

YEAR OF THE ZOMBIE

O.K. DINER

Gun Fight at the O.K. Diner

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"Shit Happens, Every Day. Somewhere, someone is having Hit happen to them right now."

"For the thousands that died in the days following the rising, Shit Happened big time, but for those of us who survived, it continued to happen for a very long time..."

Shoot out at the O.K. Diner is a mini adventure to allow you to get up and running straight out of the box, so to speak. Within this adventure you will find a map of the O.K. Diner, full descriptions of the diner and what can be found there, eight pregenerated player characters and a selection of zombies. Additionally for those who like to use miniatures we have included a set of 25mm battlemaps of the diner and its surroundings.

Setting the Scene

This adventure takes place some 72 hours into the rising, Law Enforcement and National Guard units are currently holding a semi stable line against the risen, sometimes losing and sometime gain ground.

At this stage it is only just becoming known that those bitten by the risen will die and become zombies themselves and this knowledge is not being disseminated due to the patchy public information services.

The O.K. Diner was a battleground only hours before this adventure is set, and now resembles a slaughterhouse, with blood and body remains very much in evidence. Most of the windows have been shot out and a number of over turned vehicles litter the car park.

The start of the adventure sees the Civilian party members making a temporary refuge in the Diner, and they will have a full 15 minutes before the military personnel arrive on the scene to check out their surroundings. There are no zombies in the immediate area (other than the torso zombie in the ladies). However, should the party make too much noise before the main act, they may attract a few stray risen to the scene earlier than expected.

The Cavalry Arrive

The PC's will hear the approaching HMMWV before they see it, a large military vehicle will come screeching into the car park and hand brake turn to a halt with its rear doors facing the diners entrance. Four soldiers will come piling out of the vehicle and into the diner. Enter the rest of the party.

The HMMWV is running very low on fuel and the military personnel want to use the over turned bus and/or truck to refuel. The parties objectives are therefore simple, refuel the HMMWV and get the hell out of the diner. Oh, we did mention Zombies, didn't we...



The soldiers have been fleeing a large group of zombies that have broken through the rough defensive measure erected in the town. They think that they have managed to shake them off, but they are wrong. Five minutes after the arrival of the soldiers a group of 6 sprinter zombies will round the corner and on seeing the party or the HMMWV will rush to attack.

They Just Keep Coming

Every round after the first group of sprinters arrive, roll a d10, starting on the first round there is a 1 in 10 chance that additional zombies will arrive, this chance increases each round by 1

until a group appear and then the roll resets to 1. If the party make any significant noise such as gun fire or shouting, add 2 to the target roll rather than 1.

When a group of zombies appear roll on the following table:

D6	Zombies
1-2	1-8 classic zombies
3	1-4 sprinter zombies
4	1-4 child zombies
5	1-4 frenzied zombies
6	Mixed group of 1-12 zombies (GM's choice)

Map Key and Rough Room Contents



1 - Main Diner

Spent gun shells and shotgun cartridges litter the floor, a successful spot check will reveal a sticky, bloodstained Beretta M3P under the table in the right hand corner with 3 cartridges still in it. Another 10 cartridges can be found scattered around under the table. The till is empty and most of the foodstuff on the counter is starting to go off.

2 - Kitchen

The kitchen is in disarray, bloodstains indicate a struggle took place here. There are a number of cooking knives and meat cleavers here which would make formidable weapons at a push. A large mop bucket and various hoses from the appliances would make an excellent siphon kit for the diesel.

3 - Store

Mainly tinned foods, a resourceful group could make this food reserve last several weeks if taken. A total of 45 meals for 5 people can be found. One one shelf is a stack of eight 5-lb. bags of flour.

4 - Cold Room

The refrigerators are still working and there is a large food supply here, however the frozen goods are only good as long as they are frozen. If kept frozen, there is enough food for 20 people for 15 days.

5 - Gents Lavatory

Three empty shell casing lie on the floor (9mm Parabellum) and blood is sprayed across the mirrors and sink, but otherwise, the bathroom is empty.

6 - Ladies Lavatory

A classic zombies (missing both legs) is holed up in one of the cubicles here. Unable to get out it is a gristly surprise waiting to happen to one of the ladies.

Classic Zombie: Smart Ordinary 1 CR 1/2; Medium-size humanoid; HD 2d12; HP 13; Mas -; Init +0; Spd 0 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 Natural Armor); BAB +2; Grap +7; Full Atk +5 melee (1d6+3, 2 slams) and +4 melee (1d4+1 and zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Killing Bite, Move or Attack Option Only, Not the Face, Run Through Dining, Undead Traits; AL none; SV Fort +3, Ref +0, Will +0; AP 3; Rep +0; Str 16 (+3), Dex 11 (+0), Con --, Int 3 (-4), Wis 10 (+0), Cha 2 (-4).
Occupation: Student (Computer Use, Knowledge [Current Events], Research)
Skills: Computer Use -2, Hide +4, Knowledge (Current Events) -2, Listen +2, Move Silently +4, Research -2, Search +2, Spot +2
Feats: Multi-Attack, Toughness, Weapon Focus (Bite)

7 - Bus

The bus is one source of diesel for the HMMWV. The bus has wrecked, and inside are blood stains and torn open luggage. A careful search could find several useful object.

Search Roll

10 Socks, underwear, bandaids, all clean
 15 Small knife, ace bandage, first aid kit
 20 Painkillers, antibiotics, PDA

8 - Truck

The Truck also has relatively full tanks and would be more than suitable for the HMMWV. Under the seat is a .38 S&W revolver with 2 rounds left in it.

PC's

PFC Carrie Wickes

Strong Ordinary 4 CR 4; Medium-size humanoid; HD 4d8+8; HP 26; Mas 14; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d4+2/19-20, Knife), or +5 ranged (2d8+0, M16A2 (assault rifle)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army; SV Fort +4, Ref +2, Will +0; AP 2; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 8, Cha 10.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Bluff +1, Climb +5, Craft (mechanical) +2, Drive +6, Knowledge (Streetwise) +3, Knowledge (Tactics) +6, Navigate +2, Repair +4, Survival +0, Swim +4

Feats: Combat Driving, Dodge, Personal Firearms Proficiency, Vehicle Specialization (military vehicles)

Talents (Strong Ordinary):

Possessions: Knife, M16A2 (assault rifle); 20 rounds in gun, 1 reload, Wallet (\$120, Credit Cards), Gum, Bradley Keys

PFC Wickes is a 17 year old who has been in the military less than a year. At 5-8", 155lbs, with blond hair and blue eyes, her baby face makes her look closer to 15 than 18. She's lengthened out the sling on her M16A2 so that it is easy to grab ahold of and looks like someone is running a low power electrical current through her, her eyes bright and face slightly flushed.

PFC Brooklyn Peters

Fast Ordinary 4 CR 4; Medium-size humanoid; HD 4d8+8; HP 26; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +3; Grap +4; Atk +4 melee (1d4+1/19-20, Knife), or +5 ranged (2d8+0, M16A2 (assault rifle)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army; SV Fort +3, Ref +4, Will +1; AP 2; Rep +1; Str 13, Dex 15, Con 14, Int 8, Wis 10, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Concentration +4, Drive +3, Hide +6, Knowledge (Popular Culture) +0, Knowledge (Streetwise) +1, Knowledge (Tactics) +4, Move Silently +4, Survival +3, Treat Injury +2, Tumble +4

Feats: Advanced Firearms Proficiency, Double Tap, Personal Firearms Proficiency, Point Blank Shot

Talents (Fast Ordinary):

Possessions: Knife, M16A2 (assault rifle); 15 Rounds in Gun, 1 Reload

Brooklyn is a six foot tall, lean and lanky man of African descent. He's got a bandage on one cheek covering a rather nasty looking shrapnel wound.

1st Lieutenant Graeme Read

Smart Ordinary 4 CR 4; Medium-size humanoid; HD 4d6+4; HP 18; Mas 12; Init +6; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +2; Grap +2; Atk +2 melee (1d4+0/19-20, Knife), or +4 ranged (2d8+0, Mossberg (shotgun)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army; SV Fort +2, Ref +3, Will +3; AP 2; Rep +2; Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Computer Use +8, Craft (electronic) +7, Craft (pharmaceutical) +8, Craft (structural) +6, Demolitions +7, Disable Device +6, Knowledge (Behavioral Sciences) +3, Knowledge (Current Events) +4, Knowledge (Physical Sciences) +4, Knowledge (Tactics) +8, Knowledge (Technology) +8, Navigate +6, Repair +7, Search +5, Speak Language +2 (English, Spanish, Russian), Survival +5, Treat Injury +10

Feats: Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surgery

Talents (Smart Ordinary):

Possessions: Knife, Mossberg (shotgun); 6 Cartridges in Shotgun, 20 cartridges, Aid Bag (treat as mastercraft medical kit), \$100

LT Read is seriously shook up, but has buckled down to take care of business. Her BDU's are bloodstained and her hands tremble slightly with memories of leading the other three soldiers out of the slaughterhouse a nearby "Rescue Station" has become. She is just over 5 ½ feet tall and weighs 125 lbs, with short cut brown hair and green eyes.

Sergeant Deforest Appleby

Tough Ordinary 3/Strong Ordinary 1 CR 4; Medium-size humanoid; HD 3d10+6 plus 1d8+2; HP 30; Mas 14; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +3; Grap +5; Atk +5 melee (1d4+2/19-20, Knife), or +4 ranged (2d8+0, Mossberg (shotgun)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL US Army; SV Fort +5, Ref +2, Will +0; AP 2; Rep +1; Str 15, Dex 12, Con 14, Int 13, Wis 8, Cha 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +8, Concentration +4, Craft (mechanical) +3, Craft (structural) +3, Intimidate +3, Knowledge (Streetwise) +4, Knowledge (Tactics) +5, Profession +1, Repair +3, Spot +1

Feats: Brawl, Combat Reflexes, Improved Brawl, Personal Firearms Proficiency

Talents (Tough Ordinary):

Talents (Strong Ordinary):

Possessions: Knife, Mossberg (shotgun); 6 Cartridges in shotgun, 18 cartridges, 18 cigarettes, lighter, \$50

A stereotypical US Army Sergeant, SSG Applebye has a lip full of chewing tobacco and a mean looking squint when he gets out of the humvee. Standing at 5 foot 8 inches, 160 lbs of just plain mean son of a bitch, Appleby won't put up with any shit that endangers any group he is with and has a tendency to react with sudden and shocking violence.

Officer Henry Bruxner

Dedicated Ordinary 4 CR 4; Medium-size humanoid; HD 4d6+-4; HP 10; Mas 8; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee, or +6 ranged (2d6+0, Glock 17 (9mm)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Met Policeforce; SV Fort +1, Ref +3, Will +4; AP 2; Rep +2; Str 10, Dex 14, Con 8, Int 13, Wis 15, Cha 12.

Occupation: Law Enforcement (Gather Information, Knowledge [Streetwise])

Skills: Gather Information +4, Investigate +6, Knowledge (Behavioral Sciences) +4, Knowledge (Civics) +4, Knowledge (Current Events) +6, Knowledge (Streetwise) +6, Knowledge (Tactics) +5, Profession +3, Read/Write Language +2 (English, Spanish), Sense Motive +4, Speak Language +2 (English, Spanish), Spot +6, Treat Injury +5

Feats: Brawl, Personal Firearms Proficiency, Quick Reload, Streetfighting

Talents (Dedicated Ordinary):

Possessions: Glock 17 (9mm); 10 rounds in gun, 2 clips, handcuffs, \$50, gum, house keys

A State Patrol officer, Officer Bruxner has been through a nasty two days of answering calls to slaughter houses and desperately trying to rescue civilians from mobs of flesh eating cannibals. He has a bad case of "thousand yard stare" and has developed a bad habit of flicking the safety selector on his pistol back and forth.

Ray Woollard

Strong Ordinary 3 CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +3; Grap +5; Atk +5 melee, or +5 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL USA; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 12.

Occupation: Blue Collar (Craft [electronic], Craft [mechanical], Drive)

Skills: Craft (electronic) +4, Craft (mechanical) +4, Craft (structural) +0, Drive +4, Knowledge (Current Events) +0, Knowledge (Popular Culture) +0, Repair +0

Feats: Brawl, Builder (Craft [electronic], Craft [mechanical]), Home Turf

Talents (Strong Ordinary):

Possessions: Car keys, wallet (\$200, Credit Cards), 20 cigarettes, lighter.

Ray Woollard is a country boy, with an easy smile and slow manner of speech. Well aware of his lack of education, Ray concerns himself more with hard work and honesty. Picked up by Officer Bruxner earlier in the day as he walked down the road, Ray is a large man at six foot tall, 280 pounds with muddy brown hair and brown eyes.

Danette Cross

Smart Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +6; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d4-1/19-20, Knife), or +3 ranged (2d4+0, Skorpion (machine pistol)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +3, Will +3; AP 1; Rep +1; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Occupation: Criminal (Disable Device, Knowledge [Streetwise])

Skills: Bluff +2, Climb +1, Craft (electronic) +6, Craft (mechanical) +6, Demolitions +4, Disable Device +10, Drive +3, Forgery +6, Gather Information +2, Hide +4, Intimidate +3, Investigate +5, Knowledge (Civics) +4, Knowledge (Popular Culture) +6, Listen +3, Move Silently +5, Repair +5, Search +6, Spot +3

Feats: Alertness, Cautious, Improved Initiative, Personal Firearms Proficiency

Talents (Smart Ordinary):

Possessions: Knife, Skorpion (machine pistol), 15 rounds in Gun, 2 magazine, 20 ecstasy tables, \$500, 15 cigarettes and lighter.

A former school teacher, Ms. Cross would have never considered violence as an acceptable form of conflict resolution, and her T-shirt proclaiming "GIVE PEACE A CHANCE!" is in sharp contrast with the cruel looking machine pistol she is carrying in her hands. She keeps running her hands over the weapon in a vaguely obscene way. The cuffs of her bell bottomed pants are blood soaked and stiff, and her blond pony tail has been cut raggedly loose at about the mid-back level. Her green eyes seem to be too clear, too sparkly.

Chantel Curry

Smart Ordinary 4 CR 4; Medium-size humanoid; HD 4d6+4; HP 18; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +2; Grap +2; Atk +2 melee, or +4 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +3, Will +4; AP 2; Rep +2; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Occupation: Student (Computer Use, Knowledge [Physical Sciences], Research)

Skills: Climb +3, Computer Use +6, Craft (electronic) +4, Decipher Script +6, Drive +4, Forgery +3, Gamble +4, Intimidate +1, Investigate +5, Knowledge (Business) +4, Knowledge (Civics) +3, Knowledge (Current Events) +2, Knowledge (Earth and Life Sciences) +5, Knowledge (History) +3, Knowledge (Physical Sciences) +7, Knowledge (Popular Culture) +4, Knowledge (Technology) +6, Profession +4, Read/Write Language +2 (English, French), Research +8, Search +3, Speak Language +2 (English, French), Spot +4, Swim +2

Feats: Confident, Meticulous, Studious

Talents (Smart Ordinary):

Possessions: PDA, house keys, \$75

Chantel is a college student that was rescued by Danette Cross from a pack of Risers that were trying to break into his stalled car. He is in a state of shock from seeing so many killed in the last few hours and seems slightly disconnected from the rest of the world. He is 6 foot two inches and 120 lbs, with greasy black hair and brown eyes.

ZOMBIES

For this product, 3 baselines for zombies were used, as detailed below, for random zombies, with the exception of the child zombies.

Strong Ordinary 1 CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +3; Spd 30 ft; Defense 14, touch 14, flatfooted 11 (+0 size, +3 Dex, +1 class); BAB +1; Grap +2; Atk +2 melee (1d6+1, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will -1; AP 0; Rep +0; Str 13, Dex 17, Con 14, Int 15, Wis 9, Cha 10.

Occupation: Rural (Handle Animal, Repair)

Skills: Climb +3, Craft (structural) +4, Handle Animal +2, Jump +3, Knowledge (Current Events) +4, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +4, Profession +0, Repair +3, Swim +3

Feats: Brawl, Personal Firearms, Defensive Martial Arts

Tough Ordinary 1 CR 1; Medium-size humanoid; HD 1d10+2; HP 8; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, weapon), or +1 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 13, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Blue Collar (Climb, Craft [structural], Repair)

Skills: Craft (structural) +3, Drive +3, Repair +3

Feats: Brawl, Streetfighting

Smart Ordinary 1 CR 1; Medium-size humanoid; HD 1d6+-1; HP 3; Mas 8; Init +2; Spd 30 ft; Defense 12, touch 12, flatfooted 10 (+0 size, +2 Dex, +0 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, weapon), or +2 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort -1, Ref +2, Will +1; AP 0; Rep +1; Str 14, Dex 15, Con 8, Int 15, Wis 10, Cha 9.

Occupation: Student (Computer Use, Knowledge [Current Events], Research)

Skills: Computer Use +6, Craft (mechanical) +6, Craft (visual art) +6, Craft (writing) +6, Investigate +6, Knowledge (Current Events) +8, Knowledge (Popular Culture) +6, Knowledge (Technology) +8, Listen +2, Repair +6, Research +6, Search +6, Spot +2

Feats: Alertness, Educated (Knowledge [Physical Sciences], Knowledge [Technology])

CLASSIC ZOMBIES

The following are the standing lurching around, primarily slow moving zombies.

Strong Ordinary 1 CR 1/2; Medium-size humanoid; HD 2d12; HP 19; Mas --; Init +1; Spd 20 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 Natural Armor); BAB +2; Grap +6; Full Atk +4 melee (1d6+2, 2 slams), or +3 melee (1d4+1, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Killing Bite, Move or Attack Option Only, Not the Face, Run Through Dining, Undead Traits; AL none; SV Fort +3, Ref +1, Will +0; AP 2; Rep +0; Str 15 (+2), Dex 13 (+1), Con --, Int 3 (-4), Wis 10 (+0), Cha 2 (-4).

Occupation: Rural (Handle Animal, Repair)

Skills: Handle Animal -3, Hide +5, Listen +2, Move Silently +5, Search +2, Spot +2, Repair -3

Feats: Multi-Attack, Toughness, Weapon Focus (Bite)

Tough Ordinary 1 CR 1/2; Medium-size humanoid; HD 2d12; HP 21; Mas --; Init -1; Spd 20 ft; Defense 10, touch 10, flatfooted 11 (+0 size, -1 Dex, +1 class); BAB +2; Grap +7; Full Atk +5 melee (1d6+3, 2 slams), or +4 melee (1d4+1 and zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Killing Bite, Move or Attack Option Only, Not the Face, Run Through Dining, Undead Traits; AL none; SV Fort +3, Ref -1, Will +0; AP 3; Rep +0; Str 16 (+3), Dex 9 (-1), Con --, Int 3 (-4), Wis 10, Cha 2 (-4).

Occupation: Blue Collar (Craft [structural], Drive, Repair)

Skills: Craft (structural) -2, Drive +2, Repair -2

Feats: Multi-Attack, Toughness, Weapon Focus (Bite)

Smart Ordinary 1 CR 1/2; Medium-size humanoid; HD 2d12; HP 13; Mas --; Init +0; Spd 20 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 Natural Armor); BAB +2; Grap +7; Full Atk +5 melee (1d6+3, 2 slams) and +4 melee (1d4+1 and zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Killing Bite, Move or Attack Option Only, Not the Face, Run Through Dining, Undead Traits; AL none; SV Fort +3, Ref +0, Will +0; AP 3; Rep +0; Str 16 (+3), Dex 11 (+0), Con --, Int 3 (-4), Wis 10 (+0), Cha 2 (-4).

Occupation: Student (Computer Use, Knowledge [Current Events], Research)

Skills: Computer Use -2, Hide +4, Knowledge (Current Events) -2, Listen +2, Move Silently +4, Research -2, Search +2, Spot +2

Feats: Multi-Attack, Toughness, Weapon Focus (Bite)

SPRINTER ZOMBIES

Strong Ordinary 1 CR 4; Medium-size humanoid; HD 2d12; HP 20; Mas --; Init +9; Spd 120 ft; Defense 18, touch 18, flatfooted 13 (+0 size, +5 Dex, +1 class, +2 Natural Armor); BAB +2; Grap +8; Atk +4 melee (1d6+2, slam), or +3 melee (1d4+2 and zombie infection, bite); Full Atk +4 melee (1d6+2, 2 slams) and +3 melee (1d4+1 and zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Run Through Dining, Killing Bite, Not the Face; AL none; SV Fort +3, Ref +5, Will +0; AP 3; Rep +0; Str 15 (+2), Dex 21 (+5), Con --, Int 3 (-4), Wis 10, Cha 2 (-4).

Occupation: Rural (Handle Animal, Repair)

Skills: Handle Animal -2, Hide +9, Listen +4, Move Silently +9, Search +2, Spot +4, Repair -2

Feats: Alertness, Improved Initiative, Pounce, Toughness, Weapon Focus (Bite)

Tough Ordinary 1 CR 4; Medium-size humanoid; HD 2d12; HP 25; Mas --; Init +7; Spd 120 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +2; Grap +9; Atk +5 melee (1d6+3, slam), or +4 melee (1d4+1 plus zombie infection, bite); Full Atk +5 melee (1d6+3, 2 slams) and +4 melee (1d4+1 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Run Through Dining, Killing Bite, Not the Face; AL none; SV Fort +3, Ref +3, Will +0; AP 4; Rep +0; Str 16 (+3), Dex 17 (+3), Con --, Int 3 (-4), Wis 10, Cha 1 (-5).

Occupation: Blue Collar (Drive, Craft [structural], Repair)

Skills: Craft (structural) -2, Drive +5, Hide +7, Listen +4, Move Silently +7, Search +2, Spot +4, Repair -2

Feats: Alertness, Improved Initiative, Pounce, Toughness, Weapon Focus (Bite)

Smart Ordinary 1 CR 4; Medium-size humanoid; HD 2d12; HP 16; Mas --; Init +8; Spd 120 ft; Defense 12, touch 12, flatfooted 10 (+0 size, +2 Dex, +0 class); BAB +2; Grap +9; Atk +5 melee (1d6+3, slam), or +4 melee (1d4+1 and zombie infection, bite); Full Atk +5 melee (1d6+3, 2 slams) and +4 melee (1d4+1 and zombie infection, bite) FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Feeding Frenzy, Location Vulnerability, Break Through, Run Through Dining, Killing Bite, Not the Face; AL none; SV Fort +3, Ref +4, Will +0; AP 4; Rep +1; Str 16 (+3), Dex 19 (+4), Con --, Int 3 (-4) Wis 10, Cha 1 (-5).

Occupation: Student (Computer Use, Knowledge [Current Events], Research)

Skills: Computer Use -2, Hide +7, Knowledge (Current Events) -2, Listen +4, Move Silently +7, Research -2, Search +2, Spot +4

Feats: Alertness, Improved Initiative, Pounce, Toughness, Weapon Focus (Bite)

CHILD ZOMBIES

CR 4; Small-size humanoid; HD 2d12; HP 13; Mas 12; Init +7; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+1 size, +1 Dex, +2 Natural Armor); BAB +2; Grap +6; Atk +2 melee (1d4, slam), or +1 melee (1d2 plus zombie infection, bite); Full Atk +2 melee (1d4, 2 slams) and +1 melee (1d2 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Location Vulnerability, Sucker-Bite, Break Through, Killing bite, Not the Face; AL none; SV Fort +0, Ref +6, Will +0; AP 6; Rep +0; Str 10 (+0), Dex 17 (+3), Con -, Int 4 (-3), Wis 10 (+0), Cha 6 (-2)

Skills: Hide +15, Listen + 6, Move Silently + 15, Search + 4, Spot +6

Feats: Alertness, Improved Initiative, Pounce, Stealthy, Weapon Focus (Bite)

CR 4; Small-size humanoid; HD 2d12; HP 13; Mas 11; Init +5; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+1 size, +1 Dex, +2 Natural Armor); BAB +2; Grap +6; Atk +2 melee (1d4, slam), or +1 melee (1d2 plus zombie infection, bite); Full Atk +2 melee (1d4, 2 slams) and +1 melee (1d2 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Location Vulnerability, Sucker-Bite, Break Through, Killing bite, Not the Face; AL none; SV Fort +0, Ref +4, Will +0; AP 4; Rep +0; Str 10 (+0), Dex 11 (+1), Con -, Int 4 (-3), Wis 10 (+0), Cha 3 (-5).

Skills: Hide +11, Listen + 6, Move Silently + 11, Search + 4, Spot +6

Feats: Alertness, Improved Initiative, Pounce, Stealthy, Weapon Focus (Bite)

CR 4; Small-size humanoid; HD 2d12; HP 13; Mas 10; Init +7; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+1 size, +3 Dex, +2 Natural Armor); BAB +2; Grap +6; Atk +2 melee (1d4, slam), or +1 melee (1d2 plus zombie infection, bite); Full Atk +2 melee (1d4, 2 slams) and +1 melee (1d2 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Damage Reduction 5/-, Location Vulnerability, Sucker-Bite, Break Through, Killing bite, Not the Face; AL none; SV Fort +0, Ref +6, Will +0; AP 5; Rep +0; Str 10 (+0), Dex 17 (+3), Con -, Int 4 (-3), Wis 10 (+0), Cha 4 (-3).

Skills: Hide +13, Listen + 6, Move Silently + 13, Search + 4, Spot +6

Feats: Alertness, Improved Initiative, Pounce, Stealthy, Weapon Focus (Bite)

FRENZIED ZOMBIES

Strong Ordinary 1 CR 3; Medium-size humanoid; HD 2d12; HP 17; Mas --; Init +8; Spd 30 ft; Defense 17, touch 17, flatfooted 13 (+0 size, +4 Dex, +1 class, +2 Natural Armor); BAB +2; Grap +10; Atk +6 melee (1d6+4, slam), or +5 melee (1d4+2 plus zombie disease, bite); Full Atk +6 melee (1d6+4, 2 slams) and +5 melee (1d4+2 plus zombie infection, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Feeding Frenzy, Locational Vulnerability, Break Through, Killing Bite, Not the Face; AL none; SV Fort +0, Ref +7, Will +0; AP 5; Rep +0; Str 19 (+4), Dex 19 (+4), Con --, Int 3 (-4), Wis 10, Cha 2 (-4).

Occupation: Rural (Handle Animal, Repair)

Skills: Handle Animal -2, Hide +8, Listen +4, Move Silently +8, Repair -1, Search +2, Spot +4

Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)

Tough Ordinary 1 CR 3; Medium-size humanoid; HD 1d12; HP 22; Mas --; Init +7; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +1 class, +2 Natural Armor); BAB +2; Grap +11; Atk +7 melee (1d6+5, slam), or +6 (1d4+2 plus zombie disease, bite); Full Atk +7 melee (1d6+5, 2 slams) and +6 melee (1d4+2 plus zombie disease, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Feeding Frenzy, Locational Vulnerability, Break Through, Killing Bite, Not the Face; AL none; SV Fort +0, Ref +5, Will +0; AP 3; Rep +0; Str 20 (+5), Dex 15 (+2), Con --, Int 3 (-4), Wis 10, Cha 1 (-5).

Occupation: Blue Collar (Craft [structural], Drive, Repair)

Skills: Craft (structural) -2, Drive +4, Hide +4, Listen +4, Move Silently +4, Repair -2, Search +2, Spot +4

Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)

Smart Ordinary 1 CR 3; Medium-size humanoid; HD 1d12; HP 13; Mas --; Init +7; Spd 30 ft; Defense 15, touch 15, flatfooted 12 (+0 size, +2 Dex, +2 Natural Armor); BAB +2; Grap +11; Atk +7 melee (1d6+5, slam), or +6 (1d4+2 plus zombie disease, bite); Full Atk +7 melee (1d6+5, 2 slams) and +6 melee (1d4+2 plus zombie disease, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Immunity, Feeding Frenzy, Locational Vulnerability, Break Through, Killing Bite, Not the Face; AL none; SV Fort +0, Ref +6, Will +0; AP 4; Rep +1; Str 20 (+5), Dex 17 (+3), Con --, Int 3 (-4), Wis 10, Cha 1 (-5).

Occupation: Student (Computer Use, Knowledge [Current Events], Research)

Skills: Computer Use -3, Hide +7, Knowledge (Current Events) -3, Listen +4, Move Silently +7, Research -3, Search +4, Spot +4

Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)

