



**Random Zombie Generation Chart**  
by Dan Davis & Andrew Ferguson

The following are a series of tables for randomly creating a zombie using the zombie creation Aspects from the AFMBE main rulebook and the Zombie Master's Screen. Those Aspects marked with an "\*" are found in the ZM Screen.

1) Weak Spot	2) Getting Around	3) Special Movement Features
1-10 None	1-20 The Quick Dead	1-15 Burrowing
11-25 Brain	21-70 Slow & Steady	16-30 Aquatic
26-35 Heart	71-90 Life-like	31-45 The Lunge
36-50 All	91-100 Roll once on this chart and once on the Special Movement Feature chart (3)	46-60 Flying*
51-65 Spine		61-75 Leaping
66-75 Fire		76-90 Climbing
76-85 Chemical		91-100 Wall Crawling*
86-97 Blessed Objects		
98-100 Vulnerability*		
4) Strength	5) Special Strength Features	6) Senses
1-15 Monstrous Strength	1-15 Damage Resistance	1-15 Like Nothing You've Ever Seen
16-40 Ninety-Pound Weakling	16-25 Flame Resistance	
41-75 Dead Joe Average	26-40 Iron Grip	16-40 Like the Living
76-90 Strong Like Bull	41-65 Claws	41-75 Like the Dead

<b>91-100</b> Roll once on this chart & once on the Special Strength Features chart (5) (ignore this roll the second time)	<b>66-80</b> Teeth	<b>76-90</b> Like a Hawk
	<b>81-95</b> Hug of Death	<b>91-100</b> Roll once on this chart & once on the Special Sense Features chart (7) (ignore this result the second time)
	<b>96-100</b> Roll twice; ignore duplicate results.	
<b>7) Special Sense Features</b>	<b>8) Need to Feed</b>	<b>9) The Menu</b>
<b>1-15</b> X-Ray Vision	<b>1-25</b> Who Needs Food?	<b>1-20</b> Soul Sucker
<b>16-40</b> Scent Tracking	<b>26-50</b> Occasionally	<b>21-40</b> Brains
<b>41-75</b> Life Sense	<b>51-75</b> Daily	<b>41-60</b> All Flesh Must Be Eaten
<b>76-90</b> Infravision	<b>76-100</b> Weekly	<b>61-80</b> Sweet Breads
<b>91-100</b> Essence Sense*		<b>81-100</b> Blood
<b>10) Intelligence</b>	<b>11) Spreading the Love</b>	<b>12) Special Zombie Feature Chart I</b>
<b>1-10</b> Problem Solving	<b>1-30</b> One Bite & You're Hooked	<b>1-70</b> None
<b>11-25</b> Animal Cunning (1-50 [type 1], 51-100 [type2])	<b>31-70</b> Only the Dead	
<b>26-35</b> Teamwork	<b>71-90</b> Bury the Body	<b>71-90</b> Roll once on the Special Zombie Feature Chart II
<b>36-60</b> Dumb as Deadwood	<b>91-100</b> Nobody Loves Me*	<b>91-100</b> Roll twice on the Special Zombie Feature Chart II
<b>61-70</b> Tool Use (1-40 [level 1], 41-70 [level 2], 71-100 [level 3])		
<b>71-80</b> Language		
<b>81-90</b> Long Term Memory (Roll on Skill Set table [14])		
<b>91-95</b> Roll twice; ignore duplicates. Ignore future results over Long Term Memory.		
<b>96-100</b> Roll three times; ignore duplicates. Ignore future results over Long Term Memory		
<b>13) Special Zombie Feature Chart II</b>	<b>14) Skill Set</b>	
<b>1-5</b> Spew Flame	<b>1-20</b> Three skills at 2	
<b>6-10</b> Vomit*	<b>21-35</b> Two skills at 2	
<b>11-20</b> Diseased Corpse	<b>36-45</b> One skill at 2	
<b>21-30</b> Nest	<b>46-80</b> None	
	<b>81-90</b> One skill at 2 & one at 3	

<b>31-40</b> Noxious Odor	<b>91-95</b> Two skills at 3
<b>41-50</b> Bound*	<b>96-98</b> Three skills at 3
<b>51-60</b> Regeneration	<b>99-100</b> Zombie retained same skills as in life!
<b>61-70</b> Dr Doolittle*	
<b>71-80</b> Detachable Body Parts	
<b>81-90</b> Spit and Bubblegum*	
<b>91-95</b> Spitter	
<b>96-100</b> Explosive Personality	



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