

ZOMBIESLAYERS

A DUNGEONSLAYERS SUPPLEMENT



BY DANIEL VALLÉE

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

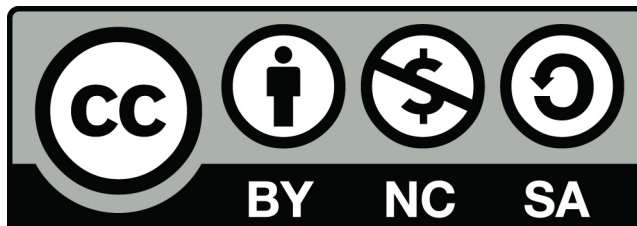
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A DUNGEONSLAYERS SUPPLEMENT

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CHARACTER CREATION

Character creation works a bit differently in a game of *Zombieslayers* than it does in your typical game of *Dungeonslayers*. It assumes that most zombie apocalypse scenarios happens in modern, low-magic settings very similar to our own, and the following changes to normal character creation rules reflect that. However, if you feel like having a game of *Zombieslayers* set in your fantasy setting to allow your players to pit their dwarven fighter, human scout, and elven black mage against the legion of the undead, then feel free to do so and disregard the following changes.

1. CHOOSE RACE

In a typical game of *Zombieslayers*, everyone is human, getting the human racial abilities and race bonus.

2. CHOOSE CLASS

Zombieslayers uses a variant of the regular classes used in *Dungeonslayers* that are, at the same time, quite similar, yet quite different. These classes are:

- **The Brawler.** The muscle of the group. Works similar to the Fighter except where noted.
- **The Scrounger.** The speed of the group. Works similar to the Scout except where noted.
- **The Tinker.** The brains of the group. Works similar to the Spellcasters, except where noted.

6. INITIAL SPELLS

There are no spells in a typical game of *Zombieslayers*.

7. EQUIPMENT

The world of *Zombieslayers* is a world where money has lost all value (or will soon do). Instead of buying equipment in the usual manner, starting characters begin with 5 Scavenging Rolls. A character can "buy" an item by giving up one or more of his Scavenging Rolls as indicated under the Cost column in exchange for the item. Some cost have a modifier noted in parenthesis, this represents either sub-par or high-quality items and will impose a modifier on the character's next Scavenging Roll (both on the initial table and corresponding secondary table).

Example:

Danny wants to create a burly, biker-type survivor, so he chooses to make his character a Brawler. He puts 10 in Body, 6 in Agility, and 2 in Mind, and then assigns 3 points to Strength, 2 points to Toughness, 2 points to Reflexes, 1 point to Dexterity, 1 point to

Reason, and no points to Aura. Since Brawler is considered to be a Frighter, this means Danny can put his class bonus in either Strength or Toughness. He decides to go with Toughness, and increases it to 3 to bring it up in line with his Strength. He then decides to put his race bonus into Reflexes, increasing it to 2 so that his character is little more rounded-up.

Danny had already made up his mind as to what sort of equipment his character would be carrying on his person and thus gives up 4 of his 5 Scavenging Rolls to get a leather jacket (cost of 2) and a length of chain to use as an improvised flail (cost of 2). He then rolls his remaining Scavenging Roll and obtains a 4; Food, water, and medical supplies table. He rolls on that table and gets a 3; cereal or yogurt bars, or trail mix worth 2 Supplies.

Finally, looking at the talents, Danny decides to save up his Talent Point as none

of the first level talents interest him and the costlier 2nd level Talents look like a more worthwhile option to him.

And so, Danny ends up with the following character;

Bob "the bruiser" Smith Human Brawler level 1
Body 10 **Agility 6** **Mind 2**
 Strength 3 Reflexes 2 Reason 1
 Toughness 3 Dexterity 2 Aura 0
 Hitpoints: 23 Defense: 14 (13 +1 leather jacket)
 Melee Attacks: 15 (13 +2 length of chain)
 Dodge: 7 (8 -1 leather jacket)

EXPERIENCE

LEARNING POINTS

When spending Learning Points to purchase hitpoints, everyone gets 3 hitpoints.

TALENTS

Because of some of the new mechanics and rule changes in *Zombieslayers*, new talents are needed to give players an edge when

Roll	Result
-5 to 1	Nothing.
2 to 5	Food, water, and medical supplies table.
6 to 9	Light source and vision table.
10 to 13	Miscellaneous table.
14 to 16	Armor and clothing table.
17 to 19	Weapons and munition table.
20 to 26	Vehicles and transportation table.

Food, water, and medical supplies table

Roll	Result	Cost
-5 to -4	Chocolate bars or boxes of candy (1 Supply)	1 (+4)
-3	Cotton balls or gauze (1 Supply)	1 (+4)
-2 to -1	Box of bandages and bottle of peroxide (2 Supplies)	1
0	First-aid pouch (heals 2 hitpoints)	2
1 to 2	Canteen, gourd, waterskin, or big bottle of water (2 Supplies)	1
3 to 4	Cereal or yogurt bars, or trail mix (2 Supplies)	1
5	Antibiotics (3 Supplies)	2
6	Bottles of sports drink or energy drinks or cans of soft drinks or beer (3 Supplies)	2
7	Bags of chips, pretzels, cheesy puffs, or salty peanuts (3 supplies)	2
8	Beef jerky or ramen noodles (3 Supplies)	2
9	Cold packs and/or hot packs, or syringes (4 supplies)	2 (-2)
10	Bottles of liquor, cartons of milk, can of coffee (4 Supplies)	2 (-2)
11	Fruits or vegetables (4 Supplies)	2 (-2)
12	First-aid kit (heals 4 hitpoints)	3
13	Canned or jarred goods (4 Supplies)	2 (-2)
14	Water jugs (5 Supplies)	3
15	Loaf of bread, bacon or cold cuts of meat (5 Supplies)	3
16	Bottle of painkillers (5 Supplies)	3
17	Boxes of cereal, oatmeal, pasta, or rice (6 Supplies)	4
18	Medical kit (heals 6 hitpoints)	5
19	Trapped small game or fishes (6 Supplies)	4
20	Bottle of beta blockers (6 Supplies)	4
21	Large jar of marinated goods, frozen meals, or T.V. dinners (7 Supplies)	5
22	Ham, links of sausages, or other large cuts of meat (7 Supplies)	5
23	Surgical tools (heals 8 hitpoints)	N/A
24	Morphine, epinephrin, other strong medical drugs, or bloodpaks (7 Supplies)	N/A
25	Trail rations, military rations, or MREs (8 Supplies)	N/A
26	Syringe gun (i.e. jet injector) or defibrillator (heals 10 hitpoints)	N/A

dealing with the hazards of the zombie apocalypse, while many previously published talents either won't work with the current ruleset or might require some tinkering. You can convert old Dungeonslayers talents to be used for Zombieslayers as wthe other way

around as long as you remember that **Brawler=Fighter**, **Scavenger=Scout**, and **Tinker=Spellcaster**.

Light source and vision table		
Roll	Result	Cost
-5 to -4	A magnifying glass	1 (+6)
-3 to -2	Matches (1 Supply)	1 (+4)
0 to 1	Lighter or a sparker (reduce initiative penalty of flamethrower, blow torch, molotov cocktail, etc. by 1)	1
2	Box of candles (2 Supplies)	1 (+2)
3 to 4	Canister of lighter fluid (3 Supplies)	1
5	A laser pointer	1
6 to 7	1-5 Improvised torches (as torch DS p.13)	2
8 to 9	Road flares (4 Supplies)	2
10 to 11	1-4 Glowsticks (as troch DS p.13, burns for 4h, cannot be used as club)	2
12 to 13	Batteries (5 Supplies)	3
14 to 15	A small flashlight	3
16 to 17	A pair of binoculars	3
18	A gas lamp (as lantern DS p.13)	3
19 to 20	A large flashlight	4
21 to 22	Gas can (6 Supplies)	4
23	Blow torch (4 Build Factor, can be used as improvised weapon, WB +4, initiative -4, critical miss ran out of fuel [-1 Supplies], burning garments)	4 (-2)
24	Flare gun with 1-5 flares (as torch DS p.13, burns for 1 minute, can be used as improvised weapon, handguns range Fireworks p.1, cannot be used as club, WB +2)	4 (-2)
25	Night vision goggles	5
26	A portable generator	5

Miscellaneous table		
Roll	Result	Cost
-5 to -4	Needle and thread or whistle	1 (+6)
-3	Handcuffs	1 (+6)
-2 to -1	A wristwatch	1 (+6)
0	Zipties or bungee cords (1 Supply)	1 (+4)
1	Map or compass	1 (+4)
2	1-5 pencils (roll for each, on 1-3 is a marker instead) or a small notebook or 10-20 sheets of paper (roll of 1-5 is graph paper)	1 (+4)
3	A pocket knife or x-acto knife (roll of 1-5 is swiss army knife) (1 Build Factor, +1 on action tool could help for swiss knife)	1 (+4)
4	Rolls of duct tape or propane tank (2 Supplies)	1 (+2)
5	Small tools (wire-cutter, screwdriver, etc) (2 Build Factor)	1 (+2)
6	Boxes of nails or screws (3 Supplies)	1
7	Portable radio	1
8	A powertool (drill, circular saw, nailgun, etc.) (3 Build Factor)	1
9	Fire extinguisher	1
10	Bedroll, sleeping bag, or tent	2 (+2)
11	A welding torch (4 Build Factor)	2
12 to 16	Reroll on primary table and then on corresponding secondary table with a (1-5) -2, (6-12) -4, or (13-20) -6 modifier. Reduce any quantities, Supplies, Build Factor, AV, hitpoints healed, etc. by 1 (min. 1) due to incomplete, damaged, or defective equipment. Any firearms rolled are improvised firearms (i.e. zipguns); WB -1, jams on critical failure	N/A
17	Car springs, booster cables, or car battery (4 supplies)	2
18 to 19	2 Walkie-talkies	2
20	Planks of wood (5 Supplies)	3
21	Saw bench, drill press table, or bench tool grinder/polisher (5 Build Factor)	3
22	Rope (6 Supplies)	4
23	CB radio	4
24	Lockpicking tools	4
25	1-4 Beartraps	4
26	(1-5) Cellphone, (6-10) smartphone, (11-15) netbook, (16-20) laptop	5

COMPUTER GEEK I-V ① TALENT POINT

Brawler 6, Scrounger 6, Tinker 1
You have a knack to work with electronics, computers, and security systems. The character receives a +1 bonus per rank on any checks made involving electronics or computers.

DOOR BLOCKER I-V ② TALENT POINTS

Brawler 1, Scrounger 6, Tinker 9
When your friends need someone to hold a door shut while a horde of ravenous zombies try to get in, they know you're the man for the job. You gain a +1 on any opposed BOD or ST rolls you make per rank.

EFFICIENT BUIDER I-III ② TALENT POINTS

Brawler 5, Scrounger 5, Tinker 3
There is nothing you cannot build or repair. Your Build Factor is considered 1 higher per rank. You also use 1 less Supply per day per rank when building or repairing things.

EYE FOR DETAIL I-III ② TALENT POINTS

Brawler 5, Scrounger 1, Tinker 3
You tend to spot what others overlook. You get a +1 per rank of this talent on Scavenging Rolls.

FASTING I-V ① TALENT POINT

Brawler 6, Scrounger 3, Tinker 9
You can go on without food for long periods of time. You can go 1 more day per rank without Supplies before loosing hitpoints and the ability to heal via natural healing.

FIXER I-V ① TALENT POINT

Brawler 3, Scrounger 6, Tinker 3
You know how to use tools. You get a +1 per rank when building, repairing, or otherwise using tools to fix something.

KILLING MACHINE I-III ② TALENT POINTS

Brawler 4, Scrounger 4, Tinker 9
You are just lethal with weapons. You increase the WB of any weapon you use by +1. This stacks with both the **Blademaster** or **Marksman** talents.

MACHINIST I-V ② TALENT POINTS

Brawler 4, Scrounger 4, Tinker 1
You have a knack to work with mechanical devices. The character receives a +1 bonus per rank on any checks made involving machines or mechanical devices.

NURSE I-V ② TALENT POINTS

Brawler 6, Scrounger 4, Tinker 1
You have a healing touch. Whenever using First-Aid, you can heal 1 more hitpoint of damage above what your medical gear can heal. These extra hitpoints healed do not cost extra Supplies if they spill over to the next 5 hitpoints bracket.

Armor and clothing table		
Roll	Result	Cost
-5 to -4	Hunter's bright orange jacket. Offers no protection (AV +0), but at least won't risk being mistaken for a zombie	1 (+6)
-3 to -1	Backpack or duffle bag; handy for carrying survival gear	1 (+6)
0 to 1	Garments with many pockets (cargo pants, fisherman's jacket, tool belt, etc.). No protection (AV +0), grants a +2 on rolls made to retrieve small objects.	1 (+4)
2	Gas mask. No protection (AV +0), grant a +4 to resist air born diseases, toxins, viruses, bad odors, and similar	1 (+2)
3 to 4	Pair of sturdy construction gloves or thick rubber gloves. AV +1, -2 on rolls that requires fine manipulation	1 (+2)
5 to 6	Helmet (bike helmet, hockey/football helmet, etc). AV +1	1
7 to 8	Improvised shield (trash can cover, stop sign, etc. as wooden shield DS p.13)	1 (+2)
9	Knee-high hard leather boots. AV +1 (roll of 1-6 metal studs or steel-tipped, kick for unarmed attack, enemy's defense +2, breaks on attack critical failure)	1
10 to 11	Layered thick winter garments (AV +1), grants a +4 to rolls made to resist cold weather and effects	1 (-2)
12 to 13	Improvised armor (various pieces of protective sportswear) AV +1 breaks on defense critical failure	1 (+2)
14 to 15	Leather jacket (as leather jerkin DS p.13)	2
16	Riot shield (as steel shield DS p.13)	2
17 to 18	Combat helmet (police riot helmet, military helmet, medieval steel helm, etc. as plate helmet DS p.13)	2
19	NBC suit. No protection (AV +0) automatically protects against air borne diseases, toxins, viruses, and chemicals	2
20	Chainmail (as chainmail DS p.13)	3
21 to 22	Bulletproof vest. AV +2, +3 against firearms	3 (-2)
23	Plate armor (as plate armor DS p.13)	4
24	Full riot suit. AV +3	5
25	Military-grade flak jacket AV +4	N/A
26	Full military combat armor. AV +5	N/A

ONE LAST BULLET I-III 🎯 TALENT POINTS

Brawler 3, Scrounger 5

You always keeps a bullet stored somewhere on your person just in case... Once per day per rank in this talent, if you roll a critical miss with firearms, you do not expand 1 Supply.

SCAVENGER I-III 🗑️ TALENT POINTS

Brawler 5, Scrounger 1, Tinker 5

You have a knack for finding useful things. Once per day per rank, you can reroll a Scavenging Roll and keep the preferred result. You also get 1 more Scavenging Roll on a successful Perception check per rank.

VIRUS RESISTANT I-III 🦠 TALENT POINTS

Brawler 3, Scrounger 6, Tinker 9

You are highly resistant to zombie infection and similar effects. You get +1 per rank of this talent on checks made to resist diseases or infections transmitted by zombie bites, inhaling zombie-creating gas, and the likes.

SUPPLIES

Dungeonslayers did not seem to keep track of supplies the characters found outside of combat gear and magic items. However this does not works well in a setting like Zombieslayers where civilization has crumbled and the characters must eke out a meager living. Here are some simple abstract rules to easily keep track of supplies;

- Every day that passes, Supplies go down by 1 for each survivors representing the daily consumption of food, water, medicine, fuel, etc. If this cannot be done, survivors start having troubles; survivors can go without Supplies for a number of days equal to their BOD without penalties, after that, they take 1-5 hitpoints of damage per day representing hunger, thirst, infections, injuries, or diseases (This damage cannot be healed until the survivors find more Supplies) as well as loosing the ability to recover lost hitpoints via natural healing.

- If the party has a car or other item that uses fuel, every day of constant use (GM's discretion) makes the Supplies go down by 1 to represent the use of fuel and parts used on maintenance.

- Every time a missile weapon, flamethrower, or chainsaw rolls a critical failure, Supplies go down by 1 to represent mismanagement of ammo, running out of fuel, as well as resources spent to clean or repair the weapon.

- Every time First-Aid is used to heal a character, Supplies go down by 1 for every 5 hitpoints (or fraction thereof) healed to represent the expenditure of bandages, drugs, and other medicine.

- Creative use of supplies; perhaps a resourceful player remembers exactly what the party has scavenged and has an idea on how to use these particular Supplies to build a simple trap, an early warning system, make

an improvised splint, or create a diversion... Such creative uses of Supplies could cost anywhere from 1 to 5 Supplies depending on complexity and per the GM's discretion. In fact, such use of supplies might be a more efficient alternative to the Build Factor rules presented below. The downside is that characters will need to note and remember every piece of supply found as well as come up with a plausible working design for the mechanism to be built.

BUILD FACTOR

Supplies can be used to build or repair equipment, or to fortify the survivors' sanctuary. In order to do so, the players need two things; supplies and tools. Tools are rated in Build Factor which is an abstract measure of work that can be done in roughly an hour. Even without tools, survivors are considered to have a Build Factor of 1 since they can always do some work and improvise themselves some tools. When attempting to work on something, the players must first provide an amount of Supplies equal to the Build Factor of the task they are working on, and must spend time working, adding up their Build Factor to a running total until they equal or exceed the Build Factor required for the task at hand, assuming of course he succeeded on his Building/Repairing check (see below). Below are some tasks examples provided;

- Barricading a door or window will take 1 or 2 Build Factors.
- Building a simple trap or barricade will take 3 or 4 Build Factors.
- Repairing a weapon or building a complex trap will take 5 or 6 Build Factors.
- Fortifying a whole building or a vehicle will take 7 or more Build Factors.

RULE MECHANICS

Due to the nature of the world of Zombieslayers (which was, as previously mentioned, very similar to our present time), many new things are now possible for the players to accomplish. These are new checks for the new actions players can attempt.

NEW CHECKS

Animal Handling: MIN+AU
 Building/Repair: MIN+DX
 Demolition/Explosives: MIN+RE
 Driving/Piloting: MIN+RF
 First-Aid: MIN+DX
 Sports: AGI+TO

SCAVENGING

When characters search for supplies in an area that can potentially have supplies, the result of successful Perception check grants that amount of Scavenging Rolls they can make on the Scavenging Tables.

Weapons and ammunition table		
Roll	Result	Cost
-5 to -4	Makeshift club (hefty branch, table leg, etc. As club DS p.13, break on critical miss)	1 (+6)
-3	Improvised crude spear (knife taped on pole, sharpened stick, etc. As spear DS p.13, break on critical miss)	1 (+4)
-2	Brass knuckles (as brass knuckles Forgeworks p.1)	1 (+4)
-1 to 0	Large knife (kitchen knife, hunting knife, sickle, etc. As dagger DS p.13)	1 (+2)
1	Sling (as sling DS p.13)	1
2	Combat knife (as dagger DS p.13, 1-10 bayonet can be fixed on rifle or SMG [Fireworks p.2], or 11-20 survival knife has compass, fishing line, hook, waterproof matches, and an utility blade [1 Build Factor, and +1 any action knife could help when used as tool])	1
3	Baseball bat or cricket paddle (as club DS p.13)	1
4	Throwing knives (as throwing daggers DS p.13)	1
5	Machete (as short sword DS p.13)	1
6	Hefty tool (crowbar, tire iron, shovel, sledgehammer, entrenching tool, etc. As crowbar DS p.13, 2 Build Factor and +1 any action tool could help)	2
7	Ammos (arrows, bullets, shells, or clips) or whetstone (3 Supplies)	2
8	Bow (as shortbow DS p.13)	2
9	Hammer or nailed bat (1-10 as mace DS p.13, 11-20 as morning star Forgeworks p.1)	2
10	Improvised flail (toaster or steam iron swung by their power outlet, length of chain, etc. As flail Forgeworks p.1, break on critical miss)	2
11	Sword (1-7 as longsword DS p.13, 8-14 as broadsword DS p.13, 15-20 as two-handed sword DS p.13)	3
12	Fireaxe or pickaxe (as battle axe DS p.13)	3
13	Crossbow (as light crossbow DS p.13)	3
14-15	Handgun (as revolver Fireworks p.2)	4
16-17	Rifle (as long rifle Fireworks p.2)	4
18	Chainsaw. WB +4, critical miss ran out of fuel (-1 Supplies), enemy's defense -4, 4 Build Factor	5
19	1-5 molotov cocktails. WB +5, range 10m, initiative -4, hit all in 3m radius, enemy defense w/out AV, burning garments	5
20	Shotgun (as shotgun Fireworks p.2, roll of 1-6 sawed-off, increase WB by +1 but halve range)	5
21	Assault rifle (as musket Fireworks p.2, scope)	5
22	Sub machine gun (as repeating rifle Fireworks p.2)	N/A
23	Light machine gun (as repeating rifle Fireworks p.2, WB +8, repeater 10)	N/A
24	1-5 sticks of dynamite (as small powderkeg fireworks p.2)	N/A
25	Flamethrower (as flamethrower Fireworks p.2)	N/A
26	1-4 hand grenades (as bomb Fireworks p.2, damage radius 15m)	N/A

Vehicle and transportatoin table		
Roll	Result	Cost
-5 to -4	A skateboard, speed +1, +2 if going downhill, can be swung as an improvised weapon (see result -5, -4 on the weapon table)	1 (+2)
-3 to -2	A horse	1
-1 to 0	Fuel container (2 Supplies)	1 (+2)
1 to 2	A motorcycle (roll of 1-4 has a sidecar, roll of 5-9 high performance motorcycle)	1
3 to 4	A small car (seats 2)	2
5 to 6	A dirt bike or ATV (in colder climate, this can be a snowmobile, in hotter climates this can be a dune buggy)	2
7 to 8	A sportscar (seats 2)	3
9 to 10	A trailer (roll of 1-5 is a camper)	3
11 to 12	A large car (seats 5)	3
13 to 14	A pick up truck (roll of 1-5 is 4x4 truck or a jeep)	4
15 to 16	An SUV or minivan (seats 7)	4
17 to 18	A delivery or moving truck	5
19	A bus or winnebago	5
20	An armored truck or an ambulance	N/A
21 to 22	A hummer or flatbed truck	N/A
23 to 24	A tank	N/A
25 to 26	A helicopter or small airplane	N/A

GMs can use the available tables, or make their own (blank templates and guidelines are available later). To control what exactly the characters can find in a given area, the GM is free to give any sort of bonus or penalties he sees fit on a character's Scavenging Rolls.

Example:

If a GM doesn't want the characters to find vehicles in a given area, he can impose a penalty of -2 on the primary table roll. If a GM feels it wouldn't make sense for the characters to find weapons in a given area, a penalty of -4 will remove them from the list of results.

Alternatively, a GM could give a bonus on a particular secondary table if the GM judges they can find better than normal supplies of a given type in a given area, such as giving a +2 on the Food, water, and medical supplies table if the party is raiding a supermarket, or a +4 on the Weapons and ammunition table if raiding a gun store.

Alternatively, a GM could allow the players to use their rolls to "buy" their equipment just like at character creation if he judges the area is bountiful enough. He is, of course, still allowed to put any limitation on this to avoid abuse.

Example:

The players are raiding a large mall after having cleared it out of zombies. After having made the players roll their Perception checks and tally up the amount of Scavenging Rolls they have, the GM announces that the players can purchase items by giving up Scavenging Rolls just like they did at character creation, but however, he states that they cannot purchase Anything from the Vehicle and Transportation table, that all other tables except the Miscellaneous table are limited to items costing no more than 3 rolls, and that he limits the total amount of items that can be purchased in the Weapons and ammunition table to 5 rolls/points.

HEALING

Healing in Zombieslayers work slightly differently than in a normal game of Dungeonslayers since there are no magic spells or magic items to help character regain lost hitpoints. Characters can still use Natural Healing as per Dungeonslayers p.11 (except where noted under the Supplies rule above), but all other methods are instead replaced by the rules presented below.

In order to heal, characters must first possess medical gear (listed as being capable of healing hitpoints in the Food, water, and medical supplies table). Then the medic must succeed at a First-Aid check. The amount by which he succeeded is the amount of hitpoints he manages to heal, up to what the medical gear the medic is using can heal. Finally, Supplies are deducted from the party's inventory as per the Supplies rule above.

GAME MASTERING

ZOMBIE CREATION

The zombie creation rules allow you to create the right zombie for the job to challenge your players or to fit your setting. Simply start with the basic zombie template and modify it with the options presented below.

BASIC ZOMBIE TEMPLATE

Body 12	Agility 2	Mind 0
Strength 2	Reflexes 1	Reason 0
Toughness 4	Dexterity 0	Aura 0
Melee attack: 14 (bite)		
Defense: 18 (16 +2 oblivious)		
Hitpoints: 26	XP: 49	

Increasing Attributes: Increasing an Attribute by 2 allows also to increase one of the corresponding Abilities by 1. Each such increase adds 3 to the zombie's XP value. Also, do not forget that if you increase BOD or TO, this will also add more hitpoints to the zombie and further increase its XP value by 1 per extra hitpoint. Some hindrances and improvements listed below can also modify Attributes, Abilities, and hitpoints, this has been accounted for in their pricing, so there is no need to further adjust the zombies XP for that.

Note; if you play in a setting that allows magic, add **Mind Immunity** for +10 XP (just as the normal zombies on Dungeonslayers p.16).

HINDRANCES

ACHILLE'S HEEL (SPECIFIED) (-10 XP)

"Score one for the good guys!"
Something will kill these zombies right away. It may be a strong electrical current, exposure to natural sunlight, or require silver bullets to be killed. Most of the time, exposure to this substance will require no attack or damage rolls (though it may still be required in some cases, such as the silver bullets mentioned above) and will dispose of the zombie instantly.

Note; this hindrance is often used in conjunction with the **Hard to Kill** improvement and is kept separate from the **Head Kill** hindrance for specifically this reason.

AFRAID OF FIRE (-4 XP)

"They're scared of fire... I found that out..."
The zombies have an unnatural (and given their undead state, irrational) fear of fire. A zombie will not approach a character if he wields a torch directly at a zombie (although others may still gang on him from behind), and most will flee the area if exposed to any

open flame similar in size to a campfire or larger.

COMPETITIVE (-7 XP/5 IF FIGHT CAN BE BROKEN UP)

"Fight? What are you talking about, they don't fight among themselves."
"They do when there's food!"

Most of the time, zombies leave each other alone, but when food's around, it's every zombie for itself! If more than one zombie attempt to feast on the same source of food (mostly, the player characters), they will start fighting each other, only stopping when they get destroyed.

Alternatively, events like the appearance of another source of food, being attacked by non-zombies, or other types of distractions may break up the fight.

DETERIORATING (-3 XP)

"Look at it. It wants to bite me, it really does, but it does not seem to have the strength to lift up its head"

Those zombies have an expiration date. For each zombie the players encounter, have the zombies make a BOD+TO check with a -6 penalty. Failure means they lose an amount of hitpoints equal to the amount by which they failed their check due to advanced putrefaction. A natural roll of 20 on this check will also result in the loss of 1 point of Attribute or Ability determined randomly.

EASILY FOOLED (-7 XP)

"Oh wow, love the costume!"
"Thanks, it lets me do what I want to do, you know; the zombies don't bother other zombies..."
It is very easy to fool those zombies into leaving you alone. Convincing makeup, acting, and maybe even rubbing some roadkill on you so you smell like carrion and the zombies will not even spot the difference! so long as players don't fail any acting or disguise checks by more than 3, or take other appropriate measures, zombies will think them other undead (or at the very least something they can't eat) and leave them alone.

FASCINATION (SPECIFIED) (-25 XP/20 IF CAN BE ROUSED)

"Why the fireworks?"
"They can't keep their eyes off of them"
The zombies are easily distracted by something, be it an aerobic tape playing on TV, fireworks in the sky, or a certain piece of classical music. Zombies with this hindrance will stay in place and do nothing else but stare and/or listen at the distraction, stuck in a fascinated trance, for as long as it lasts. Alternatively, attacking or otherwise interacting with the zombies might rouse them from their fascinated stance, becoming a threat once again, that is until characters have moved sufficiently far away for the zombie for it to forget about them and return, undisturbed, to the distraction...

HEAD KILL (-10 XP)

"Kill the brain, kill the ghoul!"
Any amount of damage to the brain kills the zombie. This is done by taking a -4 penalty on the attack roll.

HUMAN MEAT ONLY (-2 XP)

"We send the dog"
"He'll be okay; they don't want him, they want us"
The zombies will eat only human flesh (or brains). While this may not seem as much as a hindrance, it may allow players to strap bags on a dog and send sandwiches and a radio to that guy stuck across the street from the mall where the characters are holed up...

LURKER (-7 XP, BUT CAN VARY)

"Oh crap watch out! there's one right there!"
"Nah, we're okay; it's a lurker... we're too far away, he won't bother..."
Some zombies are "lazy" and seem to be content just sitting (or laying) there, waiting for food to come to them... These zombies won't run after the players unless they come within 5 meters of the zombie. The zombie will break off his chase if the players ever move farther than 5 meters away from the zombie at any point, at which point, the zombie will either remain there or go back to where the players had originally met it (50% chance each).

Alternatively some lurkers might be more or less willing to chase after players.

For each meter added to the zombie's radius of pursuit, reduce the price of this hindrance by 1 point (so -6 XP at 6 meters, -4 XP at 7 meters, and so on).

Similarly, for each meter deducted from the zombie's radius of pursuit, increase the price of this hindrance by 2 points (so -9 XP at 4 meters, -11 XP at 3 meters, and so on).

MEMORIES (-1 XP)

"Why are they coming here?"
"Maybe they have some memory of this place..."
These zombies retain some memories of their former lives. This doesn't give them any skill they possessed in life (unless you give them the **Cunning** improvement), but they do recognize familiar tools, settings, and people. This means among other things, that a zombie might be too occupied trying to accomplish tasks he did while alive to chase after you, or hesitate for a few seconds before devouring a relative... This may not seem as much, but in a world where the dead come back to life, every nanosecond they're distracted might mean you get to live for yet another day...

PLODDING (-4 XP)

"They're so slow... we could just walk right past them"
These zombies are really slow. Zombies have their movement halved and take a -1 on their initiative score.

IMPROVEMENTS

CUNNING (+2 XP/RANK)

"I'm telling you, it's like they're communicating... they're talking... something's going on..."

Most zombies are dumb as a post. They'll most likely run headlong into a pit if you're just standing on the other side baiting them... but not these zombies... Each rank gives them a Talent Point as if they were player characters. They buy these talents as if they had levels equal to their ranks of **Cunning** in the class that allows them to take them as soon as possible.

Every two ranks, this gives them a +1 on any checks made to learn new things or adapt to any new situations. Also, rank 3 allows them to use the Dodge action, rank 5 allows them to use weapons against players, but their attack values are halved (rounded down) before factoring any WB, at Rank 7 the attack values are reduced by 25% instead, and at Rank 9 they use their full attack values.

Note; this improvement is very well suited for an "infected" campaign and will work best if the zombies have had their MIN, RE, or AU increased beforehand.

DEATH THROES (+3 XP/RANK)

"Aw c'mon! This ain't funny! I'm covered in zombie gut here!"

These zombies have a bad habit of exploding. Upon killing a zombie, it explodes and covers everything in a 2 meter radius in zombie guts. Being covered in zombie guts has the unfortunate side-effect of attracting zombies to you, increasing the radius at which hindrances and improvements such as **Lurker** and **Life Sense** are effective by 1 meter per rank, as well as possibly voiding hindrances such as **Competitive**, **Easily Fooled**, **Fascination**, and **Memories** (at GM's discretion). This will also make zombies target characters covered in zombie guts first as well as give zombies a +1 bonus per rank on their Perception checks to spot gut-covered characters.

If those zombies are also using the **Infectious Bite** improvement, players splattered by zombie guts must make a BOD+TO check as if bitten, but with a +2 bonus to the roll.

FAST (+2 XP/RANK)

*"Those f*ckers are fast!"*

Those zombies are fast! They come running after you with unnatural hunger. Add 1 meter to the Zombie's movement per rank of this improvement.

HARD TO KILL (+15 XP/RANK)

"I thought you said that destroying the brain would kill it!"

"That's how they did it in the movies!"

Those zombies are really hard to dispose of... you can hack them all you want, all you'll get will be body parts still coming for you... This grants them +1 hitpoint per rank as well as +1 Defense per rank, but most importantly, this means the zombie cannot be killed by normal means... they simply regenerate. At rank 3, severed body parts animate and crawl

towards the players to attack them (using half of the zombies values, rounded down). Note: for best effect, this improvement is usually paired with **Achille's Heel**.

INFECTIOUS BITE (+7 XP/RANK)

"I've seen people get bitten like that before... the most one survived after a bite is three days..."

These zombies' bite are worse than their bark. The first rank of this improvement gives the zombie an infectious bite. Whenever bitten by an infectious zombie, the character must make a BOD+TO roll or lose 1 point of BOD. If the character loses a point of BOD, he must repeat this roll every day until he reaches a BOD of 0, at which point he dies and rises up again as a zombie in a number of hours equal to his original BOD score. Alternatively, if you are playing an "Infected" campaign, the character loses points of MIN instead, and once his MIN reaches 0, he automatically becomes a mindless killing machine.

Every two ranks gives a cumulative penalty of -1 to the BOD+TO rolls made to resist the infection. At rank 3, the infection rolls are repeated every hours, at rank 5 a character who dies from infection rises as a zombie in manner of minutes instead of hours, at rank 7 the infection rolls are done every minutes.

LIFE SENSE (+5 XP/RANK)

"There's one right there!"

"Okay, time to see if our little disguise works..."

Those zombies can sense the presence of living things near them, making disguises useless and sneaking past them much harder. The zombie automatically detects the presence of living beings, and automatically recognizes them for what they are, in a radius of 1 meter per rank.

PARALYZING GAZE (+5 XP/RANK)

"When you look into those red, glowing eyes, your body goes numb. Some have even reported feeling pain like a burning sensation..."

These zombies have a terrifying gaze attack. When meeting the gaze of these zombies, characters must succeed at a BOD+TO check or remain frozen in place, unable to take actions, for as long as the gaze is maintained. At rank 5 the gaze does not need to be maintained for the paralysis to continue, but the paralysis will last for only 1 round per 2 ranks after the gaze is broken.

RIDICULOUSLY STRONG (+2 XP/RANK)

"When I looked back, I saw them ripping her to pieces..."

Those zombies are inhumanly strong. To go mano-a-mano with those things is tantamount to suicide. The WB for all of the zombies melee physical attacks are increased by +1 per rank. This also grant them a +1 per rank to any BOD or ST checks.

SNEAKY (+2 XP/RANK)

*"Where the h*ll did HE come from!?"*

Those zombies have a knack for surprising survivors. This grants them a +1 per rank on any roll that has to do with stealth, being unseen, or remaining hidden.

Also, at rank 3, those zombies have a

tendency to hide in unlikely places; everytime the players enter a new area, even if it looks safe and/or after they cleared it of zombies there is always 20% chances (roll of 1-4) they will have missed one...

SPITTER (+3 XP/RANK)

"Oh crap! Spitter at 3 'o clock! Quick, kill it, KILL IT NOW!"

Those zombies have a nasty spit weapon. First rank gives them a nasty corrosive (or poisonous) spit attack that they can use at a range of up to their AGI in meters, rolling their AGI+DX to hit. Each ranks after the first gives increases its WB +1 and range by 1 meter. If the zombie also bought the **Infectious Bite** improvement at least at rank 3, his spit attack can also spread the infection, but as if it was 2 ranks lower.

SUPER ZED (+20 XP/RANK)

"After months of speculations, the authorities confirm the existence of giant zombies"

Those zombies are ridiculously huge, as tall as a small building. Each rank doubles the amount of hitpoints the zombie has. It also increase the zombie's WB of all its attacks by +3 as well as toughening its skin (granting it a +1 to Defense per rank).

Note; this improvement will yields better results if the zombies also had their BOD, ST, or TO increased too.

WALLWALKER (+2 XP)

"Look out! On the wall!"

These zombies can crawl on walls and ceilings. Zombies with this improvement can move at half their normal speed (rounded up) on any solid surface.

CUSTOM SCAVENGING TABLES

The generic Scavenging Tables provided at the beginning of this book tries to cover a wide variety of items, including many staples of the zombie movie genre. However those tables cannot possibly cover every possible situation. It might even be possible that some results could be inappropriate in certain situations. The following rules allow the GM to customize or even build his own Scavenging tables to cover such eventualities.

When making a table, the first thing to know is that players can get a bonus or penalty when scavenging, so you must remember to allocate entries that will take those modifiers into account (with possible results going from -5 to 26).

The second thing to do is to assign an effect to the item in question; are they Supplies, provide a Build Factor, heal lost hitpoints, etc? Most items will be consumables and used as Supplies, but you'll need to also add some items useful in other ways for the players to survive. An easy way to do this is to reflavor an existing item in Dungeonslayers (same effect, different name; i.e. the machete acts as a short sword). Another method is to slightly modify an

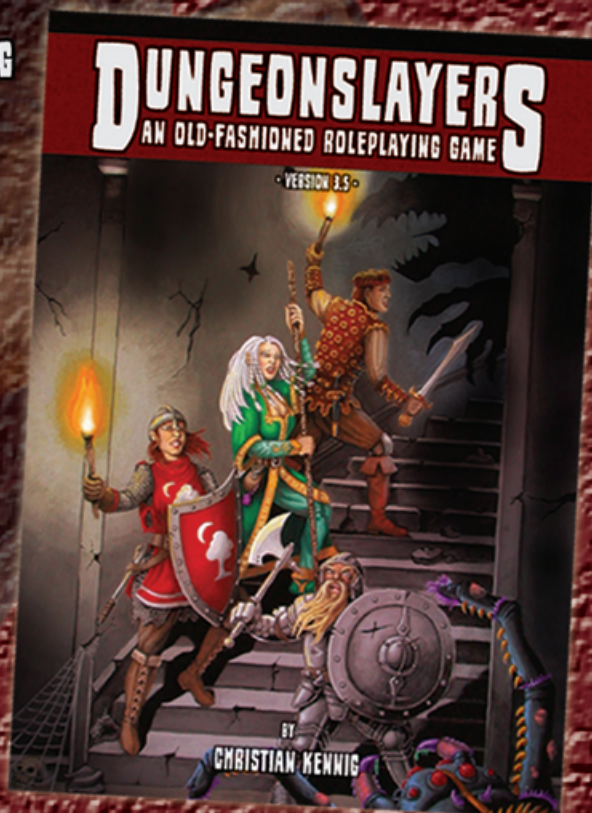
BBRRRAAIIINNNSSSS!

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