

Zombie

Level	1	AGL	7	Defense	Block	10	
Size	M	CHA	N/A	Bonus	Dodge	8	
Initiative Bonus	+2	CON	N/A		Perry	N/A	
Grouping	2d10	END	N/A	High Pain Threshold N/A			
Aggressiveness	10	INT	N/A	Magic Resistance			
Movement	15'	OBS	12	AGL	N/A	INT	N/A
Treasure	1d6	STR	13	CHA	N/A	OBS	N/A
		WIS	N/A	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Punch		1d4-1			
Kick	-2	1d6-1	3/2	1	1
Bite		1d4-1			



Territory & Description:

Zombies are mindless undead created by magic users with the spell "Animate Corpse." Most often these creatures are humanoid (as are presented here) but they can also be other creatures including animals, aliens or anything else that has died.

After their deaths they lose all ability to remember their former lives and deal strictly on instinct. And their instincts tell them to kill and eat living flesh. They will do this to all living creatures they find and can catch except for their creator and any creature their creator forbids them to attack. Despite their mindlessness they are magically bound to obey the dictates of their creator at all times. (Note: being bitten by one of these creatures does not turn the bitten character into a zombie, as can happen when a ghoul attacks. Zombies are reanimated dead, not infected ghouls.)

Not only are these creatures unable to heal due to their lack of CON, but they will actually decay on a daily basis. Fortunately for them maggots do not pose much of a problem since other zombies will eat them from each other's flesh like monkeys grooming each other for lice. Each day the zombie will lose 1d4 HP of damage. These points are rolled to random locations over the body (one point at a time). Once a location loses all HP it becomes useless along with everything below it. (i.e.: If all points are lost in the Abdomen, then the legs also become useless). Once all HP are lost in a head location the zombie is destroyed.

Special Abilities (Undead):

Undead creatures have no CON or END. For this reason they are immune to all poisons and do not need to make CON or END rolls. They feel no pain and will continue to fight until destroyed.

Zombie #1	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Kevlar Helmet (4(All)/2)	30						
	Body	10	28	20	13	13	25	26

Zombie #2	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Bone Helmet (2/1)	8						
	Armor (Hide Ab 2/2)		13	13				
	Body	1	13	8	6	Missing	10	11

Zombie #3	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	1	3	2	1	2	2	3

Zombie #4	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	3	32	18	16	16	27	27

Zombie #5	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	8	21	17	13	9	21	18

Zombie #6	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	7	5	Missing	4	Missing	6

Zombie #7	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Crown Helm (2/1)	11						
	Body	13	35	25	19	19	32	32

Zombie #8	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Elven Skullcap 3/2	16						
Body	1	5	1	Missing	3	4	5	

Zombie #9	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	5	3	3	3	5	5

Zombie #10	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Kevlar Helmet (4(All)/2)	14						
	Stud Leather Armor (Ab: 4/2)		26	22	26	18	22	22
Body	4	13	8	6	6	11	5	

Zombie #11	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	5	3	3	3	5	5

Zombie #12	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Bone Helmet (2/1)	8						
	Armor (Hide Ab 2/2)		13	13				
Body	1	13	8	6	Missing	10	11	

Zombie #13	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	8	21	17	13	9	21	18

Zombie #14	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Elven Skullcap 3/2	16						
Body	1	5	1	2	3	4	5	

Zombies Continued

Zombie #15	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	8	21	17	13	9	21	18

Zombie #16	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	8	21	17	13	9	21	18

Zombie #17	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Bone Helmet (2/1)	8						
	Armor (Hide Ab 2/2)		13	13				
	Body	1	13	8	6	Missing	10	11

Zombie #18	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	5	3	3	3	5	5

Zombie #19	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Kevlar Helmet (4(All)/2)	30						
	Body	10	28	20	13	13	25	26

Zombie #20	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Elven Skullcap 3/2	16						
	Body	1	5	1	Missing	3	4	5

Zombie #21	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	3	32	18	16	16	27	27

Zombie #22	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Bone Helmet (2/1)	8						
	Armor (Hide Ab 2/2)		13	13				
	Body	1	13	8	6	Missing	10	11

Zombie #23	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Kevlar Helmet (4(All)/2)	14						
	Stud Leather Armor (Ab: 4/2)		26	22	26	18	22	22
	Body	4	13	8	6	6	11	5

Zombie #24	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Elven Skullcap 3/2	16						
	Body	1	5	1	2	3	4	5

Zombie #25	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	5	3	3	3	5	5

Zombie #26	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	2	7	5	Missing	4	Missing	6

Zombie #27	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Crown Helm (2/1)	11						
Body	13	35	25	19	19	32	32	

Zombie #28	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body Armor (Ab: 5/5)		25	30				
	Body	4	11	Missing	5	5	Missing	Missing

Zombie #29	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	1	3	2	1	2	2	3

Zombie #30	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Bone Helmet (2/1)	8						
	Armor (Hide Ab 2/2)		13	13				
Body	1	13	8	6	4	10	11	

Zombie #31	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	3	32	18	16	16	27	27

Zombie #32	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Ab: 3/3)		20	22	10	13	8	4
	Body	4	11	8	5	5	6	2

Zombie #33	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	1	3	2	1	2	2	3