

Zombie Campaign Aspects

- Zombie Epidemic of Apocalyptic Proportions
- *Noise Attracts the Dead* (with variable number of free invokes for GM use, based on the zombie population of the current area. Players still treat as a normal aspect.)
- A World Short on Supplies

Zombie Types

Shufflers

The most common type of zombie. Shufflers are slow moving rotting creatures operating more on instinct than any sort of human intelligence. Their bodies have been dead and rotting for a long period of time. Driven by an unnatural hunger for living flesh, they'll attack anything alive, human or animal.

Aspects: Rotten to the Core, "Aim for the Head", Easily Distracted

Skilled (+2) at: Grabbing

Bad (-2) at: Movement, Biting someone not grabbed, Holding on to someone grabbed, Self-defense.

Stunts: Moan: For a Fate Point, the Shuffler unleashes a loud reflexive moan at the sight of prey, this allows all Shufflers in the same zone and adjacent zones a +2 to notice or find the prey.

Stress: OO

Sprinters

Sprinters are new victims that have become zombies and not yet have their bodies rotting to pieces, thus they are extremely dangerous due to their human-level motor skills. They are faster than Shufflers, more agile, and known to emit a high-pitched screech. All Sprinters start to rot and become Shufflers over time.

Aspects: Newfound Aggression, Chases Prey Down

Skilled (+2) at: Movement, Biting

Bad (-2) at: Paying attention to surroundings after noticing prey.

Stunts: Screech: Once per conflict, the Sprinter unleashes a high pitch screech (usually at the sight of prey), they get a +2 to attack during the same round this stunt was used, because the noise will send shivers down anyone's spine.

Stress: O

Crawlers

Crawlers are nothing more than Shufflers with their lower body mangled, amputated, or rotted off to the point where there might be nothing left except a torso, arms, and head. They are usually not a threat, but are known for sneaking up on people and doing some ankle biting.

Aspects: Half the Person They Use to Be, "Head Stomp," No legs, no footsteps.

Skilled (+2) at: Grabbing, Surprise attacks, Holding on to someone grabbed.

Bad (-2) at: Movement, Making attacks against opponents who are aware of them, unless grabbed.

Stunts: Very Slow Movement: Crawlers must make an Overcome roll of Fair (2) to move between zones, or increase the difficulty to move between zones by 2.

Stress: No Stress, a single hit takes them out.

Bloaters

Bloaters are zombies that became bloated after spending a long period of time in water.

Aspects: Smells Worse Than Death, Larger Than Life

Skilled (+2) at: Vomiting

Bad (-2) at: Movement, Sight, Biting, Self-defense.

Stunts: Body Juice: When a Bloater is Taken Out from a physical attack, its body rips open from the wound and large amounts of blood and guts creates the "Everything Covered in Blood & Guts" situation aspect.

Stress: O

Herd

A zombie herd is a small group of Shufflers, usually no more than ten. Each herd of zombies are treated as a single character. They get one stress per 2 members of the herd.

Aspects: Like a pack of wolves, Once you're in the herd, you're in.

Skilled (+2) at: Grabbing, Holding on to someone grabbed, Biting someone grabbed.

Bad (-2) at: Movement, Getting through small spaces.

Stunts: Power in Numbers: Because there are a number of zombies working for a single goal, they gain a +2 to Overcome obstacles when moving between zones if the obstacle is something that can reasonably break (fences, doors, etc.).

Stress: OOOOO (10 zombies)

Horde

A Horde is a large group of Shufflers, from a hundred to thousands of zombies. They are attracted by sound, leading a few individual zombies to come together into a herd at the origin of the sound. Then, after another sound, this herd of zombies travels there together, growing larger and larger. They wander without purpose until attracted by another sound.

Zombies in a Horde are a force of nature with too many members to fight against; because of this there are only two ways to handle a Horde, either hide or run.

Hiding from the Horde

The idea here is to find a place to hide and remain hidden and silent until the horde wanders past. This is done as a modified Challenge. Each player hiding will make two Overcome rolls. The first roll is for the player to find a place to hide. The second is to remain hidden and silent. If you fail either roll, your character is taken out by the horde. For each success at serious cost, two Shufflers remain in the area after the horde has wandered far enough away. For each success at minor cost, one Shuffler stays in the area. They may or may not form a Herd, but they do know exactly where the characters are hiding. Create an Advantages can be done, but one Overcome roll becomes a success at serious cost for each attempted Create and Advantage.

Running from the Horde

The idea here is to get the hell out of dodge. This is done as a modified Contest. Each player is on their own and makes their own checks against a single Horde roll. Anyone rolling higher than the Horde scores a victory and with style is two victories. Three victories allows that character to escape and unable to affect the outcomes of the other characters. Each roll lower than the Horde roll gives damage to that character equal to the difference between the rolls. Players who "failed" a Hiding roll before deciding to run receives a "Slow Start" aspect for the Contest. Creating an Advantage is allowed before the contest roll, but failing to create an advantage means a forfeit of the contest roll. The Horde rolls against Mediocre (0) passive opposition for that character. Ties cause unexpected twist for that character.