

The Last Heroes



Black Flame Studios

The dead walk.

Nowhere is safe.

Humanity must survive.

The Basics

Character's stats are measured in lettered ranks (Rank F to Rank S). S Rank is the physical/mental limit for a human, and a character can only have one S Rank stat.

Character's skills are measured in numbered levels (Lv. 1 to Lv. 10). Lv. 10 is the physical/mental limit for a human in a skill, and a character can only have two Lv. X skills. Each skill level equals a +1 in checks made with that skill. (Lv. 1 = +1)

Dice rolls in this system are done using three ten-sided dice (3d10). Certain effects may increase the amount of d10s rolled, however under normal circumstances 3d10 should be used.

A character can only receive an S rank in a stat through traits or other means, and infected are not applicable for S ranks in stats unless they previously possessed one.

Characters have a number of wounds they can take. This is equal to 10 + Endurance Rank. (Maximum of 18, Minimum of 2). Being reduced to 0 wounds means death. A character killed raises as an infected within 24 hours or less, up to GM's discretion.

Characters receive a number of Skill Ranks equal to 25 + Intuition Bonus.

Characters receive 500\$ to spend on equipment.

Critical hits happen on an unmodified roll of 28+ (or lower for some weapons), and deal double the normal amount of damage.

Stats

- **Strength:** A measure of power.
- **Endurance:** A measure of toughness.
- **Agility:** A measure of swiftness.
- **Charisma:** A measure of sociability.
- **Willpower:** A measure of sanity.
- **Intuition:** A measure of instincts.
- **Luck:** A measure of random chance.

Stat Ranks	
F	-8
E	-4
D	-2
C	+0
B	+2
A	+4
S	+8

Characters receive 20 points to allocate as they see fit among their stats. An example character may have: STR: A, END: A, AGI: B, INT: B, WILL: C, CHA: E

Luck is measured differently from the other stats. Instead of being a stat, it is instead a "luck pool" which starts at 1 and can increase or decrease throughout a game. Spend a point of Luck to re-roll one d10 on a 3d10 roll, or if you rolled a 10, roll another d10 and add the result of the new d10 to the roll. This extra die counts when determining the natural roll for critical hit. Award luck to good role-players or at the end of a session if you see fit.

Stat Rank	Point Buy Cost
F	-8
E	-4
D	-2
C	0
B	4
A	8

Skills

Skills are split into three groups. Combat skills (skills which are almost exclusively used in combat), and Field skills (skills which can see use in both combat and out of combat, though mostly out of combat). Knowledge skills represents a knowledge in a specific area which must have a subset. (Example: Interest (Art))

It is recommended characters invest points in *Dodge*, *Perception*, and a single combat skill. Characters receive their Native Language free at Lv. 5.

Combat Skills	Stat
Archery	AGI
Automatics	AGI
Blades	STR
Clubs	STR
Dodge	AGI
Exotic Melee	STR
Exotic Ranged	AGI
Heavy Weapons	AGI
Longarms	AGI
Pistols	AGI
Thrown Weapons	AGI
Unarmed Combat	STR

Knowledge Skills	Stat
Academics (Field)	INT
Art (Field)	INT
Interest (Field)	INT
Language (Field)	INT
Profession (Field)	INT
Relations (Field)	CHA

General Skills	Stat
Animal Handling	CHA
Chemistry	INT
Deception	CHA
Demolitions	INT
Disable Device	INT
Disguise	CHA
Drive	AGI
Escape Artist	AGI
Etiquette	CHA
First Aid	INT
Forgery	INT
Intimidation	CHA
Investigation	INT
Kinesics	CHA
Navigation	INT
Palming	AGI
Perception	INT
Persuasion	CHA
Pilot	INT
Repair	INT
Research	INT
Scrounging	INT
Sneaking	AGI
Survival	INT
Swimming	STR
Use Computers	INT

Combat Skills

The following are combat skills, and each have their own specializations available.

Archery

Specializations: Bows, Crossbows, Sling

Automatics

Specializations: Assault Rifles, Machine Pistols, Submachine Guns

Blades

Specializations: Axes, Knives, Swords, Spears, Parrying

Clubs

Specializations: Hammers, Bats, Staves, Saps, Parrying

Exotic Melee

Unlike most skills, this one must be specialized without gaining any of the benefits of specialization, similar to a Knowledge skill.

Specializations: Whip, Chainsaw, Shield

Exotic Ranged

Unlike most skills, this one must be specialized without gaining any of the benefits of specialization, similar to a Knowledge skill.

Specializations: Flamethrower, Blowgun

Heavy Weapons

Specializations: Grenade Launchers, Rocket Launchers, Heavy Machineguns

Longarms

Specializations: Assault Rifles, Sniper Rifles, Shotguns, Bolt-Action Rifle

Pistols

Specializations: Holdouts, Revolvers, Semi-Automatics, Tasers, Tranquilizer Pistol

Thrown Weapons

Specializations: Aerodynamic, Blades, Non-Aerodynamic

Unarmed Combat

Specializations: Punch, Kick, Blocking, Grappling, Tripping, Martial Art (Field)

Knowledge Skills

The following are knowledge skills, and example fields associated to them.

Academics

Academics knowledges are knowledges one can only gain through studying and education.

Sample Fields: Archeology, Astronomy, Astrophysics, Biochemistry, Biology, Botany, Computer Science, Cryptography, Economics, Engineering, Genetics, Geology, Linguistics, Mathematics, Memetics, History, Physics, Political Science, Psychology, Sociology, Zoology.

Art

Art knowledge is the ability to know and apply artistic visions.

Sample Fields: Architecture, Criticism, Dance, Drama, Drawing, Painting, Sculpture, Singing, Speech, Writing, Specific Musical Instruments.

Interest

Interests can include hobbies, pastimes, obsessions, causes, and other recreational pursuits.

Sample Fields: Celebrities, Conspiracies, Drugs, Gambling, Politics, Science Fiction, Sports, Trivia.

Language

Language knowledge is the ability to speak, read, write, and understand a language.

Sample Fields: Arabic, Cantonese, English, French, Hindi, Japanese, Mandarin, Portuguese, Russian, Spanish.

Profession

Profession knowledge is either formal or informal on-the-job based knowledge.

Sample Fields: Accounting, Appraisal, Banking, Con Schemes, Distribution, Forensics, Hunting, Lab Technician, Mining, Police Procedures, Psychotherapy, Security Ops, Smuggling Tricks, Social Engineering, Squad Tactics, Viral Marketing

General Skills

The following are general skills, and example specializations associated to them.

Animal Handling

Animal Handling involves coaxing, understanding, and training animals.

Specializations: Dogs, Cats, Deer, Horses

Chemistry

Chemistry involves combining substances and understanding the properties of them.

Specializations: Combining, Identification

Deception

The act of deceiving involves lying, trickery, and misdirection either physically or vocally.

Specializations: Acting, Bluffing, Fast Talk, Misdirection

Demolitions

Placing, detonating, and disarming explosives which aren't thrown.

Specializations: Commercial Explosives, Improvised Explosives, Detonating, Disarming

Disable Device

Lockpicking and disabling traps (though not explosive traps).

Specializations: Lockpicking, Disarming Traps

Disguise

The ability to alter ones appearance or voice, typically coupled with deception.

Specializations: Facial, Vocal, Posture, Attire

Drive

Driving cars, motorcycles, trucks, and other such vehicles.

Specializations: Cars, Vans, Motorcycles, Trucks

Escape Artist

Escaping from cuffs, being held down, and crawling through tight spaces.

Specializations: Escape Bindings, Break Grapple

Etiquette

The ability to act properly in a social situation, usually involving high class.

Specializations: (Select in-game survivor groups to know the Etiquette for)

First Aid

The ability to patch up wounds and heal people using medical techniques.

Specializations: Patch-Up, Stop Bleeding, Cure Poison

Forgery

The ability to write false letters (which are convincing), and mimic handwriting.

Specializations: Mimic Handwriting

Intimidation

The ability to use ones force or personality to force someone's hand.

Specializations: Interrogation, Torture, Physical, Verbal

Investigation

The ability to analyze evidence, piecing together clues, and solving mysteries.

Specializations: Evidence Analysis, Logical Deductions, Physical Tracking

Kinesics

The ability of empathy and nonvocal communication.

Specializations: Judge Intent, Nonvocal Communication

Navigation

The ability to find ones way through maps or the stars.

Specializations: Map Making, Map Reading

Palming

The ability to handle items without people noticing, including hiding items on oneself.

Specializations: Pickpocketing, Trickery

Perception

The ability to be physically aware of ones surroundings, though not searching through them.

Specializations: Aural, Olfactory, Tactile, Taste, Visual

Persuasion

The ability to convince others to obey your suggestions.

Specializations: Diplomacy, Morale Boosting, Negotiating, Seduction

Pilot

The ability to maneuver and control vehicles such as planes and helicopters.

Specializations: Planes, Speed Boats, Tanks

Repair

The ability to fix and manage vehicles or equipment in one's possession.

Specializations: Vehicles, Weapons, Structures

Research

The ability to search through a database such as a computer or a library.

Specializations: Computers, Libraries

Scrounging

The ability to find concealed or otherwise obscured objects and people.

Specializations: Forest, Urban, Desert

Sneaking

The ability to hide oneself using camouflage or lighting.

Specializations: Camouflaging, Hiding, Shadowing, Move Quietly

Survival

The ability to survive in nature through hunting and general know-how.

Specializations: Forest, Desert, Hunting

Swimming

The ability to move (without drowning or sinking) in water or other liquids.

Specializations: Diving, Paddling, Freestyle

Use Computers

The ability to utilize computers, hack networks, or enter secure security frames.

Specializations: Hacking, Coding, Navigate Cyberspace

Traits

Each character is defined by their traits, attributes which make them different from one another. Each character receives 5 traits, and can gain 1 additional trait for each Drawback they take, up to 5 additional traits for 5 Drawbacks.

Name	Prerequisite	Description
Tough as Nails	Endurance B	Character receives +5 to their maximum wounds.
Hardened Immune System	Tough as Nails, Endurance A	Character receives +2 bonus on rolls involving one's endurance.
Last Spark	Hardened Immune System, Endurance S	Character receives +5 to their maximum wounds.
Dandy	Charisma B	Character receives a +2 to all social skill checks.
Undamaged Beauty	Dandy, Charisma A	Enemies take a -2 to hit this character.
Charming Tactician	Undamaged Beauty, Charisma S	Allies within 2 sq. receive a +1 to hit.
Personal Weapon Training	—	Gain a +2 to hit with a chosen weapon.
Advanced Weapon Training	Personal Weapon Training	Gain a +1 to damage with a chosen weapon.
Professional Weapon Training	Advanced Weapon Training	Gain +2 to hit and damage with chosen weapon.
Swift Movement	Agility B	Gain a +1 sq. movement speed.
Swift Footed	Swift Movement, Agility A	Gain a +1 sq. movement speed.
Swift Runner	Swift Footed, Agility S	Gain a +2 sq. movement speed.
Peak Human Capability	Any attribute A Rank	Boost a single A Rank attribute to S Rank.
Catching Up	Any attribute D or lower	Increase a single attribute by 1 step. This can be taken multiple times to a maximum of C Rank.
Hobbyist	—	Gain a +1 bonus with a chosen skill.
Professional Skill Training	Hobbyist	Gain an additional +1 bonus with a chosen skill.
Grasp of Reality	Willpower B	Gain a +5 to Sanity meter.
Stress Training	Willpower B	Gain a +5 to Stress meter.
Agent of the Dark	—	Increase vision in the dark to 10 sq.
Steady Aim	Agility B	Halve the penalties for shooting out of a range increment.
Zombie Hatred	—	Deal +2 damage to zombies with any weapon.
Power Strike	Strength B	On an unmodified roll of 28+ deal *1.2 damage.
Enhanced Power Strike	Enhanced Power Strike, Strength A	On an unmodified roll of 26+ deal *1.5 damage.
Advanced Power Strike	Advanced Power Strike, Strength S	On an unmodified roll of 24+ deal *2 damage.
Bilingual	Intuition B	Gain a second language at Skill Lv. 5
Academic Knowledge	Bilingual, Intuition A	Gain a +2 bonus on all Knowledge skills.
Linguist	Academic Knowledge, Intuition S	Gain 2 more languages at Skill Lv. 5
Iron Willed Combatant	Willpower B	When entering combat, do not take Stress.
Stare Down Death	Iron Willed Combatant, Willpower A	When held at gunpoint, only take 1 Stress.
Stay Sane	Stare Down Death, Willpower S	When converting Stress to Sanity, ignore 1 point.
Incredibly Skilled	—	Receive +4 skill ranks.
Armored Up	—	Increase deflection bonus from armor by 1.
Tough Armor	Armored Up	Reduce the result on the 1d8 when doubling deflection bonus by 1 (minimum 0).
Greater Armor	Tough Armor, Endurance B	Increase deflection bonus from armor by 1 again.

Weapons

Most weapons in The Last Heroes are separated into two types: melee and ranged (and the subtypes of these two weapons).

Melee weapons add STR to damage, ranged weapons (except the composite bow and thrown weapons, which add STR) do not add anything else to damage.

Types:

- S: Slashing
- P: Piercing
- B: Bludgeoning
- F: Fire
- E: Electricity

B: Blades, UAC: Unarmed Combat, C: Clubs, EM: Exotic Melee

- Thrown: The weapon can be thrown using the “Thrown Weapon” skill. Range is 2 sq.
- Nonlethal: Unlike most weapons, this knocks someone unconscious instead of kills them when they hit 0 wounds. A hit from a lethal or nonlethal weapon after they’re at 0 wounds will kill them instantly.
- Strong: Hits from this weapon use double the user’s strength modifier.

Melee Weapons

Name	Damage	Critical	Weight	Range	Skill	Type	Special
Knife	2	24+	1 lbs.	Melee	B	S or P	Thrown
Brass Knuckles	1	28+	1 lbs.	Melee	UAC	B	—
Cleaver	4	26+	2 lbs.	Melee	B	S	—
Metal Baton	3	26+	2 lbs.	Melee	C	B	—
Sap	2	28+	3 lbs.	Melee	C	B	Nonlethal
Bat	4	28+	4 lbs.	Melee	C	B	—
Stun Gun	2	28+	1 lbs.	Melee	UAC	E	Nonlethal
Tonfa	3	28+	2 lbs.	Melee	UAC	B	—
Machete	5	24+	2 lbs.	Melee	B	S	—
Chainsaw	8	22+	10 lbs.	Melee	EM	S & P	Strong
Katana	6	22+	6 lbs.	Melee	B	S	—
Kukri	2	22+	1 lbs.	Melee	B	S	—

Ranged Weapons

A: Archery, AU: Automatics, ER: Exotic Ranged, HW: Heavy Weapons, L: Longarms, P: Pistols, TW: Thrown Weapons.

Rate of Fire: Single Shot (Single), Semi-Auto (S), Auto (A)

Skill: Pistols (P), Longarms (L), Automatics (A), Archery (Ar), Exotic Ranged (ER), Heavy Weapons (HW), Thrown Weapons (TW)

Name	Damage	Critical	Weight	Range	Skill	Type	RoF	Ammo	Ammo Type
Beretta 92F	9	26+	3 lb.	8 sq.	P	B & P	S	15 box	9mm
Beretta 93R	9	26+	3 lb.	6 sq.	P, A	B & P	S,A	20 box	9mm
Colt Double Eagle	9	26+	3 lb.	6 sq.	P	B & P	S	9 box	10mm
Colt M1911	9	26+	3 lb.	6 sq.	P	B & P	S	7 box	.45
Colt Python	9	26+	3 lb.	8 sq.	P	B & P	S	6 cyl.	.357
Derringer	9	26+	1 lb.	2 sq.	P	B & P	Single	2 int.	.45
Desert Eagle	14	28+	4 lb.	8 sq.	P	B & P	S	8 box	.50AE
Glock 17	9	26+	2 lb.	6 sq.	P	B & P	S	17 box	9mm
Glock 20	9	26+	3 lb.	8 sq.	P	B & P	S	15 box	10mm
MAC Ingram M10	9	26+	6 lb.	8 sq.	P, A	B & P	S,A	30 box	.45
Pathfinder	6	24+	1 lb.	4 sq.	P	B & P	S	6 cyl.	.22
Ruger Service-Six	9	26+	2 lb.	6 sq.	P	B & P	S	6 cyl.	.38S
S&W M29	14	28+	3 lb.	6 sq.	P	B & P	S	6 cyl.	.44
SITES M9	9	26+	2 lb.	6 sq.	P	B & P	S	8 box	9mm
Skorpion	6	24+	4 lb.	8 sq.	P, A	B & P	S,A	20 box	.32
TEC-9	9	26+	4 lb.	8 sq.	P, A	B & P	S or A	32 box	9mm
Walther PPK	6	24+	1 lb.	6 sq.	P	B & P	S	7 box	.32
Beretta 92F	9	26+	3 lb.	8 sq.	P	B & P	S	15 box	9mm
AKM/AK-47	14	28+	10 lb.	14 sq.	L, A	B & P	S,A	30 box	7.62mmR
Barrett Light Fifty	22	28+	35 lb.	14 sq.	L	B & P	S	11 box	.50
Benelli 121 M1	14	28+	8 lb.	8 sq.	L	B & P	S	7 int.	12ga
Beretta M3P	14	28+	9 lb.	6 sq.	L	B & P	S	5 box	12ga
Browning BPS	18	28+	11 lb.	6 sq.	L	B & P	Single	5 int.	10ga
HK G3	18	28+	11 lb.	18 sq.	L, A	B & P	S,A	20 box	7.62mm
HK MP51	9	26+	7 lb.	10 sq.	L, A	B & P	S,A	30 box	9mm
HK MP5K	9	26+	5 lb.	8 sq.	L, A	B & P	S,A	15 box	9mm
HK PSG11	18	28+	16 lb.	18 sq.	L	B & P	S	5 box	7.62mm
M16A2	14	28+	8 lb.	16 sq.	L, A	B & P	S,A	30 box	5.56mm
M4 Carbine	14	28+	7 lb.	12 sq.	L, A	B & P	S,A	30 box	5.56mm
M-60	18	28+	22 lb.	20 sq.	L, A	B & P	A	Linked	7.62mm
Mossberg	14	28+	7 lb.	6 sq.	L	B & P	Single	6 int.	12ga
Remington 700	18	28+	8 lb.	16 sq.	L	B & P	Single	5 int.	7.62mm
Sawed-off shotgun	14	28+	4 lb.	2 sq.	L	B & P	S	2 int.	12ga
Steyr AUG	14	28+	9 lb.	16 sq.	L, A	B & P	S,A	30 box	5.56mm
Uzi	9	26+	8 lb.	8 sq.	L, A	B & P	S,A	20 box	9mm
Winchester 94	18	28+	7 lb.	18 sq.	L	B & P	S	6 int.	.444

Name	Damage	Critical	Weight	Range	Skill	Type	RoF	Ammo	Ammo Type
M2HB	22	26+	75 lbs.	12 sq.	HW	B & P	A	Linked	.50
M72A3 LAW	58	—	5 lbs.	30 sq.	HW	F	1	1 int.	Missile
M79	Varies	—	7 lbs.	14 sq.	HW	Varies	1	1 int.	Grenade

Name	Damage	Critical	Weight	Range	Skill	Type	RoF	Ammo	Ammo Type
Composite Bow	6	24+	3 lbs.	8 sq.	Ar	P	1	Quiver	Arrow
Crossbow	8	26+	7 lbs.	8 sq.	Ar	P	1	1 int.	Bolt
Flamethrower	16	—	50 lbs.	Special ¹	ER	F	1	10 int.	Gas Tank
Javelin	4	24+	2 lbs.	6 sq.	TW	P	1	Quiver	Javelins
Pepper Spray	Special ²	—	0.5 lbs.	1 sq.	ER	—	1	1 int.	Pepper Gas
Taser	1 ³	22+	2 lbs.	3 sq.	ER	E	1	—	None

- 1 - Flamethrowers fire in a 6 sq. cone.
- 2 - Pepper Spray deals no damage, but requires a DC 15 END save not to be blinded for 1d4+1 rounds.
- 3 - Taser deals damage, and in addition requires a DC 15 END save not to be paralyzed for 1d4+1 rounds.

Grenades and Thrown Weapons

Name	Damage	Critical	Weight	Range	Burst Radius	Skill	Type	Agility DC
40mm Frag	16	—	1 lbs.	—	2 sq.	TW	S	15
C4/Semtex	22	—	1 lbs.	—	2 sq.	TW	B	18
Det Cord	10	—	2 lbs.	—	See text ¹	TW	F	12
Dynamite	10	—	1 lbs.	2 sq.	1 sq.	TW	B	15
Frag Grenade	22	—	1 lbs.	2 sq.	4 sq.	TW	S	15
Smoke Grenade	—	—	2 lbs.	2 sq.	3 sq.	TW	—	—
Tear Gas Grenade	—	—	2 lbs.	2 sq.	3 sq.	TW	—	—
Thermite Grenade	34	—	2 lbs.	2 sq.	1 sq.	TW	F	12
White Phosphorus	10	—	2 lbs.	2 sq.	4 sq.	TW	F	12
Molotov Cocktail	4	28+	1 lbs.	2 sq.	—	TW	F	—

- 1 - Det Cord comes in a set of 10 sq. rope which can be spread across ten squares. It can be doubled up for +4 damage to the square it's doubled up on.

Note on weapon ranges: Weapons can be fired/thrown out of the range listed, taking a -2 penalty to the attack roll for each range increment increase. (Example: A range increment of 2 sq. means throwing something 4 sq. would impose a -2, and throwing it 6 sq. would impose a -4.)

Weapon Attachment	Description
Laser Sight	+1 to hit with weapon.
Standard Scope	Increase range of weapon by 1.5 times.
Suppressor	Requires a TH 15 Perception check to hear gunfire.

Armor

While armor isn't all too present in the 21st century, it is existent and available for use. Most people in the zombie apocalypse don't use heavy armor due to its rarity, and also due to its cumbersome nature restricting them from dodging bullets.

Armor	Deflection	Dodge Penalty	Move	Weight
<i>Light Armor</i>				
Leather Jacket	1	0	6 sq.	4 lbs.
Light Undercover Shirt	2	-1	6 sq.	2 lbs.
Pull-up Pouch Vest	3	-2	6 sq.	2 lbs.
Undercover Vest	4	-3	6 sq.	3 lbs.
<i>Medium Armor</i>				
Concealable Vest	5	-4	5 sq.	4 lbs.
Light-duty Vest	6	-5	5 sq.	8 lbs.
Tactical Vest	7	-6	5 sq.	10 lbs.
<i>Heavy Armor</i>				
Special Response Unit	8	-7	4 sq.	15 lbs.
Forced Entry Unit	9	-8	4 sq.	20 lbs.
<i>Shields</i>				
Riot Shield	+2	-2	—	10 lbs.
Ballistic Shield	+4	-5	—	20 lbs.

Deflection is how much damage a piece of armor stops; with light armor being minimally restrictive but not blocking much, and heavy armor being incredibly restrictive but blocking quite a bit of damage. If a weapon's damage is brought to 0 by deflection, it deals nothing to the target.

An additional use of deflection involves potentially sacrificing armor. The character wearing the armor adds +50% to the armor's bonus (a Forced Entry Unit armor would have 13.5, rounding down gives you 13). After doing this, roll a die (1d4 for light, 1d8 for medium, and 1d10 for heavy) and subtract the die roll off of the character's deflection granted by their armor. If the roll would give the armor a 0 deflection, it is considered destroyed and loses any benefits it once granted, but no longer poses a dodge penalty and move restriction. Multiple die rolls stack together (Ex: Using the ability with a Tactical Vest and getting a 2 on a 1d8 roll knocks the armor to a 5 deflection. Later this ability is used again and a 7 is rolled on a 1d8, bringing the armor down to 0 deflection and destroying it.)

Shields don't reduce move speed.

Equipment Prices

Name	Price	Name	Price	Name	Price
Beretta 92F	\$650	M72A3 LAW	\$500	Tonfa	\$40
Beretta 93R	\$1,200	M79	\$350	Machete	\$30
Colt Double Eagle	\$650	Composite Bow	\$120	Chainsaw	\$90
Colt M1911	\$500	Crossbow	\$90	Katana	\$200
Colt Python	\$500	Flamethrower	\$900	Kukri	\$30
Derringer	\$350	Javelin	\$20	5.56mm (20)	\$20
Desert Eagle	\$1,200	Pepper Spray	\$40	7.62mm (20)	\$20
Glock 17	\$1,200	Taser	\$55	7.62mmR (20)	\$20
Glock 20	\$1,200	40mm Frag	\$650	.444 caliber (20)	\$40
MAC Ingram M10	\$500	C4/Semtex	\$200	.50 caliber (20)	\$40
Pathfinder	\$350	Det Cord	\$80	9mm (50)	\$30
Ruger Service-Six	\$350	Dynamite	\$200	10mm (50)	\$30
S&W M29	\$500	Frag Grenade	\$500	.22 caliber (50)	\$20
SITES M9	\$500	Smoke Grenade	\$120	.32 caliber (50)	\$30
Skorpion	\$900	Tear Gas Grenade	\$200	.38 special (50)	\$30
TEC-9	\$350	Thermite Grenade	\$900	.357 caliber (50)	\$30
Walther PPK	\$500	White Phosphorus	\$500	.44 caliber (50)	\$30
AKM/AK-47	\$500	Molotov Cocktail	\$12	.45 caliber (50)	\$30
Barrett Light Fifty	\$3,500	Leather Jacket	\$120	.50AE caliber (50)	\$40
Benelli 121 M1	\$900	Light Undercover Shirt	\$275	10-gauge buckshot (10)	\$30
Beretta M3P	\$650	Pull-up Pouch Vest	\$275	12-gauge buckshot (10)	\$20
Browning BPS	\$650	Undercover Vest	\$350	Arrow (12)	\$70
HK G3	\$1,500	Concealable Vest	\$500	Crossbow bolt (12)	\$90
HK MP5	\$2,000	Light-duty Vest	\$650		
HK MP5K	\$1,500	Tactical Vest	\$900		
HK PSG1	\$3,500	Special Response Unit	\$1,200		
M16A2	\$650	Forced Entry Unit	\$1,500		
M4 Carbine	\$650	Riot Shield	\$120		
M-60	\$2,750	Ballistic Shield	\$150		
Mossberg	\$500	Brass knuckles	\$30		
Remington 700	\$900	Cleaver	\$30		
Sawed-off shotgun	\$500	Club	\$20		
Steyr AUG	\$1,500	Knife	\$55		
Uzi	\$1,200	Metal baton	\$70		
Winchester 94	\$500	Sap	\$5		
M2HB	\$3,500	Stun gun	\$30		

Stress and Sanity

Characters will encounter particularly stressful situations which may weigh on their mind and affect them emotionally. This is where a character's Willpower comes into play.

Characters have two meters to keep track of regarding this, their Stress Meter, and their Sanity Meter. Stress determines how able a character will be in the short run and how they may act and perform while Sanity affects them in the long run, showing permanent signs of psychological damage.

A character starts with 10 + Willpower in their Stress Meter.

A character starts with 10 + Willpower in their Sanity Meter.

As a character encounters more stressful situations, their Stress Meter will increase. Their Stress Meter increases when they encounter a situation regarded as "stressful" and the stress meter decreases by 1 for every hour the character rests/sleeps.

Characters begin to take penalties when their Stress Meter is exceeded, these penalties are equal to the amount in which their Stress Meter is being exceeded by. The maximum number Stress can be at is 20.

Situation	Stress Increase
Entering combat	2
Under time constraint	2
Chased by horde of 10+ zombies	3
Held at gunpoint	3
Bleeding out	5
Hanging off of cliff	5

Example: A character with an A in Willpower has a Stress Meter of 14. If they receive 15 points of Stress, they take a -1 to all dice rolls.

Example 2: A character with an F in Willpower has a Stress Meter of 2. If they receive 5 points of Stress, they take a -3 to all dice rolls.

Sanity is more long lasting, and can occur when a stressful situation permanently impacts a character's life. Points of Stress, if they exceed a character's Stress Meter, can be converted into points of Sanity loss. When a character receives at least half their total Sanity Meter in Sanity loss, they gain a random mental illness as listed on the chart below. Once the character has converted Stress into Sanity, it cannot be undone. Sanity is only cured after 1 week of rest without a stressful situation occurring.

Mental	
d%	Disability
1-5	Hallucinations
6-10	Schizophrenic
11-15	Aphasia
16-20	Echopraxia
21-25	Logorrhea
26-35	Autophagy
36-40	Bipolar
41-45	Body Dysmorphia
46-50	Depression
51-60	Fugue
61-70	Hypochondria
71-80	Insomnia
81-90	Megalomania
91-99	Multiple Personality Disorder
100	Post-Traumatic Stress Disorder

The Virus

The main source of the apocalypse, the virus spread across the world in a matter of days. It has been 1 month since the spread, and most of the world is in ruins. Some stragglers still remain: survivors who have held up after the incident which led to the world being brought to its knees. The virus' origin is unknown.

Very rarely those infected with the virus are able to retain their ability to speak and retain more motor control. This allows some of the infected to wield weapons, and trick their prey. Despite their supposed intelligence; they are still prone to anger, are immune to fear, and still seek to kill and eat their victims.

Making "Brainless"

Though not actually brainless, these types of zombies are regarded as having close to toddler levels of intelligence. Those who are still fresh may have retained their muscles in their legs, and are able to run. Other, more older zombies, have most likely broken or otherwise damaged these tendons and have been reduced to a slower walking speed, knocking them to the ground when they try to run. A single bite from the black and rotted teeth of a brainless will infect its target with the virus, killing them slowly overtime (typical patients have 2 days before they succumb to the bite). Brainless without teeth instead shamle aimlessly, and are not hostile.

Brainless always have the stats below. They can never regain Willpower or Intuition, their skills are always the same as listed. If an NPC or PC is turned into a brainless,

Type	Zombie (Brainless)	
Wounds	14 W	
Move	4 sq.	
Strength	A (+4)	
Endurance	A (+4)	
Agility	E (-4)	
Charisma	A (+4)	
Willpower	—	
Intuition	—	
Skills	Unarmed Combat Lv. 7, Dodge Lv. 6, Intimidation Lv. 6, Perception Lv. 6	

Making "Thinkers"

Thinkers are the more intelligent, more dangerous types of zombies which retain their ability to trick humans and even negotiate them into letting their guard down. Due to this, Thinkers have varied stats. Unlike Brainless, the only predetermined thing about Thinkers is that they do not receive a Willpower stat.

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