

Dead World

The World Belongs to the Dead

Four years ago a mysterious virus ravaged the world, turning anyone infected into mindless, flesh eating monsters.

Various groups and communities have sprung up over the nations in an attempt to survive in this hell. Every day is a struggle. Every day people die and the masses of the dead grow larger.

You are part of one of these communities. You are part of the Exploration Corps. You venture out into the world in search of resources. Be it food and water or other survivors or sanctuaries.

Character Creation

You have 3 Stats: Power, Speed, Smarts. Each Stat starts at 10. To create a character do the following:

1. Spend 5 stat points across your stats with a maximum of 2 points in any one stat.
2. Pick equipment
 1. One weapon
 2. Three Misc. items
3. HP starts at 10
4. Players have 4 hold spaces. 1 item = 1 space
5. Movement: 4 squares

Stats

Any thing you do is covered by one of the 3 stats: Power, Speed, Smarts

Power mainly covers Melee attacks and anything that would require strength to accomplish. Such as: Lifting, kicking in a door, or breaking stuff.

Speed mainly covers Ranged attacks and anything that would require quickness to accomplish. Such as: running, jumping, or dodging.

Smarts covers any task related to thinking, cleverness, or communication. Such as lying, bluffing, or convincing someone to agree with you.

Stat Rank Bonus

10 - 13	0
14 - 17	-1
18 - 21	-2
22 - 25	-3
26 - 29	-4
30	-5

The bonus applies to the Rating of the task. For example: If the rating of a Zombie is 3 the target number would be 9. If you are attacking with a bat and have a Power Rank of 17 that would lower the rating to 2 and thus making the target number 6.

Leveling Up

Level	HP	Points	Max Points
1	10	5	2
2	15	4	2
3	20	4	2
4	25	4	2
5	30	4	2
6	35	4	2
7	40	4	2
8	45	4	2
9	50	4	2
10	55	4	2

Game Play

All you need to play is paper for character notes and a single d20.

Every task has a rating of 1-10. With 1 being easy and 10 being hard. To find the target number (what has to be matched or beat with a roll of a d20) you take the rating and multiply by 3.

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Weapons

Zombies

Name	Damage	Type	Regular	Slowmoving
Hatchet	2	M	HP	4 – 10
Pipe	2	M	Rating	1 – 4
Hammer	4	M	Damage	2
Machete	4	M	Movement	2
Sword	4	M		
Bat	6	M	Fast Moving	Fast
Axe	6	M	HP	06/14/14
Shovel	6	M	Rating	3 – 6
Hunting Knife	4	M	Damage	4
Crossbow	4	R	Movement	4
Longbow	4	R		
0.22	2	R – Pistol		
9mm	4	R – Pistol		
0.45	6	R – Pistol		
20 guage	6	R – Shotgun		
Mp5	6	R – Machine		
Grenade	6 (area 9sq)	R – Explosive		

Equipment

Item	Description	Price
MRE	Restores HP	25
First Aid Kit-S	Gives 5 HP	5
First Aid Kit-M	Gives 10 HP	10
First Aid Kit-L	Gives 15 HP	15
Rope	Rope	10
Backpack	+10 Hold	2
Light Tools	-1 Rating when used	10
Sleeping Bag	+2 Hp when rest	5
Flashlight	Light	10