

GENERIC ZOMBIE APOCALYPSE

Sorry to be the bearer of bad news, but the world is dying.

I know, I know, you just got here and it's not fair - but that's just the way it has to be.

This world is sick. The leading authorities aren't sure why it's happening, if the cause is viral, bacterial, or something more sinister. Those religious nuts will tell you this is our divine punishment. Preposterous. As if God would allow this kind of suffering. We have no answers.

This illness, this plague, whatever we're dealing with - it's like nothing our world has seen before. People get sick and they die; if only it ended there. Loved ones, neighbours, coworkers - it didn't matter what they were before they turned. They weren't like us anymore.

They were something new, something worse, something dead.

But still they walked.

You'll walk here too, for the next ten years, provided you can survive them.

BUDGET

You won't be placed here without a chance though; You'll have these choice points, useful for familiarizing yourself with the old world, picking up helpful new skills and abilities, or taking new items to help ensure your survival. You keep everything from previous adventures, so spend every point wisely.

+1000CP
CHOICE POINTS

PANDEMIC CAUSE

This world is either on the fast track to an apocalypse or is already there. But what is it that drove humanity to this point? What kind of monsters are out there that threaten to replace humans as the next top of the food chain? You can choose one of 3 groups to be at fault.

ROLL 1D8
OR PAY 100CP TO CHOOSE



1 PATHOGEN

Viruses are common and changing, with this one being particularly hard to pin down. Though technically still alive, the infected you will face have been irreversibly changed into little more than rabid beasts by pathogen they're infected with. Due t their still living state, these are naturally the most lively of the zombie varieties. They're more than capable of chasing down a survivor at high speed like the hungry predator they've become. This also tends to spread quite quickly.



2 PARASITE

Due to it's larger size, the parasite is more difficult to pass on than other causes. Hosts are driven to extreme aggression when it's time for the parasite to reproduce and they hijack their host's nervous system. With above human level speed and strength zombies can typically restrain healthy victims while the transfer the new larvae into them. Usually attacking in groups and picking the vulnerable in the early stages, the parasite may escape notice until it's too late. Hosts are fully aware of the creature in them, but can do nothing to resist.



3 CHEMICAL

It is easy to discover the origin of zombies created by serums, radiation, or toxins. It is impossible to cure them sadly, since individual cells have all absorbed the dangerous material. Some are reputed to retain an ability to speak and lure people into ambushes. Others gain additional, increasing fearsome mutations as a result of different doses or unique genetic quirks interacting with the contaminant they were exposed to. Supposedly these zombies are fond of brains, but they're content to give you a contagious bite anywhere.



4 FUNGAL

The fungal infected are terrifying in their twitchy, inhuman movements, their ability to track by heat, the ease in which they infect, and the way the zombification begins to take hold long before the host is lost. Some hosts struggle for hours or days as they lose more and more control, feeling the new organism taking control of movements and jerking their limbs around in ways they were not designed to bend. Severed body parts remain completely functional independently. The zombie fungus shies away from cold and is inactive in winter.



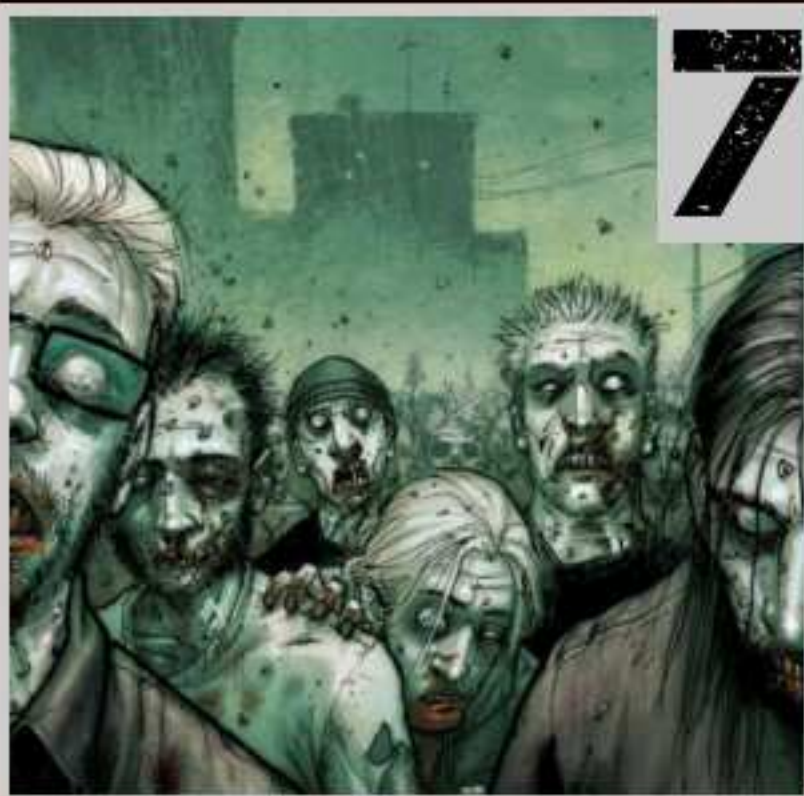
5 BLACK MAGIC

More sinister foes command zombie armies using their unspeakable dark arts. With some relying on voodoo, you may be forced to combat innocent living humans who are simply being compelled against their will to do you harm. Others still rely on classical necromancy to bolster their forces, raising incredibly enduring and truly undead servants. Not all is grim here however, there is a chance that by defeating individual practitioners you will be able to free those under their control and allow the dead to find peace.



6 DIVINE RETRIBUTION

We're not sure which religion is to blame, but all of the spokespeople seem to be taking the credit on behalf of their god. Even those formerly areligious have taken to putting the blame on Mother Earth. It certainly seems that the damage humans formerly did to the planet has been turned back on us, and Earth seems all the greener for it. Even the undead fail to rot, looking as eerily pristine as the moment they died. In this scenario, every single dead body will rise from the grave.



7 FREE CHOICE

Looks like it's your lucky day. You can choose to face whichever of the seven options you feel suits you best.



8 HIVEMIND

Something far greater than zombies is the threat here. These zombies are controlled by some higher being, spreading its malevolent influence with dark energy or incomprehensible technology. Such tainted humans cannot be saved, nor can the process be stopped. One small blessing is that you are one of the few with complete immunity to this corruption. The hordes function as tactical units under the guidance of thier unfathomable master. Whatever it is one thing is clear: free, living humans are not part of its final plan for Earth.

THE FOLLY OF MAN

People purposely designed this as a weapon in order to use it against their enemies. Some might say we got what we deserved. Some might also worry what other bioweapons they have stashed away somewhere

NATURE

Mankind's disrespect for the Earth and constant pollution have either corrupted the natural world to create this abomination or forced the spirit of the planet to seek aid from mystic forces. Until the world is as unpolluted as before the industrial era nature will not relent.

CONSUMERISM

Mankind's inherent greed and gluttony have spawned this horror into existince. As long as humans still live in pursuit of the material situations will be unable to improve.

PANDEMIC PHASE

So now you know what you're dealing with, and have a vague idea as to what's causing it. Next up we'll figure out how far into this mess you are. Depending on your contagion things could progress very quickly after Phase Zero. You may choose a conspiracy theory for the loonies.

ROLL 1D8
OR PAY 100CP TO CHOOSE



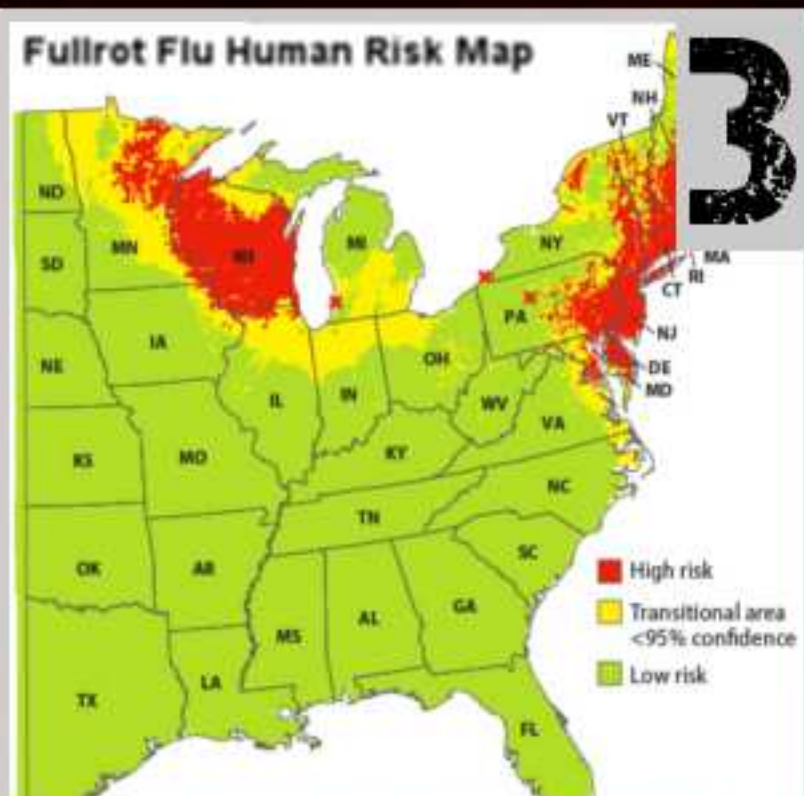
1 PRE-APOCALYPSE

Zombies are a thing of fiction, regarded as little more than the subject of scary films. Most people go about their daily lives and only focus on issues that affect them. A large number of madman seem to be getting vocal lately cropping up, forecasting the end times as something soon to come. Only two months left.



2 PHASE ZERO

Humans have developed symptoms of the new mystery ailment frequently enough that it warrants investigation by health authorities worldwide. Efforts are made to study the effects of the ailment and catalogue them. The cause of the condition is still unknown and it is uncertain how it transmits.



3 PHASE ONE

Several outbreaks occur within a single region. A frightening first experience with the potential death toll if the condition is not contained becomes apparent. Martial law may be used in a desperate effort to stem the spread. Many of the 'lunatics' that predicted the apocalypse begin retreating to the prepared shelters.



4 PHASE TWO

Outbreaks are occurring in multiple countries and it has truly reached pandemic status. The condition spreads from region to region rapidly. World governments frantically mount offensive plans with their remaining military forces, however many soldiers have defected for the safety of their families back home.



5 END AS WE KNOW IT

The civilized world has been devastated by the zombie menace. Most persons have had personal experiences with the condition, though there are still isolated places untouched by the horror that is to come. Pre-Apocalypse ravings come to be accepted as the reason for the apocalypse in many circles.



6 APOCALYPSE

Worldwide saturation of the pandemic. None are unaware of the danger that the zombies pose to the survival of humanity. Pockets of survivors remain, some searching for the fabled last bastion of safety This state may last decades, either leading slowly to recovery or having the human race dwindle further.



7 FREE CHOICE

Luck is on your side. You may begin at any of the available options for progression of the pandemic, with the earliest Pre-Apocalypse starting time being a full year before Phase Zero. You can also designate the widely believed conspiracy theory for the world, and are not restricted to the below 3 choices.



8 BEYOND THE END

Practically no living people remain on the Earth. Zombies may be thinning out as the ravages of time take their toll, but the condition makes a combat as it adapts to infect previously immune persons. There is unlikely to be enough survivors to allow humanity to survive as a race.

NAZIS

Another of the secret Nazi ventures into the supernatural, this was one of their most dangerous weapons. Hitler intended to use it against the world, but only managed to infect himself. The contagion spread because Zombie Hitler escaped a secret facility and now wanders the Earth once more.

COMET

The passing of Comet Lovejoy in early January 2015 was actually an alien device sent past earth to spread the zombie contagion onto the human population. It was invited here by special deep space probes sent up by a rogue division of NASA. Once everyone is infected, the aliens will return to raise humans as pets.

SECOND COMING

The events unfolding in the world are exactly as the original biblical prophecy foretold. The bible we have now is a fake planted by dinosaurs. If once has the courage to delve into the pyramids where the dinosaurs hid it the first bible, they can learn who is the next incarnation of Jesus and end the apocalypse.

LOCATION

Now that we've got the when and why of it covered, it's time to figure out where in this messy world you're going to be left in. You can choose to explore the rest of the world and pick the specific location of your strating location, as long as you remain within description limits.

ROLL 1D8
OR PAY 100CP TO CHOOSE



1 CABIN IN THE WOODS
A cozy scenic abode on the fringe of society. It is stocked with enough food for two months. Though small, it manages space for two separate bedrooms and even has a modern well for producing its own running water in the humble kitchen and bathroom. It has some solar power to make energy, but little defenses.



2 SMALL TOWN
This town still boasts plenty of character despite it's small size. Compared to bigger cities it has friendly people and lower crime. If you were raised here before the contagion spread there's a good chance you can at least recognize most folks on sight. People are much more trusting here, and things often unlocked.



3 SUBURBIA
Life in the suburbs! Most of the houses look nearly identical so even the braindead can spot little differences like a dark home compared to a candle-lit one. Still, they are relatively spacious places to stay and tend to offer a variety of scavengable resources nearby.



4 MEGAMALL
Located in a big city, this place offers all the shopping you could need and is a veritable fortress in many a zombie apocalypse - as long as you can be sure that shatterproof windows remain intact and any hostile forces inside are taken care of. It has tons of resources and potential on the rooftop for growing food.



5 URBAN UNDERGROUND
Whether it's the subway or sewer system, you'll find there aren't a lot of choices in which direction to go from here. At least you can usually hear an enemy coming before you see them. The tight space offers little chances to run away and you could easily be cornered in a crisis.



6 ISOLATED WILDERNESS
There's not much nearby except for a crashed ambulance. You're a bit bruised, but otherwise perfectly alright. It seems you're here alone, despite plenty of evidence there were others in the vehicle before the crash. You might be able to follow the tracks back to a road after a few hours walk. A selection of fine medical supplies!



7 FREE CHOICE
Luck is on your side. You may begin at any of the given options or select somewhere completely different. Hunting Store? Liquor Store? Maybe you're just looking to ride out the apocalypse in a Candy Shop, or on the open road (and that's fine too).



8 MAJOR CITY HOSPITAL
With news of the outbreak spreading, this place is either going to be packed with the sick or packed with the walking dead. The population of the surrounding city will likely fare no better, and your best option here is to find a way out. This particular hospital housed one of the first human cases of the contagion.

DANGER WARNING: GROWL

Before a zombie makes an attack, it will let out a fearsome growl upon seeing a target. This will give you an idea of where it is as long as you're nearby. If a zombie lacks the physical ability to make the noise, it will remain quiet.

DANGER WARNING: LIGHTS

The walking dead seem to have a curious effect on radios and electronics when the gather. Any buildings with a large number of infected will show signs by making devices flicker in and out of usefulness. You'll need to clear out the undead to stop this effect from slowly taking a toll on your electronics.

DANGER WARNING: NONE

You don't want to end up relying on cheap gimmicks to let things spot your enemies for you. That only leads to being caught off guard when you can't rely on the trick. With this, zombies behave as normal and have no effect on the nearby electronics.

You can choose one of the danger warning options above for a heads up on when zombies will attack.

BACKGROUND

With the world figured out all you have left is to decide your place in it. Maybe you don't know who you were, in which case you'll gain no new memories of the world. But if you want to be more than just a survivor, you'll get a whole does of familiarity with this world. These memories come with a whole new personality, with as much sway over your opinions and habits as the original you.

SURVIVOR

You wake up in a bed or on a stretcher, and discover a few machines attached to you presumably meant to keep you alive. You don't need them now that you're awake, but you can't help but feel something strange about the whole situation. Perhaps it will pass. You have no identification, nor any no new memories of who you are in this world. That may be for the best, since you won't have to face any new personality conflicting with your decisions or sense of self. Unfortunately this lack of history also means you don't have a home to return to or any friends in this world. Good luck making it out there on your own without any knowledge of the world to guide you.

FREE

DOCTOR

You have a solid grasp of mundane diseases and their treatments - very useful knowledge for when the festering dead are walking the Earth. You're also quite competent when it comes to actually healing physical injuries. Medical ethics technically require a physician to show consideration and benevolence for their patients - but you feel sometimes there just isn't time for that in an emergency. You're far more dedicated to the work of physically improving the body than ensuring your patients feel good about their treatment. You don't necessarily need to have formerly worked as a general practioner, but you have completed medical school and likely hold a position in medicine or a related field.

100CP

AUTHORITY

Your pre-apocalypse career could have been one in the military or police work, even something less violent like firefighting. Regardless, you've spent a lifetime being an everyday hero facing danger and saving lives (or at least look like it). You may not have been the one in charge before the end times, but now that they're here the only rules you have to follow are your own. Though you have no one to answer to, other will take notice of your confidence and look to you to lead them through the dark days that lie ahead. You're very healthy and fit, with a resilience to the initial terror other survivors experience.

100CP

TRADESMAN

Like a doctor, the tradesman has an invaluable skill that sets them apart from the rest of the people who are just struggling to survive this world. You can fix things. You might not be able to fix the whole world, but you can keep a small part of it running almost as comfortably as it was before the zombies came and ruined everything. Though not necessarily a master craftsman, it's always useful to have someone around who can reinforce defenses and keep the hot water running. With all the people lost, many people will see a novice as someone just as helpful as an expert anyway. Basic construction is easily in your grasp but you have a fondness for improving things beyond the basic.

100CP

CLERGY

When the end came, you turned to religion for the answer, much as you did throughout your life. The religion is your choice, though up to you to decide, must be something openly practiced in the modern world. With the apocalypse upon you, you can decide to keep to the original teachings or adjust them to fit with end-of-the-world values. People who share in your religion will naturally tend to see you as more trustworthy than the faithless masses, and even they will see you as a person of morality. The new world is a dark place though, and you should take care not to allow those that follow you to become cult-like in their ways. Unless you want something like that.

100CP

DOOMSDAY PREPPER

While everyone else was caught unprepared when the zombie apocalypse arrive, you always knew it would come to this. Though you still understand the lunatic's claims as nothing but fantasy, you were able to tie link together events and had time to ready yourself. You've stashed approximately two year's worth of food to keep yourself fed for the emergency - a long enough for the military to come in and clean up the situation or for you to start harvesting your own homegrown food. You are incredibly cautious, verging on paranoid when dealing with others. It's not to say you won't help others, just you prepare for them to be out to harm you. Better to be safe than sorry, after all.

100CP

AGE

ROLL 2D8+16
OR SPEND 100CP TO CHOOSE



GENDER

You stay the same gender as you were before you arrived in this world. If you would like to change your gender you may do so for 100cp.

100CP

SKILLS AND ABILITIES

For most people, the zombie apocalypse is a decidedly fun-free place. But just because there is less entertainment doesn't mean you can't get something out of the experience. These perks could be something you possessed before the end of the world, but they're even more honed now.

DISCOUNTS ARE 50% OFF FOR THE INDICATED BACKGROUNDS

WHEN THERE'S NO MORE ROOM IN HELL

You'll need to learn to make do with the space you have. You have a great ability to pick out the most secure shelters, and finding hooks and crannies that within that structure that will make ever safer places to rest.

SURVIVOR DISCOUNT **100CP**

DISEASE RESISTANCE

Perhaps it's from spending too much time around sick folks in hospitals, or maybe you just live a healthy lifestyle, either way it takes more for you to get sick than others. Even a zombie scratch might not pass on infection – just be sure to watch out for those teeth.

DOCTOR FREE **100CP**

CARDIO

All that time at the gym paid off. You're the pinnacle of health, and thanks to frequent zombie attacks you're gonna have to stay that way. You can push yourself harder, running faster and for a longer time than others.

AUTHORITY FREE **100CP**

GOOD EATS

You would think that supplies tend to go rotten if left unattended too long. That appears to be completely overblown. Visiting locations that would have had food before the apocalypse you'll always manage to find at least a meal's worth of something untainted for your party.

SURVIVOR DISCOUNT **200CP**

EMERGENCY SURGERY

You can perform surgery with inferior supplies while ensuring minimal blood loss and chance of infection. Your surgeries have the power to prevent a person to become a zombie if done shortly after serious exposure, though it will require a sacrifice on their part.

DOCTOR DISCOUNT **200CP**

PRINCE GODDAMN CHARMING

When you save a person from danger or otherwise come to their rescue you become more attractive and desirable to them. This boost depends on the event in question; saving their life will have a significantly higher effect than offering to fill in for a bailed carpool.

AUTHORITY DISCOUNT **200CP**

CHECK THIS OUT

It's no surprise that in a zombie apocalypse, sometimes other people need to drop things precious in the heat of the moment to escape with their life. You have a knack for stumbling across useful weapons, tools, supplies, and dramatic final messages scrawled on napkins.

SURVIVOR DISCOUNT **200CP**

RADIATION RESISTANCE

You're better at identifying airborne contaminants of all kinds before they would put you in danger. If forced to enter such areas you're naturally resistant, and you're superior when it comes to administering follow-up care to purge unhealthy material.

DOCTOR DISCOUNT **200CP**

NO GRIMES

The world might be crumbling around you, but with the ashes of civilization surrounding you still you manage to keep looking your best. Most filth seems to roll off you, and at worst the stuff that doesn't will only make you appear more rugged or powerful.

AUTHORITY DISCOUNT **200CP**

NOT SEE ZOMBIES

Where are all the nasty creatures? You seem to avoid most wandering monsters out of sheer luck, and the undead seem to have more difficulty grabbing hold of you at close range. You can still look for trouble or cause enemies to end up hunting you though.

SURVIVOR DISCOUNT **400CP**

DREADFULLY VIRULENT

An absolute master of the science of virology, you have an incredible understanding of all pathogens. Due to your work engineering viruses and counterviruses you've become truly and frighteningly skilled when it comes to engineering a more potent pathogen.

DOCTOR DISCOUNT **400CP**

DOUBLE TAP

Weapons you use deal secondary damage to targets a moment after the strike is inflicted. The secondary damage is equal to the first shot and takes effect in approximately the same place on the target.

AUTHORITY DISCOUNT **400CP**

OVER HERE

Your path crosses with other friendly, living people frequently. Often they may ask something from you for help, but it's just as frequent they'll have something useful to offer you. Helping each other in tight situations could have lasting benefits.

SURVIVOR DISCOUNT **600CP**

ZOMBIFICATION IMMUNITY

Looks like you hit the jackpot when it came to genetics. Or perhaps you were part of whatever nasty scheme brought this plague to the world. Regardless, you can't be infected. Even if there were other ways to turn a person into a zombie, you'd be immune to those too!

DOCTOR DISCOUNT **600CP**

RUSH

Danger gets your blood pumping and you can feel the benefits in everything you do. You can reliably trigger your flight-or-fight response every twelve hours. The adrenaline gives you a truly spectacular boost to physical strength, pain resistance, and speed. You suffer no drawbacks from frequent adrenaline use.

AUTHORITY DISCOUNT **600CP**

SKILLS AND ABILITIES CONTINUED

If you're a trademans, clergyfolk, or crazy bunker dweller don't worry - Though underrepresented in the previous section you'll have plenty of pleasant options here to make your stay in the zombie wasteland all the more survivable and possibly even enjoyable. Unless you found the threat of zombies fun on it's own...

DISCOUNTS ARE 50% OFF FOR THE INDICATED BACKGROUNDS

REPAIRMAN

You've got great skill working with your hands. Basic woodwork and metalwork are easily within your grasp, and before this whole end of the world thing your friends found you to be quite handy.

TRADESMAN FREE **100CP**

GLIMMER OF HOPE

You can always see the light at the end of the journey and will never fall to despair. You can also share this gift of conviction with others by providing them with a few motivational words.

CLERGY FREE **100CP**

FOREWARNED

It was no accident you were prepared for this apocalypse before it arrived. Whatever the cause of this outbreak, you are very knowledgeable on the subject. You could be an expert on funguses, extradimensional horrors, or religious prophecies.

D.PREPPER FREE **100CP**

VEHICULAR SKILLS

In addition to being a frankly amazing mechanic, you're also great behind the wheel. You can avoid any avoidable accidents. You're quite apt to upgrading vehicles to turn them into mobile death machines.

TRADESMAN DISCOUNT **200CP**

DECIDEDLY INHUMAN

To your eyes, those tainted with zombification, possession, or unsettling evils can be spotted more easily. They look a bit grotesque, but you won't mistake a normal healthy person for a monster again. You can help people see the underlying evil in others.

CLERGY DISCOUNT **200CP**

ANTICIPATION

You aren't surprised or caught off guard by even the most outlandish events. In fact, you expected them all along. When something shocking occurs you immediately recall all you know that proves that it was about to happen. This calmness and sudden insight may make the situation easier to deal with.

D.PREPPER DISCOUNT **200CP**

MASTER OF THE CRAFT

Why settle for just being great at one type of skilled work? You are THE master of a mundane craft of your choice (something like Locksmithing, Stonemasonry, or Glassmaking). As a true master craftsman you're sure to impress others with your work.

TRADESMAN DISCOUNT **200CP**

TICKET TO PARADISE

Those who acknowledge you as their absolute leader will happily lay down their lives at you command for the 'greater good', though not for clearly frivolous tasks. If convinced they are doing the righteous thing they will march to their death for you.

CLERGY DISCOUNT **200CP**

AGGRESSIVE LONER

You don't require any social interaction with others to keep your mood up. You're perfectly capable of just talking to yourself to gain all the social fulfillment you need.

D.PREPPER DISCOUNT **200CP**

BRUSH GUARD

Your equipment or vehicles will never be damaged or have its functionality impaired due to being used as a weapon against organic targets.

TRADESMAN DISCOUNT **200CP**

RAZZ ALL GHOULS

You have a peculiar knack with the mindless undead. When you are present for the 'birth' of a new zombie or similar creature you can assert your control over it, and are able to direct its behaviour after that point. Without you nearby to guide it, it will act as a normal zombie. Only annoys sentient undead.

CLERGY DISCOUNT **400CP**

AWARENESS

You're always observant of your surroundings and able to keep track of areas that could pose danger of ambush or make for good escapes. You won't lose track of your travelling partners when you're out together to accomplish a task.

D.PREPPER DISCOUNT **400CP**

IMPERVIOUS CRAFTMANSHIP

The items made by your hand may as well be forged from diamond. If you nail a board into place you can be sure it's going to stay there. A statue you've sculpted will stand the test of aeons. The only problem being this doesn't work on items with moving parts.

TRADESMAN DISCOUNT **600CP**

THE FLOCK

You draw those too frightened to fend for themselves to you. They are looking for someone to lead them, and your words, whatever they might be pierce their hearts and make them want to believe in your message. They will gain courage and hope but remain under your influence.

CLERGY DISCOUNT **600CP**

BUNKER DOWN

You know when something big is coming and what form it will take so you can best prepare for it. This talent does not rely on any evidence, but you can immediately connect ideas that support your theory. You require only half as much food, water, and sleep to keep yourself healthy.

D.PREPPER DISCOUNT **600CP**

SUPPLIES

Zombies are dangerous, but for the most part incapable of working human tools. Here is where you can gain an upper hand over the horde. There are plenty of items below to choose from that will certainly help out in a pinch, or just make life without luxury just a little bit more bearable.

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FOUND FOOTAGE

The scariest type of horror film is one that isn't just based on a true story, it is one. You have a (rather lengthy) tape of an early outbreak to educate yourself, and will also find film records of other's stories of survival as time goes on.

SURVIVOR DISCOUNT **100CP**

DISINFECTANT

An aerosol spray that purifies the entirety of an enclosed area no larger than 100m2 when used. Any dangerous contaminants will be rendered harmless in this zone. This doesn't destroy zombies or monsters at all, but will temporarily make them safer to touch.

DOCTOR DISCOUNT **100CP**

BOOMSTICK

This lovely sawed-off shotgun isn't much good at range, but will do devastating harm to anything fired on point blank. You can easily reload it with one hand and seem to always have more shells up your sleeve.

AUTHORITY DISCOUNT **100CP**

WORKIN' TRUCK

Getting around for your job used to seem important, though now you might be wishing for a vehicle with more spacious group seating. The vehicle can bear a lot of weight and carries your handy basic tools from place to place.

TRADESMAN DISCOUNT **100CP**

WINCHESTER MODEL 1894

A perfectly balanced lever-action repeating rifle and a box of twenty .30-30 round. The gun is easily used in the hands of even a novice, and the rounds can carve into bone effortlessly. The bullets don't leave as easily though.

CLERGY DISCOUNT **100CP**

CANNED GOODS

Dozens of cans of assorted preserved food products, with curious powers. Whatever you store inside them will never spoil and they can be resealed without tools.

D.PREPPER DISCOUNT **100CP**

MACHINE GUN LEG

Some people are good with their tools, but only a few can boast the ability to hide a fully automatic weapon inside of a limb. You have a built in assault rifle as the lower half of a limb or disguise the weapon within that limb. Don't questions this, it just works.

SURVIVOR DISCOUNT **200CP**

HAZARDOUS MATERIAL SUIT

They say there's no risk of airborne spread, but do you really want to risk your life on FEMA's advice? This will keep out dangerous biological and chemical agents and is a bit resistant to physical harm. It can automatically seal one breach a day before allowing contaminants inside.

DOCTOR DISCOUNT **200CP**

SILENT CHAINSAW

Ever wanted to mow down hordes with a chainsaw without having to deal with all that noise noise noise? No more worries, this chainsaw cuts through flesh like air and you never need to worry about it attracting attention while the silent switch is activated.

AUTHORITY DISCOUNT **200CP**

WORKSHOP

You're the proud owner of a successful shop that manufacturers goods of your chosen craft. You have all of the finest tools and specialized machinery required to create the absolute best products possible, limited only by your ability to use them and your imagination. All the equipment can be taken with you to new worlds.

TRADESMAN DISCOUNT **400CP**

NON-ZOMBIE DEAD BITS

These four bits of flesh have supposedly come from a saint. You're not sure how true that is, but they have a noted effect on the undead. They ward away evil creatures from entrances when hung there, and monsters will not willingly bite anyone who carries one.

CLERGY DISCOUNT **200CP**

STEEL-REINFORCED CONCRETE

You can upgrade a current recurring shelter you own to have an exterior impenetrable to a common person and guarantee the property will be a safe distance from civilization in future worlds. If you have no homes, a small sturdy bunker will be provided.

D.PREPPER DISCOUNT **200CP**

DAWN OF THE DEPUTIES

You may import a companion to fight by your side, giving them a history in this world. They receive a background and the freebie tied to that background. Alternatively, you may design a new human companion to keep you company on future journeys.

50CP

ANALGESIC

A bottle of pain-relief pills can go a long way, especially when the world goes to hell and traditional money has no value. Even if you're not in pain or looking to trade, it doesn't hurt to have a bit of morphine lying around.

50CP

METALLIC CYLINDER

What's in this metal container with a biohazard symbol on it? I think you already know the answer. Whatever zombie apocalypse you're suffering here, what's inside this has the potential to unleash it again, if only someone removes the lid. May contain a virus, or an eldritch entity depending on the cause of this apocalypse.

500CP

DRAWBACKS & THE END

This is going to be a tough ten years, and now you have the chance to make it even harder. The challenge will provide some benefit though: each drawback you take adds to your budgeted points by the indicated amount. Drawbacks are lost after ten years, but you keep all else bought.

+600CP

MAXIMUM BENEFIT

3652 DAYS OF NIGHT

Your entire time here, you will not see a trace of sunlight. Everything seems able to somehow survive with just the moonlight, but it's still dark and foreboding, deeply unsettling to other survivors. Lighting systems frequently fail and often clouds block the little light from above.

+100CP

BEACON TO CARRION

Maybe you were extra-heretical. Maybe you pissed off a necromancer at some point. Or maybe you just taste that good. Either way, all zombies within 500m know your position and target you exclusively, ignoring all others to get their rotten paws on your damn, delicious flesh. Zombies gain a sixth sense for finding the living.

+200CP

AIRBORNE

The illness spreads on the wind instead of just contact with bodily fluids. It will spread rapidly through the world infecting all in its path. You're going to want to be immune for this, or at least carrying a heaping supply of environmental suits and cleaning solution.

+300CP

CROSS-SPECIES

Instead of dealing with only humans, you'll have plenty of infected animals to deal with. Birds, rodents, insects, even large predators will turn. The only things that seem to resist infection are sharks and crocodiles, but they're still pretty eager to eat fresh meat.

+100CP

CROUCHING DEAD HIDDEN DEAD

They don't all shamble around. In fact, almost all of them seem to have a knack for staying perfectly out of sight, either under a thin layer of dirt, obscured by murky water, or simply just lying in wait around a corner for someone to walk into their path.

+200CP

CARRIER

So it seems like you're infected. No worries though, because it's not going to do you any harm. It will however put a damper on your relationship with everyone you interact with. Touching or breathing others will spread the plague onto them in no time, and safeguard you use will often fail without warning.

+300CP

BONED

You've heard of destroying the brain? Turns out we weren't entirely correct about that. You actually need to smash the whole skull, otherwise a darn skeleton will pop right out of that fleshy shell and continue fighting with far more fervor than the zombies ever did.

+100CP

PSYCHOPATHS

The humans here are frail of mental stability, and this whole apocalypse thing seems to have broken more than a few minds. Many remaining humans are thoroughly deranged, happier to hunt down survivors than work towards their own survival.

+200CP

SICKLY

You're not well, not a bit. It's not the zombie thing, thank goodness, but it easily could be if you're not careful. You're more susceptible to illness than others and are constantly feeling under the weather. If one of the walking dead so much as drools on you it could be an emergency.

+300CP

ZOMBIES VERSUS

The zombies (and their potential masters) aren't the only concern this world faces. There is something else just as dangerous to humanity. Thankfully because they share the same food source the two sometimes get into fights that reduce one groups numbers. See the table provided on the following page.

+100CP

NO REST FOR THE WICKED

It seems almost impossible to kill the walking dead, even a little bit. They're no stronger than before, but severed limbs or bits continue living even once detached. They also grow horrifyingly more vocal, usually moaning for release from their eternal torment.

+200CP

LAND OF THE DEAD

It's not just humans, it's not even just living things. Plants and inanimate objects corrupt when infected, some even becoming semi-mobile zombie objects! The very planet itself seems to contract the taint and it spreads over the globe. Merely touch won't infect you, but don't get undead earth or food in your system.

+300CP

GO HOME

STAY HERE

NEXT JUMP

9

ZOMBIES VERSUS

All these foes have a big advantage over normal humans in their strength and willingness to commit violence. None will ever be willing to work with humans; the most you can hope for is not to be immediately targeted. Enjoy fighting your apocalypse on two fronts.

ROLL 1D8

OR PAY 100CP TO CHOOSE

YES THAT MEANS 0CP GAINED



1 UNICORNS

Unicorns may not sound terribly threatening to those who have never tried to fight a horse. Now imagine a horse that can gallop across rainbows, has a weapon built into its head, and hates all men and non-virgins with a burning intensity. Their regenerative blood makes them very hard to kill, but not impossible to zombie.



2 WEREWOLVES

When the moon rises so does an beastly energy within some men. In this transformed state these humans slaughter their fellow man to sate their bloodlust and hunger, with little memory of their normal selves. They are eager to fight the undead as well, but they can only get a satisfying meal from non-zombified life.



3 VAMPIRES

More undead! Vampires cannot handle the sunlight, but they are deadly foes at night. They can enthrall others to do their dirty work during the day regardless. They are exceptionally fast and strong, and mortals find them supernaturally alluring. They feed on blood.



4 NERDS

Intelligent and underappreciated before the world went to hell, these self-proclaimed nerds have banded together to take their revenge on what's left of the world. They create powerful robots to act through, remotely controlling them to exterminate zombies, survivors, and anything else standing in their way. Pretty men die first.



5 PLANTS

Zombies and plants are natural foes, and with the rise of zombies the plants have grown sentient and gained minor mobility. Their preferred nourishment comes from the fresher humans, but they won't say no to any living things that wander in range of their roots either.



6 ALIENS

We are not alone in the universe. That revelation has come a bit late for some. Aliens are making a rush to collect as many untainted samples as they can from the safety of their ships. What happens once a person is aboard is unknown, but it certainly isn't good. Sometimes explorers drop down in their own brand of shielded suits.



7 FREE CHOICE

Luck favours you. You may choose any creature to face in this world. You may choose from the listed options or determine your own monster, but bear in mind they must be more dangerous than the zombies and will be hostile towards humanity. Evil catgirl armies allowed.



8 DRAGONS

Big dragons, small dragons - all you need to know is they breathe fire and don't like anyone but other dragons. Actually there is more you should know: They have very tough hides, many of them are capable of flight, and they are just as smart (or smarter) than people. These proud beings will not tolerate any other creatures.

NOTES

All monsters (including the nerd's robots) can contract the zombie plague when bitten or otherwise harmfully exposed, and are no less dangerous in this state. They may prove more of a problem, since they will show no hostility towards zombies once they're among them.

MULTIPLE PURCHASES

You can take the Zombies Versus drawback as many times as you want. You can only gain a maximum of 200cp from taking the drawback however, additional monster factions offer no point benefit. If you roll duplicate monsters, just roll again.

BONED COMPATIBILITY

Skeletons who are bitten slowly regrow their outer zombie layer and return to fighting alongside their zombie brothers. Skeletons will normally wage a battle against the zombies if given the chance (but not if they have the opportunity to attack the living).