

WRATH OF ZOMBIE[®]

Printer Friend Version

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Wrath of Zombie 1

An Old Timers Advice: Shoot 'em in the head

"Well Sonny Jim, you look a lil ragged. Probably hungry eh? Wantin' some hot food and water with ice cubes and probably a nice long hot shower, eh? Well, we ain't got that fancy stuff here no more, now do we?! NO! That's all gone buddy boy, all gone to the way side. We got whatever slop we can scrounge up. Got whatever water we can find that ain't putrid or festerin' with some kind o' god-awful disease or another. And shower? Ha! Ain't seen one o' them in ages. We got a wash basin i' back that we pour cold water ov' ya with some make-shift non glamorous, non-fragrant, irritate-the-shit-outta-your-skin soap. THAT'S what WE got for ya here.

"It's a hell o' thing isn't it? I mean.. Who would have thought that the end o' the world would have come so quickly... And in such a way? The nukes and bio/chem weapons I understand, I guess.. Given the threat that the world was under.. But.. Zombies?! Fucking shambling corpse... People getting up after dying and starting to chow on the living.. And what's worse is if one of those buggers manage to bite ya.. It's a God damned death sentence. Everyone o' us they kill is another unit in their army..

"How do you fight an enemy like that?! They don't feel fear. They don't tire. The relentless army of the undead.. And they only want one thing Sonny Jim; that's you, me, and every other fuckin' thing that draws breath! Hell o' a thing, ain't it? But you know all about this already, don't ya? Otherwise we wouldn't be having this talk, would we?

"Lemme just give you another piece o' advice, that you probably don't need I'm sure, but just humor an old timer, would ya? You stay away from those undead... You run, ya hear.. But.. You find yourself unable to, you find yourself cornered.. You aim for the head.. You got it? Just shoot them in the head.. They stay down that way.. Need a brain see? Funny in'it? Don't use it none, but need one to continue living their unholy flesh eating existence.. Still can't believe the world we live in..

"Rumors abound too, if you can believe em! Word comes by the FEW caravans that actually travel this God-forsaken wasteland and are able to handle the creepy crawlies out there.. Heard rumors o' mutated animals! Large, fast, and ferocious! I also heard of people with "powers." Do stuff with their minds. Some say it is because of the radiation and the bio weapons of so long ago. Don't know if I buys it myself, but I know one thing, I sees myself one, putting a bullet in its fucking head too! It stops a zombie, it'll stop one o' them freaks too, I'll bet.. Why wait for those things to cause us problems eh? Just fucking take it down!

"Why you giving me that look for, Sonny Jim? You think you better than me? You think you got a, what's-you-calls-it, conscience? HA! I'll tells you what you don't got! A lick o' fucking common sense! You think there is such a thing as team work anymore?! Or neighborly love, or friendship?! It's dog eat dog in this world! You kill or you are killed, simple as that. I'd kill every last imbred mother fucker in this podunk town for a beer, cigarette, and a good piece o' meat, you hear me?! I'd gut you, if I thought it would get me a woman! That ain't harsh boy, and it ain't jadded. That's life

out here. This is what's left o' civilization! We are the ashes o' progress. You think there is a Hell after this? Ha! Bullshit! The chickens have come home to roost son! We's all paying for our sins now. Remember that here is nothing left here now. This is our life in Hell.

"Grab a gun, a hammer, or an axe. Get some shit distilled alchy, a whore or two, if you're lucky enough to find one and you can afford the hooch, and just live the new American dream, ya hear? You be a good boy and keep out o' my way too. Don't need any fucking competition on this street corner. Need any damned handouts I can get! I got a goddamned itch, and I need that drunken waste o' a doctor to give me a shot or something. Eh? Well whatever Sonny Jim. I hope not to see you around again. Let's face it, one o' us will probably be dead before the season is over..."

Introduction

I just want to say thanks to anyone who even has taken a peek at this to see if it is worth a damn! When making this game, I honestly made it for me and then decided to share it with others. There are several great zombie games out there and this is not a project saying that I can do it better, merely I love Savage Worlds, and there wasn't a zombie game for it that had *everything* that I was looking for.

You may find yourself looking through this and saying, "Hey! This is EXACTLY like something from this zombie movie!" or game or whatever. And guess what, you are probably right. I borrowed from many zombie and survival horror movies, books, games, comics, or whatever. I've taken things I've enjoyed about the genre and plopped them all into this campaign setting. At the end of this booklet I give a full list of all the things that have influenced my setting. On that note, a hearty thank you to all those who have worked so hard to create some amazing pieces of art in the zombie and survival horror genre! We would not have our love for the hordes of undead or the tingling sensation down our back without your love and care!

Soooo.. What do you need to play *Wrath of Zombies*? Just this little thing here and Savage Worlds Deluxe Edition (SWDX)!

Note: *Having the Savage Worlds Adventure deck can add some fun to your Wrath of Zombies game, but isn't necessary.*

I hope you enjoy it and have some fun with it! If not, oh well. I tried!

Mike Evans

Thanks

I want to thank the love of my life, Angie, for always letting me prattle on about my geeky ideas to her and listening and giving great feedback. She has also been awesome enough to lend me some great artwork for this project.

I must thank my best friend Ed, who has given me some great feedback and encouragement through all the years I've known him. Ed also has contributed his musical talents to my games. You can hear his music at www.myspace.com/wrzesien and www.myspace.com/memotomaury.

I would like to thank a friend, who says they only give artwork anonymously, for contributing their considerable talent to WoZ!

A huge thanks to Chuck over at Geek Life Project for looking over WoZ and helping me hammer out some of the rough spots and offering up some truly awesome suggestions (<http://www.grogard.com/>)!

Thanks also to J. Gregory who has given some great feedback on my blog (www.wrathofzombie.wordpress.com)

Thanks to the entire Pinnacle forums for tossing ideas around with me and coming up with some truly amazing stuff (<http://www.peginc.com/forum/index.php>)!

And finally a thanks to my gaming group (Angie, John, Drew, Liam, Kinal, Omar, Jack, Elmer, and Sammy) for always letting me put them through the wonderful stages of hell I always come up with!

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The Beginning-

In the year 2010, the world fell prey to an outbreak that caused those who died to rise as mindless zombies. Unbeknownst to character “in-game” knowledge the cause of this horror was due to a government project in rejuvenating dead cells in a living body. The research was designed to help heal people with strange illnesses, grievous injuries, etc. Scientists were unaware that a mutation occurred at the research facility, creating a horrible disease that would reanimate them when they died. The disease was airborne for only a few moments, contaminating everyone in the lab. The infected scientists further spread the disease to others via bodily fluids. The infected showed no symptoms for the first 72 hours, after which they began to show flu-like symptoms. The Infected condition rapidly deteriorated until the person suffered heart failure at 144 hours (6 days) post-exposure.

Within one minute of expiring, the infected rose up as a zombie and attacked the nearest living creature. Zombies, although slow and clumsy, are strong, relentless, and hunger for the flesh of the living. Those who fell to the zombies also rose up as one of the undead, rapidly swelling their numbers. Within days the world was overrun by the undead.

The various nations of the world attempted to fight back using standard weaponry, which proved to be ineffective against waves of undead. In desperation these nations turned to biological and chemical warfare. The result was an unexpected and radical mutation in the zombie population, including animal mutations. In a final act many nations launched nuclear missiles at areas with large zombie populations.

As the world fell into further turmoil many of the worlds nuclear power plants went off. Many governments turned on their own people in an effort to save the aristocracy and powerful. The world has been dark and silent for 200 years.

The year is now 2210, civilization has slowly started to crawl back together, in small heavily guarded encampments. The world is a desperate wasteland. Natural resources are scarce. Dangers lurk everywhere. Starvation, disease, and death are common in any populated area. Survival of the fittest is law.

Character Creation

Everyone learns shooting and survive from an early age. Characters start with d4 in Shooting and Survival.

Illiterate- The world is in chaos, education has shifted from books, science, the arts, medicine, to just plain survival. To get rid of this hindrance a play must take the edge Literate.

Attribute Points- 6: People need to be tough to survive, and as such characters start with 6 points for Attributes, rather than 5.

Skill Points- 15

Minor Hindrances- 2

Major Hindrance- 1

Bonus Edge- Humans start with an additional Edge.

A Heroic End- Your character has died, but they are not going into the big goodnight quietly! As a last act your character pulls off some final amazing move (*i.e.- attacking an enemy and automatically hitting with a raise, or as your character is being pulled part by zombies, managing to pull the pin out of a grenade and blowing everything to bits*). This action must be approved by the GM.

Item: Each character starts with 1 Wound Shot.

Money: Characters start with \$500. All money is lost at the end of character creation.

A Warning: Love thy Character-

Yes, love your character. Give them life, dreams and aspirations! Yet be prepared for your character to become zombie food or a bullet catcher for some sneaky Raiders that have ambushed your wary traveling party.

Combat is intended to be brutal in *Wrath of Zombies*, the players should be using all of their wits as well as the ability to have a great shoot out against thugs, mutated creatures, and the Undead!

A Note to the GM: Know the area you are throwing your players in. Be ready with a list of obstacles, or environmental pieces (i.e. furniture, walls, cars, etc) that the players can interact with and use to give them some sort of tactical edge.

Optional: Quick Start Gear-

Sometimes you just want to start and play and not get bogged down with people choosing weapons and gear. Here is quick and easy way for everyone to get gear and jump right into getting mauled by terrible beasts and chewed on by zombies!

All Characters start with the following:

- Leather Jacket
- 1 Wound Shot
- 2 days of Rations
- 1 Water Skin/Canteen
- 1 Outfit
- Backpack
- Sleeping Bag

Roll 1d6

- 1) Flashlight
- 2) Torch
- 3) Lighter
- 4) Rope
- 5) *Goggles
- 6) *Cleansing Pot

Weapons-

Have each player roll a d8 once on both the melee and ranged selections.

Melee-

1. Survival Knife
2. Baton
3. Brass Knuckles
4. Axe
5. Spear
6. Crowbar (str+d4)
7. Baseball Bat (str+d4)
8. Machete (str+d6)

Ranged-

1. Bow
 2. Derringer
 3. Ruger
 4. S&W (.357)
 5. Double-Barreled Shotgun
 6. Pump Action Shotgun
 7. Uzi
 8. Spencer Carbine
- For quick start use Ammo Option Rule #2 on page X.

*= Items found in this book.

Skills-

Every Skill in the SWDX book can be used in Wrath of Zombies.

Added Skill-

Knowledge (Zombies)-

Zombies are common knowledge, but not the different kinds of Zombies and what they are capable of.

Knowledge (Mutated and Infected Beasties)-

You have a good knowledge of all of the creepy crawlies out there and their habits.

Edges and Hindrances-

Hindrances- All Hindrances from SWDX can be used. All function same as SWDX except where noted:

Elderly-

This Hindrance functions the same as in SWDX but an addition -2 to Charisma is added due to the unfriendly nature of which many people view the elderly as walking time bombs

These Edges Function Same as SWDX Except where noted:

Beast Bond-

This functions the same as SWDX, however only natural creatures can be befriended. (GM Note: Natural Animals should be limited to those which make sense in a pseudo-realistic world. i.e.- Dogs, Cats, Horses, Wolves, Birds, etc. There should not be a player running around with a cougar or grizzly bear.) Mutated or Infected creatures cannot be befriended since they have little interest in humanity save for how it tastes.

Giant Killer-

This Edge will work against the two following enemies only; Brutes and Giant Spiders.

McGyver-

This edge is unchanged from SWDX version. It is an Edge that could

really come in handy while out in the wastes. Being able to jury-rig a small type of bomb or bang stick or something in dire situations would be very important. A player who comes up with really clever ideas should be rewarded with a Benny or pluses on rolls.

Noble-

Can be taken but should really be discussed with GM first. A Noble person in Wrath of Zombie[®] is most likely a settlement leader or their family member. This player should have responsibilities and hardships that come along with this Edge.

Edges- All except the following Edges from SWDX can be used:

Filthy Rich-

No one is that well off in Wrath of Zombie[®]. Rich is more than adequate. GM may overturn this.

Unholy/Holy Warrior-

There are no Miracles in Wrath of Zombie[®].

Wizards-

No hocus pocus in Wrath of Zombie[®].

New Hindrances-

Dead Weight

(Major)-

You have an Extra that is a loved one that you care deeply for. Problem is, in addition to being an Extra, they just aren't much use in most situations, especially against zombies.

Build the character as a normal Novice except the ally must take a Major Hindrance and only get one Edge. In

addition, your "dead weight" always suffers a -2 penalty to Guts rolls when facing the dangers of the wastes. The character can level up as an Ally but only does so with a roll of 6 on a d6.

If the Extra is killed, the player has two options; rebound or revenge. Their character can glom onto a new NPC built with half the level-ups of the previous one, or if they don't already have it, they can replace this Hindrance with Vengeful (Major). The character also gains a Minor Phobia related to how the Dead Weight died (not typically of zombies but situational-based like closed spaces, open spaces, darkness, etc).

Nightmares

(Minor)-

You have suffered a traumatic event that haunts you, even into your dreams. Every night you relive this horror.

Every time the character sleeps a spirit check is rolled TN 4. Failure means the character did not rest well and starts off with a level of Fatigue. This caps at -2 Fatigue and lessens by one each day when you successfully get a restful night of sleep.

Not So Heroic

(Minor)-

Your character just doesn't have it in them to be "heroic" when it comes to a final act before snuffing it. A character with this hindrance can't make use of the *Heroic End* option. Your character just falls to pieces and bites the dust like a drooling whining baby.

Secret

(Minor/Major)-

You have a dirty little secret. Maybe it isn't so little. You've done

something terrible and are deathly afraid that the truth will come out and ruin you.

The severity of the secret and consequences if the secret be brought out into the open should be discussed between player and GM.

Sickly Demeanor-

(Minor)

Replaces Anemic in SWDX.

Your character has a very poor immune system and is more susceptible to poisons, toxins, and infections than other people. When rolling to save VS poison, toxins, or infections, you take -2 to your rolls.

New Edges-

Arcane Backgrounds-

Weird Science-

(Prerequisite- Smarts d6, Literate, knowledge (science) d6)- Gains Weird Science Skill (Smarts).

The Weird Scientist has the ability to go beyond normal conventions of science. Tinkering with machines or life forms is of little difference to a Weird Scientist. The Weird Scientist is looking to develop a new weapon, piece of equipment for protection, a cure for the plague, or just the quest for power. To a Weird Scientist, the ends justify the means, whatever their goal may be.

Realism: *What should be worked out with the Game Master is the desired level of "realism" of the Wrath of Zombie setting. If the GM is fine with a player as a Weird Scientist building laser beams that utilizes the Bolt Power), or a utility belt that utilizes the Armor Power then that is his/her call. However if the GM desires a more gritty "real" type feel, the player may be limited to those kind of Trappings; a*

Flame Thrower that utilizes the Burst Power, or a gun that shoots globs or Napalm utilizing the Bolt Spell are just examples. This functions like Weird Science in SWDX.

Starting Power Points: 10

Starting Powers: 2

Psychic-

(Prerequisite- Spirit d6)- Gains Psychic skill.

A psychic has the ability to bring things to her, pop up invisible shields, push enemies away, or read thoughts all with the power of her mind.

Starting Power Points: 10

Starting Powers: 3

Can use all SWDX Powers except- Burrow, Disguise, Divination, Elemental Manipulation, Environmental Protection, Growth/Shrink, Healing, Greater Healing, Intangibility, Light, Quickness, Shape Change, Speak Languages, Slow, Speed, Summon Ally, Teleport, Wall Walker, Warriors Gift, and Zombie

Trappings- Everything for a Psychic should have a feel of mental power or kinetic energy. *Example- Entangle should be weaves of mental energy wrapping themselves around the target(s), or Bolt and Blast should be waves of kinetic force slamming into to the target(s).*

Psychic Feedback- If the Psychic rolls a one on their skill check (regardless of wild die), she becomes Shaken, the psychic then rolls a spirit check. On a critical failure the Psychics brain is overloaded by a barrage of telepathic images, causing their brains to become overloaded, taking 2d6 damage.

Been There, Seen That, Killed It-

You're character has seen much of the wastes, or has heard the stories, and they are a bit more level headed when it comes to encountering the horrors that await them. The character gains a +2 to Guts rolls. *This edge cannot be taken if character already has the Yellow Hindrance.*

Clairvoyant-

(Prerequisite- Arcane Background- Psychic- Spirit d8)

Being a Clairvoyant is both a blessing and a curse. Anything a Clairvoyant physically touches with their flesh sends images of who has handled the "touched" or what has happened. To make sense of these images a Clairvoyant must make a Spirit check (*TN to be determined by the GM- the more traumatic, horrific, or emotional the images the higher the TN*). Even with failure the clairvoyant should see images, but they might be misinterpreted. If a one is rolled, regardless of wild die, the clairvoyant must roll a vigor check TN 4 or become shaken for 1d4 rounds. A roll of 1 or less on the vigor check, regardless of wild die, results in the clairvoyant falling unconscious for 1d4 hours due to the barrage of images assaulting their mind.

I Got Bit.. So What?!

(Prerequisite- Vidor d8)

You are able to shake off the effects of Infection. Your character can ignore one level of Infection Rating.

Iron Immunity-

(Prerequisite- Vigor d8)

Your character has a great immune system and can shake off poisons, toxins, and infections better than the rest. When rolling to save VS

poison, toxins, or infections, you add +2 to your rolls.

Literate-

You can read! Good for you!

Scotty-

(Prerequisite- Seasoned, Smarts d10, Weird Science Background)

A Weird Scientist with this Edge is able to fiddle with their inventions and can finagle a bit more juice out of it. This operates just like the *Soul Drain Edge (SWDX)*. On a roll of a 1, regardless of Wild Die, causes the invention to overload and explode in a medium burst template. Anyone in the radius takes 2d6 damage.

Survivor

Your character survived a trip through the wastes, but sadly none of your companions did. Your character is wracked with guilt and feels responsible for the death of your comrades. You have vowed to do whatever it takes to not let it happen again! You constantly throw yourself in front of danger to protect your traveling companions.

You've trained yourself to not go down easily. You can choose to up 2 of the following skills one die level: fighting, shooting, survival, or healing. Due to your dedication to your comrades you receive a +2 to Guts checks when the situation involves any team member.

The Material World

Money-

There is no money in the wastes. Bartering and bullets are the way to go in such a savage and dangerous land. Hell sometimes even favors can get you the gear you need.

Gear-

Price Fluctuations-

It is the GM's call as to the pricing of items from the SWDX book in a Wrath of Zombie campaign. Some GM's may find that the price of a backpack for \$50 is way too expensive, yet a flack jack for \$80 is too cheap in an apocalyptic world. The pricing is not hammered out in the WoZ handbook because it is a GM's decision to determine the availability and cost of all items in the world.

An easy way to settle this is by determining if it is common or uncommon. To get the price of a common item divide the SWDX price by 2. For an uncommon item multiply the SWDX price by 2.

The pricing should then be bartered for something the player has or can do or can get.

The following items are allowed in Wrath of Zombie (this is honestly a GM call- anything goes, but it is recommend against any of the futuristic items listed in SWDX):

Armor-

Leather, Chainmail, Plate Breastplate, Steel Helmet, Pot Helmet, Flack Jacket (Trench Coat), Motorcycle Helm, Steel Pot

Weapons-

All Medieval and Modern Hand Weapons and Medieval and Modern Ranged Weapons are allowed. *Black Powder Weapons are excluded.*

Special Weapons-

GM call for these, should be rare finds/acquisitions however.

*Ammo

(Optional Rule 1)- Rather than keeping track of ammo, any time that a character rolls a 1 on their skill die, regardless of wild die, their gun is out of ammo and must reload. *This is for a more action feel in WoZ. Not really running out of ammo removes a layer of suspense and danger from the game, but that doesn't mean it is any less fun (For more info on feeling see page 13).*

(Optional Rule 2)- Instead of characters purchasing ammo (*let's be honest, in a survival horror game most players will spend a great deal of their character creation money on ammo*) when someone purchases a gun at character creation they get to roll 2d6 (or an amount that the GM feels appropriate) and add that amount to one full clip/amount of a gun's carrying capacity. (*I.E.- A player decides to purchase a Magnum, which holds 6 shots, for his character. He then rolls 2d6 and gets a 5. That character now has 11 bullets total for his gun.*)

Items-

GM call on what is available, how rare it is, etc, in their *Wrath of Zombie* world.

Added-

Heavy Jacket- \$40

A thick trench coat that gives some protection to the legs, torso, and arms (+1/+1).

Goggles- \$30

Many parts of the Wastes are desert like with Sand/dust storms. Goggles negate negative modifiers due to lack of vision.

Wound Shot- \$100

A syringe filled with a swirling purple liquid with a large needle attached to the end. Stabbing the Wound Shot directly into the affected area automatically removes one wound. The substance can only safely be used once per day. Any time after that the character must roll a vigor check with a -2 penalty (this increases by 2 for every Wound Shot used in a 24 hour period) or fall unconscious for 2d6 hours and then a roll must be made to see if the character dies as per SWDX rules (pg 67-69).

Morphine- \$20

This drug can be taken to give an injured character an edge to ignoring pain and injury. When a dose is consumed the character ignores 1 level of wound penalty, but their Smarts trait is lowered one die type as is any smarts linked Skill. All of these effects last for 24 hours.

Addiction: A person can easily become addicted to Morphine. After a character uses two doses, they must make a Spirit check, TN 4, to resist becoming addicted. Each dose taken after initial roll will require a new Spirit roll. Failure means the character has gained the Habit (minor) Hindrance. Every use after requires another Spirit roll, failure means that the character has gained the Habit (Major) Hindrance.

Cleansing Pot- \$100

This small vial of green liquid is made from leeches that have been processed after digesting Infected blood. When applied to an area that has become infected, gives a +2 to the healing check when attempting to rid a character of some of their Infected Rating.

This potion is also handy for testing meat for infection. When poured

on any thing that is infected, the liquid hisses and bubbles. This does not cleanse meat or food that is infected.

Creating Wound Shot and Cleansing Pots-
(Prerequisite- Healer Edge)

A character can create 1 Wound Shot or Cleansing Pot with a successful Healing Roll -4 (they are very difficult to make). Each item takes roughly 3 days to make. A character can make both 1 Wound Shot and 1 Cleaning Pot in a single 3 day period, but each requires a separate roll.

Freaks and Geeks

Power Changes-

These powers can also be used by Weird Science if so desired by the GM.

Detect/Conceal Mind/Psychic
(Detect/Conceal Arcana) (Psychic)
Rank, Cost, Range, Duration are all same as SWDX.

The Psychic has the ability to hide their presence from fellow Psychics or Weird Science “sniffing” gadgets, as well as seek out the minds of other Psychics.

Additional Effects: For double the Power Powers Psychics can also use this power to detect minds of individuals and animals in a 12 inch radius. This does not include non-sentient life forms, or allow the Psychic to read their minds or determine their mood. Just lets them know that there’s someone there and a “general” location.

Drain Power Points (Psychic/Weird Scientist) *Rank, Cost, Range, Duration are all same as SWDX.*

Psychics are able to drain energy from other Psychics only, preventing them from accessing their powers.

Weird Scientists are able to create devices that drain the battery life/power of another Weird Scientist’s devices or inhibit the powers of a Psychic.

Farsight (Psychic)
Rank, Cost, and Duration are all same as SWDX. Range- Up to 48”. 96” if a raise is rolled.

This functions the same as SWDX however the Psychic sees through the eyes of someone else. If it is an unwilling target, an opposed roll (Psychic Skill VS Targets Spirit) is made. The Psychic does not need to see the target, just know where they are within the range of the spell. *A Psychic can utilize the Detect/Conceal Mind spell to discover people.*

Mind Soothe (Dispel) (Psychic)
Rank, Cost, Range, Duration are all same as SWDX.

The Psychic reaches into the targets mind and can soothe emotions of the target (*negating fear effects- only Shaken and Panic effects*).

Additional Effects- For double the Power Point Cost the Psychic can affect the minds of those around her, heightening or calming emotions in a large blast radius. Base TN is 4 and add 1 for every person over 4. The Psychic can opt to affect less, but cannot choose targets in the affected area..

Obscure (Psychic)
Rank, Cost, Range, Duration are all same as SWDX.

This operates the same as SWDX, however instead of a blanket of darkness, any creature in the Large Blast

Template is blinded. Their eyes are glazed over with a black looking fog, liquid, etc.

This spell does not work on undead.

New Spells-

Telepathy (Psychic)

Rank: Novice

Power Points: 2-6

Range: Spirit x3

Duration: Sustained

Trappings: Flash of the eyes, far off look, shimmer/warping around the head.

The Psychic is able to talk to other beings within the radius. The Psychic can do this whether they see the person(s) or not, but they must be aware that the person is around. A single target is 2 Power Points, 4 for Medium Blast Template, and 6 for Large Blast Template. Each round the Psychic must spend Power Points to maintain the power; 1 point for single targets, 2 for Medium Blast Template, and 3 for Large Blast Template.

Illusion (Psychic)

Rank: Novice

Power Points: 1-10

Range: 12/24

Duration: Sustained

Trappings: Shimmering of hands, purple haze around body.

The Psychic invades the target(s) mind and instills an illusion for them to see. This can serve as a distraction (*an illusion of zombies coming at Raiders while the party is trying to get away*) or as a deterrent (*an illusion of your character with a missile launcher or looking very muscular*).

An opposed check is made, the target(s) Smart VS. Psychic's Skill. Each target rolls individually or in

groups, one skill roll and a +1 for each additional group member.

The cost of the Illusion and sustaining the effect should be determined by the GM. The more complex, the more it should cost.

For the GM...

Alternative Initiative Rules-

If you are playing an Online game or just don't feel like dealing with shuffling cards here is a quick alternative to the normal Initiative rules outlined in SWDX.

Each player rolls a d20 plus their Agility Trait die (which can Ace). Once each player tells you their number, start at the highest and work in a descending fashion.

Treat a natural 20 roll on the d20 as if the player had been dealt a Joker from the card deck.

Combat-

"You aim for the head.. You got it? Just shoot them in the head.."

The only way to take down the undead is by destroying its brain. Whether a bullet, an axe, mallet, sword, or even fire delivers the blow, once that brain is toast, the undead bastard will drop. This means that players, when fighting zombies, will always suffer a -4 to their TN to hit! This means that they will probably ALWAYS take fighting a zombie seriously. Especially since zombies are rarely wandering around alone and in numbers get a nice bonus from *Gang Up* (See *Enemy Sheets*). As previously noted, the player should keep their wits about them and always look for something that can give them a tactical advantage!

If the character dies, they will be rise as a zombie in 2d6 rounds unless they are shot in the head.

The Infected-

“Where you bitten?!”—Selena, 28 Days Later.

The world is a dangerous, dirty, diseased ridden hell hole and some bastards are more unlucky than others. Getting bitten by a zombie, eating meat or drinking water that is contaminated, or getting scratched by a mutated or diseased animal can all lead to becoming an Infected.

When any of the above mentioned circumstances happen a character must roll a Vigor check (*wound and fatigue modifiers apply*) or take 1 point of Infection. Like standard wounds each character has three Infection levels. When a character reaches that “4th level” of Infection they must make another Vigor check factoring in all negative modifiers. Success means that the characters immune system has pulled through and they stay at 3 levels of Infection. Failure means that the character is dead, they just haven’t died yet.

The character then makes a final vigor check to determine when they will join the ranks of the shambling zombies.

Zombification Table-

(Make a Vigor Check minus all negative modifiers)

- Raise- Death in 1d4+1 days.
- Success- Death in 1d4+1 hours.
- Failure- Death in 1d4+1 minutes.
- Critical Failure- Death instant.
Rise as zombie in 1d4+1 rounds.

**Look at what type of Zombie bit the character the last time before they turn, that is what they will rise up as.*

Wild Cards VS Everyone Else-

Only Wild Cards get an Infection Rating of 3. Minion, cohorts, companions, etc only get a rating of 1 point before becoming Infected, and they do not receive a final roll to determine if they become Infected. This mechanic emphasizes how dangerous the world is, and highlights that the players are just a little bit more “special” than the Average Joe.

GM Note: This number can be raised by the GM if they desire heartier Extras.

Getting Rid of Infection Rating-

“I know I'm human. And if you were all these things, then you'd just attack me right now, so some of you are still human.” – R.J. MacReady, The Thing.

A healing check may be performed once a week (minus wound, fatigue, and Infection Rating) to get rid of 1 level, or 2 with a raise(s). This must be done in a clean environment (or as clean as one can find in the wastes), along with a few days of rest.

Optional: Only Wild Cards can be treated in this way.

Rewards for Role-Playing-

What keeps a person from putting a bullet in someone’s head once they’ve been bitten, especially where Extras or Cohorts are concerned? Let’s face it, *Wrath of Zombie* is a dangerous dog-eat-dog world, but that doesn’t mean every NPC and every character is a cold-blooded murder. There should be Benny rewards for players who role-play out the situation. (*i.e. Taking a woman*

who has been bitten and showing signs of infection with the party, knowing full well the potential dangers everyone faces in the hopes of treatment or just to not let her die or “turn” out in the wastes alone and scared, warrants a Benny or two).

Fear and Horror

Fear-

“Do you have any plans? Do you want to find a cure? Or for us to fall in love and fuck? Plans are pointless.” –Selena, 28 Days Later.

Obviously Fear and the mechanics outlined in SWDX (pg 85) should play a big part in *Wrath of Zombie*®. Keep the game tense, the odds stacked against the players, and make them cherish the break from danger, only to have it come crashing down around them as a horde of zombies begin breaking through the windows and walls to tear them apart and feast on their flesh.

Remember that for fear to be effective there needs to be an ebb and flow. Let the tension break, in a natural way, and then start building it up again. If you keep the game tense for too long the players will begin to tune it out.

Style of *Wrath of Zombie*® Setting-

The feeling of your *Wrath of Zombie*® campaign setting is important. It will determine the actions of your party, your descriptions of the world, the pacing of your zombies, etc (*there are some great rules in SWDX to help get a really gritty and tense feeling. Combat Pacing pg 125 and Gritty Damage Rules pg 94*).

Some GM's and Players aren't quite comfortable with running a full “survival horror” game and as such prefer a more action feel to their campaigns.

For this type of campaign or session, utilizing explosive descriptions and narrative is very helpful. Everything can and should be bigger than life. Gore is exaggerated and if so desired bordering on the comical.

A few great movie examples of this kind of zombie action are Evil Dead 1 and 2, Army of Darkness, Zombieland, and Dead Alive (Peter Jackson Movie). All of these movies provide scenarios where the characters are in danger and under fire from all sorts of baddies and overcome them with exaggerated skills, amazing explosions, and acrobatic feats.

Some GM's and Players love a good scary campaign or session. Achieving this effect is easier said than done. A few things that can help enhance the mood are; slow creepy music, lighting in your gaming area, a “less is more” way of describing (let the players imaginations envision what is really happening rather than describing it in great detail), roll player's notice rolls for them.

When their roll fails, having them suddenly feel an arm wrap around their neck from behind and feeling putrid breath and something dribble down their neck is much more terrifying. Even if the roll is successful, describe it in such a way that makes the player think that it was a close call. Using the same example, just as the zombie is about to wrap its arm around the player's neck it kicks something, and when the player spins around to see it, they feel the nails of the zombie rake their skin, but now they are face to face with a zombie.

Monsters and Baddies-

The Wastes are dangerous and filled with Raiders, Mutated Creatures, Ferals, the Infected, Natural Creatures, and, of course, Zombies. Lots and lots of Zombies. What's worse is there are now multiple varieties of the Undead out there:

- **Bloaters**-Water logged zombies that spew fetid water on the ground and victims.
- **Ghouls**- Infected that have died. These zombies are fast, agile, and more intelligent. Usually more organized and hunt like wolf pack.
- **Criers**- These zombies let out a loud moan that can attract zombies from around the area.
- **Gassers**- Zombies that have a pustules on their bodies that are covered in open pustules that emit a gas cloud around them (*Small Burst Template*) that, if inhaled, can cause a person to fall seriously ill, sometimes even killing the person.
- **Brutes**- Strong zombies that have an exoskeleton shell, making them tough to kill.
- **Twitchers**- Look like their lesser brethren but when fresh meat gets near they begin to twitch, convulse, and shriek. Twitchers have claw-like fingers.
- **Lurkers**- These zombies just stopped for whatever reason and became stationary for so long that they were covered by sand, moss, snow, or water. They can be easily missed. They will however become active again when fresh meat comes their way.
- **Deviant**- The worst kind of zombie. A sentient one. This is

the fate that awaits Psychics should they perish and not be burnt to ash or their brain destroyed. A Deviant remembers glimpses of their former's lives and hunger for flesh. These dangerous abominations also retain their Psychic powers and have some control over the undead. *GM Note: A Deviant automatically gains the Zombie power that can be used on other undead and the living.*

Sometimes Humans Make the Best Monsters...

"See, their morals, their "code"... it's a bad joke, dropped at the first sign of trouble. They're only as good as the world allows them to be. I'll show you. When the chips are down, these uh, these "civilized people", they'll eat each other. See, I'm not a monster. I'm just ahead of the curve."-- Joker, Dark Knight.

Monsters are scary and disgusting because they represent the unknown and the perverse. A monster or a zombie eating a baby strikes us as wrong on a fundamental level. We want to protect that child, that innocence, and that key to the future of humanity. However when a baby is killed by a monster or zombie we are removed since, in our minds, it is "not real." It's all just fantasy. Even in the natural world, when a child or baby is killed by a wild animal we are removed on some level because it is natural. As terrible and tragic as it is, this is the way of the world. Whether humans are comfortable with it or not, we are part of the food chain.

Take the same example, but now a human has killed and eaten a child. This is such a perverse action towards

the natural order of things that people will waste no time vilifying and seeking justice (and rightfully so) against the “monster.”

Remember that often times, people make scarier monsters than the ones we’ve created for entertainment.

The World-

"You and me--our switches flipped, we're doing whatever it takes to survive and to help those around us to survive. The people without the switch--those who weren't able to go from law-abiding citizens to stone-cold killers...those are the ones shambling around out there--trying to eat us." -- Rick Grimes, Walking Dead Comic.

The world is in utter chaos. Most of the landscape has been turned in to a hostile wasteland due to humanity’s desperate final attempts to fight off the waves of undead. Biochemical and nuclear weaponry, and the world-wide meltdown of several nuclear power plants, devastated the Earth’s already fragile ecosystem.

200 years have passed, and the Earth still hasn’t recovered. Largely humanity remains huddled together in enclaves or small strongholds, attempting to reclaim the land around them from vicious mutated beasts and hordes of undead, or even take it from other survivors.

There have been a few successful settlements that have grown larger in size and have been able to fortify their defenses. These settlements usually have means of “modern” technology that has been jury-rigged into working condition.

There are brave souls who venture through the wastes in caravans, bringing goods and services from

settlement to settlement. It is an extremely dangerous, yet profitable living.

The elderly and the sick are regarded with outward trepidation. All it takes is one of these people dying, unmonitored, rising, and biting someone else. If caught unaware an entire village could be wiped out in a matter of hours. It has happened before, and it will happen again. These terrible incidents have led to the formation of a fanatical group called, “*The Purgers*” which is responsible for the deaths of many innocents.

The United States of America-

This is the country that the *Wrath of Zombie* Campaign Setting will focus on (*I honestly would like to have more information on other countries and add them in to the setting. Anyone who would like to contribute to the setting using their own country or whatever, feel free!*).

The United States are separated into three different temperate zones; The Swamps, The Barrens, and The Greens (see map).

The Swamps- This territory encompasses all of the East Coast. This area sees heavy rainfall and is hot, humid, and muggy. The area also suffers from thunder and lightning storms. Severe weather damage has occurred to older buildings that survived the fall of man. Every so often an acid rain storms occurs causing people to run for cover.

The Barrens- This territory covers of most of the United States. This area is mostly desert or dry dying territories with low rainfall and intense heat. Oasis’s can be found and are usually heavily protected by the few survivors lucky enough to stumble across them.

The Greens- Small sliver of upper West Coast. This area has moderate rainfall, and temperate summers. It is the only part of the United States that has a lush slightly more healthy feel. The Greens do suffer from intensely cold winters however.

Settlements-

Large or small and defenseless or armed to the teeth, there are threats inside and out that each settlement must face. Corrupt leaders hoarding water and food for themselves and their cronies, slavers and raiders waiting for the chance to covet others belongings, or zombies banging at the front gates hungry for human flesh are just a few examples.

When creating a settlement things to consider are:

- How does the settlement survive the Wastes:
 - Water
 - Food
 - Protection from Undead, creatures, and people
 - Protection from elements
- What sort of governmental body does the Settlement have?
- What is the size of the Settlement and how big is the population?
- What is the educational and technological level of the Settlement?
- Who are the key players of the Settlement?
 - Add a few colorful NPC's with story hooks.

- What does the Settlement *need*? How can the players help or profit from this?

Sample Settlement

Hovel

This small community of 100 people survives and just barely. The houses are mostly made of rusted out metal, wood, scrape, and other junk. The town has a rickety wooden and rusted metal fence between it and the wastes. The only thing that has saved the village thus far is it is located on an elevated plateau with only one old dilapidated road leading up to it, making it easier to spot unwanted guests.

The survivors of Hovel have been able to last so long due to the positioning of their town and an old junk yard discovered 5 miles from the settlement. The journey is dangerous and many have perished attempting to bring much needed material back.

There are two small watering holes located at the bottom of the plateau that are reasonably clean. At morning and near dusk a small group, under guard, goes down and collects water for all of Hovel. Water is extremely rationed. Showers, laundry, and any cleaning all share the same water. There is some local wild life that is hunted, the meat is usually dried and smoked so it will keep longer. The settlement grows a very limited amount of food down by the watering holes, usually grains for bread, vegetables, mostly tubers (potatoes, radishes, etc), and carrots.

The settlement is led by Benjamin Hines, who is the son of the founder of Hovel. He has been the leader of the settlement for 40 years and

is considered its heart and soul. However trouble looms on the horizon. Benjamin is 60 now and has fallen very ill and his survival is looking very grim. Many of the survivors are concerned who will be able to adequately fill Benjamin's shoes. Two people are popular contenders. Shawn McGillis has been a student and friend of Benjamin for years and is more in line with his mentor's style of leadership. The other is Arty Davis who tends to be brutish, bossy, and controlling. Many people feel loyal to Arty since he is brave, to the point of bravado and recklessness, but has saved many people's lives throughout the years. Arty also has a few thuggish friends who employ subtle coercion to aid Arty in getting what he desires.

History: Hovel was founded fifty years ago by a wandering man, Fredrick Hines, his wife, Clara, 22 year old daughter, Nina, and 15 year old son, Benjamin. The family came across some raiders who had taken up residence in a few shanty huts on the plateau. The raiders opened fire on the family, severely wounding Nina, but eventually falling themselves under the skilled shooting of the Hines family. The family took shelter in the shanty huts attempting to treat Nina, but she died two days later. Fredrick decided that he wanted to remain where his daughter would be laid to rest. As time went on, more desperate wanderers or the few people brave enough to venture around in caravans discovered Hovel and decided to stay and help it grow. Many were drawn to the charismatic personality of Fredrick.

Ten years after the founding of Hovel, the settlement was attacked by a band of raiders who demanded unconditional surrender. Fredrick went

out to discuss a peaceful solution and was killed as he reached their leader. The town was then spurred by the desire for vengeance and launched a vicious attack against the raiders, not letting one of them escape alive. Benjamin took up the responsibility of leadership immediately after his father's death and bore it well. Clara died shortly after Fredrick's murder. She just seemed to fade away.

Hovel has continued on with difficulty since. The people are stubborn and don't give up without a fight. The town has problems abound, be it undead that has wandered towards the settlement, mutated or Infected creatures, or raiders attempting to destroy Hovel's hard work and steal their materials.

A Few Good People:

- *Janet Philsning*- An able and competent woman who arrived in Hovel about 5 years ago. She has skills in medicine and healing.
- *Burke Messing*- Lecherous and cantankerous. Burke runs the pub of Hovel, The Armpit.
- *Collins Pepperman*- Collins is a quiet man who wandered into Hovel 10 years ago and started using his tinkering skills to aid the settlement. He runs a General Store and trades some of his knick-knacks to the caravans that pass through Hovel in exchange for needed goods.

Hovel and Players: With all the possible external dangers and internal turmoil there is a great chance for players to shine as citizens of Hovel. Helping the settlement get material from the junk yard, escorts to the watering holes, and defending it from internal coercion or sabotage, violent raiders and slavers, or undead attacks could prove to be difficult and rewarding.

Sample Settlement-

Mud City

Mud City gets its name due to where it is built, around an old soggy mining pit. This city is full of those who live the hard life, not necessarily the honest one; raiders, slavers, thieves, and vagabonds. The city is ruled by a terrifying tyrant of a man named Brunick Riker, but everyone calls him “The Boar.” The Boar’s rule is law and those who disagree with him end up in The Pit, dead, or worse.

Mud City is infamous for the old mining pit in the center of the city, named The Pit. The Pit is used for fights and entertainment. Gladiatorial style games against people, zombies, and critters are held daily. People who break Boar’s Law are thrown into The Pit unarmed against zombies or worse to be torn apart for the entertainment of the spectators.

Mud City is a hub for slavers who bring their captives to the town to sell them at The Planks. The Planks is a small back of rickety boards put at the edge of The Pit where people can barter for slaves. Most women end up forced to be whores at the Pleasure Palace, men and male kids end up as forced labor or gladiators for The Pit. Female children end up as a form of servant until they get older, if they survive, and are then are

taken to Pleasure Palace. The Elderly are used as zombie bait, food, or pushed into The Pit just for the pleasure of watching them fall to their deaths while zombies feast on their corpses.

Mud City is a danger to other settlements around them, since they are viewed as something to be conquered and used. The Boar and his citizens have no long term plan, save to exercise in what carnal pleasures they can engage in.

Mud City and the Players: The players could be part of this dangerous low-down community. They could be raiders or slavers who sack other communities for the valuables it possesses.

The players could also be a group who wishes to free their loved ones from Mud City before they become sex slaves or zombie food. They could be part of a community that is tired of constantly being threatened by these insufferable vagabonds and have decided to take action against them.

Organizations-

What setting would be complete without some different organizations for the players to intermingle with, stand up against, betray, or assist?

Blood N’ Bones- This group of thugs raid communities for any commodity that will sell, including people. They tend to hit up smaller communities that aren’t as well defended and transport their newly acquired goods to larger hubs where not many questions are asked.

Cult of Christ- Most survivors take the stance that there is no God, or he died a long time ago. If there was a God, how the hell could the planet be in

the state it is in? That's where these crazy bastards come in. The Cult of Christ is bound and determined to show people that the power of God still exists! The CoC believes that Judgment Day has passed and humanity survived, and now it's up to people to strive to get back in God's good graces.

Cult of Christ members tend to be zealots and extremists, persecuting anyone who they feel is wrong or not worthy of the Light. The CoC wages a holy war against most other religious beliefs and doctrines. There are CoC members who take a more moderate stand than their extremist brethren, but they are rare.

Feasters of Flesh- Long ago the insane leader, "Pig," of this vile and feared group figured out that there was an abundant food source out in the wastes; people.

Over the years Pig and his small band of cannibals, which has grown to over 50 followers, have been wandering the wastes attacking settlements and taking prisoners.

These unfortunate souls are immediately separated into either slaves or cattle. The cattle are killed and eaten over the course of time. Slaves serve as the sex and work force until they are broken. When they aren't able to perform their duties they are immediately killed and eaten. All slaves must carve up their former slave-in-arms and partake of the feast. This serves as a warning to all those about not accomplishing their tasks.

Slaves who remain strong may possibly be given a great gift; they become "the honored" and are freed and allowed to join the ranks of the Feasters of the Flesh.

An odd thing that sometimes occurs is a slave's mind will break due to the strain of their life and the guilt of enjoying and savoring the taste of human flesh. These demented souls become, "The Ravenous," sadistic people who seem almost addicted to the taste of human meat. They obediently obey Pig in the hopes of another scrap of meat. Pig tends to use Ravenous as agents of torture. They seem to relish in the suffering of their victims.

The Purgers- This group travels through the wasteland killing the sick and elderly to protect the remnants of humanity. The group was started by a tortured soul by the name of Felix Nathaniels, who lost his whole family and fellow settlers 8 years ago when an unsupervised old man died, rose again, and attacked the living. In a few brief moments the whole settlement was overrun by the undead.

Felix and a few others managed to escape. Eventually overcome by grief and rage, Felix formed *The Purgers* and began his crusade against the "dangers of humanity." The organization has been gaining more and more clout in recent years.

Scrappers- This group tends to be a weird lot. These people scour the wastes looking for anything that can be used to build the world back up or just to sell off for some drink, sex, or ammo. Many people love these guys because they are willing to risk their lives for salvage that is desperately needed in settlements. Others hate them since they tend to charge exuberant prices for said materials. Others just think them crazy for venturing out into the wastes.

Adventure Hooks-

1. Someone has taken ill in the settlement and needs an herb found in the wilds.
2. A hurt child and mother collapse in front of the village saying that slavers got their family and they barely managed to get away. Right before the mother dies she whispers, "They are coming."
3. People in the settlement start getting sick for no reason and a few have died and come back as the undead. It is possible that the watering hole has become contaminated.
4. The watering hole(s) of the settlement are drying up and the whole populace has to face braving the wastes to find a new place to live. Do the players travel out into the wastes to find somewhere else first?
5. Raiders hit the village hard while the players are out. When they get back the settlement is completely trashed. It's payback time.
6. The few cattle that the settlement has managed to keep alive have all been butchered by a Mutated Cougar. The settlement is looking at starvation through the season.
7. Ferals in the area have begun causing the settlement trouble.
8. The rickety bus that survivors have been using to travel the Barrens has broke down and there may be parts in the outlying ruins, but what else is there?
9. The players are hunting something for the village, but something else is hunting them.
10. A few of the villagers have been disappearing over the past couple months. One of the players hears a familiar voice in their head and catches a glimpse of a girl long thought dead calling to them to find her in the mountains nearby. How long can they resist the call?
11. More and more zombies have been appearing around the perimeter of the settlement. What is more disturbing is the corpses seem to be acting in some sort of organized manner.
12. The small generator that the settlement has managed to keep working all these years finally bit the dust. The players are begged to try and repair it. Where will they find supplies?
13. The group is traveling with a caravan that is about to enter the Swamps, the most dangerous part of their route.
14. The group comes across a settlement that has fallen under control of a violent gang. The local sheriff begs the group to be deputized and help rid the town of the villains.
15. A once respected man of the settlement has begun kidnapping people and engaging in bizarre experiments trying to bridge the gap between the living and undead.
16. The players wake up in small cages, battered and bruised and unarmed. They vaguely remember being ambushed out in the wastes by raiders.
17. As the group scrounges for much needed supplies and material for the settlement in the ruins a sharp cry pierces the air. A Crier is

coming towards them, its screams reverberating on the dilapidated ruin walls. Moans and shuffling can be heard all around the group.

18. The town leader believes it is time to expand the settlement and reclaim some ruins as theirs. However all of the dangers must be cleared out and fortified to make sure it is safe.
19. The players wake up to gun fire and screaming. Shouts of “The dead broke through the gate!” can be heard outside.
20. Clothes of villagers who reside on the outskirts of the settlement have been found ripped and bloody. While no bodies have been found, all the clothes have been soaked in viscous mucus-like liquid.

Changing the Setting-

Some people just don't like zombie games or survival horror, or maybe they do and they just aren't in the mood.

If you find your players wanting to play a rough and tumble game, but really don't feel like having to shoot and run through hordes of fetid putrid corpses you can still use *Wrath of Zombie*©! All you have to do is take the zombies out and boom! You have a post apocalyptic setting like Mad Max.

The reasons behind the apocalypse aren't important to the players anymore than it is when there are zombies. If you feel that info is important the *Wrath of Zombie*© “The Beginning- pg 5” is still valid. Instead of people coming back as undead with the infection, they just simply stay dead. Countries start pointing the fingers at one another as to who started the

pandemic and before anyone really knew what was going on war had begun.

Eventually there wasn't anything left to fight and that is where this zombie free post-apocalyptic setting starts, 200 years later in the ashes of civilization.

Inspirations-

RPG Sources-

SWDX

Savage Worlds Horror Toolkit

Savage Worlds Horror Bestiary

Clockworks RPG (Savage Worlds game and webcomic)

<http://shawntionary.com/clockworks/>

Deadlands Reloaded

All Flesh Must be Eaten

Vorhneim: The Complete City Kit

Trails of Cthulhu

Movies-

All Zombie Movies

Mad Max Movies

Horror feel

Suspense/Thriller feel

Tombstone (Western feel)

28 Days and 28 Weeks Later

30 Days of Night

Walking Dead TV Series

John Carpenter's The Thing

The Fly

Anime-

Cowboy Bebop

Trigun

Blood the Last Vampire

Comics-

Preacher

Crossed

Walking Dead

Freak Angels (webcomic)

<http://www.freakangels.com/>

Zombie Hunters (webcomic)

<http://www.thezombiehunters.com/index.php>

Books-

Dracula

Frankenstein

Dr. Jekyll and Mr. Hyde

Anita Blake, Vampire Hunter books

World War Z

H.P. Lovecraft

Video Games-

Resident Evil Series

Silent Hill Series

Fallout Series

Left 4 Dead Series

Mass Effect Series

Table 1: Random Enemy Encounter

1-10	1d4 Zombies
11-20	1d8 Zombies
21-30	1d10 Zombies
31-35	1d100 Zombies
36-39	Bloater and 1d4 Zombies
40-45	1d6 Ghouls
46-50	Crier and 1d20 Zombies
51-56	Twitcher and 2d4 Zombies
57-60	Brute and 1d4 Zombies
61-65	Gasser and 1d4 Zombies
66-67	Lurkers (depending on area) 1+1d6
68-73	Caravan (5+1d10 People)
74-75	Raiders (3+2d10 People)
76-78	Scrappers (2+1d6 People)
79	Cult of Christ (1d8 People)
80	The Purgers (2+1d8 People)
81	Feasters of the Flesh (3+1d10 People)
82	Mutated Scorpion 1d3
83	Scorpion Matriarch and 1+1d3 Mutated Scorpions
84	Mutated Bear
85	Mutated Cougar 1d3
86	Mutated Crocodile 1d3
87	Giant Spider 1 or 1d3
89	Fetid Fly 1d4
90	Ferals 2+1d6
91	Infected Squirrels 1d4
92	Infected Rat Swarm- Roll 1d3- 1) Small; 2) Medium; 3) Large
93	Infected Wolf 1d6
94	Carrion Snake
95	Blood Buzzard 1+1d4
96	Parasite
97	Manfly
98	Manant
99	Manspider
00	Deviant and roll 1d10 and consult top of chart for Zombie followers.

Table 2: Just a few Extras.....

1	Little Natti- A small orphaned child with a sweet smile.
2	Buckshot Reggie- A sharp-shooting pack rat.
3	Jitters- A morphine addict terrified of the undead.
4	Selma Davis- A determined woman looking out for others.
5	Thomas Hayes- A scientist on the brink of a “discovery.”
6	Carlos Ramos- A brave soul who wanders the wastes for needed materials.
7	Bucktooth Kim- A whore desperate to escape her life.
8	Dirt- A slave so broken he’s lost his identity.
9	Samantha Dryers- A mom who had to shoot down her three kids.
10	Nicole Brians- A Leader on the verge of selling her town to slavers.
11	Sammy O’Connor- A man hopelessly lost in drink and regrets his past.
12	David “On the Quick” Smith- This man would jump in front of a bullet for a total stranger.
13	Amy-Lee- Her hatred for the elderly and the sick is openly apparent.
14	Angie Grevens- A scientist obsessed with finding the cure.
15	Omar Daladeen- An act first think later man with ham-sized fists.
16	Jay Watkins- A shy fellow who is a fountain of information.
17	Old Man Grieves- He’s seen it all and will tell anyone who listens.
18	Jack Abrahams- This man killed and ate his wife, but has told people she disappeared in the wastes.
19	The Prophet- This psychic/clairvoyant is haunted by all she has seen.
20	Ol’ Billy- This junk collector is extremely proud of his latest invention.

Table 3: Scavenging the Junk

1	Eyeglasses	35	Wires	69	Bar Soap
2	Sunglasses	36	Car Parts	70	Plastic Bottle
3	Television	37	Car	71	Glass Bottle
4	Game System	38	Motorcycle	72	Soda Can
5	Rug	39	Lawnmower	73	Butcher Knife
6	Catbox	40	Road Atlas	74	Meat Cleaver
7	Microwave	41	Lamp	75	Meat Hook
8	Blender	42	Flashlight	76	Crank Radio
9	Roof Shingles	43	Shoes	77	MRE
10	Table	44	Batteries	78	Blanket
11	Billiards Table	45	Ammo	79	Band-aids
12	Dart Board	46	Grenade	80	Gauze
13	Silverware	47	Police Baton	81	Road Flares
14	Grill	48	Whistle	82	Matches
15	Propane Tank	49	Leash	83	Newspaper
16	DVD Player	50	Rope	84	Golf Club
17	DVD	51	Tarp	85	Baseball Bat
18	CD	52	Sleeping Bag	86	Tennis Balls
19	Bedding	53	Cleets	87	Doll
20	Clothing	54	Ice Axe	88	Action Figure
21	Vase	55	Motor Oil	89	Jewelry
22	Pencils	56	Binnoculars	90	Tupperware
23	Pens	57	Boots	91	Chain
24	Paper	58	Chair	92	Bolt Cutters
25	Book	59	Rocking Chair	93	Wood
26	Statuette	60	Plates	94	Pipe
27	Art	61	Bowls	95	Chainsaw
28	Photograph	62	Canteen	96	Buzzsaw
29	Candle	63	Whiskey	97	Boardgame
30	Binoculars	64	Vodka	98	Musicbox
31	Laptop	65	Scotch	99	Iron
32	Digital Camera	66	Gin	00	Jukebox
33	Drinking Glass	67	Everclear		
34	Spark Plugs	68	Toothbrush		

Table 4: A Round About Town

1-2	Apothecary	40-41	Arena
3-4	Blacksmith	42	Prison
5-7	Baker	43-45	Guard Tower
8-9	Barber	46-47	Weaponsmith
10-11	Brewery	48-49	Weaver
12-13	Brothel	50-51	School
14-15	Butcher	52-53	Theater
16-17	Furrier	54-55	Distillery
18-19	General Store	57-62	Water House
20-21	Gunsmith	63-67	Group Home/Orphanage
22-23	Leatherworks	68-70	Undertaker
24-25	Mill	71-72	Townhall
26-27	Scavenger Hall	73-75	Shepherd
28-31	Tavern/Inn	76-77	Religious Hall
32-33	Physician	78-79	Weird Scientist
34-35	Scholar	80-95	Private House
36-37	Shoemaker	96-97	Junk Yard
38-39	Tailor	98-00	Farm

For on the spot building generation just roll the following:

Tiny- Roll 4 times.

Small- Roll 5 times.

Medium- Roll 8 times.

Large- Roll 10 times.

Huge- Roll 15 times.

Does this mean that this is an all inclusive of what is in the town? Not necessarily, but it gives enough for the players to interact with for quick drop of the hat play.