

Not Dead Yet

Introduction

This is a roleplaying game where the players are survivors of a zombie apocalypse.

Character Creation

Your character has five stats, representing a different aspect of their character. They range between -1 and +3 at start. All of your stats start at -1, and you get 7 points to spread among them.

Aim	Your character's ability to shoot accurately.
Brawn	Your character's physical strength and toughness
Perception	Your character's hearing, sight, and intuition.
Prowess	The character's physical coordination and reflexes
Smarts	The character's intellect, wits, and expertise

Vitality: Your Vitality is your health and well-being. Your Vitality is equal to 6 + Brawn. Reach 0 Vitality and you are in trouble.

Defense: You also start with Defense equal to 6 + your Prowess. This is what it takes to hit you in hand-to-hand combat.

Profession: Pick a profession for your character. This is what your character's job was before the apocalypse.

Skills: You get 2 + Smarts skills. Skills are Driving, First Aid, Tracking, Wilderness Survival, Searching, Stealth, and anything else the GM approves.

Character Sheet

Use a 3x5 index card. You've just got to write down your five stats, your Defense and Vitality, and your gear, and your ammo. and your experience tick marks. That should all fit, unless you write really big.

Task Resolution

You can do what you want, so long as the GM is okay with it. Climbing a ladder is something anyone can do; but climbing a ladder while the undead are pulling on it,

trying to get to you, that's another story.

If success is uncertain, but the task is not something completely impossible, roll a 1d10 and add the relevant stat. You must get 6 or higher to succeed for a default check. For a tougher task, you might have to get 8 or higher, or even 10 or higher for something very difficult.

Skill Bonus: If the task is something that requires a specific skill, like bandaging up your friend whose bleeding out, you get to roll 2d10s and take the higher of the two rolls for your result.

Weapons

You don't get any weapons to start. You've got to find them as you go. The pipe you break off from under a truck. The half-empty Glock you find where the police made their last stand against the horde. The M-16s you take after fighting your way into the National Guard armory, that you cradle like your own child because half your group gave their lives to get them. Hand weapons are plentiful; guns are precious, and bullets even more so.

Here are some hand weapons. Each has a damage, and how many hands it uses.

Weapon	Damage	Hands
Crowbar	1d6	2
Baseball Bat	1d6	2
Golf Club	1d4	2
Pipe	1d6	2
Knife	1d4	1
Fire Axe	1d8	2
Machete	1d6	1
Hammer	1d4	1
Sledgehammer	1d8	2

Firearms

Here are some guns. Each has a damage value; how much damage it deals on a hit.

Each weapon also has a range: Short (S), Medium (M), or Long (L). Short is within 50 feet or so, Medium is within about 200 feet, and Long is anything past 200 feet.

The "shots" value is how many bullets it shoots before it needs to be reloaded. If there's an (A) after the shots number, it means the gun can shoot automatic fire.

Automatic weapons can shoot a lot of bullets at once; you get to roll 3 attacks when shoot on automatic, each at a -3 penalty to hit. This uses up 10 bullets.

Gun	Dmg	Range	Shots
9mm Handgun	1d8	S	17
Assault Rifle	1d10	M	30 (A)
Shotgun*	1d10	S	5
.308 Rifle	1d10+1	L	4
Submachine Gun	1d8	S	30 (A)
.38 Revolver	1d8+1	S	6
.22 Rifle	1d6	M	10
.45 Pistol	1d8+1	S	7

* – A shotgun using buckshot gives +1 to hit from the spray of pellets.

Armor

Armor is pretty rare. Soft body armor, like a kevlar vest, will stop 2 point of weapon damage. Something tougher, like riot gear, will stop 4 points of damage. But like I said, armor is pretty rare.

Ammo

Like I said, bullets are precious. Keep track of how much ammo you have. The GM shouldn't just hand out ammo like candy; you should have to fight for those extra fifteen bullets.

Fighting

To attack in melee, roll your Prowess against your opponent's Defense.

To attack at range, roll against TN 6. Or against TN 9 if your opponent has cover. For shooting at something farther away than your weapon's normal range, you get -2 to hit.

If you hit, your opponent takes the damage of the attack, which is subtracted from his or her Vitality. If anyone reaches 0 Vitality, they're out of the fight. See Dying for more information.

If you shot a gun, mark off the bullets you fired. If your gun runs out of bullets, you have to reload. Reloading takes a whole turn.

You can give up a turn to aim a ranged weapon, but that gives a zombie an extra turn to move closer to you.

As for who goes first, let the GM figure it out. As for players, it's usually best to go in clockwise order around the table. The zombies act whenever the GM wants them to.

Healing

If you've lost Vitality, you can make a Brawn check once per day. If you succeed, you heal 1 lost Vitality.

Dying

You're going to die. The people you rescued from the refugee camp? They're going to die too. Your friends who've been with you since the beginning? Their days are numbered, too. It might be something heroic, like leading away dozens of zombies so your friends can escape, and saving the last bullet for yourself. Or it might be something stupid and undignified, like falling off a building.

When you reach 0 Vitality, you make a Brawn check. On a 6 or less you die. On a 7 or 8 you are bleeding out and will die in 1d6x10 minutes without medical attention. On a 9+ you are simply disabled but you will need first aid to get back on your feet.

Starving

Zombies aren't your only threat. The power grid's down. Refrigeration is down. If you don't eat, you'll die. Each day you go without food, you have to make a Brawn check, or lose 1 Vitality. This lost Vitality cannot heal normally until you've gotten some food in you. If you reach 0 Vitality from hunger, you fall unconscious, and die a few hours later.

The Zombies

These are the kinds of zombies you've got to whack in the head to kill. Or shoot in the head. Whatever. Ignore any damage besides a massive explosion, unless it is a head attack, which is at -2 to hit and deals +1d6 damage.

Zombies are pretty slow moving. Generally, in the time it takes a zombie to shuffle ten feet, a human can run twenty.

Here are the stats for a zombie.

Zombie

Brawn +0

Prowess -2

Aim -2

Smarts -2

Perception +1

Defense 4, Armor 0, Vitality 6

In combat, zombies shuffle toward you

and attack. If they hit, they try to bite you. You and the zombie make opposed Brawn checks. If the zombie wins, you are bitten. If you win, you throw the zombie off (for now).

Zombies attack well in groups. A zombie attacking a human gets +1 to hit for each other zombie attacking that human.

A zombie bite deals 1d4 damage. Losing any Vitality from a zombie bite

Zombie Bites

If a person loses Vitality from a zombie bite, they're doomed. After an hour they die, and five minutes after they die, they rise again as one of the living dead. There's no way to stop this, except a bullet to the head. Which is pretty grim, but such is the nature of the zombie apocalypse.

The Army

Let's face it; the army isn't ever really helpful, are they? If they were, it just wouldn't be a zombie story. That said, it's your game. You're more than welcome to break the stereotype.

Soldier

Brawn +1

Prowess +0

Aim +2

Smarts +0

Perception +1

Defense 6, Armor 2/1, Vitality 7

Equipment: Kevlar armor, an M16, a Beretta handgun, seven magazines of 5.56 ammunition, and some MREs and radios and other gear.

Leveling Up

Every role playing game's got to have something like this, I guess. Here's how it works; every time you kill a zombie, put a tick mark on your character sheet. Every 25 tick marks, you get to level up. You can add 1 to one of your stats (but none can go above +4). You can also learn a new skill, *if* you have already been practicing it. Or you can gain a special ability:

Dual-Wielding: You can fight with two weapons at no penalty (must be one handed weapons).

Two-For-One: If you catch two zombies in a line with a shotgun, you can kill both of them with a successful headshot.