

# Wrath of Zombie

A Survival Horror RPG

## Attributes

Agility ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~  
 Smarts ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~  
 Strength ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~  
 Spirit ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~  
 Vigor ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~

Name Tal "Jitters" Gigs Reason for Living One day at a time

Player \_\_\_\_\_ Description \_\_\_\_\_

Rank Novice

Experience \_\_\_\_\_

Parry 4  
 Toughness 4  
 Pace 6  
 Charisma 0  
 Infection /4

## Skills

~~6~~ ~~8~~ ~~10~~ ~~12~~ Fighting (Agil) ~~6~~ ~~8~~ ~~10~~ ~~12~~ Notice (Smrts) +2  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Gambling (smrts) ~~6~~ ~~8~~ ~~10~~ ~~12~~ Persuasion (Sprt)  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Guts (Sprt) +2 ~~6~~ ~~8~~ ~~10~~ ~~12~~ Repair (Smrts)  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Healing (Smrts) ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~ Shooting (Agil)  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Know (Junk) ~~6~~ ~~8~~ ~~10~~ ~~12~~ Stealth (Agil)  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Know (Wastes) ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~ Survival (Smrts)  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Know (Zombies) ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~  
~~6~~ ~~8~~ ~~10~~ ~~12~~ Investigate (Smrts) ~~4~~ ~~6~~ ~~8~~ ~~10~~ ~~12~~

## Hindrances:

Anemic (Minor)  
Secret (Minor)  
Connection with Slavers for drugs  
Habit (Major) Opium

## Edges:

Been There, Seen That  
Killed It  
Alertness

f  
a  
t  
i  
g  
u  
e  
-1  
-2  
W  
o  
u  
n  
d  
s  
-1  
-2  
-3  
Inc

## Equipment:

Backpack, Canteen x2, Bedroll,  
Lighter, Torch x2, Rations x2 (10 days)  
Pipe, Opium x3, Rope (10")  
Wound Shot x1

## Armor:

Head: \_\_\_\_\_  
 Torso: flak Jacket +2/+4  
 Arms: \_\_\_\_\_  
 Legs: \_\_\_\_\_  
 Wt Carried: \_\_\_\_\_  
 Wt Limit: \_\_\_\_\_  
 Money: \$225

## Power/Trapping

Cost Range Damage/Effect Duration


Weapon	Range	RoF	AP	WT	Damage	Notes
Survival Knife	5	NA	NA	2	Str+d4	+1 to Survival rolls
Billy Club	NA	NA	NA	2	Str+d4	
Spencer Carbine	20/40/80	1	2	8	2d6	
Colt 1911	12/24/48	1	1	4	2d6+1	Semi-Auto