Hide</i>	13(18)
<i>Repair</i>	09(20)
<i>Scrounge</i>	10(18)

*Looking at Jacob's stats, I'm thinking his Fight success threshold is too low. So I take one point from Hide's breaking point and add it to Fight's success threshold. That's all I want to change, so here's Jacob's final attributes:*

<i>Control</i>	14(17)
<i>Fight</i>	13(18)
<i>Flee</i>	12(17)
<i>Hide</i>	13(17)
<i>Repair</i>	09(20)
<i>Scrounge</i>	10(18)

### 3.3: TALENTS

The attributes represent your character's natural abilities, training, and experiences. Having a strong Fight attribute can mean he joined a gang, trained in martial arts, lifted weights, or all three. However, each HC also has a talent: A very specific area of expertise.

Talents have three components. First, they are tied to a specific attribute. Second, they subtract -2 to an attributes target number, meaning they make it easier to roll a success without changing the chances of a break. Lastly, they can only be used in a specific circumstance.

For example, look at the talent, "Bow Hunter: -2 to Fight TN for causing damage with bows/crossbows." This talent can only be used if your human character is using a bow or crossbow to cause damage through a successful Fight check. You can only use this talent if

- » You have a bow or crossbow
- » The GM says you need to make a Fight check

If you were attacking a zombie with a gun, the talent cannot be used. Likewise, if you were using a bow to help a Control check through intimidation, the talent cannot be used.

Each human character gets one talent. Pick one talent from the list below. If you cannot decide, roll 1d10 to decide which type then 1d4 to determine which exact talent you receive.

## **Talent Type**

1. Pick one Control talent.
2. Pick one Fight talent.
3. Pick one Flee talent.
4. Pick one Hide talent.
5. Pick one Repair talent.
6. Pick one Scrounge talent.
- 7-8. Pick one Control, Fight, or Flee talent.
- 9-10. Pick one Hide, Repair, or Scrounge talent.

## **Control talents**

1. Smooth (-2 to Control TN for lying to someone)
2. Intimidating (-2 to Control TN for forcing a human into doing something)
3. Steeled (-2 to Control TN for controlling yourself)
4. Quick Thinking (-2 to Control TN for not attacking an ally in a dark/chaotic environment)

## **Fight talents**

1. Bow hunting (-2 to Fight TN for causing damage with a bow/crossbow)
2. Quiet Killer (-2 to Fight TN for sneaking up to attack a character)
3. Thug (-2 to Fight TN for causing damage with a bat or club)
4. Fighter (-2 to Fight TN for causing damage without weapons)

## **Flee talents**

1. Balanced (-2 to Flee TN for maintaining balance and avoiding a fall)
2. Climber (-2 to Flee TN for climbing up or over)
3. Runner (-2 to Flee TN when running in an open area)
4. Slippery (-2 to Flee TN for getting out of someone's grasp)

## **Hide talents**

1. Flexible (-2 to Hide TN for hiding yourself inside a small space)
2. Good timing (-2 to Hide TN for knowing when danger has passed)
3. Ghost (-2 to Hide TN when moving between hiding spots)
4. Tricky (-2 to Hide TN for hiding objects you possess, including wounds and bites)

## **Repair talents**

1. Auto repair (-2 to Repair TN for fixing an engine)
2. Tinkerer (-2 to Repair TN for fixing small mechanical devices)
3. Electrician (-2 to Repair TN for fixing electronic devices and wiring)
4. First aid training (-2 to Repair TN for healing wounds)

## **Scrounge talents**

1. Foodie (-2 to Scrounge TN for finding food)
2. Know where to look (-2 to Scrounge TN for finding a part needed to repair something)
3. Addict (-2 to Scrounge TN for finding alcohol and drugs)
4. Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)

#### *SIDEBAR: Creating your own Talent*

*If the GM agrees, you can create your own talent instead of picking one from the list above. Your talent must have all four components, i.e. -2 to a specific attribute's target number in a specific circumstance. You will also need a name for the talent so you can refer to it easily. However, the GM has the final say on all created talents. In other words, you can only use a home-made talent if the GM agrees that it can be used in the game.*

*END SIDEBAR*

### **3.4: SERENDIPITIES AND SETBACKS**

Surviving in Outlive Outdead is more than just attributes and talent; luck plays its role as well. A serendipity is a chance happening that helps you, such as getting in a lucky punch or finding what you were looking for just sitting on the floor. All HC's have one serendipity, and during the game you will have the opportunity to use this to help you or another human survivor. Pick one serendipity from the list below. If you cannot decide, roll 1d10 and check below.

#### **Serendipities**

1. Good Point (Auto success on a single Control roll)
2. Solid Hit (Auto success on a single Fight roll)
3. Head start (Auto success on a single Flee roll)
4. Great Spot (Auto success on a single Hide roll)
5. Not That Bad (Auto success on a single Repair roll)
6. Sharp Eyes (Auto success on a single Scrounge roll)
7. Not This Time (Prevent a break regardless of the dice roll)
8. Run 'n' Gun (No need for a Flee check to run and attack)
9. Better Than That (Reroll a failed attribute check)
10. Improvise (Any object can be used as a weapon even for called shots)

A setback is a chance happening that hurts someone else, not you, such as breaking the thing you're trying to fix or making noise just when you really need to be quiet. All human characters have one setback but you will have the opportunity to force this on other characters, human and zombie.

Pick one setback from the list below. If you cannot decide, roll 1d10 and check below.

#### **Setbacks**

1. Lose Your Temper (Auto failure on a single Control/Think roll)
2. Drop Your Guard (Auto failure on a single Fight/Kill roll)
3. Trip and Fall (Auto failure on a single Flee/Chase roll)
4. Not Paying Attention (Auto failure on a single Hide/Notice roll)
5. Broke Something (Auto failure on a single Repair or Scrounge roll)
6. Tired of This S\*\*\* (Cause a human to break regardless of the dice roll)
7. Stumble (Human can only walk/Zombie cannot move this turn)
8. But I thought ... (Reroll a successful attribute check)
9. Something Fell Off (Cause one wound to a NPC zombie)
10. Distracted (One NPC zombie cannot act this turn)

*Example: For my serendipity, I want Good Point. Jacob doesn't have a strong Control skill, so this might come in handy. After talking with the GM, he agrees and I get my serendipity. For my setback,*



*I roll 1d10 and get 7 for Touch Luck. Jacob has a tendency to make some good points in an argument, and people around him seem to be more unlucky than usual.*

## 3.5: MOTIVATIONS

Your character is more than just a collection of statistics. To help create a character that's more real and fun to play, you need to select two motivations: Old (what motivated your character before zombies appeared) and New (what motivates your character now that zombies are everywhere). If you are playing in a series with the Just Started apocalypse stage, your new motivation can either be another old motivation or what you expect your character would focus on once they see what zombies are doing.

During the game, you earn a plot point every time you use either motivation. See the Rules chapter for more details, but for now you should know that players can spend a plot point to add or subtract (your choice) a 1d4 roll from a 2d10 roll. That means you can spend plot points to turn a failure into success or avoid a break. The GM has the final say on what earns Plot and what doesn't.

To select your two motivations, pick one from each list below or roll 2d10 twice and refer to the list below. Additionally, you can create your own motivation with the GM's approval. However, there are two important rules: Your Old Motivation and New Motivation must be different. They don't have to be opposed, just different enough to show your character has changed. No one gets through the zombie apocalypse unscathed. You must have some chance at showcasing your motivations during the game. While "Become a famous artist" is a legitimate Old Motivation, how would this come into play during while trying to survive the zombie uprising? Pick something that has a reasonable chance of being showcased. If this is your first time playing *Zombie Dawn*, our advice is to pick one from the list below until you see how they work during the game.

Once you have your two motivations, you should build a short backstory for your character based on what they used to want and what they now want. This is optional and doesn't have mechanical effects on the game, but it will help create a real character and make him/her easier to play.

### Old Motivations

2. Get money, lots of money.
3. Find someone to love you.
4. Get laid as many times as possible.
5. Use alcohol, drugs, and sex to make life bearable.
6. Gain a promotion and become a leader.
7. Make a better life for yourself and your family.
8. Live a green life in harmony with nature.
9. Support conservative movements.
10. Support liberal movements.
11. Use alcohol, drugs, and sex to make life bearable.
12. Prove your family was wrong about you.
13. Protect animals from needless harm.
14. Help people less fortunate than you.
15. Become famous.
16. Prove my prejudices/racism are correct.
17. Protect the rights of everyone to live their lives as they see fit.
18. Get others to do work for you.
19. Get others to live the way you think is best
20. Make yourself look better by making those around you look worse.

### New Motivations

2. Kill as many zombies as you can.
3. Start a gang with you as its leader.
4. Survive no matter what.
5. Survive with your humanity intact.
6. Find someone to protect you.
7. Rebuild society better than it was.
8. Find someone you can trust.
9. Reconcile your faith and this horror.
10. Protect your loved ones at all costs.
11. Only save people worthy of surviving.
12. Continue to follow our laws and customs.
13. Prepare for tomorrow by getting rich today.
14. Never turn into one of those things.
15. Make sure people are as miserable as yourself.
16. Find an increasingly rare commodity (cigars, good whiskey, twinkies, etc).
17. Keep people from getting close to you.
18. Find a place of privilege in this new society.
19. Show everyone you can survive on your own.
20. Do anything to avoid getting into trouble with authorities.

*Example: After talking with the GM, we decide “Gain a promotion and become a leader” would be a great Old Motivation and “Survive at any costs” would be a great New Motivation. I picture Jacob struggling with the leadership of his group of survivors (his Old Motivation showing through) while being a potential liability to the group by willing to do anything to survive (his New Motivation showing through).*

*His backstory? Jacob toiled away for years in his supermarket in hopes of becoming its manager. It was a small dream but it was his. Now even that is gone, and Jacob is pissed. The only thing he cares about is surviving - everyone can go screw themselves.*

## 3.6: STARTING EQUIPMENT

All HC's start the game with two pieces of equipment: One weapon/armor and one that helps outside of combat. As above, you have two choices to decide which equipment you'll have at the start. (Don't worry, other equipment can be found during the game.) You can pick the two pieces of equipment you want or you can roll 1d10 twice to randomly pick them.

To help you decide which to take, know this: The first number modifies a roll to help you succeed, while the second number modifies how bad a break you will face if you roll too high.

### Weapons/Armor

Name	Roll	Break	Range	Details
Bat	+2	+2	L0-1	Fight checks to damage anything
Body armor	+2	-3	L0-10	Fight checks to resist damage
Bow/Crossbow	+2	-2	L1-8	Fight checks to damage characters; out of ammo on break
Knife	+2	+3	L0-1	Fight checks to damage characters
Machine gun	+5	+4	L1-8	Fight checks to damage to anything; out of ammo on break
Pistol	+2	+2	L0-5	Fight checks to damage characters; out of ammo on break
Rifle	+2	+1	L1-10	Fight checks to damage characters; out of ammo on break
Riot shield	+3	-3	L0-1	Fight checks to resist damage
Shotgun	+4	+3	L1-4	Fight checks to damage to anything; knockback L1; out of ammo on break
Sword	+2	+1	L0-1	Fight checks to damage to anything

### Other equipment

Name	Roll	Break	Range	Details
Alcohol	+3	+4	L0	Control checks to control yourself; runs out on break
Bike	+4	-3	L0-1	Flee checks to move in open areas; move x2
Binoculars	+2	+2	L3-10	Scrounge checks to spot things far away
Dark clothing	+2	-2	L0	Hide checks for hiding in a dark spot
Good shoes	+2	+1	L0	Flee checks for running on foot
First aid kit	+4	-4	L0	Repair checks to heal a wound; used up on break
Lockpicking tools	+2	-3	L0	Scrounge checks to open locks
Religious text	+2	+2	L0-6	Control checks to convince people not to do something
Secret pocket	+2	+0	L0	Hide checks for keeping an object hidden on you.
Tools	+3	-3	L0-1	Repair checks to fix/build mechanical objects

*Example: I'm not sure what Jacob should have so I just roll for both tables. First, I roll a 07 and get a pistol. Second, I roll a 05 and get some good shoes.*

## 3:7 WOUNDS

All HC's start the game without any wounds. Mark the circle above Fine to indicate your character is healthy.

# ACT 4: ZOMBIE GENERATION

In Act 3, you created a single human-character (HC) with unique characteristics. You'll play that character until he dies. (No, his death is not guaranteed but this is a zombie survival game.) Now you need to create a type of zombie-character (ZC) to play.

## SIDEBAR: Random Zombies

*The following rules for creating your ZC are intended to give players some control over what kind of zombies they will play if their human character dies. GMs and/or players can decide instead to create new zombies every time a player loses his zombie during the game. This might slow down the game a bit, so we recommend only using this rule if everyone is familiar with the game.*

END SIDEBAR

## 4.1: SELECT THREE LOOKS

You will need three looks so you can alternate between them as your ZC's die and you play replacements. As with the first stage of human character generation, this choice does not affect your zombie mechanically but it adds some depth and fun to the character. Pick any three you like or roll 1d10 three times and pick randomly.

1. Athlete 2. Blue collar worker 3. Child 4. Doctor 5. Elderly 6. Fast food worker 7. Fatty 8. Gang member 9. Golfer 10. Hippie	1. Homeless 2. Housewife 3. Hotel maid 4. Model 5. Nerd 6. Nude 7. Patient 8. Police 9. Politician 10. Prep school kid	1. Redneck 2. Religious 3. Retail clerk 4. Scientist 5. Skinny 6. Stripper 7. Soldier 8. Suburbanite 9. Waiter 10. White collar worker
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*Example: Looking over the list, I really like the idea of playing a zombie child so, after getting the GM's approval, I pick that one. Then I roll 1d10 twice, getting a 5 (Nerd) and then a 1 (Redneck). My zombies are either creepy dead kids, a nerd in a Pokemon t-shirt, or a hunter wearing a trucker cap and an orange vest.*

## 4.2: ATTRIBUTES

All zombie characters have six attributes which describe how well they work in the human world. During the game, you will be rolling 2d10 in hopes of rolling high enough to succeed in using that attribute.

1. Chase: How well you can catch your food. If you need to stumble faster than other zombies, creep up on humans without them hearing you, or follow fleeing humans to where they ran to, then you need a successful Chase roll.
2. Kill: How well you can cause damage by hitting and biting. If you need to chew on a struggling human, break down a locked door, or stop another zombie from getting to your food, then you need a successful Kill roll.

3. Notice: How well you can perceive your surroundings, especially something other than food. If you need to find where people are hiding, hear humans talking too loud, or realize there's fresh food just behind you, then you need a successful Notice roll.
4. Think: How well you remember your human life and can still use your brain. If you need to open a door, spot an ambush, or remember the way in to your old house, then you need a successful Think roll.

Of course, using an attribute successfully also depends on the environment (you cannot use Chase to catch humans who are behind a locked door) and limits of common sense (you cannot use Think to remember something you didn't know before becoming a zombie). Zombie attributes only have one number, which is the success threshold. Zombies do not break, so there is no breaking point.

To set your attributes, you must first pick the decomposition stage that your zombies will have. This is both how injured your bodies are before becoming zombies and how long you have been zombies. Zombies who are only recently dead or have a small injury have better attributes because the bodies are still relatively intact. Those who are rotting away or had large injuries have worse attributes because the bodies are so damaged. Your choice of decomposition affects the number of serendipities and setbacks you will get to have. In general, the more decomposed you are, the higher (i.e. less effective) your attributes are. To compensate, you get more serendipity and setbacks.

- » 1-2: Fresh (Chase 11, Kill 11, Notice 11, Think 11; 1 Serendipity; 0 Setback)
- » 3-5: Fetid (Chase 13, Kill 11, Notice 11, Think 13; 1 Serendipity; 1 Setback)
- » 6-8: Rotting (Chase 14, Kill 12, Notice 12, Think 14; 2 Serendipity; 1 Setback)
- » 9-10: Falling Apart (Chase 15, Kill 13, Notice 13, Think 15; 1 Serendipity; 2 Setbacks)

Once you have chosen your decomposition stage, you can customize your attribute values by subtracting up to 2 points from up to two attributes from the success thresholds, then add those points back into other success thresholds just like making a human character. Because you must add back everything you subtract, you will only be able to lower two of your attributes. Your spending must be balanced; for every point you take away, a point must be added.

Once you finish this step, these numbers are basically locked in for the life (er, death) of your character, so take a moment to think about what you want your zombie's strengths and weaknesses to be and change numbers accordingly.

*Example: Although having extra serendipity and setbacks is cool, I really like the idea of zombies with some semblance of memory. I pick Fetid as my decomposition stage, giving me:*

*Chase 13  
Kill 11  
Notice 11  
Think 13*

*Then I subtract two from Think, dropping it to 11, and add it back by raising Notice by 2 and Chase by 1. That's enough for me, giving my zombie the final stats of:*

*Chase 14  
Kill 11  
Notice 12  
Think 11*

*My zombies (be they children, nerds, or rednecks) will be unusually good at remembering human skills, average at killing, not so good at noticing, and a bit slow on the shuffle.*

#### **SIDEBAR: FAST ZOMBIES**

*There is some argument over slow vs. fast zombies, i.e. whether zombies who can run (like the Dawn of the Dead remake or 28 Days Later) are truly zombies or not. Outlive Outdead assumes zombies will be slow, shambling zombies (less so for Fresh zombies, more so for Falling Apart zombies) as these are the most famous and widespread form. If you wish to use fast zombies instead, this has no impact on their Chase attribute. Instead, it will cover how fast they move which is covered in Act 5: General Rules.*

*END SIDEBAR*

## **4.3: CAPABILITIES**

Humans have talents that modify die rolls in certain circumstances. Zombies have capabilities that do the same thing. Whereas attributes represent your zombie character's abilities, capabilities represent vestiges of human training and education still somewhere in that zombie brain. As with human talents, Capabilities have three components:

- » Tied to a specific attribute
- » Offer -2 to this attribute's target number
- » Can only be used in a specific circumstance

For example the capability, "Lunge (-2 to Chase TN for grabbing a human)" can only be used if your zombie character is trying to grab a human with a Chase check. If you were trying to bite a human, this capability cannot be used.

Each zombie type gets one capability. Pick the capability that appeals most to you or roll 1d4 twice and refer to the lists below.

1. Pick one Chase capability.
2. Pick one Kill capability.
3. Pick one Notice capability.
4. Pick one Think capability.

#### **Chase capabilities**

1. Climber (-2 to Chase TN for climbing over something to chase humans)
2. Deadly quiet (-2 to Chase TN for moving silently)
3. Clingy (-2 to Chase TN for grabbing a human)
4. Steady (-2 to Chase TN for staying on its feet)

#### **Kill capabilities**

1. Battering (-2 to Kill target number for breaking objects and barricades)
2. Killer (-2 to Kill TN for causing damage to humans)
3. Iron Grip (-2 to Kill TN for holding onto things, including humans)
4. Swatter (-2 to Kill TN for knocking equipment out of character's hands)

#### **Notice capabilities**

1. Good ears (-2 to Notice TN for hearing humans moving or talking)
2. Good eyes (-2 to Notice TN for noticing humans behind you)
3. Smell Blood (-2 to Notice TN for determining which human is most wounded)
4. Tracker (-2 to Notice TN for tracking where humans went)



### Think capabilities

1. Open Doors (-2 to Think TN for remembering how to open a door)
2. Stair crawler (-2 to Think TN for remembering how to climb stairs)
3. Use weapons (-2 to Think TN for remembering how to use a weapon)
4. Wise (-2 to Think TN for avoiding an ambush or similar trap)

#### SIDEBAR: CREATING A CAPABILITY

*If the GM agrees, you can create your own capability instead of picking one from the list above. Your capability must have all three components, i.e. +2 to a specific attribute in a specific circumstance. You will also need a name for the capability so you can refer to it easily. However, the GM has the final say on all created capabilities. In other words, you can only use a home-made capability if the GM agrees that it can be used in the game.*

END SIDEBAR

## 4.4: SERENDIPITIES AND SETBACKS

Just like human characters, ZC's have a serendipity and a setback (although Fresh zombies have no setbacks). Serendipities affect your zombies while setbacks affect other players' characters, be they humans or zombies.

- » Fresh zombies get one serendipity and no setbacks.
- » Fetid zombies get one serendipity and one setback.
- » Rotting zombies get two serendipities and one setback.
- » Falling Apart zombies get one serendipity and two setbacks.

Pick your serendipities and setbacks or, if you cannot decide, roll 1d10 twice and use the lists below.

### Serendipities

1. Cunning (Auto success on a Chase check)
2. Soft Spot (Auto success on a Kill check)
3. Heard That (Auto success on a Notice check)
4. Brain Activity (Auto success on a Think check)
5. Don't Need That Organ (Ignore one wound from a human's successful Fight check)
6. Memory Fragment (Until this particular zombie dies, it can use equipment)
7. Biter (Reroll a failed bite roll)
8. Lunge (Move 2 lengths this turn only)
9. Relentless (Reroll a failed attribute check)
10. Pack Mentality: (A new zombie appears behind you that you also control)

### Setbacks

1. Lose Your Temper (Auto failure on a single Control/Think roll)
2. Drop Your Guard (Auto failure on a single Fight/Kill roll)
3. Trip and Fall (Auto failure on a single Flee/Chase roll)
4. Not Paying Attention (Auto failure on a single Hide/Notice roll)
5. Broke Something (Auto failure on a single Repair or Scrounge roll)
6. Tired of This S\*\*\* (Add 5 to a human's break roll)
7. Stumble (Human can only walk/Zombie cannot move this turn)
8. But I thought ... (Reroll a successful attribute check)
9. Chilling Moan (Cause a human to break on a successful attribute check)
10. Festering Wound (A wound cannot be healed)

## 4.5: MOTIVATION

Zombies only have one motivation, and it's the same regardless of archetype: Injure living people. You gain a plot point for your side whenever you cause a wound to a human.

## 4:6 WOUNDS

All ZC's start the game without any wounds. Mark the circle above the left-most Dead to indicate your character is relatively uninjured. .

# ACT 5: GENERAL RULES

During the game, you will work with other players and the Gamemaster (GM) to create a cinematic story about humans surviving the zombie apocalypse--and zombies trying to make sure humans don't survive. If you are using the optional scoring rules (see Scoring below), then you will also be competing against the other players to score the most points and win the game. Since he is the referee, the GM will not be competing against you and will remain neutral. That doesn't mean his zombies won't try to eat you!

This chapter explains the rules to the game. In other words, this is how you will create the stories. Just remember the Golden Rule: This is a game, so relax. Worry more about having fun and being creative than the best strategy to win.

## 5.1 WHAT YOU NEED TO PLAY

To play Outlive Outdead, you will need the following:

- » Two ten-sided dice (2d10) and a four-sided die (1d4).
- » A mapping system (battle mat, minis, dry erase board, grid paper, etc.)
- » Copies of the character sheet from the back of this book.
- » Copy of the adventure worksheet from the back of this book.
- » Pencils.

You will also need someone to serve as Gamemaster, who will act as the referee and head storyteller during the game.

## 5.2 GAME SUMMARY

While the specifics of the game's setting can vary from one game to the next, there is one constant: Zombies are real and they are trying to eat people.

At the start of the game, players take roles as human survivors. The GM will describe the setting, such as where the humans find themselves and what they know about these particular zombies, and give the humans a goal. Usually, this goal requires travel through some dangerous territory and zombies will be attacking the humans.

If a player's human character is killed before he reaches the goal, then for the rest of the game, he will play the zombies that are trying to kill the other players' human characters. The game ends when 1) all surviving human characters reach the goal or 2) all human characters are killed.

If the optional Scoring rules are used, then you will be competing against other players to score the most points. This means other players will work to see you fail so they can score more than you. See the section below on Scoring for details on how to score points.

## 5.3 CINEMATIC VERSES SIMULATION

Many roleplaying games try to simulate reality to some degree. For example, some offer detailed rules for how different types of weapons work--bladed vs. blunt, what kinds of bullets are used, and so on--to recreate in the rules how these weapons work in the real world.

Outlive Outdead provides a cinematic experience rather than a simulation. Movies and TV shows often ignore

reality in favor of fun. How many times has the hero shot bullet after bullet without ever needing to reload, or long travel times edited down to the bare essentials necessary for the plot? The rules to Outlive Outdead favor fun and excitement over realism. That's why there are no rules for 20-round verses 30-round magazines or how fast you can drive a car when covered with metal spikes.

## 5.4 ROUNDS AND TURNS

Outlive Outdead is played in rounds. A round is when every player and the GM has had a chance to make their characters do something (or not, if that's their choice). If there are six players and the GM controls two zombies in this scene, then a round is over when all eight characters have had a chance to act. The individual opportunity to act is called a turn. All of the turns added together make the round.

## 5.5 ATTRIBUTES EXPLAINED

Many roleplaying games use attributes to describe the physical and mental capabilities of characters. Outlive Outdead is cinematic, meaning a character's attributes don't necessarily describe their person. Instead, attributes describe the likelihood of a character succeeding in certain areas that appear over and over again in movies, TV series, or books.

For example, a character with Fight 08(20) is not necessarily a big, muscled thug. He just succeeds more often than not when a fight happens. He could be wiry, short, lean, fat, muscled, or anything, really--he just succeeds when fighting. Also, you'll notice there's no attribute for intelligence per se. It's not that characters in Outlive Outdead can't be smart! It's just that, in zombie stories, there's little call for learning high-energy physics, solving a Mensa puzzle, or similar acts dependent on intelligence. Instead of worrying about that, the game focuses on what a character needs to survive.

When determining which attribute to use, the GM should look at the intent of the action. For example, what attribute should be used when a zombie is trying to grab a player? Not Kill, because this action leads to killing but isn't about causing damage. Therefore, the GM will likely call for a Chase check, since grabbing a human is part of why zombies chase them. However, if a human is trying to grab another human, they don't roll Flee; what are you fleeing from? Instead, the GM will likely call for a Fight check because it's a physical contest; can you grab him?

Here are some common actions and which attribute is usually used during an attribute check for that. Please note that GMs are the final authorities on which attribute to use; these are only guidelines.

### **Human attributes**

#### **Control**

- » Force yourself to kill a cute, young child that's infected
- » Convince another HC they should go first
- » Intimidate someone into giving you their first-aid kit
- » Do something strictly against your old or new motivation
- » Stop yourself from shooting at the first thing you see
- » Get someone out of a break

#### **Fight**

- » Shoot a zombie in the head
- » Tackle a human trying to run away
- » Break down a locked door

- » Punch a human in the face
- » Stop a zombie from biting you

## **Flee**

- » Run and attack in the same turn
- » Keep your balance when running on a slippery surface
- » Climb a tree to avoid being attacked by zombies
- » Avoid being grabbed by someone
- » Break out of a zombie's grasp
- » Reach the door faster than your fellow humans

## **Hide**

- » Use the bushes as cover
- » Creep up on someone without him knowing it
- » Secretly steal from another human
- » Keep your bite hidden from the rest of the group
- » Take a swig from your flask without anyone seeing you

## **Repair**

- » Fix a broken generator
- » Hot-wire a car
- » Heal a broken bone
- » Barricade a door to prevent zombies from getting in
- » Adapt a radio to run off a car battery

## **Scrounge**

- » Find some ammunition for your pistol
- » Count exactly how many zombies have surrounded the building you're in
- » Check from a distance if that body is the senator you're looking for
- » Figure out the best way out of a building
- » Find a car with the doors unlocked

### *SIDEBAR: Taking other HC's gear*

*You can use a Control check to intimidate, con, or convince another human-character into giving you a piece of their equipment. You can also use a Hide check to quietly steal something if it's small enough for the theft to go unnoticed. (You run the risk of everyone thinking you're a bully, but that's your problem.) However, a HC always keeps the last equipment in each six attribute categories.*

*If an HC has two pistols, a riot shield, body armor, and two bottles of painkillers, you could use take three of the four Fight equipment and one of the Repair equipment. You would still need to make four different Control checks--one for each piece of equipment you intend to take--but the poor HC will still have one Fight and one Repair equipment.*  
**END SIDEBAR**

## **Zombie attributes**

### **Chase**

- » Keep your balance when moving on a slippery surface
- » Grab onto a human who's trying to run away
- » Keep holding onto that human while he struggles to escape
- » Shamble faster than another zombie
- » Silently come up behind humans

## Kill

- » Tear into a human with your teeth
- » Push another zombie out of the way
- » Batter down a barricaded door to get at the humans hiding beyond
- » Knock a weapon out of a human's hands
- » Block a human trying to bash your head in (ZC's only)

## Notice

- » Track the humans who just ran past you
- » Detect an ambush before the humans can spring it
- » Find where a human is hiding in this room
- » See humans off in the distance
- » Overhear humans arguing nearby

## Think

- » Ignore the recently killed human for another who's still alive
- » Stop following the human leading you away from the others
- » Realize that humans are trying to trick you into walking off a building
- » Open an unlocked door
- » Go after the unarmed human instead of the one with a rifle

Just because it's listed above doesn't mean a player always gets to make an attribute check for that action. Scrounge is used for finding the best way out of a building, but that doesn't mean players can make a Scrounge check and suddenly know the exact route. The GM can limit attributes based on the environment, such as saying a player cannot make a Scrounge check for the best way out because he just got in this building and needs to explore more.

## 5.6 ATTRIBUTE CHECKS

This is the rule you will likely face the most, both with human and zombie characters. An attribute check is when the GM decides there is a chance your character might fail a certain task you want him to accomplish so you need to check to see if you succeed. Again, this is for a task where there is a chance of failure. The GM wouldn't require an attribute check to sit down in a chair! But if you need to run away from zombies, or catch a fleeing human, there's a reasonable chance at failure so you need to make an attribute check.

To make an attribute check, roll 2d10 and compare the result to the target number for the attribute named by your GM. Rolls that are equal or higher than the target number are successful. Rolls that are lower than the target number are failures. If the GM said you need to make a Fight check, and your character sheet says "Fight 09(17)", then you would need to roll 2d10 and get a 9 or higher to be successful. Any roll of 8 or lower would be a failure. The same is true for zombies, so if your zombie character sheet says "Kill 12", then rolling 2d10 equal to or better than 12 is a success and rolling 11 or less is a failure.

*Example: Steve is searching for extra ammunition for his pistol. The GM says this is a Scrounge check. Steve has Scrounge 11(19). He rolls 2d10 and gets a 5 and a 9. Added together, this makes 13 and a success.*

Attribute checks are referred to by the attribute in question, such as "Control check" or "Scrounge check".



Of course, not every action requires a successful attribute check. You wouldn't need a Flee check to run away from zombies in an open field.

## 5.7 CONTESTED CHECKS

Sometimes, you need to make an attribute check but another character (human or zombie) is actively trying to stop you from succeeding. The opposite is also true, where another player is making an attribute check and you don't want them to succeed. The classic example is when a zombie character wants to bite a human character. These are a type of attribute check called contested checks and are handled slightly different than a normal attribute check.

First, the GM decides which side is the attacker and which side is the defender. Almost always, this is easy to determine; the person shooting a gun, starting the argument, or spotting an ambush is the attacker. The other side is the defender.

The attacker states what he is trying to do, such as, "Shoot the zombie" or "Grab the fleeing human". Then the defender needs to state whether he will block or counter. A block tries to cancel the attacker's action. A counter is an action in response that does not interfere with the attacker. For example, if the attacker is a zombie trying to hurt a human,

- » And the human blocks, then the human is trying to stop the zombie from hurting him. He cannot hurt the zombie attacking him, only block any damage.
- » And the human counters, then the human is trying to hurt the zombie. He cannot block any damage from the zombie, only hope to cause some in return.
- » However, you can only counter once per turn. Also, ZC's can block to avoid a wound but NPC zombies cannot; they always counter with another attack.

Once the attacker and defender have stated their actions, the GM decides which attributes will be checked. This does not have to be the same attribute! It depends more on what the attacker and defender are trying to do. For example, if a player is trying to hide from a zombie, this would be Notice vs. Hide.

When the attributes have been decided, both sides make attribute checks like normal.

- » If both checks are failures, the attacker and defender fail. No actions happen.
- » If the attacker succeeds and the defender fails, the attacker wins and his action happens.
- » If the attacker fails and the defender succeeds, the defender wins. If he chose counter, his action happens. There's nothing to block, so this choice means nothing happens.
- » If both checks are successful and the defender chose counter, then both win and both actions happen.
- » If both checks are successful and the defender chose block, the side with the lower target number wins.

Checks causing a break win over other checks. If both checks are breaks, the side with the lower target number wins. Note that a break won't block an action if the defender chose to counter; it's just a successful counter.

*Example: Pete is playing a human and Suzanne is playing a zombie. Their characters meet in a looted hardware store and the zombie attacks. Obviously, Pete's human doesn't want to be zombie food so this becomes a contested check. The GM says Suzanne is the attacker and Pete is the defender. Suzanne says she will attack Pete, who will try to counter with an attack of his own. Suzanne has Kill 12 and Pete has Fight 10(18). Here are the possible scenarios:  
Suzanne and Pete fail; no one gets hurt.  
Suzanne succeeds and Pete fails; zombie hurts human.  
Suzanne fails and Pete succeeds; human hurts zombie.  
Suzanne and Pete succeed; they hurt each other.*

*Suzanne succeeds and Pete succeeds with a break; they hurt each other.*

Contested checks are referred to by both attributes, such as “Fight vs. Kill check” or “Notice vs. Hide check”.

## 5.8 BREAKS

When a player with a human character makes an attribute check and rolls higher than his breaking point, that character breaks. This means the character snaps and loses it for a little bit. Note that you count the final result of a check, meaning any bonus from equipment can push a character over the breaking point.

*Example: Bill's human has alcohol (+3/+4), which helps him succeed on Control checks to control himself. When he needs to jump between rooftops over a street full of zombies, the GM says he needs to make a Control check. Bill's human has Control 15(19). He drinks the alcohol, gaining +3 to the roll. Bill rolls and gets a 17 but the alcohol modifies it to 20. That's past the breaking point, so Bill's human breaks.*

When a human breaks, that player must make a break check by rolling 1d10 and adding/subtracting modifiers based on any equipment's break ratings. Sometimes, the modifiers can make the final number lower than 1 or higher than 10. In those cases, anything less than 1 is treated as a 1 and anything higher than 10 is treated as a 10.

Final number	Severity of Break
1-4	Minor Break
5-7	Major Break
8-9	Serious Break
10+	Extreme Break

*Example: After breaking, Bill needs to make a break check. He rolls 1d10 and gets a 4, but the alcohol's break rating is +4, making his final result an 8. That means he faces a serious break.*

Here are the breaks by attribute. Some breaks require players to make contested checks. Any breaks rolled while already suffering from a break are considered successful but no new break is rolled for.

### Control Breaks

- » 1-4: Scream at the subject of the Control check next turn. Nearby zombies get +2 to their Notice rolls during this turn.
- » 5-7: Scream at the subject of the Control check for the next 2 turns. Nearby zombies get +2 to their Notice rolls during both turns.
- » 8-9: Attack and scream at the subject of the Control check next turn. Nearby zombies get +4 to their Notice rolls during this turn.
- » 10+: Attack the subject of the Control check until he dies or someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check. Nearby zombies get +4 to their Notice rolls until combat ends.

### Fight Breaks

- » 1-4: Attack the subject of the Fight check next turn, even if it's not a threat. You cannot block or counter any attacks against you.
- » 5-7: Attack the subject of the Fight check for the next two turns, even if it's not a threat. You cannot block or counter any attacks against you during these turns. Characters get +2 to their Fight/Kill rolls against you.
- » 8-9: Attack all enemies in the area until they are dead or someone calms you down with a successful

contested check against you (Control vs. Control or Fight vs. Fight). You gain +2 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn.

- » 10+: Try to commit suicide. Roll 1d4: 1-2, you kill yourself; 3-4, you change your mind at the last minute but become Badly Injured. If you do not have a weapon, you either walk into zombies so they can kill you or you make a contested check to steal a viable weapon from a fellow human.

### **Flee Breaks**

- » 1-4: Move away at top speed next turn. The player decides which direction as long as it's the quickest route away from any danger.
- » 5-7: Move away at top speed for the next two turns. The player decides which direction as long as it's the quickest route away from any danger.
- » 8-9: Lose control of your movement next turn and fall down/crash. Take one wound, unless you are at Badly Injured, in which case you do not take a wound. You cannot block or defend during this turn.
- » 10+: Try to commit suicide. Roll 1d4: 1-2, you kill yourself; 3-4, you change your mind at the last minute but become Badly Injured. If you do not have a weapon, you either walk into zombies so they can kill you or you make a contested check to steal a viable weapon from a fellow human.

### **Hide Breaks**

- » 1-4: You are paralyzed for the next turn and cannot move or make any attribute checks except to block any attacks.
- » 5-7: You are paralyzed for the next 2 turns and cannot move or make any attribute checks during either turn except to block any attacks.
- » 8-9: You are paralyzed until someone calms you down with a successful contested check against you (Control vs. Control). You gain +2 to the dice roll for this contested check. While paralyzed, you cannot block nor counter (except for the contested check to calm you down).
- » 10+: Refuse to leave your hiding spot (or use the hidden equipment). You will attack anyone that comes within 1 length of you until someone calms you down with a successful contested check (Control vs. Control or Fight vs. Fight). You gain +2 to the dice roll for this contested check.

### **Repair Breaks**

- » 1-4: Tinker with the object/bandage next turn. No attribute check is necessary and you don't improve or hurt it.
- » 5-7: Tinker with the object/bandage for the next 2 turns. No attribute checks are necessary and you don't improve or hurt it.
- » 8-9: Refuse to let anyone near the object/person until someone calms you down with a successful conflicted check against you (Control vs. Control). You gain +2 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn.
- » 10+: Try to destroy or kill the object/person you just fixed next turn. You will attack it until it's destroyed/dead or until someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn.

### **Scrounge Breaks**

- » 1-4: Continue looking for the subject of the Scrounge check next turn. No attribute check is necessary as you automatically fail.
- » 5-7: Continue looking for the subject of the Scrounge check for the next 2 turns. No attribute checks are necessary as you automatically fail both.
- » 8-9: Trash the immediate area looking for the subject of the Scrounge check next turn. Nearby zombies get +4 to their Notice rolls during this turn and you cannot block or counter any checks.

- » 10+: Trash the immediate area looking for the subject of the Scrounge check until someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn. Nearby zombies get +4 to their Notice rolls during this time.

Humans are the only character who break. Zombies don't even have a breaking point number, so players with zombie characters will never roll for breaks.

## 5.9: DISTANCE AND MOVEMENT

Because zombies can only attack when they are close, Outlive Outdead pays special attention to distance and movement.

Distance between two objects, such as a human and zombie, is measured in lengths. These are not any specific, measurable distance. Rather, they are abstract units that describe how distance affects players' choices in the game. For example, characters can fight with bats only at Distance 1 or 0. If you're at Distance 3, the rules won't tell you exactly how far away you are because that's irrelevant. What's important is that you are too far away to hit anything with that bat.

Lengths are ranked from 0 to 10 and are usually abbreviated as "L0" or "L7". When the GM says a character is 5 lengths away, or the text in an episode says "L5", that means the distance is 5 lengths. Again, the exact distance is not important. Here's how different lengths generally affect the rules.

- » L0 is right on top. Two characters at 0 lengths are uncomfortably close. Humans can use hand-held weapons like knives or bats, but more importantly, zombies can bite at L0. Many pieces of equipment must be used at L0.
- » L1 is about an arm's length. Two characters at 1 length can hit each other but zombies cannot bite at this distance.
- » L2 is out of range for hand-held weapons, meaning zombies cannot attack at L2 or farther. Many pieces of equipment cannot be used on other people at this distance.
- » L3 to L6 is usually the range for pistols. Characters can easily talk at normal volume to one another and zombies can easily notice humans.
- » L7 to L10 is the range for rifles. Characters can usually see each other but would need to shout to understand any conversation. Zombies can notice humans at this distance but might fail if distracted.
- » L10+ means anything beyond 10 lengths. Only rifles with scopes can be used in this range. Characters will have trouble determining if someone at this distance is a human or zombie, and zombies will only go after humans if they are running or making lots of noise.

Humans can either walk or run. Walking covers one length, while running covers two lengths. However, if a human is Injured or Badly Injured (see below), then he can only walk. If another human tries to help an injured character to run, this requires a Flee check on the part of the healthy human. Success means both move two spaces as normal for running. Failure means both move only one space.

If you are using regular zombies (i.e. Romero zombies), they can only walk. If you are using fast zombies, they can run or walk just like humans. They also slow down to a walk when they get two or three wounds.

## 5.10: EQUIPMENT

Equipment can be used by players to modify their attribute and contested checks. All equipment has a Roll rating. This number is added to the die roll for a check, making it easier to succeed. The modifier can make it also

easier to break.

*Example: Dominic's human climbs a tree and uses binoculars to see if there are any zombies up ahead. The GM says this is a Scrounge check. Dominic has Scrounge 12(17) and rolls a 16. The binoculars have "Roll +2", so that 16 becomes an 18. Dominic breaks!*

All equipment also have a Break rating. This does not affect the die roll for attribute or contested checks! Instead, it modifies the 1d10 roll necessary to determine the severity of a break.

*Example: Dominic's binoculars have "Roll +2" and "Break +2". Now that he broke, he rolls 1d10 and gets a 3. He must add 2 to that roll, bringing his total up to 5 for a major break. Being able to see how many zombies there really are out there causes Dominic to break worse.*

Besides Roll and Break ratings, equipment has Range. This is the distance in which the equipment can be used. A pistol has range L0-5, meaning you can use the pistol against targets zero to five lengths away from you. A riot shield has range L0-1, meaning you can use it against attacks coming from zero or one length away (but not, for example, a rifle shot from L6.) A car has a range of L0. This doesn't mean it never moves; that's movement, not range. This just means you have to be L0 from the car (i.e. inside it) in order to use the equipment.

Lastly, equipment has Details that further explain how to use the equipment.

*Example: Allen has a Bike (Roll +2, Break -2, Range L0-1, Flee checks in open areas). Allen can gain +2 to his Flee checks by using the bike but only in open areas; no bike riding in a store cluttered with boxes and bodies. He must be 0 or 1 lengths away from the bike in order to use it, and if he breaks while trying to use it, the 1d10 break roll is -2.*

## 5.11: HEALTH

All characters have Health, which represents their physical state of being. Human characters always have four health levels (Fine, Sore, Injured, and Badly Injured), whereas zombies have anywhere from four to six levels (all labeled Dead). There are three general ways to lose Health:

- » Losing a Fight/Kill contested check.
- » Some breaks.
- » Failing a check that the GM warned could hurt.

The first scenario makes sense. Whenever you are in a fight and you lose, you get hurt. Normally this is one Health wound but certain circumstances could mean you take two wounds. The second happens with some breaks but not all. For example, if you break will using Scrounge, you freak out and attack a wall, car, etc. This incurs an automatic Health wound.

The third depends on the specific situation but the GM must declare that getting a Health wound is a possibility beforehand. For example, if you wanted your human to jump out of a window two stories up, the GM might say, "Make a Flee check. If you succeed, you're fine. If you fail, you take one Health wound." If the GM never mentions that getting hurt is possible, then the GM cannot make a character take damage after failing.

### Healing

Humans who take wounds can be healed. This means moving to the left on your wound track: Badly Injured becomes Injured, which becomes Sore, which becomes Fine. No one can be healed past Fine.



How to heal a wound depends on whether this is a single episode or a series. If you are playing a series, it helps to have characters survive an episode at least occasionally. That means healing is a bit easier.

- » Any Sore wound heals itself after a scene is over, i.e. the HC is Fine.
- » Any wound (Sore, Injured, or Badly Injured) can be healed with a successful Repair check. Every character can take a turn trying to heal the wound, but only one wound can be healed per scene. If you are Badly Injured and someone makes a successful Repair check to heal you, then you are Injured and cannot heal more until next scene.

If you are playing a single episode and do not plan on using these characters again, then things can be a little more deadly.

- » Any Sore wound heals itself only after resting for a long period, such as overnight. The GM ultimately decides how long it takes, but this is the only way to heal a Sore wound. In other words, you cannot repair a bad bruise.
- » Any Injured or Badly Injured wound requires a Repair check using a piece of equipment that helps when trying to heal, such as first aid kits or painkillers. Every character can take a turn trying to heal the wound with the equipment, but only one wound can be healed per scene. If no one has any healing equipment, then Repair checks cannot be done.

Zombies do not heal. Zombies do not heal wounds. The only way to get a “healthy” zombie is to die and come back as a different zombie.

## Death

A character who runs out of Health (i.e. takes at least one wound more than he has) is unconscious. If it is a human character, then he will die unless someone makes a successful Repair check to heal the Badly Injured wound and move the player to Injured. If it is a zombie character and it didn't face True Death (see Act 2: Setting Generation), then it rises in 1d4+1 rounds. If the True Death is reached (such as killing the brain), then the zombie is dead for good.

When a player loses his human character, he will play his zombies for the rest of the game. However, his zombies might not show up immediately; the GM has final say on when player-character zombies appear.

*Example: Andy is playing a human who's having a really bad day. He's been beaten up repeatedly and his Health is at the Badly Wounded level. Then he finds himself trapped on the third story of an office building with zombies closing in. He decides to jump from the window. The GM warns that, if Andy fails a Flee check, he'll take one wound. Andy says that's fine, rolls, and fails. Andy's human takes one wound, moving him to the right of Badly Injured and therefore dying. Andy will play his zombies from now on.*

## 5.12: PLOT SYSTEM

Attribute checks are the core of the game. However, there will be times when you wish that 2d10 roll was a little higher or lower. The plot system allows players to affect attribute rolls for better or for worse.

Plot points allow a player to add or subtract 1d4 from any attribute check. This can be helpful (pushing a failure just over the target number, or bringing a roll back down from the breaking point) or it can be hurtful (pushing a success just before the target number, or pushing a roll just over the breaking point). It's up to the spending player to decide how that 1d4 works. You must clearly state who will be affected and whether you'll be adding or



subtracting before you roll the 1d4.

There are two sets of plot points: one for humans and one for zombies. You earn more plot points by acting out your motivation. If a zombie causes a wound to a human, he earns a plot point for his side. However, plot points are pooled together for everyone on their side. If your HC earns a plot point by using your new motivation, then anyone with a HC can spend it during the rest of the game.

A player's character does not need to be in the scene or nearby to use plot points, and players with HC's can affect ZC rolls and vice versa. If you are using chips or tokens, simply take one from the pile and hand it to the GM. If you are using pens or pencils to keep track, simply lower the number by one.

Only two plot points can be spent per round. This can mean one player spends two plot or two players spend one each. The first person to state he will spend plot goes first. If no one else wants to spend any, he may spend a second if he wishes. Plot points can always be used after the dice are rolled, including plot point dice.

*Example: Andre has a human character and Stephanie has a zombie character. The two characters meet and fight. The GM says this is a Fight vs. Kill conflicted check. Andre rolls against Fight 12(20) and gets 14--success. Stephanie rolls against Kill 10 and gets 8--failure. That's not good enough for Stephanie, so she spends a zombie plot point and declares she will add 1d4 to her roll. She rolls 3, bringing her roll to 11 - success!*

Since Outlive Outdead is a competitive game, especially if the optional Scoring rule is being used, players may use plot points against players on their own side.

*Example: Alex and Ryan both have human characters who are fighting a zombie. Alex goes for a headshot and barely makes it, rolling the exact number he needs. Ryan wanted that kill to increase his score, so he spends a plot point to lower Alex's roll by 1d4, making it a failure.*

## 5.13: MOTIVATIONS

Each side--humans and zombies--begin the game with six plot points apiece. You can earn new plot points for your side by roleplaying your motivations.

Humans have two motivations, Old and New, chosen during character generation. These are usually different from human to human. Zombies all have the same motivation: Injure living humans. (Zombies are simple that way.) Whenever you have your character act on a motivation and the GM feels this is a significant act, your side gains one plot point.

To act on your motivation, tell the GM what you are doing that shows you are following your motivation. As with the Finish Line in setting generation, you must describe a clear, observable behavior directly related to your motivation. Talking about your motivation or whining about it doesn't count; you need to act on it.

For example, zombies all have the motivation, "Injure living humans". Chasing after a human isn't injuring, so shambling towards people doesn't earn a plot point. Neither does winning a check to grab a human, as grabbing is not the same as hurting. For zombies to earn a plot point, they must cause a wound to a human. That's acting on a motivation with a clear, observable behavior.

The same holds true for both human motivations. If your human character has "Get money, lots of money" and you try to convince the human survivors to give their money to you, that's not good enough because you're try-

ing, not acting. The same is true if you tell the GM, “I always look for any money on the ground” because that’s not a clear behavior; that’s a condition. However, if your group of survivors loot a food store and you spend time breaking into the cash register instead of grabbing food, that is perfect! You should earn a plot point for that one.

Human motivations can be somewhat vague. For example, “Rebuild society better than it was” is a new motivation. How do you act upon that? What counts as rebuilding? Ultimately, it’s up to the player to find ways to act on that motivation in clear, observable ways but the GM has final say on whether a behavior earns a plot point or not. It’s the GM’s job to make these decisions and it’s a hard one, so give your GM some help and respect his decision.

## 5.14: KARMA SYSTEM

All characters, human and zombie, have special abilities that can act as really good or really bad luck. The combination of serendipities, setbacks, and karma points is collectively called the karma system.

At the start of the game, each player begins with two karma points. These can be tokens, coins, or simply a mark on the character sheet. The GM begins with three karma points. The only way to gain more karma points is to have someone use a serendipity or setback against you. Likewise, be careful about spending your karma points; the more you spend, the more karma points the enemy has for his serendipity and setback.

Serendipities are positive, meaning they help characters. To use a serendipity, a player must spend a karma point. If you affect a regular attribute check, the karma point goes to the GM. If you affect a contested check, the karma point goes to the GM or player controlling the other character.

*Example: Erin’s zombie has the serendipity “Soft Spot (Auto success on a Kill check)”. She’s chasing Mike’s human, who just went through a door and locked it. The GM says attacking the door is a Kill check. Erin spends one karma to use her serendipity to batter down the door. Because that’s an attribute check, the karma point goes to the GM. She bashes down the door and attacks Mike’s human. She spends another point of karma to win the Fight/Kill contested check. Since that’s a contested check, the karma point goes to Mike.*

A player can always use his own serendipity if he has karma points to spend. However, a player can use another player’s serendipity in place of his own--if he can trust the other player. To use another player’s serendipity, the karma point first goes to the other player. At that point, the other player needs to make a choice:

- » If he agrees to help, he gives the karma point to the GM and the serendipity can be used.
- » If he agrees to betray the other player, he keeps the karma point for himself and the serendipity cannot be used.
- » This is usually an obvious betrayal to everyone who can see the events unfold but the GM has final say on whether a karma betrayal is witnessed or not, even by the person being betrayed.

*Example: Adam and Dorene both have human characters. Adam’s human really needs to succeed on a Flee check to avoid being grabbed by a zombie. Since Dorene has the serendipity “Head Start (Auto success on a single Flee roll)”, Adam asks Dorene if he can use her serendipity. Dorene says yes, so Adam gives her a karma point. Dorene is out of karma points and thinks it would be good to have at least one, so she betrays Adam. She keeps the point and Adam cannot use her serendipity. Adam curses her and has to make an attribute check instead.*

Setbacks are negative, meaning they hurt characters. You never use the setback for yourself. Instead, you spend

a karma point to force it on another character. When using a setback, the karma point goes to the controlling player or GM.

*Example: Dave has the setback “Trip and Fall (Auto failure on a single Flee/Chase check)”. His human is being chased by Ed’s zombie. When the GM says they must make a Flee vs. Chase contested check, Dave gives Ed a karma point and forces him to lose the check. Ed’s zombie falls down but now Ed has a karma point of his own.*

## 5.15: SCORING (OPTIONAL)

This optional rule makes the game more competitive by allowing players to earn points during the game. When all surviving humans cross the finish line and the episode is over, the GM tallies up the points scored. The player with the most points is the winner! Players score points using the following system:

### Human characters

- » Crosses the finish line alive: +10 points (infected/bit does not matter)
- » Uses a Serendipity: +1 point
- » Uses a Setback: +1 point
- » Delivers the hit that truly kills a zombie: +1 point

### Zombie characters

- » Delivers the hit that kills a human character: +10 points
- » Uses a Serendipity: +1 point
- » Uses a Setback: +1 point
- » Gets killed by a human character: -1 point

The first player to lose his human character loses all points scored so far. The second player loses half (rounded up), and the third and subsequent players keep all points scored so far.

*Example: Susan is playing a human and there’s already one player with a ZC. So far, she used two serendipities (hers and another player’s) and killed three zombies, giving her 5 points. Then her HC was killed by a zombie. Since she is the second player to lose her human to the zombies, only 3 points carry over. While a zombie, she kills Dan’s human character for 10 points, uses two setbacks for 2 points, and gets killed twice for -2 points. This gives her a grand total of 13 points.*

*Josh is playing a HC and he manages to cross the finish line alive. In the process, he killed six zombies, used two serendipities, and used three setbacks. This means Josh’s grand total is 21 points. Between Susan and Josh, Josh is the winner of the game.*

A word of caution about using the optional Scoring rule. When you start including points in a roleplaying game, some people can get bent out of shape. Not everyone likes the idea of competitive, player vs. player gameplay in a rpg. Therefore, we highly recommend you discuss this option with all players and the GM before implementing it. Make sure everyone involved is comfortable with playing this way.

Lastly, the GM must keep accurate tallies for the scores. The last thing you want is for people to get upset because one thinks another is cheating or inflating his score. The GM has final say in all scoring, and for the record, anyone who complains about the score is missing the point of playing a game in the first place. Competition can help make a game fun or it can ruin the experience. It all depends on how you use it.

# ACT 6: COMBAT RULES

Combat in Outlive Outdead usually occurs between humans and zombies, although humans can fight other humans. Zombies do not fight other zombies but can push them out of the way, which is close enough to combat to use these rules. Both can attack objects, from locked doors to barricades.

## 6.1: INITIATIVE

In many circumstances, it's very clear who gets to go first: Whoever speaks first, goes first. However, all things being equal, humans go before zombies. If there is an occasion when it is not clear who goes first, such as when one group is surprised by another, the GM can specify which side goes first. For example, if a human opens a door to a room full of zombies and the player did not specify he was ready for zombies, the GM can decide the zombies go first.

If the GM needs to determine which human goes first, such as during rounds of combat, the players go in order of Flee scores, low to high. The GM should start by calling out "Seven" and increasing one number until it reaches the Flee score of a player. Once that player is finished, continue where you left off. If two players have the same Flee score, use a related attribute to break the tie, such as Control or Fight.

## 6.2: COMBAT CHECKS

Combat between characters (human or zombie) is usually considered a contested check, meaning two attribute checks will be made and compared to decide the results. As with any contested check, the GM declares one side as the attacker and the other side the defender. The defender must still decide if he will block or counter. Only one attack per round can be countered; the rest may be blocked.

- » If both checks are failures, the attacker and defender fail. No one takes a wound.
- » If the attacker succeeds and the defender fails, the attacker wins and causes one wound to the defender.
- » If the attacker fails and the defender succeeds, the defender wins. If he chose counter, he causes a wound to the attacker. There's nothing to block, so this choice means nothing happens.
- » If both checks are successful and the defender chose counter, then both win and both cause one wound to the other.
- » If both checks are successful and the defender chose block, the side with the lower target number wins. If the attacker wins, he causes one wound. If the defender wins, no one is wounded.

Checks causing a break win over other checks. If both checks are breaks, the side with the lower target number wins. Note that a break won't block an action if the defender chose to counter; it's just a successful counter.

*Example: Joseph broke on a Fight check earlier and has run out of zombies. Now he's attacking his fellow humans! The nearest human is Angela, so he attacks her. Angela knows a successful Fight check against Joseph will bring him out of the break, so says she will counter and attack back. The GM says Joseph is the attacker and Angela is the defender.*

*Joseph has Fight 12(18) and Angela has Fight 10(20). Joseph rolls a 14 - success! Angela rolls a 06 - failure! That means Angela takes a Health wound, dropping from Fine to Sore. Next turn, they go at it again. This time, Angela chooses block. Joseph rolls a 9 - failure! Angela rolls a 9 - another failure! Since both failed, no one gets hurt but the fight is not over yet.*

*Because he broke, Joseph must continue attacking. Angela goes back to counter, hoping to win so she can end his break. He rolls a 17 - success! Angela rolls a 11 - success! Since she countered, both*

*are successful. Angela and Joseph each take one wound. She still won, though, meaning she brought Joseph out of his break.*

Combat isn't always between two characters. A character who attacks an inanimate object, such as a barricade or a locked door, makes a regular attribute check instead of a contested one. Success means you cause a wound to the object; failure means you don't. Since this is not contested, there's no need to declare attackers or defenders.

*Example: Joshua is running from zombies and faces a locked door. He tells the GM that he'll try to knock the door down. Because his intent is to damage something, the GM says Brian must make a Fight check to damage the door. The GM also decides the door is solid, meaning it takes two wounds before it breaks down (Health 2).*

*Joshua has Fight 14(17). He rolls 2d10 and gets a 10 - failure! The door is unaffected, and the zombies are getting closer.*

*Joshua is starting to panic, so he takes out his shotgun and shoots the door. Shotguns give +4 to Fight die rolls for causing damage, so he can use it here. He rolls 12, modified by the shotgun to 16 - success! This gives the door one wound, but since it has Health 2, it's still locked - and the zombies are almost here.*

*Next turn, Joshua shoots at the door again. He rolls 09, modified by the shotgun to 13 - failure! Nervous, Joshua decides to spend a plot point. He rolls 1d4 and gets 3, bringing his Fight check up to 16 - success! The door shatters from the second shotgun blast and Joshua runs through just in time.*

## 6.3 SURPRISE AND AMBUSHES

If one side surprises the other, then that side can make one attribute check that cannot be contested. In other words, the side who gets surprised cannot block or counter.

If a player wants to sneak up on a human or zombie and make a surprise attack, this is a contested check using Flee/Chase versus Scrounge/Notice. If the attacker wins, he surprises the defender and can make one Fight/Kill check without being contested. Players cannot counter a surprise attack; only block.

*Example: Andrew is creeping up on zombie Angie, hoping to get in a sneak attack. Andrew has Flee 10(17) and rolls 2d10 for a 12 - success! Angela has Notice 16 and rolls 2d10 for a 4 - failure! Andrew sneaks up on Angie and can make a Fight check to injure the zombie. Angie cannot try to block or counter this Fight check.*

An ambush is basically a surprise attack made by several people. In this situation, every attacker makes a Hide/Think check versus the defender's Scrounge/Notice check. Successes are compared as above individually. Attackers who win can make one Fight/Kill check uncontested against a defender. (Assuming they're close enough to attack.) Defenders who win spot the attackers and cannot be surprised.

*Example: Brian, Jessica, and Tasha are hiding behind a car while a zombie controlled by the GM shambles past. They tell the GM that they want to ambush the zombie as he walks past. The three players make Hide checks; Brian succeeds with a 13, Jessica succeeds with a 17, and Tasha succeeds with an 18. None of the rolls are breaks.*

*The GM rolls a Notice check for the zombie and succeeds with a 15. Since everyone succeeded, the*



*GM compares target numbers. Brian has the lowest attribute, Hide 09, so he is hidden. However, the zombie has Notice 11 while Jessica and Tasha both have Hide 13. The zombie sees Jessica and Tasha before they could attack. Only Brian remained unnoticed, meaning he could attack the zombie and it cannot block or counter the attack. If Jessica and Tasha attack, the zombie can either block both or counter one and block the other.*

Humans can always create an ambush. Zombies can ambush humans, but to do so requires at least one player-zombie. The GM cannot purposefully set an ambush for humans on his own.

## 6.4 WEAPONS & ARMOR

Combat checks are modified by any weapons or armor used by the characters. Humans can use all weapons and armor. Zombies can only use armor if they had it before becoming a zombie. Some zombies can remember enough of their human life to use weapons but this is rare.

As with other equipment, weapons and armor have a Roll rating that is added to the dice roll. The Break rating modifies the 1d10 break roll if necessary, and the Range is the lengths in which the weapon can be used. The Details further explain how to use the weapon or armor.

*Example: Rob has a hunting rifle and a riot shield. The hunting rifle has “+3/+2/L1-10/Fight check to cause damage to character or small object, can block or counter melee attacks.” This means his Fight checks get +3 to the dice roll; if he breaks, the rifle adds 2 to the break roll; he must be 1 to 10 lengths away from his target; and he can only cause damage to characters (human or zombie) and small objects. He can also use the rifle to block a zombie’s attacks.*

*The riot shield has “+3/-2/L0-1/Fight check to avoid damage”. This means Rob’s Fight checks to avoid damage at 0-1 lengths gain +3 to the dice rolls; any breaks rolls are at -2. He cannot use the shield to attack, and he cannot block damage from weapons used over 2 lengths away.*

## 6.5 DISTANCE

All equipment have Range ratings. This is the number of lengths a character must be from the target in order to use the weapon. For example, a bat has “L0-1”. This means it can only be used at 0 or 1 lengths away. If you are not within the range for a weapon, you cannot use that weapon.

Normally this applies to being too far away but some equipment, such as the rifle, cannot be used if you are too close. The rifle has L1-10. If a character is L0 from his target, he cannot shoot the rifle and will not gain the +3 to combat checks that it normally provides. If the GM agrees, a weapon may be used as a bat at L0-1.

- » Here’s how different lengths affect combat.
- » L0 is right on top. Hand weapons like bats and knives can be used. More importantly, zombies can bite humans at L0.
- » L1 is about an arm’s length. Two characters at 1 length can hit each other but zombies cannot bite at this distance.
- » L2 is out of range for hand-held weapons, meaning zombies cannot attack at L2 or farther. Ranged weapons can be used.
- » L3 to L10 is for ranged weapons only, such as pistols or rifles.
- » L10+ means anything beyond 10 lengths. Only rifles with scopes can be used in this range. (A rifle does not have a scope unless a character has a scope as an extra piece of equipment.)

### Distance examples:

- » If you are a human with a hand-held weapon, you can only attack at L0 or L1.
- » If you are a human with a pistol, you can attack from L0 to L6.
- » If you are a human with a rifle or bow, you can attack at L1 through L10.
- » If you are a zombie, you can only bite at L0 or grapple and grasp menacingly up to L1.

## 6.6 CALLED SHOTS

Sometimes, a player wants to damage a specific area such as a zombie's head or the lock on a door. This is a called shot and has one extra modifier to the check: the Distance. When making a called shot, add the distance to the attribute's target number. This makes success harder without making a break more or less likely. You can make a called shot with any weapon and at any distance.

*Example: Megan's human wants to shoot a zombie in the brain with her rifle. The GM says the zombie is at L6 and she needs to make a successful Fight vs. Kill check. Megan has Fight 10(19) and the zombie has Kill 13. Because the zombie cannot reach Megan, he cannot counter and the GM says he'll try to block.*

*Megan's Fight 10(18) is modified by the distance to 16(19). She rolls a 12, which gains +3 because of the rifle. The final result is 15, one point too low. She just misses the zombie. Because the attacker failed and the defender chose block, the defender does not have to roll.*

If adding the distance brings the target number equal or higher than the breaking point, then the called shot cannot be made and the character must get closer.

Head shots to destroy the brain are called shots, as are any attempts to decapitate a zombie. Not every weapon can decapitate someone, though. The weapon must have a blade. For example, a sword would have a chance but a bat would not. The GM ultimately decides if a weapon can decapitate a zombie.

Humans and player-character zombies can make called shots, but NPC zombies cannot.

### SIDEBAR: Blunt weapon head shots

*Give a player a cricket bat or golf club and a zombie, and the player will try to kill the brain or decapitate with a called shot. Should players be able to do this?*

*If we're talking a called shot to kill the brain, then yes. Many zombie movies have examples of humans playing baseball with a zombie's head. Treat it like any other called shot.*

*If we're talking decapitation, we recommend no. Not only is this rare in zombie movies, it's simply not likely. For GMs who want their games to be a bit more silly and action-packed, roll 1d4 when a blunt object is used for decapitation: 1 = decapitation, 2-4 = hit but the head is still attached.*

END SIDEBAR

## 6.7 MOVING AND COMBAT

A character can move and fight in the same turn, but this depends on how far the character is moving. Any character can move 1 length and still make a combat check as normal. To move more than 1 space and attack, the player must first make a Flee/Chase check. If he succeeds, he can make a normal combat check. (Usually, a player



can only make one roll per turn but this option allows two rolls: Flee/Chase and then Fight/Kill.) If the character fails the Flee/Chase check, then he trips and cannot attack. He must also spend next turn standing up, but this is automatic and does not require a check.

However, he can try to attack or run away while standing up. This requires a successful Flee/Chase to stand up, but once successful, he can attack or move normally. If the Flee/Chase roll fails, then he falls back down and must try again next turn.

## 6.7: AMMUNITION

Some weapons, like rifles and bows, need ammunition to be used. A player has all the ammunition he needs as long as he doesn't roll a break. Once he rolls a break using a weapon that needs ammunition, he has run out of ammo. (The check was still successful, though, as all breaks are successes.) Getting more ammunition requires a successful Scrounge check but the GM has the right to deny a Scrounge check for ammo in certain environments. For example, finding a clip of machine gun bullets is not likely to happen in a rowboat on a lake.

Characters can Scrounge for ammunition during combat, but it's risky. To do so requires spending one turn for the Scrounge check. If successful, another turn is spent reloading the weapon. That means a minimum of two turns not fighting.

Spare ammunition can be carried but only one per weapon. Since this is a cinematic game and not a realistic simulation, this does not mean you only carry one extra arrow or magazine. It only means you can run out of ammo and reload once without having to look for more ammunition. Reloading still takes one turn.

### 6.8: Damage

Because this is a cinematic rule system, not realistic, all successful attacks cause one wound. There are exceptions, of course.

- » If a human uses a called shot to hit a zombie's weak spot and cause True Death, wounds do not matter. The zombie is truly dead.
- » If whatever caused the damage is environmental, such as fire or poison, then the character takes one wound each round until they can leave the harmful environment.

As described in Act 5: General Rules, any human who runs out of wounds is unconscious and will die unless healed by a successful Repair check. Zombies who run out of wounds but are not truly dead will rise again in 1d4+1 rounds. Zombies who are truly dead will never rise.

Objects have their own Health ratings, which can range from 1 for small, flimsy objects to 10 for massive, strong objects. The GM decides the Health of objects found during a game but here are some sample objects and their Health.

Object	Health
Flimsy door	1
Normal door	2
Security door	4
Wall	4
Glass	1
Safety glass	2
Simple barricade	3
Thick barricade	6

The GM can decide that a given weapon cannot damage an object. For example, a pistol will not do much damage to a wall. Likewise, a zombie will not do much damage to a metal security door with just its hands.

## 6.9: HEALING

Humans who take wounds can be healed. This means moving to the left on your wound track: Badly Injured becomes Injured, which becomes Sore, which becomes Fine. No one can be healed past Fine.

How to heal a wound depends on whether this is a single episode or a series. If you are playing a series, it helps to have characters survive an episode at least occasionally. That means healing is a bit easier.

- » Any Sore wound heals itself after a scene is over, i.e. the HC is Fine.
- » Any wound (Sore, Injured, or Badly Injured) can be healed with a successful Repair check. Every character can take a turn trying to heal the wound, but only one wound can be healed per scene. If you are Badly Injured and someone makes a successful Repair check to heal you, then you are Injured and cannot heal more until next scene.

If you are playing a single episode and do not plan on using these characters again, then things can be a little more deadly.

- » Any Sore wound heals itself only after resting for a long period, such as overnight. The GM ultimately decides how long it takes, but this is the only way to heal a Sore wound. In other words, you cannot repair a bad bruise.
- » Any Injured or Badly Injured wound requires a Repair check using a piece of equipment that helps when trying to heal, such as first aid kits or painkillers. Every character can take a turn trying to heal the wound with the equipment, but only one wound can be healed per scene. If no one has any healing equipment, then Repair checks cannot be done.

Zombies do not heal.

# ACT 7: EQUIPMENT

The following tables list the equipment players can use during the game. This is not meant to be an exhaustive list. GMs can create equipment to suit their needs, and players can ask the GM for specific equipment not listed here. Of course, the GM has final authority on what can and cannot be used.

When creating new equipment, find the nearest equivalent on the table below and either use those ratings or something very similar. For example, if a player wants a hockey stick to use as a weapon, it's best to use the ratings for a bat. Also, there can be other equipment in the game, such as two-way radios or laptops, that don't require checks to use and therefore are not listed below.

All equipment is listed with the Name, Roll rating, Break rating, Range, and Details.

- » Name is simply the common name for the equipment and can cover lots of similar items. For example, "Pistol" covers all handguns including revolvers and automatics.
- » Roll rating is the bonus added to the attribute check. This can push characters into a break.
- » Break rating is the modifier to the break roll. This affects the severity of the break, not the chances of it happening.
- » Range is the lengths in which this can be used. If the range is L1-4, then it can be used between 1 and 4 lengths.
- » Details clarify what the equipment does and how it might stop working.

## Fight equipment

### Weapons

Name	Roll	Break	Range	Details
Axe	+2	+0	L0-1	Fight checks to damage anything
Bat	+2	+2	L0-1	Fight checks to damage anything
Bow/Crossbow	+2	-2	L1-8	Fight checks to damage characters; out of ammo on break
Chainsaw	+3	+3	L0-1	Fight checks to damage anything; out of gas on break
Grenade	+4	-4	L0-5	Fight checks to damage to anything
Knife	+2	+3	L0-1	Fight checks to damage characters
Machine gun	+5	+4	L1-8	Fight checks to damage to anything; out of ammo on break
Pistol	+2	+2	L0-5	Fight checks to damage characters; out of ammo on break
Rifle	+2	+1	L1-10	Fight checks to damage characters; out of ammo on break
Shotgun	+4	+3	L1-4	Fight checks to damage to anything; knockback L1; out of ammo on break
Sword	+2	+1	L0-1	Fight checks to damage to anything
Scope	+4	-4	L3-10+	Fight checks to damage to anything; must have rifle
Broken Bottle	+1	+3	L0-1	Fight checks to damage characters
Heavy Wrench	+2	+2	L0-1	Fight checks to damage anything
Rocket Propelled Grenade (RPG)	+3	-3	L1-10+	Fight checks to damage anything; out of ammo on break

## Armor

Name	Roll	Break	Range	Details
Biohazard suit	n/a	n/a	L0	Prevents contamination; tear suit on break
Body armor	+2	-3	L0-10	Fight checks to resist damage
Helmet	+2	-2	L0	Fight checks to resist damage; no called shots to head
Leather clothes	+3	+2	L0-1	Fight checks to resist damage
Riot shield	+3	-3	L0-1	Fight checks to resist damage

## Other

Name	Roll	Break	Range	Details
Handcuffs	-4	+2	L0	Penalty to fight checks if handcuffed; cannot use equipment
Snare Pole	-3	+2	L0	Fight checks to capture a character

## Control equipment

Name	Roll	Break	Range	Details
Alcohol	+3	+4	L0	Control checks to control yourself; runs out on break
Any weapon	+1	+1	L0-6	Control checks to intimidate others
Drugs	+4	-4	L0	Control checks by others to control user; runs out on break
Family photo	+3	+3	L0-1	Control checks to manipulate others through pity
Religious text	+2	+2	L0-6	Control checks to convince people not to do something
Sunglasses	+2	-2	L0-4	Control checks to lie to or bluff someone

## Flee equipment

Name	Roll	Break	Range	Details
Bike	+4	-3	L0-1	Flee checks to move in open areas; move x2
Car	+4	+2	L0	Flee checks to drive away; move x4; out of gas on break
Good shoes	+2	+1	L0	Flee checks for running on foot
GPS/Compass	+2	-5	L0	Flee checks to find your way to a specific destination
Horse	+4	+0	L0	Flee checks for riding away; move x2
Map	+4	-5	L0	Flee checks to find your way to/from a random destination
Motorcycle	+4	-3	L0-1	Flee checks to ride away; move x4; out of gas on break

## Hide equipment

Name	Roll	Break	Range	Details
Camouflage clothing	+4	-4	L0	Hide checks for hiding in nature
Dark clothing	+2	-2	L0	Hide checks for hiding in a dark spot
Secret pocket	+2	+0	L0	Hide checks for keeping an object hidden on you.
Tarp	+3	-4	L0-1	Hide checks for keeping object/character hidden

## Repair equipment

Name	Roll	Break	Range	Details
Duct tape	+2	-4	L0	Repair checks to fix/build objects; used up on break
First aid kit	+4	-4	L0	Repair checks to heal a wound; used up on break

Painkillers	+3	-6	L0	Repair checks to heal a wound; run out on break
Tools	+3	-3	L0-1	Repair checks to fix/build mechanical objects
Wiring	+3	-3	L0-1	Repair checks to fix/build electronics; used up on break

### Scrounge equipment

Name	Roll	Break	Range	Details
Any flee equipment	+1	+1	L0	Scrounge checks to search a large area
Binoculars	+2	+2	L3-10	Scrounge checks to spot things far away
Flashlight	+2	+2	L0-5	Scrounge checks in the dark; out of batteries on break
Lockpicking tools	+2	-3	L0	Scrounge checks to open locks
Night vision goggles	+4	+2	L0-7	Scrounge checks in the dark; out of batteries on break
Travel guide-book:	+4	-6	L0	Scrounge checks to find specific locations; one area only

# ACT 8: GAMEMASTER SECTION

## 8.1: GETTING ZOMBIES IN THE GAME

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## 8.2: NPCS

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### **Baseline Human NPC**

- » Control 12(18)
- » Fight 12(18)
- » Flee 12(18)
- » Hide 12(18)
- » Repair 12(18)
- » Scrounge 12(18)

Talent: Any

Serendipity: Any

Setback: Any

Equipment: None

### **Baseline Zombie NPC**

- » Chase 13
- » Kill 12
- » Notice 12
- » Think 13

Capability: Any

Serendipities: Any

Setbacks: Any

## 8.3: WORKING WITH HUMAN-PLAYERS

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## 8.4: WORKING WITH ZOMBIE-PLAYERS

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## 8.5: HANDLING DISPUTES

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## 8.6: SCORING

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## 8.7: ZOMBIE BODY PARTS

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## 8.8: CREATING SERIES' AND EPISODES

The biggest, most important piece of advice for creating episodes is this:

*DO NOT RELY ONLY ON ZOMBIES*

Although the game's rules make sure zombies are different from each other via capabilities, serendipities, and setbacks, you cannot rely only on zombies to keep the player's interest in an episode. They are simply too similar. Facing a horde of zombies will ironically get old after awhile. Instead, you need to spice things up a bit with non-zombie ideas. Here are some examples:

- » Create a plot: This sounds like a no-brainer, but how many roleplaying game adventures feature no plot other than kill monsters and steal their treasure? That can work if the game is focused on combat, but that's not *Outlive Outdead*. Create a plot that explains the safe house, the reason for leaving, and the finish line. Why do the player-humans have that reason for leaving? Why is the finish line the end of the episode? You need a narrative connecting those three parts.
- » Conspiracies: Although this one is a cliché, it can still be satisfying. Have the players encounter a government or corporate conspiracy related to zombies, such as a corporation being the source of zombies or the government knowing zombies existed long before the outbreak and now someone is trying to cover that up.



It's best to have the players involved in the conspiracy, not just exposed to it. For example, the players could be sent on a rescue mission into zombie-held territory only to find out that was a ruse; the real mission is to cover up some government secret. Another idea is to make some players part of the conspiracy but the other players have no idea. You can also make the conspiracy important but unrelated to zombies. The thought of being put in danger to cover up a Ponzi scheme or voting scam would be deliciously annoying.

- » Provide difficult moral decisions: If the players are a team at Point A that must rescue survivors at Point B, what happens if they encounter more survivors along the way? Can they risk taking them along, or do they leave the humans behind and stay focused on their goal? These kind of moral dilemmas make an episode really fun. Not only will players enjoy making those decisions, they are fertile grounds for player-humans to argue over their motivations.
- » Play on human motivations: Speaking of which, you should always have specific scenes where players can utilize their motivations to get plot points. However, these scenes can also be rich sources of drama when they force players into conflict. For example, if Player A has the motivation, "Get rich no matter what" and Player B has the motivation, "Respect law and order", create a scene where the players can easily steal gold and jewelry. Player A will instantly be drawn to it, whereas Player B will be drawn to stop Player A. Too many scenes like can bog the game down with arguments, but a few will highlight the differences between characters and make them feel more real.
- » Satisfying End: A lot of zombie movies end with all of the survivors either dead or turned into zombies. This game already plans for that ending by allowing player-humans to die; the game can end with everyone zombified. Therefore, do not plan on this ending! Instead, make sure the ending would be satisfying to those who played regardless of whether they finish the game with humans or zombies. If you included a government conspiracy, make sure it's explained at the end. If there's a human villain, either give him his come-uppance or let him suffer before escaping so he can appear in the next episode. The ending does not need to be happy; it just needs to conclude the plot you created for this episode.

# FINDING MR. FEMA

An introductory episode for *Outlive Outdead*

## Introduction

Finding Mr. FEMA is an introductory episode for 4-6 players and a GM. It is specifically designed for new players by offering a gradual approach to learning the rules through playing. Because it involves teaching the rules, this episode will likely take more than one game session to finish.

The episode involves sending the players to rescue William Allen, the head of the Federal Emergency Management Agency (FEMA), when his plane crashes near their safe house. On the journey, players will encounter a variety of zombies, some helpful humans, some not-so-helpful humans, and a government secret that Allen would prefer to stay secret--but that's up to the players.

## GM preparation

GMs running this episode should either use the pregenerated characters included at the end of this section, make original characters for the players, or include time in the first game session for players to make their own characters. If you are running this episode as a one-shot, such as for a con event, we recommend going with the pregens as it will save time for everyone.

## Series and Episode Details

Series details:

- » Period: Modern
- » Apocalypse stage: Full swing
- » Vector: Bite
- » True death: Brain

Episode details:

- » Backdrop: Suburbs/Nature
- » Safe house: Makeshift shelter
- » Reason for leaving: Rescue survivors
- » Finish line: Return to the Mt. Prospect shelter zone with Allen alive

## Backstory

William Allen is head of the Federal Emergency Management Agency (FEMA). As zombies changed from being an occasional problem to a full-blown national crisis, President Obama put FEMA in charge of anti-zombie efforts. Allen quickly became the most knowledgeable person regarding zombies, receiving daily reports and updates from such sources as soldiers on the front lines to the CDC in Atlanta. Under his direction, FEMA began consolidating resources by creating sanctuary zones: Relatively safe areas that could be fenced in and more easily protected by police/military forces. Survivors were forced to evacuate into these zones.

As the zombie problem grew out of control, politicians became desperate and told Allen to find a vaccine no matter the cost. Vaccine research became exempt to all US laws. That's when someone suggested testing vaccines on live humans without clinical trials and purposely infecting healthy people to study how the virus works. Unethical to say the least, but enough pressure was put on FEMA that Allen reluctantly agreed.

Allen created secret research zones: Areas protected by the military where researchers could work on a vaccine to the virus that caused zombies without any oversight. Sanctuary zones were told to send people into areas dominated by zombies under the guise of getting more supplies. Anyone infected would be shipped to a research zone for study. Also, anyone in a sanctuary deemed "unruly and a threat to the community" would be shipped to these research zones for live drug trials. The entire project was classified to keep people from knowing the truth.

Yesterday, the President announced the retreat from several East Coast cities, including Washington DC. He relocated the government to Chicago, which was still in human control despite much of the surrounding suburbs falling to the undead. Unfortunately, the plane carrying Allen and his staff had mechanical problems and did not reach O'Hare. It made an emergency landing in a forest preserve west of the airport. Allen and most of the passengers survived the crash, but they had to move quickly to avoid zombies. Allen decided to head to the nearest safe spot, one of the secret research zones set up in a convention center/arena.

The White House wants Allen alive because he knows so much about zombies, but the military is tied up protecting Chicago for the new US government seat. They feared contacting the research zone could compromise the secret, so they contacted nearby sanctuary zones to send a team out to rescue Allen. The closest zone did not respond, so they contacted the players' zone for help.

## **Episode summary**

The players begin with human characters living in the Mt. Prospect sanctuary zone which occupies most of downtown Mt. Prospect along the train tracks. Under a new executive order, the military can draft any and all civilians, which in this case includes the players' humans. They are given a mission: Travel to the forest preserve, find Allen, and if he's still alive, bring him back to the sanctuary zone. Also part of their mission is to determine why the closer sanctuary zone is not responding to contact.

Act 1 sets up the adventure by introducing the setting to the players. Their human characters are drafted, given a few items to protect themselves, and sent first to the too-quiet sanctuary zone. Small mini-scenarios are used to help teach some of the rules. Then players will use a real map of the area to decide how to get there. Once their path is mapped out, the team leaves their sanctuary zone and has its first zombie encounter.

Act 2 can vary depending on the route taken by players, so this section has a variety of scenarios based on terrain that you can throw at the players regardless of their chosen route.

Act 3 includes the Woodlawn Mall sanctuary zone, which went dark after some residents rioted and their generator was caught in the crossfire. The residents claim the military is kidnapping troublemakers and killing them, and now that they're in control, they want to stay quiet in hopes of being overlooked. They welcome the players at first but then decide not to let them leave for fear the HC's will reveal what's going on. Several players' human motivations are keyed to this scenario.

Act 4 is set at the crash site in the Poplar Creek Forest Preserve. No humans are there but evidence left behind in the wreckage shows he may have tried to reach something called the "FirstCountry Loans Arena research zone". A memo in the evidence reveals the truth of what FEMA is doing to healthy human survivors, while a map showing threat levels in the area helps players realize they were sent out to get infected.

Act 5 is set in the FirstCountry Loans Area research zone, which was a secret government lab where they tested

on zombies and live humans to better understand the virus causing zombies. However, it's since been overrun by zombies. Allen and his assistant are trapped inside and the players will have to rescue him. However, they can use a military vehicle to make the trip back to Mt. Prospect quick and safe.

Act 6 ends the episode with possible rewards and punishments for the HC's depending on how they handled Allen.

### **Special note regarding places and names**

This episode is set in the United States and uses American places and names but it's easy to set this episode in another country.

- » Chicago is the third largest city in the US with many suburbs and a large airport. Use a similar city in your country.
- » Mt. Prospect and Schaumburg are suburbs near Chicago to the west-northwest. Change their names to cities/villages near whatever city you used to replace Chicago.
- » Replace FEMA with the corresponding health agency in your country's government.

There will likely be other small changes depending on what country you'd like to set the episode in. For example, Act 3 includes a safe house in a large mall typical of the United States. You would need to find something similar in the area you've chosen.

# ACT 1: THE GANG'S ALL HERE

Act 1 sets up the adventure by introducing the setting to the players. Their human characters are drafted, given a few items to protect themselves, and sent first to the too-quiet sanctuary zone. Small mini-scenarios are used to help teach some of the rules. Then players will use a real map of the area to decide how to get there. Once their path is mapped out, the team leaves their sanctuary zone and has its first zombie encounter.

## **Scene A: Setting the Scene**

**FADE IN:**

**INT. GAME STORE / RESIDENT HOUSING  
(ALL HUMAN CHARACTERS)**

No one's quite sure when the first zombie appeared in the USA, but everyone knows about the famous press conference where the president announced a "serious epidemic" affecting the United States. That was three weeks ago, when reports of zombies were sporadic but impossible to ignore. Since then, the "epidemic" has spiraled out of control and zombies are all over the place. Entire cities such as New York and Washington DC have been abandoned to the living dead, and large packs of zombies roam the suburbs and countryside. The death toll is accurately described as incalculable.

At a press conference, the president announced FEMA was creating sanctuary zones: Areas that had few zombies and could be easily defended and resupplied for the near future.

People received mandatory relocation orders moving them to the nearest sanctuary zone. For you, that was the Mt. Prospect sanctuary zone, centered around the downtown of a Chicago suburb called Mt. Prospect and the railroad that runs through it. Trains are not affected by zombies in the tracks, so rails have become an important way to send supplies and troops around the country.

All of you have been assigned moldy cots inside an abandoned game store near the train tracks. It's now early morning and you've been given your breakfast: A slice of toast, powdered eggs, and weak coffee. Starting with the person on my left, go around the table and please tell your roommates your name, gender, age, and former job.

Once players have introduced themselves, the head of the sanctuary zone comes to their table. His name is Lt. Col. Brian Maddox and he's looking for a few volunteers. Thanks to a new executive order, he can volunteer anyone he wants.

A tall, stout man in an army uniform comes to your table. You recognize him as Lt. Col. Brian Maddox, chief administrator of this sanctuary zone.

#### **MADDOX**

Good morning. Hope you're done with breakfast, because as of now, you are all privates in the US Army. Come with me.

Just like that, he turns on his heel and walks confidently away.

#### **Lt. Col. Brian Maddox (Male, 32, US Army commander)**

Control 09(19)

Fight 11(17)

Flee 13(18)

Hide 15(18)

Repair 13(18)

Scrounge 11(18)

Talent: Intimidating (-2 to Control TN for forcing a human into doing something)

Serendipity: Solid Hit (Auto success on a single Fight roll)

Setback: Something Fell Off (Cause one wound to a NPC zombie)

Equipment: Pistol, Binoculars

Players who choose not to follow can stay at the table. Maddox will quickly come back with four armed guards and explain he has the legal right, thanks to an executive order, to draft any civilian immediately. Anyone refusing to follow orders will be classified a deserter in a time of war, the penalty for which is death.

**CUT TO:**

**EXT. SANCTUARY ZONE**

**(HUMAN CHARACTERS, MADDUX)**

The sanctuary zone is full with people, but by order they are staying inside the stores turned into emergency shelters. An exterior wall made from cars and buses without axles, chain link fences covered with plywood, and metal shipping containers keeps the zombies out, but staying indoors keeps the zombies from massing outside. A crane lifts a shipping container from the train tracks and a train smashes through a few zombies to arrive inside the zone to deliver fresh supplies. A military helicopter lands in an empty parking lot and soldiers rush to meet it.

Maddox leads the players to the train station serving as the zone's headquarters. Once inside, he orders them to sit down at a table covered with maps of the area. He sits down as well and explains the mission to the players.

**CUT TO:**

**INT. TRAIN STATION**

**(HUMAN CHARACTERS, MADDUX)**

**MADDUX**

In case you haven't heard, the White House has left DC and moved to Chicago. Planes carrying VIPs and whatnot have been running from Reagan to O'Hare around the clock. One of these had engine trouble and had to make an emergency landing west of the airport. Normally, we wouldn't be overly concerned about some politicians ditching it in zombieland. Problem is, it's a bit more complicated than that.

The VIP on that plane was William Allen. He's the head of FEMA and knows more about zombies than anyone else alive. Lose him and our fight could be a lot harder and longer, something nobody wants. So the president gave the order to go get him. Of course, all available forces in our area are clearing downtown Chicago so it can be the new DC. The order went out to the Woodlawn Mall sanctuary zone to send out a search party, but no one's been able to reach them for days. That means it falls to me. And in true military fashion, shit rolls downhill.

Your mission has two objectives. One, find out what those yahoos at Woodlawn Mall are up to. Drone surveillance shows its still secure but we don't see anyone. There was black smoke coming the roof two days ago but that's gone. Go there



and figure it out. Two, go to the crash site and find Allen. If he's alive, bring him back here. If he's dead, bring back his head and one hand so I know you actually found him and didn't hide in a basement somewhere for a while. Woodlawn Mall, then crash site. Clear?

Maddox will show everyone a map of the area, indicating where to find Mt. Prospect, Woodlawn Mall, and the Poplar Creek Forest Preserve where the plane crash landed. He has a route planned, one that takes the human characters through a heavy zombie area on purpose as part of the FEMA plan to infect survivors so they can be experimented on. Players can give their input and Maddox will be accommodating as long as the changes still put the human characters at risk.

As for how to reach there, Maddox can offer bicycles but no helicopters or cars. Helicopters are all reserved for VIP travel and fuel is reserved for generators. Besides, only a few types of military vehicles could navigate through all of the abandoned cars on the road. Bikes are cheap, faster than zombies, very agile, and available.

When the players have had some time to talk and argue, Maddox will end the conversation by ordering them all to follow him to another location. .

#### *SIDEBAR: Random Teaching*

*The following scenes are designed to teach the rules bit by bit. However, GMs should be prepared to teach rules on the spot if players want to explore their options. For example, Scene C requires a contested check to see if a HC can tackle another human. If a player wants to use serendipities or setbacks in this scene, let him and use this as a chance to teach about those rules.*

*END SIDEBAR*

## **Scene B: Killing Melissa**

**CUT TO:**

### **INT. SANCTUARY ZONE**

**(HUMAN CHARACTERS, MADDOX, 2 GUARDS, MELISSA, D'ANDRE WRIGHT, WOMAN)**

Maddox takes you across the tracks to a former bank, now one of the most feared parts of the zone: The quarantine room. New arrivals have to spend two days there in a cage with nothing but a blanket, sleeping bag, and an old TV in the corner playing DVDs.

You enter the bank and see the makeshift cages made from chain-link fencing and gates. Two guards stand to attention and salute Maddox. He returns the salute crisply and takes you to the back where three people wait their quarantine period: A young girl sitting in a corner with a blanket pulled up to her chin, a middle aged woman with her arm in a sling reading a book, and a large muscled man who watches you silently.

### **MADDOX**

This is the army, and we need leadership. Time to figure out which of you will lead this team.

Maddox pulls out his pistol and takes out the clip. Then he puts a single bullet in it the chamber and holds the gun out for someone.

### **MADDOX**

That little girl in there is named Melissa. We're not sure of her last name, and neither is she. Don't matter. She's infected and needs to be put down. Which of you has enough balls to go in there and shoot her brains out at close range?

Melissa is sitting in the far corner, so anyone willing to shoot her will need to go into her cage. From outward appearances, she is shivering and pale but there is no obvious bite marks. Melissa really is infected--the bite is on her back below her dirty yellow jumper--but the players will not know this for sure. If left alive, she will become a zombie in five hours. Maddox knows all of this and will not let her turn into a zombie.

This is an opportunity to teach players about how to make attribute checks and use equipment. Shooting Melissa requires a Control check, not a Fight check, because the HC needs to overcome their empathy for this cute little girl. (GMs can change this if they feel the HC in question wouldn't need to Control themselves.) The gun adds +2 to Fight checks but +2 to Control checks.

Whichever HC kills Melissa becomes a corporal and gets a hat with a corporal's stripes on the front . The others are now privates and get nothing.

Just after Melissa is shot, the woman in the cage next to her freaks out and starts screaming. As the guards yell and threaten her, the quiet man--D'Andre Wright--suddenly kicks open his gate and makes a run for it. Maddox yells for someone to tackle him.

### **D'Andre Wright (Male, 32, former competitive weight lifter)**

Control 13(18)

Fight 12(18)

Flee 12(19)

Hide 10(18)

Repair 12(17)

Scrounge 11(18)

Talent: Ghost (-2 to Hide TN when moving between hiding spots)

Serendipity: Better Than That (Reroll a failed attribute check)

Setback: Lost Your Temper (Auto failure on a single Control/Think roll)

Equipment: None

This is an opportunity to teach about conflicted checks. The HC who tries to tackle the man must make a Fight vs. Flee check. He isn't infected but didn't think Melissa was infected and truly fears for his life. Once tackled, the guards handcuff him and Maddox tells them to, "Ready him for transport!" If pressed to explain what that means, Maddox lies and says there's a special sanctuary zone in the north for "troublemakers". If none of the HC's manage to tackle the man, he gets tackled by soldiers just outside the bank and Maddox makes his comment

there. Try to have Maddox make this comment in front of the HC's as it foreshadows the information they find at the crash site.

## Scene C: Target practice

**CUT TO:**

### **INT. CANDY STORE**

**(HUMAN CHARACTERS, MADDUX, 3 ZOMBIES)**

With the man being prepped for transport to a troublemaker zone, Maddox tells you it's time for combat training. He leads you outside and around the corner to an abandoned, looted candy store. You walk past the broken, empty shelves to the back room and a single door.

As soon as Maddox opens the cellar door, you hear them. As you go down the steps, you smell them. When you reach the cold concrete floor, you see them: Three live zombies chained to a cement block wall. The zombies are missing their hands and teeth but they still moan and reach out with their arms. A yellow line is spray painted along the floor on the far side from the zombies.

### **MADDUX**

Since you're going into enemy territory, you will have to fight sooner or later. Corporal, set up your soldiers along the line. When you give the word, I want those with ranged weapons to attack the zombies once. You can move closer if you trust your squad mate's aim. When you give the word again, I want those with hand-to-hand weapons to charge the zombies and attack once. If you are too chicken shit to attack, then I'll airlift you to the troublemaker zone up north.

This is an opportunity for players to practice combat and distance. Players will need to make a Fight vs. Kill check to attack the zombies (Kill 12), but because the zombies are rendered helpless, zombies can only block and cannot counter. Also, do not use any capabilities, karma, or plot points yet, as teaching combat, distance, and movement is complicated enough.

The yellow line is L6 from the zombies. Remember that any try for a headshot requires adding the distance to the target number, so trying for a headshot from the yellow line is +6 to the Fight TN. Those with hand weapons will need to walk or run until they're L1 or L0 to attack the zombies. The order was not to kill the zombies, just to attack. Still, use this as an opportunity to also teach players about wounds. All of the zombies have 4 wounds like a normal NPC zombie.

### **Zombie targets (3)**

Looks: Religious, Fatty, Waiter

Chase 13

Kill 12

Notice 12

Think 13

Capability: None.

Serendipities: None

Setbacks: None

Once finished, Maddox hands the corporal a pistol and a satellite phone, and tells the corporal to assign those to anyone in his squad, including himself.

### **Interlude: Other rules**

At this time, GMs should go over the rules for Karma, Plot Points, and Motivations. Now that the players have had some experience in the game, these rules will make more sense. However, because they are so varied and unusual, we felt it best to avoid including them as small scenes as we did above.

So take the time to explain and answer questions before moving on. You should not cover the zombie rules yet. The game must go on!

### **Scene D: Leaving home**

Maddox now leads the squad back across the train tracks to an apartment building behind some stores and goes upstairs to a well-guarded room on the second floor. The door is barred, but the guards move it and open the door. Inside is a small looted apartment. Along the floor next to the far wall is an aluminum ladder. The window set in that wall is not boarded up, and two more guards stand next to it.

This is the “on foot” exit from the sanctuary zone. Before anyone leaves, soldiers inside the sanctuary zone but around the corner will scream, holler, and generally make enough noise to attract nearby zombies. When told to “open the door”, the soldiers will quickly remove the entire window, including frame, from the wall and quickly lower the ladder through the opening. Humans can then climb down to the street with only a few zombies paying attention. Maddox tells the corporal to get his soldiers ready to leave. Once ready, Maddox orders the guards to open the door and the players can descend.

The window is L2 from the ground. Going down the ladder in one turn takes a successful Flee check. Failure means it takes two turns instead of one.

This scene uses one pack of three zombies. When the first person reaches the street, they turn and shamble closer. Start the zombies at L3, L5, and L7 from the ladder. Make sure you use one capability, one plot point, and one karma power during this scene so players have a better idea of what they will face from zombies. There are only three to contend with, so this should not be a deadly encounter. In fact, do what you can to avoid killing the humans short of outright cheating. Players should have some time to explore the game with a human-character before they play with a zombie-character.

### **Street Zombies (3)**

Looks: Police, Housewife, Retail Clerk

Chase 12

Kill 11

Notice 14

Think 13

Capability: Good eyes (-2 to Notice TN for noticing humans behind you)

Serendipities: Cunning (Auto success on a Chase check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

#### **EXT. OUTSIDE THE SANCTUARY ZONE**

The zombies distracted by the soldiers have noticed you. Dozens are shambling towards you. You hop on your bikes and ride away from the zone, deeper into zombie territory.

#### **FADE OUT**

### **Interlude: Scenes and scoring**

If you are using the optional scoring rules, explain them in detail after those three zombies are taken care of one way or another. We must stress “in detail”; nothing will anger your players more than not having a very clear understanding of how to win, and understandably so.

## **ACT 2: LET’S GO TO THE MALL**

Act 2 can vary depending on the route taken by players, so this section has a variety of scenarios based on terrain that you can throw at the players regardless of their chosen route.

### **Scene A: The Outdoors Retailer**

#### **FADE IN:**

#### **EXT. BUSINESS PARKING LOT**

**(HUMAN CHARACTERS, 25 ZOMBIES, 2 HUMAN NPCS HIDDEN)**

You are quietly riding through the streets, most of which are cluttered with bodies, abandoned cars, and trash. You’ve passed some zombies, who almost seem surprised to see you. They moaned and reached out their arms towards you, but you rode faster and left them behind.

As you biked up a wide road, you saw a large group of zombies in the intersection ahead, probably around 25 of them. Before they could see you, you pulled over into the parking lot of a large Green Mountain outdoor retail store and hid behind a minivan. Suddenly, a gunshot rang out in the quiet air. Someone shot at you!

There are two humans on the Green Mountain store roof armed with rifles: Oscar Rodriguez and Luis Pena. Both are former gang members who got trapped in the suburbs. They found the outdoor retailer locked up and empty, so they picked the lock on the back emergency exit and turned it into their home.

**Oscar Rodriguez (Male, 18, gang member)**

Control 14(19)

Fight 09(18)

Flee 12(18)

Hide 10(17)

Repair 15(18)

Scrounge 12(18)

Talent: Intimidation (-2 to Control TN for forcing a human into doing something)

Serendipity: Great Spot (Auto success on a single Hide roll)

Setback: But I Thought ... (Reroll a successful attribute check)

Equipment: Rifle, Alcohol

**Luis Pena (Male, 19, gang member)**

Control 15(18)

Fight 10(18)

Flee 13(18)

Hide 09(18)

Repair 14(18)

Scrounge 11(18)

Talent: Thug (-2 to Fight TN for causing damage with a bat or club)

Serendipity: Not That Bad (Auto success on a single Repair check)

Setback: Drop Your Guard (Auto failure on a single Fight check)

Equipment: Rifle, Bat, Alcohol

Players may be tempted to break into the store to loot it. That's fine but it may be more difficult than they think. Rodriguez and Pena consider this store their home and they will defend it by any means necessary. In fact, this is why they are shooting at the players; they think the players are here to loot "their" store.

The front doors are locked but not barricaded. At the back of the store is a loading dock and emergency exit, both of which are also locked but not barricaded. If players enter the store, they will have three turns before Rodriguez and Pena come down from the roof. Players will need to make Scrounge checks but the following items can be found:

- » Bows and crossbows
- » Camouflage clothing
- » Dark clothing
- » Extra rifle ammo
- » Extra arrows/bolts
- » Flashlight
- » Good shoes
- » GPS/Compass
- » Rifles

GMs can add to this list as necessary; these are only suggestions.

When the two gang members get downstairs, they will immediately open fire on the players until they drive the players out or are killed. A successful Control check will temporarily stop them from shooting, and it's possible that the players could broker a temporary truce. However, Rodriguez and Pena will not agree to let players loot



everything they want.

Don't forget the zombies! As soon as the players break into the store, start all 25 at L10 from the front entrance. That means all 25 will reach the store in 10 rounds, closing off any exit from the front of the store. Let the players figure out how to escape should this happen, but if they're at a loss, remind them that most stores this big have loading docks and emergency exits in the back of the store.

### **Huge Pack of Zombies (25)**

Looks: Variable

Chase 12

Kill 12

Notice 14

Think 12

Capability: Open Doors (-2 to Think TN for remembering how to open a door)

Serendipity: Don't Need That Organ (Ignore one wound from a human's successful Fight check)

Setbacks: Not Paying Attention (Auto failure Hide/Notice)

## **Scene B: The Park**

**FADE IN:**

**EXT. WEALTHY SUBURBAN DOWNTOWN  
(HUMAN CHARACTERS)**

A cold rain has been falling for a few hours now. Avoiding large packs of zombies has led you down this nearly empty street in an upscale suburban downtown. At the T-intersection up ahead, you see a large park, complete with kiddie play area, several tennis courts, a large field, and a bike trail around a man-made lake. No zombies are in sight.

When the players reach the intersection, they find the left turn completely blocked by a pair of buses, one of which slammed into a park building. At L4 to the right is a pack of 15 zombies eating a pair of soldiers. (These were stationed at Woodlawn Mall but, after it was taken over by residents, they decided to make a run for Mt. Prospect. They obviously failed.) The soldiers left two bikes nearby if any player somehow lost his along the way. The zombies immediately ignore the soldiers for fresh meat.

### **Around-the-corner Zombies (15)**

Looks: Variable

Chase 11

Kill 12

Notice 12

Think 15

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Lunge (Move 2 lengths this turn only)

Setbacks: Festering Wound (A wound cannot be healed)

The players have two options: Go back the way they came or go through the field in the park. If the group goes backwards, then you can either throw a pack of zombies at them get them to change their minds or simply end this scene and use another in this act.

If the players head towards the park, they will need to cross the field. This all-purpose field is a giant mud puddle thanks to the rain and a month without maintenance. It is 10 lengths from one end to the street beyond. Woods line the left side of the field and a pair of big kiddie play areas line the right side. Once the first player enters the field, two packs of zombies appear: 5 zombies from the woods and 4 zombies from the play area. Both groups start at L5 from the first player.

### **Park Woods Zombies (5)**

Looks: 2 housewives, model, homeless, soldier

Chase 14

Kill 10

Notice 12

Think 15

Capability: Iron Grip (-2 to Kill TN for holding onto things, including humans)

Serendipities: Chilling Moan (Cause a human to break on a successful attribute check)

Setbacks: Trip and Fall (Auto failure on a single Flee/Chase roll)

### **Park Play Area Zombies (4)**

Looks: 2 children, police, nerd

Chase 11

Kill 13

Notice 13

Think 13

Capability: Smell Blood (-2 to Notice most wounded)

Serendipities: Heard That (Auto success on a Notice check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

Going straight across the field is slow on bikes, as the deep mud sucks at the wheels and makes falling over a real problem. Bike movement is halved to 2 lengths per turn and requires a successful Flee check to avoid falling down. Failure means you move 1 length but fall in the mud. Running (moving 2 lengths) is possible but requires a Flee check to remain on your feet. Walking (moving 1 length) does not require any checks.

Between mud, rain, crappy bikes, and three zombie packs, this scene can be deadly. We recommend that GMs alter their strategy depending on how deadly the game has been so far. If all players still have their human character, go ahead and use all of the zombie's capabilities, serendipities, and setbacks as you can. Don't cheat but don't hold back either. If at least one player is on his zombie character, tone it down somewhat.

## **Scene C: A Neighborhood Swarm**

**FADE IN:**

**EXT. SUBURBAN RESIDENTIAL STREET  
(HUMAN CHARACTERS)**

This part of the suburbs almost seems normal. albeit quiet. No fire-ruined buildings, no bodies in the street, and very little trash. The buildings are intact and FEMA didn't even get here to spray paint the doors. There are a few zombies far down the road but they are too far away to spot you.

At this point, ask the players if they want their characters to take a rest or use any old motivations to gain new plot points. If the players decide to stop, follow their lead but suggest they can use one of these abandoned houses to rest in. There are no humans or zombies inside no matter what house they pick. Players can make Scrounge rolls to find food and new equipment, but don't give them too much. Scarcity is part of the fun.

Be prepared for players to want to explore their motivations here. For the first time in likely the whole game so far, they're not actively worrying about zombies. That means they'll try to score some more plot points through motivations. Encourage this and do everything that's sensible so they can meet their motivations. For example, if a player has the motivation "Get money, lots of money", let him find some cash or jewelry in an upstairs bedroom.

Once they're relaxed, start to hint that something's wrong. Tell them they hear a dog barking in the backyard.

**CUT TO:**

**INT. SUBURBAN HOUSE  
(HUMAN CHARACTERS)**

The back door is locked but opens easily. Outside is a large backyard surrounded by a thick wooden plank fence. A terrier is running crazy in the yard, barking at one part of the fence near a shed in the back. It notices you and shoots towards the door.

The dog smelled a zombie just past the fence but is smart enough to leave it alone. Blocking the dog from entering the house requires a Fight check. Regardless of where the dog is, it continues to bark at the zombie endlessly. A human who wants to quiet the dog must make a Control check to calm it down or Control themselves enough to kill the dog. Don't overemphasize the noise made by the dog, but don't shy away from it either.

If a player enters the yard, the back fence shakes as the zombie outside starts to pound on it. The players can decide just about anything in dealing with this: Attack, ignore, lead it astray, or whatever. The point is to get the players looking towards the back of the house while two huge packs of zombies wander down the street.

As soon as someone opens the back door, secretly start one pack of 10 zombies at L10 away from the house's entrance down the street used by the humans to get here. One turn later, start another pack of twenty zombies at down a side street, L10 from an intersection with this street and the one where the human's house is on. Move the packs 1 length per turn.

Where the two packs go depends on the players.

- » If they quickly quieted the dog, the first pack will mill around the house, splitting into three packs (3, 3, and 4 zombies) randomly, while the second pack keeps moving down the side street away from the house.
- » If the dog (or the humans) made noise for 1-3 rounds, the first pack attacks the fence while the second pack keeps moving down the side street and will continue moving away from the house unless there's more noise such as combat. If the humans try slipping out of the front door, make a Notice check for the second pack.
- » If the dog or the humans make noise for over three rounds, both packs will lumber towards the house and surround it. They will attack the fence, windows, and door. The humans will have to fight their way out.

### **Fence Zombie**

Looks: White collar worker

Chase 15

Kill 13

Notice 10

Think 12

Capability: Swatter (-2 to Kill TN for knocking equipment out of character's hands)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: Lose Your Temper (Auto failure on a single Control/Think roll)

### **Down-the-street Zombies (10)**

Looks: Variable

Chase 12

Kill 12

Notice 13

Think 13

Capability: Iron Grip (-2 to Kill TN for holding onto things, including humans)

Serendipities: Stumble (Human can only walk/Zombie cannot move this turn)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

### **Side Street Zombies (20)**

Looks: Varied

Chase 11

Kill 11

Notice 13

Think 15

Capability: Stair crawler (-2 to Think TN for remembering how to climb stairs)

Serendipities: Cunning (Auto success on a Chase check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

## **ACT 3: THE POPULIST REVOLT**

Act 3 includes the Woodlawn Mall sanctuary zone, which went dark after some residents rioted and their generator was caught in the crossfire. The residents claim the military is kidnapping troublemakers and killing them, and now that they're in control, they want to stay quiet in hopes of being overlooked. They welcome the players at first but then decide not to let them leave for fear the HC's will reveal what's going on. Several players' human motivations are keyed to this scenario.

This act does not have much in the way of zombies, so if you have a player already on his zombie character, ask him if he'd like to roleplay Glover, Fox, or any other human character.

### **Scene A: Arriving at the Mall**

**CUT TO:**

**EXT. I-290 OVERPASS  
(HUMAN CHARACTERS)**

You all stand on the 290 Expressway overlooking the Woodlawn Mall sanctuary zone. It's just like Maddox said: It looks secure but quiet. Sandbags are piled high in front of the entrances, which are either boarded up or blocked from the inside. There are zombies in the parking lot but they aren't massing at the entrances. A few military trucks sit silently next to several drums of fuel. The roof is empty save for some abandoned sniper nests but you can easily see from here there was an explosion.

There is no way to tell from here if the sanctuary zone is secure or not. It is secure, but the residents inside are trying hard get overlooked. The squad will have to get closer to see anything.

The players can decide how to get down there, but don't make a big production about it. You want to get the squad into the parking lot checking for signs of life in the mall, so if they want to climb down the side of the interstate and check out Sears, that's fine.

Let the players know they can easily avoid the zombies in the parking lot for now, but sooner or later, all zombies in the area will wonder what's going on and the occasional zombie will become a horde.

Searching for signs of life requires a Scrounge check near an entrance. Success means they catch a glimpse of a human looking at them from between two vending machines pinned against the doors. If they pound on the doors, a voice tells them to visit the parking garage on the south side.

**CUT TO:**

**EXT. MALL PARKING GARAGE  
(HUMAN CHARACTERS, 5 ZOMBIES)**

Several cars block the sole entrance into the three-story parking garage. You can see the inside is empty; no cars, zombies, or people. You can see three zombies fruitlessly pounding away at the doors and hoods. Two more bodies lay slumped against the cars. You can see from here that the third story of the garage connects to a small mall entrance. It is boarded up but there are no sandbags in front of it. On the ground roughly under the entrance are at least fifteen corpses of soldiers.

The soldiers were shot during the rebellion and anyone inspecting them with a successful Scrounge or Repair check will notice they died before becoming zombies.

**Parking Lot Zombies (infinite)**

Looks: Any

Chase 13

Kill 12

Notice 12

Think 13

Capability: Tracker (-2 to Notice TN for tracking where humans went)

Serendipities: Relentless (Reroll a failed attribute check)

Setbacks: But I thought ... (Reroll a successful attribute check)

### **Parking Garage Entrance Zombies (5)**

Looks: Athlete, doctor, police, elderly, housewife

Chase 12

Kill 13

Notice 12

Think 13

Capability: Climber (-2 to Chase TN for climbing over something to chase humans)

Serendipities: Heard That (Auto success on a Notice check)

Setbacks: (Auto failure on a single Fight/Kill roll)

The players begin at L10 from the cars and the entrance. The three zombies must make Notice checks to hear the players' humans coming up behind them. However, once a human reaches L1 or L0, the two bodies open their eyes and prove to be more zombies. It will take them two turns to get to their feet, but they will instantly moan, alerting the other three.

When the players start attacking any of the zombies, announce that more zombies are coming in from the surrounding area. Starting now and for each turn the players spend outside of the parking garage, announce three zombies appear at L10 from the humans. Keep adding three more zombies each turn so the players understand that a mob is closing around them.

Once inside, the players can travel up to the third floor where it connects to the mall. Residents of this zone are waiting just past the doors. When they see the players' humans coming close, they will open the doors and let them in.

### **Scene B: Safely Inside**

**CUT TO:**

**INT. WOODLAWN MALL**

**(HUMAN CHARACTERS, SHAUNA GLOVER, KEVIN FOX, ZONE RESIDENTS)**

The doors open quickly and two people carrying military rifles step outside. They take positions on either side of the door and wave you in. You enter the mall are greeted by almost a hundred people standing in the darkened mall. Like you, they have a random assortment of weapons and armor.

The doors shut and lock behind you. A short African-American woman wearing elegant, expensive clothes comes closer.

**GLOVER**

**(WORRIED AND ANGRY)**

Who sent you? Why are you here?

This is Shauna Glover, the de facto chief of the Woodlawn Mall sanctuary zone. She led the rebellion against the military and is the driving force behind trying to stay unnoticed. She is fully convinced the military was kidnapping residents in the night and flying them away in black helicopters as part of some nefarious plan. She doesn't know what that plan is, only that it must be bad.



**Shauna Glenn (Female, 34, former call center supervisor)**

Control 10(20)

Fight 12(17)

Flee 14(18)

Hide 14(17)

Repair 12(18)

Scrounge 10(18)

Talent: Steeled (-2 to Control TN for controlling yourself)

Serendipity: Sharp Eyes (Auto success on a single Scrounge roll)

Setback: Lose Your Temper (Auto failure on a single Control/Think roll)

Equipment: Two-way radio, sword, pistol

**Woodlawn Mall guards (Any gender, any age, any former job)**

Control 12(18)

Fight 10(18)

Flee 13(18)

Hide 09(18)

Repair 14(18)

Scrounge 11(18)

Talent: Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)

Serendipity: Run 'n' Gun (No need for a Flee check to run and attack)

Setback: Tired of This S\*\*\* (Cause a human to break regardless of the dice roll)

Equipment: Rifle, Body armor

Glover's reaction to the players' humans depends on how they answer her question.

- » If they say they are from the Mt. Prospect sanctuary zone, she demands to know if they belong to the military or not.
- » If they say they are part of the US military, Glover immediately interrupts and has them detained and taken to the mall security station, which has a single cell big enough to hold them all.
- » If they say they're anything else not related to the military, Glover visibly relaxes and welcomes them to the resident zone.

*SIDEBAR: The Woodlawn Mall Rebellion*

*The Woodlawn Mall sanctuary zone was run just like other sanctuary zones. However, Glover started spying on the military and discovered they would almost regularly label someone a "troublemaker" and ship them out via helicopter. Glover quietly began plotting against the military, spreading fears about "midnight kidnappings" (which never happened). After a week of this, Lt. Col. George Kwan, chief of the zone, arrested her as a troublemaker.*

*The people believed Glover was being silenced and rioted. The military focused so much on containing the zombie threat outside that they were ill-prepared for a rebellion inside. Fights erupted as residents got a hold of guns and shot soldiers, who shot back. In the end, the residents overwhelmed the soldiers and took control. During the fight, the rooftop generator exploded, plunging the mall into darkness.*

*Glover convinced everyone the best plan to survive is to stay quiet and ride the crisis out. If we let the government know we're here, she argued, they'll label everyone as troublemakers and they'll all die. They have plenty of food, water is still available, and clothing and entertainment are plentiful. They only lack electricity. The residents supported her, and since then, the sanctuary zone has been secure but quiet.*

*END SIDEBAR*

Her second-in-command is Kevin Fox. He is well liked by all residents here due to his strong repair skills and his sarcastic but optimistic attitude. He doesn't like Glover at all and is not happy with the putsch but went along with it because he's smart enough to know not supporting her was likely fatal.

- » If the players are arrested, Fox will come down to talk to them soon after they've been tossed in the cell. If someone can convince Fox that they're harmless, he will have them freed. Glover will be angry but she'll support Fox's decision - for now.
- » If the players are accepted by Glover, she will tell Fox to show them around and give them a place to sleep.

Either way, this is downtime for the players. Let them Scrounge in the mall (if they can), heal some wounds, take a shower, etc. Give the players the chance to roleplay their characters and gain some plot points through motivations. They can even spend the night here if they'd like. While that's not exactly part of their mission, it won't have an impact on the episode.

Glover, Fox, or any resident will explain what happened, including the fight against the military. Glover and the residents will spin the story so it sounds like they had no choice, but Fox will discretely express reservations. He agrees that troublemakers were being sent away, but he doesn't think this was some kind of evil plot. In fact, he liked the idea of getting rid of people who could cause problems. Despite the mall being very big, it's still home to nearly 8,000 frightened people and problems can easily get out of control.

The players' mission objective was to find out what happened, not to do anything about it. There isn't even a requirement to call Maddox and report what's going on. Therefore, the players can simply party for a bit and then try to leave.

Unfortunately, this is not an option. Any resident who hears that the HC's plan on leaving will be openly hostile. Someone will tell Glover if she isn't already there and she will order them detained, to be released only on HER order. Glover will explain that anyone leaving could tell the military about their existence. Therefore, no one leaves. No one.

Explain to the players that, should a fight occur, they will almost assuredly lose. That said, if the players come up with a sensible plan that might work, run with it. If not, the players are in the mall security center when Fox comes by.

## Scene C: The Breakout

**CUT TO:**

**INT. MALL SECURITY**

**(HUMAN CHARACTERS, 2 GUARDS, KEVIN FOX)**

Night has fallen. The only light comes from a flaming torch held by a guard outside in the hallway. As you sit in the dark detention cell wondering what to do next, you hear the two guards in the hallway arguing with someone. Suddenly, one lets out a scream that's abruptly cut off and the torch goes out. You hear a scuffle, then silence. Someone walks into the room. A lighter flicks open with a metallic ching and you see Fox. He's bleeding from his nose and mouth.

**FOX**

I'll let you out, but you got to promise to

take me to the Mt. Prospect zone. This one is sinking, I can feel it. It's going all Lord of the Flies, and I don't want to be the fat kid. I can even help your mission, assuming you need help from an old man like me. Deal?

Fox means what he says. He wants out before Glover gets too crazy. His plan is simple. The only light in the mall right now comes from the occasional torch and moonlight through the mall's large skylights. That means it's mostly dark, easy to sneak through. Glover hasn't bothered posting guards like the military did, so the chance of running into another resident this late is low. Fox wants to lead the squad towards the roof.

**Kevin Fox (Male, 54, former foreman)**

Control 14(18)

Fight 11(18)

Flee 12(18)

Hide 14(18)

Repair 09(18)

Scrounge 12(18)

Talent: Know Where To Look (-2 to Scrounge TN for finding a part needed to repair something)

Serendipity: Not This Time (Prevent a break regardless of the dice roll)

Setback: Trip and Fall (Auto failure on a single Flee/Chase roll)

Equipment: Tools, Flashlight, First-Aid kit

With the electricity out, the metal gates protecting the entrances cannot be moved. The entrance near the parking garage is always guarded. So Fox reasons they can get to the roof, use one of the rappelling ropes stashed at each sniper nest, and escape down the outside of the mall. There are three roof entrances but the one in of the anchor department stores is unguarded. Players should see the wisdom in this, but if they come up with something sensible, Fox will agree to it.

The department store is at the opposite end of the mall. Walking there is relatively easy in the dark, especially since most residents are asleep, but the group will run into two residents having a smoke about half-way through the mall. Start Scrounge checks at L10 from the residents to see if the group notices the residents. Everyone, including Fox, must make a successful Hide check to avoid being noticed in turn. If anyone fails, the residents will not be overly concerned but will ask if everything is alright. A successful Control check will con the residents and they'll leave the squad alone. If the squad blows it and the residents realize who they are, they will start shouting for guards.

Just afterwards, someone notices the HC's have broken out. Chaos erupts in the mall as guards yell out alarms and packs of residents appear outside their store/home with candles and torches. Emphasize the strange mix of modern mall and bands of torch-wielding people screaming for the HC's heads.

**Woodlawn Mall guards (Any gender, any age, any former job)**

Control 12(18)

Fight 10(18)

Flee 13(18)

Hide 09(18)

Repair 14(18)

Scrounge 11(18)

Talent: Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)

Serendipity: Run 'n' Gun (No need for a Flee check to run and attack)

Setback: Tired of This S\*\*\* (Cause a human to break regardless of the dice roll)

Equipment: Rifle, Body armor

If the group panics and tries to run for it, everyone must make a single Flee check at the beginning of their panic to avoid tripping over each other in the darkness. Anyone who succeeds can run (move 2 lengths) while anyone who fails falls to the ground. Next turn, those who fell can either stand and walk 1 length without having to make any checks, or they can try standing and running with a successful Flee check. Failing this check means he stumbles again.

Fox will lead the humans inside the department store and around to the left to an “Employees Only” door. (He now uses his flashlight if the humans have no other light sources.) Unknown to Fox, this door is locked. A successful Repair check can open the door. The group can try to break down the door; this is a solid door and will take four wounds before falling open. Note: Fox won’t disclose how to get to the Employees Only door, so if the HC’s don’t ask and get separated, they’ll have no clue how to get there.

Fox shows the way to a rooftop access stairwell. Once on the roof, Fox grabs rappelling gear from a sniper nest and ties it off securely. Climbing down requires a successful Flee check; failure means the character falls and takes 1 Health wound. Players who want to loot the sniper nest find a large machine gun and one extra ammunition for it. However, this gun is very heavy. Anyone who takes it has their movement cut in half; if Injured or Badly Injured, they cannot move at all until they drop the machine gun.

Once on the ground, players will have to decide if they want to get their bikes (assuming they still had them when they arrived). If so, they’ll need to fight past zombies before they reach the parking garage or wherever they stashed the bikes. As the humans ride or walk away, describe how people are now on the roof looking for them. If the players don’t leave, let a few rifle shots hit nearby.

*SIDEBAR: What to do with Kevin Fox*

*Unless the players have kicked him out, Fox is now part of the group. GMs have two options for dealing with Fox.*

*Give him to a player with a zombie. If you have a player running a zombie because his human character died, give him the option of playing a human again. If you have more than one zombie player, give the option to the player who first became a zombie. NOTE: If you are using the rules for scoring, the player who takes Fox cannot score for crossing the finish line but otherwise scores as a human as long as Fox lasts.*

*Run him as an NPC. If you’d rather keep your zombie players, run Fox as a human NPC but we recommend killing him off as soon as possible. Don’t cheat or fudge the dice rolls, but when the group encounters zombies, single him out and don’t hold back. This will emphasize the death that’s out there for the players’ humans as well as isolates them some more. Then again, if you’re fine with running Fox then go with it.*

*Kill him off. If you don’t want to deal with an NPC human running with the survivors, have him get shot by one of the people on the mall’s roof. Time it so everyone thinks they’re safe; then kill poor Fox.*

*END SIDEBAR*

## **Scene D: Resting for the Night**

**CUT TO:**

**EXT. STREET OUTSIDE THE MALL  
(HUMAN CHARACTERS)**

The Mt. Prospect sanctuary zone always went dark at night, to save fuel and keep zombies from seeing movement inside the walls. But a formerly well-lit part of town such as this is downright creepy in the dark. You stand at the intersection of two major roads, both hemmed in with strip malls and restaurants. Clouds move quickly across the sky, occasionally blocking the half-moon and the stars and making it pitch dark. You can hear the occasional movement and moan out there somewhere.

If no one suggests it, Fox will say it would be best to find a place to stay for the night. Zombies can't see any better than people at night, but stumbling around in the dark is an easy way to wander into a large crowd of zombies without realizing it. There are several hotels across the street but players can pick any place to sleep. Don't let this conversation last too long, however, as the point is to find a defensible place to stay, not a perfect home for the long term. Likewise, narrate finding a few lone zombies that the HC's easily dispatch rather than using combat.

Whatever they choose, the building is empty of zombies and the players can relax.

## ACT 4: FOREST PRESERVE

Act 4 is set at the crash site in the Poplar Creek Forest Preserve. No humans are there but evidence left behind in the wreckage shows he may have tried to reach something called the "FirstCountry Loans Arena research zone". A memo in the evidence reveals the truth of what FEMA is doing to healthy human survivors, while a map showing threat levels in the area helps players realize they were sent out to get infected.

### Scene A: Entering the Forest

**FADE IN:**

**EXT. EDGE OF FOREST PRESERVE  
(HUMAN CHARACTERS)**

The sun is still low but climbing steadily. Before you is the entrance to the Poplar Creek Forest Preserve. A thin road winds past the park sign and a small, empty parking lot before cutting through sparsely wooded grassland to the west. You cannot see any smoke trails or evidence of a crash landing, but the forest preserve looks huge. A bike path marked with red signs runs west and south from here. A lone zombie is slowly walking up the road towards you.

The plane is roughly 4 miles from the entrance. The lone zombie at L10 from the humans is there to showcase how lonely it is in the preserve. It will moan and stumble towards the humans but can be easily avoided. The stats below can also be used for any random zombies GMs might need in the forest preserve.

## Random Forest Zombies (any)

Looks: Any

Chase 12

Kill 14

Notice 11

Think 13

Capability: Good ears (-2 to Notice TN for hearing humans moving or talking)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

There are several ways to get through the preserve.

- » Red Bike Path: A paved path that winds its way around the perimeter. It's clearly marked at the entrance and heads west or south. Either route will bring the squad close enough to the crash site to see it from the path and there's no difference between the two.
- » Shoe Factory Road: A two-lane road cuts east-west through the preserve. It doesn't come close to the site but a successful Scrounge check about 3 miles in will reveal some straight line of damaged trees to the south. Another road, Sutton Road, connects with Shoe Factory Road and runs south to the site.
- » Random wandering: The players do not have to keep to paths and roads. They can wander through the woods, open plains, and creeks that make up the forest preserve. If they still have the bikes, these will be useless for the most part due to the thickening woods, exposed roots, and marshy areas.

Regardless of the path taken by the players, they encounter another survivor along the way. Use this scene and modify it as necessary to accommodate the player's earlier choice. For example, if the players chose the Red bicycle path, this happens on the edge of the bike path.

## Scene B: Stuck Up a Tree

**CUT TO:**

**EXT. WOODS**

**(HUMAN CHARACTERS, 9 ZOMBIES, KARL BROWN)**

You hear words. Actual human words coming from up ahead. You get closer and see a human up in a tree. Nine zombies are clustered around the base of the tree, moaning and clawing but unable to reach him. The man is wearing a tattered suit and has a broken branch for a club. He does not see you yet-- he's focused intently on the zombies trying to reach him.

This is Karl Brown, the acting Deputy Associate Administrator for FEMA's Office of Response and Recovery. He was only just recently named to this position and he really doesn't know what's going on. He knows about sanctuary zones but so does everyone. His previous job was helping organize train schedules between sanctuary zones, about five pay grades lower than his new position. He got the promotion simply because too many FEMA employees are dead or missing.



**Karl Brown (Male, 24, FEMA bureaucrat)**

Control 11(17)

Fight 14(17)

Flee 09(18)

Hide 10(20)

Repair 15(18)

Scrounge 13(18)

Talent: Climber (-2 to Flee TN for climbing up or over)

Serendipity: Improvise (Any object can be used as a weapon even for called shots)

Setback: Stumble (Human can only walk/Zombie cannot move this turn)

Equipment: Club (use Bat)

**Tree Zombies Pack A (5)**

Looks: Suburbanite, Nude, Politician, Retail clerk, Elderly

Chase 15

Kill 13

Notice 10

Think 12

Capability: Good Eyes (-2 to Notice TN for noticing humans behind you)

Serendipities: Relentless (Reroll a failed attribute check)

Setbacks: Chilling Moan (Cause a human to break on a successful attribute check)

**Tree Zombies Pack B (4)**

Looks: Child, Homeless, 2 Suburbanites

Chase 13

Kill 12

Notice 14

Think 11

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Don't Need That Organ (Ignore one wound from a human's successful Fight check)

Setbacks: Stumble (Human can only walk/Zombie cannot move this turn)

The humans start at L10 from the tree. (Brown and the zombies are at L0 with the tree.) Brown does not notice the squad until someone reaches L5. If the squad ignores him, Brown slips while trying to hit a zombie with his club and screams for help from anyone. This should generate some friction in the group; some will want to save him while others will want to leave him and focus on the mission's objective.

If the squad tries to save him, the zombies (broken into two packs of 5 and 4) will need to make successful Notice checks to realize there are other humans around. Failed checks mean the zombies try to get Brown until they are attacked, at which point they turn to attack back. Any attacks on an unaware zombie is a surprise attack and cannot be blocked or countered by the zombie.

If they rescue Brown, he reveals the following.

**BROWN**

I was with the FEMA team evacuating to Chicago when our plane's engines started to fail. We ditched it in this whatever you call it. Park? Preserve? Whatever. The pilot did a great job, we landed mostly intact and unhurt. But then

Allen and his assistant started dragging boxes outside and rummaging through files. I mean, really? We just about rang the dinner bell for all the zombies in the neighborhood and he wants to go through files? I told them what to do with their stupid files and I ran. That was yesterday. I got chased up here and spent the night here. Do you have any food? Water?

Brown is infected. He was bit on the right leg and has about an hour before he turns. Because he was a low-level functionary before getting promoted, he believes zombies happen when people die, not from bites. The virus only activates upon death, at least he thinks that, so he honestly doesn't think the bite is serious and won't talk about it. Right now, he's sweating with a small fever but looks flush, not pale. Everyone responds differently to the infection, so the players may not know he's infected just by his look.

He can direct the squad to the plane. In fact, he wants to stick with the humans so he'll be more safe. He will try to convince everyone to leave the plane alone and head straight for a sanctuary zone but he'll go along with whatever the group decides.

## Scene C: The Plane

**CUT TO:**

**EXT. LANDING SITE**

**(HUMAN CHARACTERS, KARL BROWN, 12 ZOMBIES)**

Now that you see the plane, you realize this really was an emergency landing and not a crash. The pilot must have picked this area to land because it's mostly clear of trees. The grass is all torn up for quite a distance leading to the plane itself. It's a Lear jet that probably only holds about 10 people. The left wing is dangling from the fuselage and you can see a demolished tree along the landing path. The plane's door is open and an emergency slide is still intact. There are more zombies here than you've seen in the preserve so far, probably around ten or twelve stumbling around the plane. The ground is littered with papers, boxes, briefcases, and one face-down body. You're too far away to see who it is.

The ten zombies are grouped in three packs: Group A (4 zombies) near the plane's door; Group B (2 zombies) on the other side of the plane, and Group C (6 zombies) near the nose. When the players first see the plane, start the groups at the following distances from the players:

Group A	L11
Group B	L12
Group C	L13

This assumes the players approach towards the tail. If the players circle around the plane, simply flip the distances for the groups. Either way, don't start rolling Notice checks until at least one human arrives at L10 from one

group. Use your best judgment but always warn a player that he might (not that he will, but that he might) be getting close enough to be detected.

### **Plane Site Zombies Pack A (3)**

Looks: Elderly, Doctor, Fast food worker

Chase 13

Kill 12

Notice 12

Think 13

Capability: Good Eyes (-2 to Notice TN for hearing something behind you)

Serendipities: Relentless (Reroll a failed attribute check)

Setbacks: Tired of This S\*\*\* (Add 5 to a human's break roll)

### **Plane Site Zombies Pack B (2)**

Looks: Waiter, Patient

Chase 13

Kill 12

Notice 12

Think 13

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Soft Spot (Auto success on a Kill check)

Setbacks: Chilling Moan (Cause a human to break on a successful attribute check)

### **Plane Site Zombies Pack C (5)**

Looks: Athlete, 2 Retail clerks, Housewife, Politician

Chase 13

Kill 12

Notice 12

Think 13

Capability: Swatter (-2 to Kill TN for knocking equipment out of character's hands)

Serendipities: Pack Mentality (A new zombie appears behind you that you also control)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

When these zombies are defeated, no more come. (The forest preserve is not heavily infested because there are few humans in the woods.) This gives the players some time to Scrounge the area for clues. The body is one of the pilots and is truly dead. Searching the boxes will reveal two pieces of evidence: Handouts 1 and 2. (See the end of this episode for the handouts.) It is very important that players find this evidence as it leads the players to the next act. If for some reason they don't, Brown will reveal he knows about the FirstCountry Loans Area research zone and will produce the memo as evidence that they should all go there for safety.

## **ACT 5: RESEARCH ZONE**

Act 5 is set in the FirstCountry Loans Area research zone, which was a secret government lab where they tested on zombies and live humans to better understand the virus causing zombies. However, it's since been overrun by zombies. Allen and his assistant are trapped inside and the players will have to rescue him. However, they can use a military vehicle to make the trip back to Mt. Prospect quick and safe.

## Scene A: Arrival

**FADE IN:**

**EXT. ARENA PARKING LOT  
(HUMAN CHARACTERS)**

The arena's parking lot is clear of zombies thanks to a wide fence originally designed to keep people from wandering through the lot. There are no cars, just five military vehicles: four trucks and a large six-wheeled armored personnel carrier nicknamed The Bull due to a large curved plate to smash aside abandoned vehicles. There are several entrances into the arena but they are all boarded and blocked with sandbags except for a single maintenance door. Someone spray painted a large circle around an H on the ground near that door.

The trucks are empty save for a single flashlight. The Bull is locked and cannot be opened.

The arena door is unlocked and leads to a large room on the ground level filled with music equipment and cleaning supplies. The only light comes from outside as the local electrical grid has shut down. No one, human or otherwise, is in this room. A door in the west wall leads to a short, spartan hallway connecting this room to the rest of the level, including a door leading into the concession area of the arena and a stairwell leading down to the underground level.

*SIDEBAR: Arena Battle*

*This is where scientists experimented on zombies, infected humans, and healthy humans. Three days ago, a healthy human almost escaped and had to be shot. His blood shot over three guards, but since he was healthy, they weren't worried. Unfortunately, the human was actually infected, and the guards caught the infection. One by one they turned during the night and attacked the other guards in their room. By the time the zone realized what had happened, most of the guards had been killed or turned into zombies, leaving the scientists helpless. Some fled, others died.*

*When Allen and his assistant arrived, it had already fallen. They wandered in just like the players and were chased by zombies into the control room on the skybox level overlooking the arena floor.*

*END SIDEBAR*

The arena has four levels: skybox, upper, ground, and underground.

- » The skybox level is for accessing skyboxes on the north and south sides of the arena. There are eight skyboxes on each side. Allen and his assistant are trapped in one skybox known as the control room. Stairwells connect to the upper level (which is actually below this level).
- » The upper level is for accessing the cheap seats. The entire floor is ringed with concessions and restrooms but there are no exits to the parking lot. Large stairwells connect this level to the ground level below and smaller stairwells connect with the skybox level above.
- » The ground level the ground floor and is for accessing better seats. Like the top level, it is ringed with concessions and restrooms. There are eight groupings of exit doors ("Gates") to the parking lot. You can access the floor of the arena from this level by hopping over the short wall just in front of the best seats. Several doors marked "Employee Access Only" connect to concession store rooms and stairwells down to the underground level.

- » The underground level is a series of tunnels and rooms underneath the arena floor. This is where performers rest before/after shows. It also houses large rooms for storing equipment, offices for area staff, and break rooms.

The squad needs to find Allen, who is trapped on the skybox level. However, let the players explore the facility. While the humans explore the darkened arena, highlight the confusion brought on by the dark. Never explain that a room is empty; always say, "You don't see anyone, human or zombie."

If the humans don't have any flashlights, let them find one or two lying around. Give one a cracked lens so the light has strange shadows. It will be suicide to explore the arena in total darkness.

Since it's difficult to see, use the other senses. Sometimes they smell blood or rotting flesh; other times they only smell stale popcorn or cleaning supplies. They might trip over bodies too eaten to turn into zombies. When the players get closer to the arena floor, tell them they hear a mechanical hum (the generator). Emphasize any noise the humans make while exploring the area. In other words, amp up the tension.

But don't start any large fights with zombies in this scene. GMs can toss the occasional zombie at the group, but it's better to keep things suspiciously quiet and easy. One fun trick is to ask everyone to make a Scrounge check, then roll dice of your own. Don't worry about the result, as you just want to give players the impression that they failed to notice something. That will make them paranoid.

### **Random Arena Zombies (any)**

Looks: Any

Chase 13

Kill 12

Notice 14

Think 12

Capability: Good ears (-2 to Notice TN for hearing humans moving or talking)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: Trip and Fall (Auto failure on a single Flee/Chase roll)

NOTE: Scene B should be used if the players explore the arena itself, i.e. on the ground or upper levels past the concession ring. If the players go straight upstairs, then skip to Scene C.

## **Scene B: The Arena Floor**

**CUT TO:**

### **INT. FIRSTCOUNTRY LOANS ARENA**

**(HUMAN CHARACTERS, ZOMBIES, WILLIAM ALLEN, REBECCA DALE)**

The hum of a generator gets louder as you look out at the arena, which is lit. It's large enough to house football games. The stands that climb up to the roof are empty, but the floor is filled with what looks like a huge quarantine area. Hundreds of cages hold cots and blankets. Most are full of bodies lying still on the cots or even floors, but many hold zombies who slowly walk the small confines. You can see a couple of scientists and soldiers down there, but they're zombies too. Tables and carts have been overturned, and

several half-eaten bodies are lying on the floor.

Suddenly, the PA system crackles to life.

**ALLEN**  
**(THROUGH A PA SYSTEM)**

You there! We need help! We're trapped in the  
... yes I can! We're in the control room! Top  
floor, north side. I think. There are a few  
zombies outside our room but we cannot get out  
unless you take care of them. Please help!

The zombies on the floor, looking around desperately to find whomever speaking, finally notice you. One after another, they moan and shamble in your direction.

This is William Allen, the subject of the squad's search. He and his assistant are trapped in a skybox by thirteen zombies. (More than "a few" but Allen was worried the squad wouldn't come up to him if he told the truth.) He cannot hear the players unless they shout but any conversation quickly turns to, "Help me already!" He will, of course, direct players to his location.

Whether the players run into zombies on their way depends on how things have gone so far. If no one has lost their HC yet, have players make some Scrounge vs. Chase rolls to see if they spot a zombie around the corner or atop a stairwell. Don't make it too deadly, though, as they'll have their hands full with the "few" zombies outside the skybox.

### **Scene C: Allen and Friend**

The hallway ringing the skybox level is wide (8 lengths). There are 13 zombies pounding on the skybox door. They will likely need to succeed at Notice checks to hear the squad but that depends on how the squad approaches. They'll probably be expecting only a few zombies so they might not be too cautious. Regardless, this fight really depends on light.

If the players have a light source like a flashlight, then the zombies notice this easily; no roll is necessary since they're attacking the door in the dark. With no human in sight except for the squad, all 13 will attack.

Start Pack A at L10 and explain this is the limit of their flashlight. (GMs can adjust this distance if the light source is weaker.) When they've moved one length closer, introduce Pack B at L10. One turn later, place Pack C at L10. Modify this if a human moves closer, revealing the other zombies earlier.

#### **Skybox Zombie Pack A (4)**

Looks: Blue collar worker, scientist, soldier, patient

Chase 11

Kill 14

Notice 12

Think 13

Capability: Stair crawler (-2 to Think TN for remembering how to climb stairs)

Serendipities: Soft Spot (Auto success on a Kill check)

Setbacks: Tired of This S\*\*\* (Add 5 to a human's break roll)



### **Skybox Zombie Pack B (3)**

Looks: 2 Soldier, scientist

Chase 13

Kill 11

Notice 13

Think 13

Capability: Killer (-2 to Kill TN for causing damage to humans)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: But I thought ... (Reroll a successful attribute check)

### **Skybox Zombie Pack C (6)**

Looks: Doctor, 2 soldier, 2 scientist, patient

Chase 11

Kill 10

Notice 14

Think 15

Capability: Smell Blood (-2 to Notice TN for determining which human is most wounded)

Serendipities: Biter (Reroll a failed bite roll)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

*SIDEBAR: Zombies and stairs*

*Zombies have lots of trouble with stairs. They usually lack both the coordination and the memory to walk up a flight of stairs. However, they can crawl upstairs (at the half their normal speed) and fall downstairs, so they are not limited to the floor they were on when they turned. Some also have the Stair Climber capability,*

*END SIDEBAR*

The squad does not have to kill every zombie to get to the control room, but any left alive will be pounding on the door.

**CUT TO:**

#### **INT. AREA CONTROL ROOM**

**(HUMAN CHARACTERS, WILLIAM ALLEN, REBECCA DALE)**

The power is on in this long room. A balding, overweight man in glasses gleefully shakes your hands while a skinny woman with a bad tan watches.

#### **ALLEN**

Thank you so much! My name is William, this is Rebecca. We ran here hoping someone could help us reach Chicago, but the place was like this when we got here. We were lucky to get in this control room!

#### **REBECCA**

Lucky? I knew the control room would be the safest place here.

**ALLEN**

Then you can take credit for getting us stuck in there! If these folks hadn't come by, we might have starved in there!

Allen and Dale had a great working relationship until the crash landing. She knows he's hiding something--why else would he force her to dig through document boxes right after the crash?--but she doesn't yet know what that is. She imagines it's something typical of a government bureaucrat such as stealing money. For his part, Allen is grumpy, scared, and exhausted. He snaps at Rebecca but he's ready to snap at everyone.

If confronted with the secret research zone, Allen will claim ignorance, saying he saw a military vehicle heading this way so he followed it here. If the players have the memo with his name on it, his demeanor will change and he will try to pull rank.

**ALLEN**

I am the administrator for FEMA. Under executive order 13970, I am drafting you into service of the United States government. You will take me to the nearest sanctuary zone so I can arrange transport to the new White House in Chicago. If you refuse, you will be labeled deserters and will not be welcome in any sanctuary zone. Is that clear?

Allen will use his Control to bully someone into taking his side, which might make for some interesting responses from the squad. Just about any response is fine, even if the squad kills him. After all, Maddox said they could return with Allen's head and hand.

Dale won't agree to killing Allen no matter what; he's very useful in the fight against zombies and does his job well, so she wants him alive. She will quickly tell everyone that he has the keys to the APC.

**William Allen (Male, 55, FEMA administrator)**

Control 11(19)

Fight 12(18)

Flee 14(18)

Hide 13(18)

Repair 12(17)

Scrounge 10(18)

Talent: First aid training (-2 to Repair TN for healing wounds)

Serendipity: Head start (Auto success on a single Flee roll)

Setback: Lose Your Temper (Auto failure on a single Control/Think roll)

Equipment: Painkillers

**Rebecca Dale (Female, 28, executive assistant)**

Control 14(18)

Fight 11(18)

Flee 10(20)

Hide 12(18)

Repair 13(17)

Scrounge 12(17)

Talent: Ghost (-2 to Hide TN when moving between hiding spots)  
Serendipity: Run 'n' Gun (No need for a Flee check to run and attack)  
Setback: Not Paying Attention (Auto failure on a single Hide/Notice roll)  
Equipment: Axe, Family Photo

## Scene D: Exiting the Arena

By now, all of the zombies in the arena are aware of fresh meat wandering around somewhere. If it was a quiet trip all the way to Allen, the return trip will be exciting.

The players can choose to move slowly and quietly, hoping to escape by stealth. If so, create three mini-scenes: A stairwell, a hallway, and the store room they first entered in. Place three zombies in each and make Hide vs. Notice checks to see if the humans can slip past. Allow the players to decide how far away the zombies are should combat occur. Allen and Rebecca don't hinder the players, although they might if they fail a Hide roll. Use the three skybox packs for the three mini-scenes. Use the stats for skybox zombie packs.

The players can choose to run for it instead. If so, use the same three mini-scenes but instead of Hide vs. Notice checks, use Chase vs. Flee checks to avoid being grabbed. GMs should explain to players that they'll avoid zombies when possible and the three mini-scenes represent places where zombies have a chance to grab.

Once they get outside, they are in the clear. Allen (or another character) will open the APC and they can drive back to the Mt. Prospect sanctuary zone.

# ACT 6: BACK HOME

Act 6 ends the episode with possible rewards and punishments for the HC's depending on how they handled Allen.

## Scene A: Rewards and Punishments

**FADE IN:**

**EXT. MT. PROSPECT SANCTUARY ZONE**  
**(HUMAN CHARACTERS, ALLEN, DALE, MADDOX)**

Your home is just how you left it. The flag is still flying, and you can see soldiers guarding the wall. Since you cannot bring the Bull inside, you park it near the emergency exit and climb the ladder back inside. The soldiers are glad to see you and word quickly spreads that you made it back.

As you walk towards the train station, you see Lt. Col. Maddox walking purposefully towards you.

The particulars of the final act depend on how the players dealt with Allen.

» If the squad brought Allen back alive, Maddox quickly gets Allen on a helicopter bound for Chicago. He will

not listen to any talk about FEMA testing on humans, and any HC who pushes this topic will be threatened with exile to a troublemaker zone. As a reward, he offers one weapon of choice to the HC's.

- » If the squad brought back parts of Allen but it wasn't their fault, Maddox will thank the players for their effort. He will threaten anyone who pushes the FEMA testing talk but will reward players as above.
- » If the squad brought back parts of Allen and they killed him, each will have to make a successful Control vs. Control check with Maddox to convincingly lie or get arrested. If everyone lies well, Maddox will thank them, threaten if necessary, and reward as above. It's more likely someone will fail the check and the group will descend into chaos and accusations. Play this by ear, but anyone Maddox believes killed Allen on purpose will be arrested and shipped out. The others will be rewarded with weapons.

# THE END

# CAST

## ACT 1

### **Lt. Col. Brian Maddox (Male, 32, US Army commander)**

Control 09(19)

Fight 11(17)

Flee 13(18)

Hide 15(18)

Repair 13(18)

Scrounge 11(18)

Talent: Intimidating (-2 to Control TN for forcing a human into doing something)

Serendipity: Solid Hit (Auto success on a single Fight roll)

Setback: Something Fell Off (Cause one wound to a NPC zombie)

Equipment: Pistol, Binoculars

### **D'Andre Wright (Male, 32, US Army commander)**

Control 13(18)

Fight 12(18)

Flee 12(19)

Hide 10(18)

Repair 12(17)

Scrounge 11(18)

Talent: Ghost (-2 to Hide TN when moving between hiding spots)

Serendipity: Better Than That (Reroll a failed attribute check)

Setback: Lost Your Temper (Auto failure on a single Control/Think roll)

Equipment: None

### **Zombie targets (3)**

Looks: Religious, Fatty, Waiter

Chase 13

Kill 12

Notice 12

Think 13

Capability: None.

Serendipities: None

Setbacks: None

### **Street Zombies (3)**

Looks: Police, Housewife, Retail Clerk

Chase 12

Kill 11

Notice 14

Think 13

Capability: Good eyes (-2 to Notice TN for noticing humans behind you)

Serendipities: Cunning (Auto success on a Chase check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

## ACT 2

### **Oscar Rodriguez (Male, 18, gang member)**

Control 14(19)

Fight 09(18)

Flee 12(18)

Hide 10(17)

Repair 15(18)

Scrounge 12(18)

Talent: Intimidation (-2 to Control TN for forcing a human into doing something)

Serendipity: Great Spot (Auto success on a single Hide roll)

Setback: But I Thought ... (Reroll a successful attribute check)

Equipment: Rifle, Alcohol

### **Luis Pena (Male, 19, gang member)**

Control 15(18)

Fight 10(18)

Flee 13(18)

Hide 09(18)

Repair 14(18)

Scrounge 11(18)

Talent: Thug (-2 to Fight TN for causing damage with a bat or club)

Serendipity: Not That Bad (Auto success on a single Repair check)

Setback: Drop Your Guard (Auto failure on a single Fight check)

Equipment: Rifle, Bat, Alcohol

### **Huge Pack of Zombies (25)**

Looks: Variable

Chase 12

Kill 12

Notice 14

Think 12

Capability: Open Doors (-2 to Think TN for remembering how to open a door)

Serendipity: Don't Need That Organ (Ignore one wound from a human's successful Fight check)

Setbacks: Not Paying Attention (Auto failure Hide/Notice)

### **Around-the-corner Zombies (15)**

Looks: Variable

Chase 11

Kill 12

Notice 12

Think 15

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Lunge (Move 2 lengths this turn only)

Setbacks: Festering Wound (A wound cannot be healed)



### **Park Woods Zombies (5)**

Looks: 2 housewives, model, homeless, soldier

Chase 14

Kill 10

Notice 12

Think 15

Capability: Iron Grip (-2 to Kill TN for holding onto things, including humans)

Serendipities: Chilling Moan (Cause a human to break on a successful attribute check)

Setbacks: Trip and Fall (Auto failure on a single Flee/Chase roll)

### **Park Play Area Zombies (4)**

Looks: 2 children, police, nerd

Chase 11

Kill 13

Notice 13

Think 13

Capability: Smell Blood (-2 to Notice most wounded)

Serendipities: Heard That (Auto success on a Notice check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

### **Fence Zombie**

Looks: White collar worker

Chase 15

Kill 13

Notice 10

Think 12

Capability: Swatter (-2 to Kill TN for knocking equipment out of character's hands)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: Lose Your Temper (Auto failure on a single Control/Think roll)

### **Down-the-street Zombies (10)**

Looks: Variable

Chase 12

Kill 12

Notice 13

Think 13

Capability: Iron Grip (-2 to Kill TN for holding onto things, including humans)

Serendipities: Stumble (Human can only walk/Zombie cannot move this turn)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

### **Side Street Zombies (20)**

Looks: Varied

Chase 11

Kill 11

Notice 13

Think 15

Capability: Stair crawler (-2 to Think TN for remembering how to climb stairs)

Serendipities: Cunning (Auto success on a Chase check)

Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

# ACT 3

## **Parking Lot Zombies (infinite)**

Looks: Any

Chase 13

Kill 12

Notice 12

Think 13

Capability: Tracker (-2 to Notice TN for tracking where humans went)

Serendipities: Relentless (Reroll a failed attribute check)

Setbacks: But I thought ... (Reroll a successful attribute check)

## **Parking Garage Entrance Zombies (5)**

Looks: Athlete, doctor, police, elderly, housewife

Chase 12

Kill 13

Notice 12

Think 13

Capability: Climber (-2 to Chase TN for climbing over something to chase humans)

Serendipities: Heard That (Auto success on a Notice check)

Setbacks: (Auto failure on a single Fight/Kill roll)

## **Shauna Glenn (Female, 34, former call center supervisor)**

Control 10(20)

Fight 12(17)

Flee 14(18)

Hide 14(17)

Repair 12(18)

Scrounge 10(18)

Talent: Steeleed (-2 to Control TN for controlling yourself)

Serendipity: Sharp Eyes (Auto success on a single Scrounge roll)

Setback: Lose Your Temper (Auto failure on a single Control/Think roll)

Equipment: Two-way radio, sword, pistol

## **Kevin Fox (Male, 54, former foreman)**

Control 14(18)

Fight 11(18)

Flee 12(18)

Hide 14(18)

Repair 09(18)

Scrounge 12(18)

Talent: Know Where To Look (-2 to Scrounge TN for finding a part needed to repair something)

Serendipity: Not This Time (Prevent a break regardless of the dice roll)

Setback: Trip and Fall (Auto failure on a single Flee/Chase roll)

Equipment: Tools, Flashlight, First-Aid kit

## **Woodlawn Mall guards (Any gender, any age, any former job)**

Control 12(18)  
Fight 10(18)  
Flee 13(18)  
Hide 09(18)  
Repair 14(18)  
Scrounge 11(18)  
Talent: Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)  
Serendipity: Run 'n' Gun (No need for a Flee check to run and attack)  
Setback: Tired of This S\*\*\* (Cause a human to break regardless of the dice roll)  
Equipment: Rifle, Body armor

## ACT 4

### **Random Forest Zombies (any)**

Looks: Any  
Chase 12  
Kill 14  
Notice 11  
Think 13  
Capability: Good ears (-2 to Notice TN for hearing humans moving or talking)  
Serendipities: Brain Activity (Auto success on a Think check)  
Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

### **Karl Brown (Male, 24, FEMA bureaucrat)**

Control 11(17)  
Fight 14(17)  
Flee 09(18)  
Hide 10(20)  
Repair 15(18)  
Scrounge 13(18)  
Talent: Climber (-2 to Flee TN for climbing up or over)  
Serendipity: Improvise (Any object can be used as a weapon even for called shots)  
Setback: Stumble (Human can only walk/Zombie cannot move this turn)  
Equipment: Club (use Bat)

### **Tree Zombies Pack A (5)**

Looks: Suburbanite, Nude, Politician, Retail clerk, Elderly  
Chase 15  
Kill 13  
Notice 10  
Think 12  
Capability: Good Eyes (-2 to Notice TN for noticing humans behind you)  
Serendipities: Relentless (Reroll a failed attribute check)  
Setbacks: Chilling Moan (Cause a human to break on a successful attribute check)

### **Tree Zombies Pack B (4)**

Looks: Child, Homeless, 2 Suburbanites  
Chase 13

Kill 12

Notice 14

Think 11

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Don't Need That Organ (Ignore one wound from a human's successful Fight check)

Setbacks: Stumble (Human can only walk/Zombie cannot move this turn)

### **Plane Site Zombies Pack A (3)**

Looks: Elderly, Doctor, Fast food worker

Chase 13

Kill 12

Notice 12

Think 13

Capability: Good Eyes (-2 to Notice TN for hearing something behind you)

Serendipities: Relentless (Reroll a failed attribute check)

Setbacks: Tired of This S\*\*\* (Add 5 to a human's break roll)

### **Plane Site Zombies Pack B (2)**

Looks: Waiter, Patient

Chase 13

Kill 12

Notice 12

Think 13

Capability: Clingy (-2 to Chase TN for grabbing a human)

Serendipities: Soft Spot (Auto success on a Kill check)

Setbacks: Chilling Moan (Cause a human to break on a successful attribute check)

### **Plane Site Zombies Pack C (5)**

Looks: Athlete, 2 Retail clerks, Housewife, Politician

Chase 13

Kill 12

Notice 12

Think 13

Capability: Swatter (-2 to Kill TN for knocking equipment out of character's hands)

Serendipities: Pack Mentality (A new zombie appears behind you that you also control)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

# ACT 5

### **Random Arena Zombies (any)**

Looks: Any

Chase 13

Kill 12

Notice 14

Think 12

Capability: Good ears (-2 to Notice TN for hearing humans moving or talking)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: Trip and Fall (Auto failure on a single Flee/Chase roll)

### **Skybox Zombie Pack A (4)**

Looks: Blue collar worker, scientist, soldier, patient

Chase 11

Kill 14

Notice 12

Think 13

Capability: Steady (-2 to Chase TN for staying on its feet)

Serendipities: Soft Spot (Auto success on a Kill check)

Setbacks: Tired of This S\*\*\* (Add 5 to a human's break roll)

### **Skybox Zombie Pack B (3)**

Looks: 2 Soldier, scientist

Chase 13

Kill 11

Notice 13

Think 13

Capability: Killer (-2 to Kill TN for causing damage to humans)

Serendipities: Brain Activity (Auto success on a Think check)

Setbacks: But I thought ... (Reroll a successful attribute check)

### **Skybox Zombie Pack C (6)**

Looks: Doctor, 2 soldier, 2 scientist, patient

Chase 11

Kill 10

Notice 14

Think 15

Capability: Smell Blood (-2 to Notice TN for determining which human is most wounded)

Serendipities: Biter (Reroll a failed bite roll)

Setbacks: Not Paying Attention (Auto failure on a single Hide/Notice roll)

### **William Allen (Male, 55, FEMA administrator)**

Control 11(19)

Fight 12(18)

Flee 14(18)

Hide 13(18)

Repair 12(17)

Scrounge 10(18)

Talent: First aid training (-2 to Repair TN for healing wounds)

Serendipity: Head start (Auto success on a single Flee roll)

Setback: Lose Your Temper (Auto failure on a single Control/Think roll)

Equipment: Painkillers

### **Rebecca Dale (Female, 28, executive assistant)**

Control 14(18)

Fight 11(18)

Flee 10(20)

Hide 12(18)

Repair 13(17)

Scrounge 12(17)

Talent: Ghost (-2 to Hide TN when moving between hiding spots)  
Serendipity: Run 'n' Gun (No need for a Flee check to run and attack)  
Setback: Not Paying Attention (Auto failure on a single Hide/Notice roll)

# PREGENERATED HUMAN/ZOMBIE CHARACTERS

## **Julie Webb (Female, 25, former unemployed single mom of two)**

Control 15(19)  
Fight 11(19)  
Flee 10(17)  
Hide 14(18)  
Repair 12(18)  
Scrounge 09(18)  
Old motivation: Use alcohol, drugs, and sex to make life bearable  
New motivation: Kill as many zombies as you can  
Talent: Addict (-2 to Scrounge TN for finding alcohol and drugs)  
Serendipity: Not This Time (Prevent a break regardless of the dice roll)  
Setback: Drop Your Guard (Auto failure on a single Fight/Kill check)  
Equipment: Riot shield, Alcohol

## **Alexei Bodrov (Male, 42, former strip club owner)**

Control 10(18)  
Fight 12(18)  
Flee 15(20)  
Hide 09(17)  
Repair 14(18)  
Scrounge 11(18)  
Old motivation: Get money, lots of money  
New motivation: Make sure people are as miserable as yourself  
Talent: Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)  
Serendipity: Solid Hit (Auto success on a single Fight check)  
Setback: Trip and Fall (Auto failure on a single Flee/Chase check)  
Equipment: Shotgun, Lockpicking tools

## **Michael Dorbeck (Male, 50, former suburban mayor)**

Control 09(17)  
Fight 14(18)  
Flee 12(18)  
Hide 14(20)  
Repair 13(17)  
Scrounge 10(18)  
Old motivation: Support conservative movements  
New motivation: Find a place of privilege in this new society

Talent: Smooth (-2 to Control TN for lying to someone)  
Serendipity: Better Than That (Reroll a failed attribute check)  
Setback: Distracted (One NPC zombie cannot act this turn)  
Equipment: Knife, Bible (Religious text)

**Jacob Reed (Male, 36, former minor league hockey player)**

Control 14(18)  
Fight 09(19)  
Flee 11(18)  
Hide 15(18)  
Repair 10(19)  
Scrounge 12(17)  
Old motivation: Become famous  
New motivation: Protect your loved ones at all costs  
Talent: Climber (-2 to Flee TN for climbing up, down, or over)  
Serendipity: Sharp Eyes (Auto success on a single Scrounge check)  
Setback: Not Paying Attention (Auto failure on a single Hide/Notice check)  
Equipment: Hockey Stick (use Bat), Tools

**Micaela Reed (Female, 17, former high school soccer star)**

Control 12(17)  
Fight 10(18)  
Flee 08(19)  
Hide 14(18)  
Repair 16(18)  
Scrounge 11(19)  
Old motivation: Prevent your father from knowing you smoke and drink  
New motivation: Show everyone you can survive on your own  
Talent: Fighter (-2 to Fight checks when not using a weapon)  
Serendipity: Great Spot (Auto success on a single Hide check)  
Setback: Something Fell Off (Cause 1 wound to a NPC or PC zombie)  
Equipment: Axe, Binoculars

**Marcos Flores (Male, 23, former undocumented busboy)**

Control 12(19)  
Fight 08(17)  
Flee 12(18)  
Hide 14(18)  
Repair 09(20)  
Scrounge 15(18)  
Old motivation: Make yourself look better by making those around you look worse  
New motivation: Do anything to avoid getting into trouble with authorities  
Talent: Intimidating (-2 to Control TN for forcing a human into doing something)  
Serendipity: Head Start (Auto success on a single Flee roll)  
Setback: But I Thought ... (Reroll a successful attribute check)  
Equipment: Bat, Dark clothing

**Zombie character 1**

Looks: Fast Food Worker, Patient, Housewife  
Chase 11



Kill 10  
Notice 13  
Think 14  
Motivation: Injure living humans  
Capability: Clingy (-2 to Chase TN for grabbing a human)  
Serendipities: Don't Need That Organ (Cancel one wound)  
Setbacks: Drop Your Guard (Auto failure on a single Fight/Kill roll)

### **Zombie character 2**

Looks: Fatty, Maid, Suburbanite  
Chase 14  
Kill 11  
Notice 15  
Think 16  
Motivation: Injure living humans  
Capability: Good Eyes (-2 to Notice TN for hearing something behind you)  
Serendipities: Brain Activity (Auto success on a Think check)  
Setbacks: Tired of this Shit (add 5 to a human's break roll), Lose Your Temper (Auto failure on a single Control/Think roll)

### **Zombie character 3**

Looks: Fatty, Religious, Scientist  
Chase 09  
Kill 13  
Notice 12  
Think 10  
Motivation: Injure living humans  
Capability: Battering (-2 to Kill TN for breaking objects, doors, or barricades)  
Serendipity: Soft Spot (Auto success on a Kill check)  
Setbacks: None

### **Zombie character 4**

Looks: Child, Redneck, Soldier  
Chase 16  
Kill 11  
Notice 10  
Think 15  
Motivation: Injure living humans  
Capability: Open Doors (-2 to Think TN for remembering how to open a door)  
Serendipity: Chilling Moan (Cause a human to break on a successful attribute check), Heard That (Auto success on a Notice check)  
Setbacks: Trip and Fall (Auto failure on a single Flee/Chase check)

### **Zombie character 5**

Looks: Construction Worker, Redneck, Scientist  
Decomp stage: Rotting  
Chase 15  
Kill 14  
Notice 11  
Think 12

Motivation: Injure living humans

Capability: Deadly Quiet (-2 to Chase TN for moving silently)

Serendipity: Relentless (Reroll a single failed check)

Setbacks: Lose Your Temper (Auto failure on a single Control/Think roll)

### **Zombie character 6**

Looks: Gang Member, Prep School Kid, Golfer

Decomp stage: Fetid   e

Chase 11

Kill 09

Notice 13

Think 15

Motivation: Injure living humans

Capability: Iron Grip (-2 to Kill TN for keeping hold of something)

Serendipity: Cunning (Auto success on a Chase check)

Setbacks: But I Thought ... (Reroll a successful attribute check)



**FEMA**

March 14, 2012

**MEMORANDUM FOR:** Regional Sanctuary Zone Chiefs  
Regional Research Zone Chiefs  
National Advisory Council

**FROM:** William Allen  
Administrator, FEMA

**SUBJECT:** Procedure memorandum No. 61--Standards for Immunization Testing and Data Collection

**EFFECTIVE DATES:** Immediately for all FY12 zones

**Background:** Beginning in February, 2012, Federal Emergency Management Agency (FEMA) initiated an open-ended program for Research, Immunization, and Protection (RIP). FEMA's vision for RIP is to create areas that protect the public from further infection and for researching the virus to find a possible vaccine. To achieve this vision, FEMA has coordinated with the US military, the White House, and state and local law enforcement to create "sanctuary zones" where the uninfected public can remain safe from the virus and uninfected subjects can be easily procured. FEMA has also created "research zones" where public and private enterprises can conduct research without public oversight or media issues.

Under RIP, FEMA seeks to:

- Halt further spread of the virus and protect the uninfected part of the public.
- Provide avenues for research normally unavailable.

**Issue:** To implement FEMA's RIP vision, regional chiefs of both Sanctuary Zones and Research Zones need upgraded guidance concerning the acquisition of research subjects, data collection methods, and data security. This Procedure Memorandum supersedes all FEMA guidelines, regulations, and previous memorandums, and must be implemented immediately.

**Actions Taken:** When sanctuary zone chiefs send teams of uninfected zone residents on Nationalized Resupply (NR) or Zone Resident Resupply (ZR) missions, the route must go through a Level 2 or Level 3 threat zone to increase the chance of infection. Infected residents are to be sent to the nearest Research Zone for data collection and analysis within one (1) hour. Sanctuary zone chiefs must respond positively to requests from research zone chiefs for uninfected residents within 24 hours. To ensure minimal travel time, all diesel supplies must be reserved for helicopter transport.

Data collected by research zones are classified SECRET, NOFORN, and FOUO. Documents, paper or electronic, that include research data must have these classifications clearly posted in the header of each page. Inquiries by family members for the existence or status of acquired individuals must be declined.

# Human Character Sheet

Name: Julie Webb Gender: F Age: 25

Job: Former unemployed single mom of two

Player: \_\_\_\_\_

# OUTLIVE OUTDEAD

Control

TN:15  
BP:19

Fight

TN:11  
BP:19

Flee

TN:10  
BP:17

Hide

TN:14  
BP:18

Repair

TN:12  
BP:18

Scrounge

TN:09  
BP:18

Old Motivation: Use alcohol, drugs, and sex to make life bearable

New Motivation: Kill as many zombies as you can

Talent: Addict (-2 to Scrounge TN for finding alcohol and drugs)

Serendipity: Not This Time (Prevent a break regardless of the dice roll)

Setback: Drop Your Guard (Auto failure on a single Fight/Kill check)

Weapons & Armor	Roll	Br	Dist	Limit
Riot shield	+3	-2	0-1	Fight checks for avoiding damage

Equipment	Roll	Br	Dist	Limit
Alcohol	+3	+4	0	Con. checks for controlling yourself



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

# Human Character Sheet

Name: Alexei Bodrov Gender: M Age: 42

Job: Former strip club owner

Player: \_\_\_\_\_

OUTLIVE  
OUTDEAD

Control

TN:10  
BP:18

Fight

TN:12  
BP:18

Flee

TN:15  
BP:20

Hide

TN:09  
BP:17

Repair

TN:14  
BP:18

Scrounge

TN:11  
BP:18

Old Motivation: Get money, lots of money

New Motivation: Make sure people are as miserable as yourself

Talent: Tracker (-2 to Scrounge TN for finding where a character went recently )

Serendipity: Solid Hit (Auto success on a single Fight check)

Setback: Trip and Fall (Auto failure on a single Flee/Chase check)

Weapons & Armor	Roll	Br	Dist	Limit
Shotgun	+4	+3	1-4	Fight checks to damage anything

Equipment	Roll	Br	Dist	Limit
Lockpicking tools	+2	-3	0	Repair checks for opening locks



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

# Human Character Sheet

Name: Michael Dorbeck Gender: M Age: 50

Job: Former suburban mayor

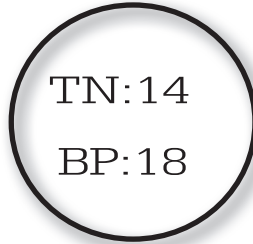
Player: \_\_\_\_\_

OUTLIVE  
OUTDEAD

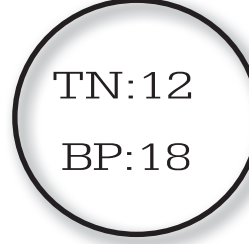
Control



Fight



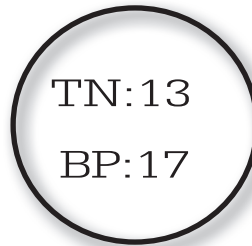
Flee



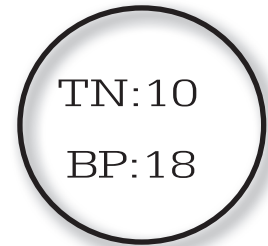
Hide



Repair



Scrounge



Old Motivation: Support conservative movements

New Motivation: Find a place of privilege in this new society

Talent: Smooth (-2 to Control TN for lying to someone)

Serendipity: Better Than That (Reroll a failed attribute check)

Setback: Distracted (One NPC zombie cannot act this turn)

Weapons & Armor	Roll	Br	Dist	Limit
Knife	+2	+2	0-1	Fight checks to damage characters

Equipment	Roll	Br	Dist	Limit
Bible	+2	-2	0-5	Con. checks to convince not to do



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

# Human Character Sheet

Name: Jacob Reed Gender: M Age: 36

Job: Former minor league hockey player

Player: \_\_\_\_\_

OUTLIVE  
OUTDEAD

Control

TN:14  
BP:18

Fight

TN:09  
BP:19

Flee

TN:11  
BP:18

Hide

TN:15  
BP:18

Repair

TN:10  
BP:19

Scrounge

TN:12  
BP:17

Old Motivation: Become famous

New Motivation: Protect your loved ones at all costs

Talent: Climber (-2 to Flee TN for climbing up, down, or over)

Serendipity: Sharp Eyes (Auto success on a single Scrounge check)

Setback: Not Paying Attention (Auto failure on a single Hide/Notice check)

Weapons & Armor	Roll	Br	Dist	Limit
Hockey stick	+2	+1	0-1	Fight checks to damage characters

Equipment	Roll	Br	Dist	Limit
Tools	+3	-3	0	Repair checks to fix or build things



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	



# Human Character Sheet

Name: Micaela Reed Gender: F Age: 17

Job: Former high school soccer star

Player: \_\_\_\_\_

OUTLIVE  
OUTDEAD

Control

TN:12  
BP:17

Fight

TN:10  
BP:18

Flee

TN:08  
BP:19

Hide

TN:14  
BP:18

Repair

TN:16  
BP:18

Scrounge

TN:11  
BP:19

Old Motivation: Prevent your father from knowing you smoke and drink

New Motivation: Show everyone you can survive on your own

Talent: Fighter (-2 to Fight TN when not using a weapon)

Serendipity: Great Spot (Auto success on a single Hide check)

Setback: Something Fell Off (Cause 1 wound to a NPC zombie)

Weapons & Armor	Roll	Br	Dist	Limit
Axe	+2	+0	0-1	Fight checks to damage anything

Equipment	Roll	Br	Dist	Limit
Binoculars	+2	+2	3-10	Scrounge checks to spot things far away



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

# Human Character Sheet

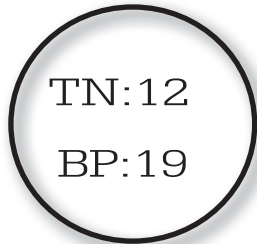
Name: Marcos Flores Gender: M Age: 23

Job: Former undocumented busboy

Player: \_\_\_\_\_

OUTLIVE  
OUTDEAD

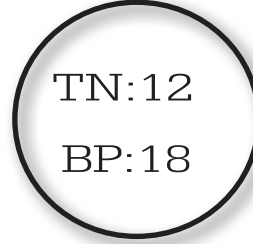
Control



Fight



Flee



Hide



Repair



Scrounge



Old Motivation: Make yourself look better by making those around you look worse

New Motivation: Do anything to avoid getting into trouble with authorities

Talent: Intimidating (-2 to Control TN for forcing a human into doing something)

Serendipity: Head Start (Auto success on a single Flee roll)

Setback: But I Thought .... (Reroll a successful attribute check)

Weapons & Armor	Roll	Br	Dist	Limit
Bat	+2	+2	0-1	Fight checks to damage characters

Equipment	Roll	Br	Dist	Limit
Dark clothing	+2	-2	0	Hide checks for hiding in a dark spot



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

# ZOMBIE CHARACTER SHEET

**LOOKS:** Fast food worker  
Patient  
Housewife

# OUTLIVE OUTDEAD

**CHASE**

**TN: 11**

**KILL**

**TN: 10**

**NOTICE**

**TN: 13**

**THINK**

**TN: 14**

**MOTIVATION:** Injure living humans

**CAPABILITY:** Clingy (-2 to Chase TN for grabbing a human )

**SERENDIPITY:** Don't Need That Organ (Cancel one wound)

**SERENDIPITY:** \_\_\_\_\_

**SETBACK:** Drop Your Guard (Auto failure on a single Fight/Kill check)

**SETBACK:** \_\_\_\_\_

	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>WOUNDS</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>

# ZOMBIE CHARACTER SHEET

**LOOKS:** Fatty  
Maid  
Suburbanite

# OUTLIVE OUTDEAD

**CHASE**



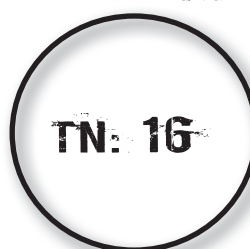
**KILL**



**NOTICE**



**THINK**



**MOTIVATION:** Injure living humans

**CAPABILITY:** Good Eyes (-2 to Notice TN for hearing something behind you)

**SERENDIPITY:** Brain Activity (Auto success on a Think check)

**SERENDIPITY:** \_\_\_\_\_

**SETBACK:** Tired of this Shit (Add 5 to a human's break roll)

**SETBACK:** Lose Your Temper (Auto failure on a single Control/Think roll)

<b>WOUNDS</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>

# ZOMBIE CHARACTER SHEET

LOOKS: Fatty  
Religious  
Scientist

# OUTLIVE OUTDEAD

CHASE

TN: 09

KILL

TN: 13

NOTICE

TN: 12

THINK

TN: 10

MOTIVATION: Injure living humans

CAPABILITY: Battering (-2 to Kill TN for breaking objects, doors, or barricades)

SERENDIPITY: Spft Spot (Auto success on a Kill check)

SERENDIPITY: \_\_\_\_\_

SETBACK: \_\_\_\_\_

SETBACK: \_\_\_\_\_

	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WOUNDS	DEAD	DEAD	DEAD	DEAD

# ZOMBIE CHARACTER SHEET

**LOOKS:** Child  
Redneck  
Soldier

# OUTLIVE OUTDEAD

**CHASE**

**TN: 16**

**KILL**

**TN: 11**

**NOTICE**

**TN: 10**

**THINK**

**TN: 15**

**MOTIVATION:** Injure living humans





**CAPABILITY:** Open Doors (-2 to Think TN for remembering how to open doors)

**SERENDIPITY:** Chilling Moan (Cause a human to break on a successful attribute check)

**SERENDIPITY:** Heard That (Auto success on a single Notice check)

**SETBACK:** Trip and Fall (Auto failure on a single Flee/Chase check)

**SETBACK:** \_\_\_\_\_

				
<b>WOUNDS</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>	<b>DEAD</b>

# ZOMBIE CHARACTER SHEET

**LOOKS:** Construction worker  
Redneck  
Scientist

OUTLIVE  
OUTDEAD

**CHASE**

TN: 15

**KILL**

TN: 14

**NOTICE**

TN: 11

**THINK**

TN: 12

**MOTIVATION:** Injure living humans

**CAPABILITY:** Deadly Quiet (-2 to Chase TN for moving silently)

**SERENDIPITY:** Relentless (Reroll a single failed attribute check)

**SERENDIPITY:** \_\_\_\_\_

**SETBACK:** Festering Wound (A wound cannot be healed)

**SETBACK:** \_\_\_\_\_

	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WOUNDS	DEAD	DEAD	DEAD	DEAD



# ZOMBIE CHARACTER SHEET

**LOOKS:** Gang member  
Golfer  
Prep school kid

OUTLIVE  
OUTDEAD

**CHASE**

TN: 11

**KILL**

TN: 09

**NOTICE**

TN: 13

**THINK**

TN: 15

**MOTIVATION:** Injure living humans

**CAPABILITY:** Iron Grip (-2 to Kill TN for keeping hold of something)

**SERENDIPITY:** Cunning (Auto success on a Chase check)

**SERENDIPITY:** \_\_\_\_\_

**SETBACK:** But I Thought ... (Reroll a successful attribute check)

**SETBACK:** \_\_\_\_\_

	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WOUNDS	DEAD	DEAD	DEAD	DEAD

## Human Talents Explained

Smooth (-2 to Control TN for lying to someone)  
Intimidating (-2 to Control TN for forcing a human into doing something)  
Steeled (-2 to Control TN for controlling yourself)  
Quick Thinking (-2 to Control TN for not attacking an ally in a dark/chaotic environment)  
Bow hunting (-2 to Fight TN for causing damage with a bow/crossbow)  
Quiet Killer (-2 to Fight TN for sneaking up to attack a character)  
Thug (-2 to Fight TN for causing damage with a bat or club)  
Fighter (-2 to Fight TN for causing damage without weapons)  
Balanced (-2 to Flee TN for maintaining balance and avoiding a fall)  
Climber (-2 to Flee TN for climbing up or over)  
Runner (-2 to Flee TN when running in an open area)  
Slippery (-2 to Flee TN for getting out of someone's grasp)  
Flexible (-2 to Hide TN for hiding yourself inside a small space)  
Good timing (-2 to Hide TN for knowing when danger has passed)  
Ghost (-2 to Hide TN when moving between hiding spots)  
Tricky (-2 to Hide TN for hiding objects you possess, including wounds and bites)  
Auto repair (-2 to Repair TN for fixing an engine)  
Tinkerer (-2 to Repair TN for fixing small mechanical devices)  
Electrician (-2 to Repair TN for fixing electronic devices and wiring)  
First aid training (-2 to Repair TN for healing wounds)  
Foodie (-2 to Scrounge TN for finding food)  
Know where to look (-2 to Scrounge TN for finding a part needed to repair something)  
Addict (-2 to Scrounge TN for finding alcohol and drugs)  
Tracker (-2 to Scrounge TN for finding where a human/zombie went recently)

## Human Serendipities

Good Point (Auto success on a single Control roll)  
Solid Hit (Auto success on a single Fight roll)  
Head start (Auto success on a single Flee roll)  
Great Spot (Auto success on a single Hide roll)  
Not That Bad (Auto success on a single Repair roll)  
Sharp Eyes (Auto success on a single Scrounge roll)  
Not This Time (Prevent a break regardless of the dice roll)  
Run 'n' Gun (No need for a Flee check to run and attack)  
Better Than That (Reroll a failed attribute check)  
Improvise (Any object can be used as a weapon even for called shots)

## Zombie Serendipities

Cunning (Auto success on a Chase check)  
Soft Spot (Auto success on a Kill check)  
Heard That (Auto success on a Notice check)  
Brain Activity (Auto success on a Think check)  
Don't Need That Organ (Ignore one wound from a human's successful Fight check)  
Memory Fragment (Until this particular zombie dies, it can use equipment)  
Biter (Reroll a failed bite roll)  
Lunge (Move 2 lengths this turn only)  
Relentless (Reroll a failed attribute check)  
Pack Mentality: (A new zombie appears behind you that you also control)

## Zombie Types

1. Athlete
2. Blue collar worker
3. Child
4. Doctor
5. Elderly
6. Fast food worker
7. Fatty
8. Gang member
9. Golfer
10. Hippie
11. Homeless
12. Housewife
13. Hotel maid
14. Model
15. Nerd
16. Nude
17. Patient
18. Police
19. Politician
20. Prep school kid
21. Redneck
22. Religious
23. Retail clerk
24. Scientist
25. Skinny
26. Stripper
27. Soldier
28. Suburbanite
29. Waiter
30. White collar worker

## **Human/Zombie Setbacks**

Lose Your Temper (Auto failure on a single Control/Think roll)

Drop Your Guard (Auto failure on a single Fight/Kill roll)

Trip and Fall (Auto failure on a single Flee/Chase roll)

Not Paying Attention (Auto failure on a single Hide/Notice roll)

XX (Auto failure on a single Repair or Scrounge roll)

Tired of This S\*\*\* (Cause a human to break regardless of the dice roll)

Stumble (Human can only walk/Zombie cannot move this turn)

But I thought ... (Reroll a successful attribute check)

Something Fell Off (Cause one wound to a NPC zombie)

Distracted (One NPC zombie cannot act this turn)

## **Zombie Capabilities**

Climber (-2 to Chase TN for climbing over something to chase humans)

Deadly quiet (-2 to Chase TN for moving silently)

Clingy (-2 to Chase TN for grabbing a human)

Steady (-2 to Chase TN for staying on its feet)

Battering (-2 to Kill target number for breaking objects and barricades)

Killer (-2 to Kill TN for causing damage to humans)

Iron Grip (-2 to Kill TN for holding onto things, including humans)

Swatter (-2 to Kill TN for knocking equipment out of character's hands)

Good ears (-2 to Notice TN for hearing humans moving or talking)

Good eyes (-2 to Notice TN for noticing humans behind you)

Smell Blood (-2 to Notice TN for determining which human is most wounded)

Tracker (-2 to Notice TN for tracking where humans went)

Open Doors (-2 to Think TN for remembering how to open a door)

Stair crawler (-2 to Think TN for remembering how to climb stairs)

Use weapons (-2 to Think TN for remembering how to use a weapon)

Wise (-2 to Think TN for avoiding an ambush or similar trap)

## **Human characters**

Crosses the finish line alive: +10 points (infected/bit does not matter)

Uses a Serendipity: +1 point

Uses a Setback: +1 point

Truly kills a zombie: +1 point

Has human plot points left at the end: +1 per unspent point (each human gets this score)

## **Zombie characters**

Kills a human character: +10 points

Uses a Serendipity: +1 point

Uses a Setback: +1 point

Gets killed by a human character: -1 point

Has zombie plot points left at the end: +1 per unspent point (each zombie gets this score)

**Bite: Must be at L0 | Roll 1d4, 1-3 = no bite, 4 = bite**

**Called Shot: Add distance to the TN**

**Zombies without health rise in 1d4+1 turns with 2 wounds left**

## Control Breaks

1-4: Scream at the subject next turn. Nearby zombies get +2 to their Notice rolls during this turn.

5-7: Scream at the subject for the next 2 turns. Nearby zombies get +2 to their Notice rolls during both turns.

8-9: Attack and scream at the subject next turn. Nearby zombies get +4 to their Notice rolls during this turn.

10+: Attack the subject until he dies or someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check. Nearby zombies get +4 to their Notice rolls until combat ends.

## Fight Breaks

1-4: Attack the subject next turn, even if it's not a threat. You cannot block or counter any attacks against you.

5-7: Attack the subject for the next 2 turns, even if it's not a threat. You cannot block or counter any attacks against you during these turns. Characters get +2 to their Fight/Kill rolls against you.

8-9: Attack all enemies in the area until they are dead or someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +2 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn.

10+: Try to commit suicide. Roll 1d4: 1-2, you kill yourself; 3-4, you change your mind at the last minute but become Badly Injured.

If you do not have a weapon, you either walk into zombies so they can kill you or you make a contested check to steal a viable weapon from a fellow human.

## Flee Breaks

1-4: Move away at top speed next turn. The player decides direction as long as it's the quickest away from danger.

5-7: Move away at top speed for the next 2 turns. The player decides direction as long as it's the quickest away from danger.

8-9: Lose control of your movement next turn and fall down/crash. Take one wound, unless you are at Badly Injured, in which case you do not take a wound. You cannot block or defend during this turn.

10+: Try to commit suicide. Roll 1d4: 1-2, you kill yourself; 3-4, you change your mind at the last minute but become Badly Injured.

If you do not have a weapon, you either walk into zombies so they can kill you or you make a contested check to steal a viable weapon from a fellow human.

## Hide Breaks

1-4: Paralyzed for the next turn; cannot move or make attribute checks except to block attacks.

5-7: Paralyzed for the next 2 turns; cannot move or make attribute checks during either turn except to block attacks.

8-9: Paralyzed until someone calms you down with a successful contested check against you (Control vs. Control). You gain +2 to the dice roll for this contested check. While paralyzed, cannot block nor counter.

10+: Refuse to leave your hiding spot (or use the hidden equipment). You will attack anyone that comes within 1 length of you until someone calms you down with a successful contested check (Control vs. Control or Fight vs. Fight). You gain +2 to the dice roll for this contested check.

## Repair Breaks

1-4: Tinker with the object/bandage next turn. No attribute check is necessary and you don't improve or hurt it.

5-7: Tinker with the object/bandage for next 2 turns. No attribute checks are necessary and you don't improve or hurt it.

8-9: Refuse to let anyone near the object/person until someone calms you down with a successful conflicted check against you (Control vs. Control). You gain +2 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn.

10+: Try to destroy or kill the object/person you just fixed next turn. Attack it until it's destroyed/dead or until someone calms you down with a successful contested check (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next

## Scrounge Breaks

1-4: Continue looking for the subject next turn. No attribute check is necessary as you automatically fail.

5-7: Continue looking for the subject next 2 turns. No attribute checks are necessary as you automatically fail both.

8-9: Trash the immediate area looking for the subject next turn. Nearby zombies get +4 to their Notice rolls during this turn and you cannot block or counter any checks.

10+: Trash the immediate area looking for the subject until someone calms you down with a successful contested check against you (Control vs. Control or Fight vs. Fight). You gain +4 to the dice roll for this contested check, and if you win, you must make one attack against the person who tried to calm you down next turn. Nearby zombies get +4 to their Notice rolls during this time.wound.).

# OUTLIVE OUTDEAD SURVEY

Now that you've experienced Outlive Outdead, we want your feedback! Please answer as many questions you feel comfortable with. Data collected by this survey will be used in two ways: 1) To refine the rules and make it a better game, and 2) To promote the game as a Kickstarter project through social media. No names will be connected to any data.

# OUTLIVE OUTDEAD

Please circle or mark one number. On a scale of 1 to 5, with 1 meaning "I hated it" and 5 meaning "I loved it",

How would you rate your overall experience playing Outlive Outdead?

1   2   3   4   5

How much did you enjoy playing a human character?

1   2   3   4   5

How much did you enjoy playing a zombie character?

1   2   3   4   5

How much did you enjoy the overall rules?

1   2   3   4   5

How much did you enjoy the competitive player vs. player (PvP) element?

1   2   3   4   5

How much did you enjoy the Karma system (Serendipitiesm Setbacks, and karma points)?

1   2   3   4   5

How much did you enjoy the motivations and plot point system?

1   2   3   4   5

What did you think about how easy it was for human characters to die?

- ☐ It was too easy to die
- ☐ It was too hard to die
- ☐ It seemed about right.

What did you think about how easy it was for zombie characters to die?

- ☐ It was too easy to die
- ☐ It was too hard to die
- ☐ It seemed about right.

What did you think about the rules regarding distance?

- ☐ It was too simple.
- ☐ It was too complicated.
- ☐ It seemed about right.

What did you think about the rules regarding combat?

- ☐ It was too simple.
- ☐ It was too complicated.
- ☐ It seemed about right.

What did you think about the rules regarding health and endurance?

- ☐ It was too simple.
- ☐ It was too complicated.
- ☐ It seemed about right.

If you could change one thing about this game, what would you change?

If you would never change one thing about this game, what would that be?

Any additional comments or thoughts?



# Human Character Sheet

Name: \_\_\_\_\_ Gender: \_\_\_\_ Age: \_\_\_\_

Job: \_\_\_\_\_

Player: \_\_\_\_\_

**OUTLIVE  
OUTDEAD**

Control

TN:  
BP:

Fight

TN:  
BP: 17

Flee

TN:  
BP:

Hide

TN:  
BP:

Repair

TN:  
BP:

Scrounge

TN:  
BP:

Old Motivation: \_\_\_\_\_

New Motivation: \_\_\_\_\_

Talent: \_\_\_\_\_

Serendipity: \_\_\_\_\_

Setback: \_\_\_\_\_

Weapons & Armor	Roll	Br	Dist	Limit

Equipment	Roll	Br	Dist	Limit



Wounds	Fine	Sore	Injured	Badly Injured
Speed	2		1	

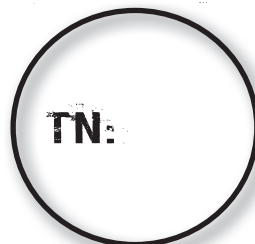


# ZOMBIE CHARACTER SHEET

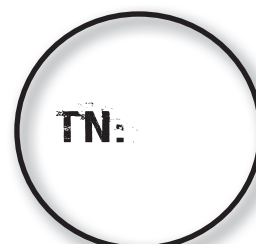
LOOKS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# OUTLIVE OUTDEAD

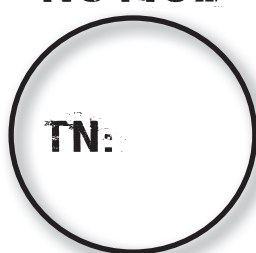
CHASE



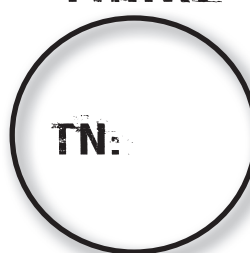
KILL



NOTICE



THINK



MOTIVATION: Injure living humans





CAPABILITY: \_\_\_\_\_

SERENDIPITY: \_\_\_\_\_

SERENDIPITY: \_\_\_\_\_

SETBACK: \_\_\_\_\_

SETBACK: \_\_\_\_\_

				
WOUNDS	DEAD	DEAD	DEAD	DEAD