

# Zombie



**POWER FACTS:** When eating brains, and to a lesser extent blood or flesh, may take on the Memories, Attributes, and/or Aspects of those whom they consume. When angered have supernatural Physique and Tenacity. Highly resistant to physical injury. Do not approach when they are hungry.

## ATTRIBUTES

<b>Physique</b>	+2
<b>Prowess</b>	+3
<b>Tenacity</b>	+5
<b>Style</b>	+1
<b>*Cunning*</b>	0
<b>Lore</b>	+1

## ASPECTS

<b>Concept:</b>	<b>Shy Zombie of House Kallisto</b>
<b>Trouble:</b>	Brains! Must have Braaaaaiiiiinnsss!
<b>School:</b>	Junior Assistant Prefect
<b>Other:</b>	Quiet As the Dead
<b>Other:</b>	Flashbacks and Borrowed Talents
<b>Secret:</b>	

## STUNTS

- Because I am a *Shy Zombie of House Kallisto*, I get a +2 to use Prowess to Attack when *Angry*
- Because I am a *Junior Assistant Prefect*, I get a +2 to use Tenacity to Overcome Obstacle when trying to determine the truth
- Because I am *Quiet As the Dead*, I get to use Tenacity rather than Cunning to Overcome Obstacle when trying to be unnoticed so long as I don't move.
- Because I have *Flashbacks and Borrowed Talents*, I get a +2 to use Tenacity to Create Advantage when trying to be like someone from whom I ate.
- Because I have *Flashbacks and Borrowed Talents*, once per game session after eating brains I can change around my Attributes and replace my Trouble Aspect and one other Aspect to be like those from whom I ate.

**STRESS**   

## CONSEQUENCES

**MILD**     **MILD**     **MODERATE**     **SEVERE**     **EXTREME**

**REFRESH: 1**