

YEAR OF THE ZOMBIE

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NEW YEAR'S DAY

Leaving was a cluster fuck. Everybody we killed was stumbling to their feet, attacking their former comrades. Panic had ensued, and we ran for it. We moved through the jungle quickly, as fast as the hostages could move. At one point a member of a roving patrol that we had killed lunged out of the jungle, his chest hamburger from a burst of automatic weapons fire. Which was weird, we'd killed him by slicing open his throat, the gash was still there. He grabbed one of the refugees, Goldwater I think his name was, and tore the guy's throat out with his teeth. Everywhere we turned, the dead were coming straight at us. They followed us back to the crash site, and we were forced to hold the site against the living dead for 4 hours before they could evac us out.

What a cluster fuck.

From the Diaries of Becka, Sylvia.

The following should be used ONLY for the Year of the Zombie version. NPC's (or PC's) killed will return as follows, and many will seek out those that killed them. For a standard Blood & Guts campaign, these will not be of much use.

Investigation Teams

Driver – Classic Zombie

Tough Hero 4 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 25; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 10; **Rep** +0; **Str** 15 (17) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Rural (Repair, Survival)

Skills: -4 Repair, +0 Survival, +4 Hide, +4 Spot, +3 Listen, +4 Move Silently, -2 Search

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

Possessions: Machete, AK-47, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades

Passenger - Classic Zombie

Strong Hero 4 CR 2; Medium-size humanoid; **HD** 3d12; **HP** 24; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +10; **Full Full Atk** +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 8; **Rep** +0; **Str** 17 (19) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Rural (Repair, Survival)

Skills: -3 Repair, +2 Survival, +4 Hide, +3 Spot, +3 Listen, +4 Move Silently, -2 Search

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

Possessions: Machete, AK-47, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades

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Gunner – Classic Zombie

Fast Hero 3/Tough Hero 1 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 33; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +4; **Grp** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 10; **Rep** +0; **Str** 14 (16) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1

Occupation: Rural (Handle Animal, Ride)

Skills: -5 Handle Animal, +0 Ride, +8 Hide, +4 Spot, +2 Listen, +8 Move Silently, -3 Search

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

Possessions: Knife, PKM, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades

ZSU Positions

GUARDS – Classic Zombie(2)

Strong Hero 4 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 32; **Mas** --; **Init** -2; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 14 (+0 size, -2 Dex, +2 natural); **BAB** +4; **Grp** +11; **Full Atk** +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref -1 Will +1; **AP** 10; **Rep** +0; **Str** 17 (19) **Dex** 6 (10) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4

Occupation: Criminal (Hide, Move Silently)

Skills: -2 Hide, -2 Move Silently, +5 Hide, +4 Spot, +3 Listen, +5 Move Silently, -1 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, M-16A1, 4 full 30 round magazines of 5.56mm, 4 fragmentation grenades, canteen

ZSU Crewmen

Driver – Sprinter Zombie

Strong Hero 3 CR 6; Medium-size humanoid; **HD** 6d12; **HP** 44; **Mas** --; **Init** +8; **Spd** 120 ft; **Defense** 18, touch 18, flatfooted 14 (+0 size, +4 Dex, +2 natural, +2 class); **BAB** +6; **Grp** +15; **Full Full Atk** +9 melee (1d6+3, 2 slams), or +8 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Run-Through Dining, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +6 Will +2; **AP** 13; **Rep** +0; **Str** 17 (19) **Dex** 18 (20) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1

Occupation: Military (Knowledge(Tactics), Survival)

Skills: -2 Knowledge(Tactics), +1 Survival, +8 Hide, +4 Spot, +4 Listen, +8 Move Silently, -3 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen

Radar Operator – Classic Zombie

Smart Hero 3 CR 2; Medium-size humanoid; **HD** 2d12-1; **HP** 14; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +1; **Grp** +7; **Full Full Atk** +4 melee (1d6+2, 2 slams), or +3 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +0 Will +0; **AP** 5; **Rep** +0; **Str** 15 (17) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 6

Occupation: Military (Knowledge(Tactics), Survival)

Skills: +0 Knowledge(Tactics), +2 Survival, +4 Hide, +3 Spot, +2 Listen, +4 Move Silently, +3 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen

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Gunner – Classic Zombie

Strong Hero 3 CR 2; Medium-size humanoid; **HD** 2d12--1; **HP** 21; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +1; **Grap** +7; **Full Full Atk** +4 melee (1d6+2, 2 slams), or +3 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +0 Will +0; **AP** 5; **Rep** +0; **Str** 14 (16) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 5

Occupation: Military (Knowledge(Tactics), Drive)

Skills: -3 Knowledge(Tactics), +3 Drive, +4 Hide, +2 Spot, +2 Listen, +4 Move Silently, -1 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen

Commander – Classic Zombie

Strong Hero 3/Infantry Training 1 CR 2; Medium-size humanoid; **HD** 3d12; **HP** 18; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +10; **Full Full Atk** +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 8; **Rep** +0; **Str** 17 (19) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1

Occupation: Military (Navigate, Drive)

Skills: -3 Navigate, +3 Drive, +4 Hide, +2 Spot, +2 Listen, +4 Move Silently, -3 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen

Patrols

Patrol Troops (3) – Classic Zombie

Tough Hero 3/Infantry Training 3 CR 3; Medium-size humanoid; **HD** 4d12; **HP** 21; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 11; **Rep** +0; **Str** 14 (16) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Military (, Knowledge(Tactics), Hide)

Skills: -3 Knowledge(Tactics), +8 Hide, +6 Spot, +3 Listen, +6 Move Silently, -2 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass

Radioman – Classic Zombie

Tough Hero 3/Infantry Training 3 CR 3; Medium-size humanoid; **HD** 4d12; **HP** 19; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 11; **Rep** +0; **Str** 14 (16) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Military (, Knowledge(Tactics), Hide)

Skills: -3 Knowledge(Tactics), +8 Hide, +6 Spot, +3 Listen, +6 Move Silently, -2 Search

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

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass, radio, notebook with radio frequencies written down

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Patrol Leader – Frenzied Zombie

Tough Hero 3/Infantry Training 3/Recon Training 1 CR 6; Medium-size humanoid; **HD** 5d12; **HP** 30; **Mas** --; **Init** 7; **Spd** 30 ft; **Defense** 20, touch 20, flatfooted 17 (+0 size, +3 Dex, +2 natural); **BAB** +5; **Grap** +15; **Full Full Atk** +9 melee (1d6+4, 2 slams), or +8 melee (1d4+4, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +4 Will +1; **AP** 14; **Rep** +0; **Str** 18 (20) **Dex** 17 (19) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2
Occupation: Military (Knowledge(Tactics),Hide)
Skills: -3 Knowledge(Tactics), +11 Hide, +9 Spot, +7 Listen, +10 Move Silently, -2 Search
Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)
Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass, map with ZSU, road block and main encampment locations marked down, along with patrol routes

Roadblock (West)

Roadblock Commander - Frenzied Zombie

Strong Hero 3/Assault Training 4/Recon Training 4/Special Operations Training 1 CR 11; Medium-size humanoid; **HD** 8d12; **HP** 46; **Mas** --; **Init** 7; **Spd** 30 ft; **Defense** 22, touch 22, flatfooted 19 (+0 size, +3 Dex, +2 natural, +1 armour); **BAB** +8; **Grap** +18; **Full Full Atk** +12 melee (1d6+4, 2 slams), or +11 melee (1d4+4, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +5 Will +2; **AP** 22; **Rep** +0; **Str** 19 (21) **Dex** 17 (19) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4
Occupation: Military (Knowledge(Tactics),Survival)
Skills: +2 Knowledge(Tactics), +9 Survival, +13 Hide, +8 Spot, +8 Listen, +9 Move Silently, -1 Search
Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)
Possessions: OD Green fatigues, LCE, combat boots, knife, Undercover Vest, Combat Knife, G41K assault rifle, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 White Phosphorous grenade, 1 CS grenade, canteen, walkie-talky radio, compass, unmarked map of both area and capital city

Guards (6) – Classic Zombies

Strong Hero 3/Infantry Training 3 CR 3; Medium-size humanoid; **HD** 3d12; **HP** 25; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +10; **Full Full Atk** +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 9; **Rep** +0; **Str** 17 (19) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2
Occupation: Rural (Drive,Repair)
Skills: +2 Drive, -4 Repair, +6 Hide, +4 Spot, +2 Listen, +4 Move Silently, +0 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Combat Knife, M-16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 Flashbang grenade, 1 CS grenade, canteen, compass

Truck Drivers (2) – Classic Zombies

Strong Hero 2/Tough Hero 2 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 18; **Mas** --; **Init** -1; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 13 (+0 size, --1 Dex, +2 natural); **BAB** +4; **Grap** +11; **Full Full Atk** +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +0 Will +1; **AP** 10; **Rep** +0; **Str** 17 (19) **Dex** 8 (12) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2
Occupation: Rural (Handle Animal,Repair)
Skills: -3 Handle Animal, -4 Repair, +3 Hide, +3 Spot, +2 Listen, +3 Move Silently, -2 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Knife, M16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 Flashbang grenade, 1 CS grenade, canteen, compass

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Truck Machine Gun Operators (2) – Classic Zombies

Strong Hero 2/Infantry Training 4 CR 3; Medium-size humanoid; **HD** 3d12; **HP** 29; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +9; **Full Full Atk** +5 melee (1d6+2, 2 slams), or +4 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 9; **Rep** +0; **Str** 15 (17) **Dex** 11 (15) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1
Occupation: Military (Knowledge(Tactics),Survival)
Skills: -1 Knowledge(Tactics), +4 Survival, +8 Hide, +6 Spot, +2 Listen, +4 Move Silently, -3 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Knife, PKM; 3 drums of ammunition for the PKM, 3 fragmentation grenades, 1 smoke grenade, OD Green fatigues, LCE, combat boots, canteen, compass

Communications Tech (1) – Sprinter Zombie

Strong Hero 3/Infantry Training 3 CR 12; Medium-size humanoid; **HD** 12d12; **HP** 86; **Mas** --; **Init** +8; **Spd** 120 ft; **Defense** 20, touch 20, flatfooted 16 (+0 size, +4 Dex, +2 natural, +4 class); **BAB** +12; **Grap** +21; **Full Full Atk** +15 melee (1d6+3, 2 slams), or +14 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Run-Through Dining, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +7 Will +3; **AP** 27; **Rep** +0; **Str** 17 (19) **Dex** 18 (20) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2
Occupation: Rural (Drive,Repair)
Skills: +6 Drive, -4 Repair, +10 Hide, +6 Spot, +4 Listen, +8 Move Silently, -2 Search
Feats: Alertness, Improved Initiative, Multi-attack, Pounce, Toughness, Weapon Focus (Bite)
Possessions: Combat Knife, M-16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 Flashbang grenade, 1 CS grenade, canteen, compass

Roadblock (East)

Roadblock Commander (1) – Frenzied Zombie

Tough Hero 5 CR 4; Medium-size humanoid; **HD** 4d12; **HP** 29; **Mas** --; **Init** +6; **Spd** 30 ft; **Defense** 18, touch 18, flatfooted 18 (+0 size, +2 Dex, +2 natural, +1 armour); **BAB** +4; **Grap** +14; **Full Full Atk** +8 melee (1d6+4, 2 slams), or +7 melee (1d4+4, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +3 Will +1; **AP** 10; **Rep** +0; **Str** 18 (20) **Dex** 15 (17) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4
Occupation: Criminal (Gamble,Knowledge(Streetwise))
Skills: +3 Gamble, -3 Knowledge(Streetwise), +6 Hide, +4 Spot, +4 Listen, +6 Move Silently, -1 Search
Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)
Possessions: Undercover Vest, Brass Knuckles, AK-47, 7 full 30 round magazines of 7.62mm ammunition, Baretta 92F, 4 clips of 9mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, brass knuckles, canteen

Guards (6) – Classic Zombies

Tough Ordinary 4 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 29; **Mas** --; **Init** -1; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 13 (+0 size, -1 Dex, +2 natural); **BAB** +4; **Grap** +11; **Full Full Atk** +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +0 Will +1; **AP** 10; **Rep** +0; **Str** 17 (19) **Dex** 9 (13) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 2
Occupation: Criminal (Gamble,Knowledge(Streetwise))
Skills: +2 Gamble, -3 Knowledge(Streetwise), +3 Hide, +3 Spot, +2 Listen, +3 Move Silently, -2 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen.

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Truck Drivers (2) - Classic Zombies

Fast Ordinary 5 CR 3; Medium-size humanoid; **HD** 4d12; **HP** 24; **Mas** --; **Init** 1; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +2 natural); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +2 Will +1; **AP** 10; **Rep** +0; **Str** 15 (17) **Dex** 12 (16) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4

Occupation: Criminal (Gamble, Knowledge(Streetwise))

Skills: +3 Gamble, +0 Knowledge(Streetwise), +8 Hide, +2 Spot, +2 Listen, +8 Move Silently, -1 Search

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

Possessions: machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen

Truck Machine Gun Operators (2) – Classic Zombies

Tough Ordinary 3 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 19; **Mas** --; **Init** -2; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 14 (+0 size, --2 Dex, +2 natural); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref --1 Will +1; **AP** 9; **Rep** +0; **Str** 15 (17) **Dex** 6 (10) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4

Occupation: Blue Collar (Craft(Structural), Drive, Intimidate)

Skills: -4 Craft(Structural), -2 Drive, +0 Intimidate, +2 Hide, +2 Spot, +2 Listen, +2 Move Silently, -1 Search

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

Possessions: machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen

Communications Tech (1) – Sprinter Zombie

Smart Ordinary 2 CR 4; Medium-size humanoid; **HD** 4d12; **HP** 30; **Mas** --; **Init** +6; **Spd** 120 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +2 natural, +1 class); **BAB** +4; **Grap** +13; **Full Full Atk** +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Run-Through Dining, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +3 Will +1; **AP** 9; **Rep** +0; **Str** 17 (19) **Dex** 14 (16) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1

Occupation: Blue Collar (Craft(Electronic), Craft(Mechanical), Repair)

Skills: +0 Craft(Electronic), +0 Craft(Mechanical), +0 Repair, +6 Hide, +5 Spot, +4 Listen, +6 Move Silently, +0 Search

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

Possessions: Machete, Baretta 93F, 2 full magazines of 9mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen, notebook with frequencies written in it for base camp and patrols

Prostitutes (4) – Classic Zombies

Charismatic Ordinary 3 CR 2; Medium-size humanoid; **HD** 4d12; **HP** 35; **Mas** --; **Init** -1; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 13 (+0 size, --1 Dex, +2 natural); **BAB** +4; **Grap** +9; **Full Full Atk** +5 melee (1d6+1, 2 slams), or +4 melee (1d4+1, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +0 Will +1; **AP** 9; **Rep** +0; **Str** 12 (14) **Dex** 9 (13) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 7

Occupation: Criminal (Knowledge(Streetwise), Sleight of Hand)

Skills: -2 Knowledge(Streetwise), +2 Sleight of Hand, +3 Hide, +3 Spot, +3 Listen, +3 Move Silently, +0 Search

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

Possessions: Straight razor, sleazy outfit, high heeled shoes, torn pantyhose, bottle of beer

The Camp

1) Broadcast Tower

Technician – Classic Zombie

Smart Hero 3 CR 2; Medium-size humanoid; HD 3d12; HP 18; Mas --; Init 0; Spd 20 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); BAB +3; Grap +8; Full Full Atk +4 melee (1d6+1, 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/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +1 Will +1; AP 7; Rep +0; Str 12 (14) Dex 11 (15) Con -- Int 3(1) Wis 10 Cha 1

Occupation: Technician (Craft(Electronic),Craft(Mechanical),Repair)

Skills: +2 Craft(Electronic), +1 Craft(Mechanical), +0 Repair, +4 Hide, +2 Spot, +2 Listen, +4 Move Silently, -1 Search

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

Possessions: wrench, Baretta 93R

Trajeto De Righteous Terrorist –Classic Zombie

Fast Hero 4/Infantry Training 2 CR 3; Medium-size humanoid; HD 4d12; HP 22; Mas --; Init 0; Spd 20 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); BAB +4; Grap +10; Full Full Atk +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +1 Will +1; AP 11; Rep +0; Str 14 (16) Dex 11 (15) Con -- Int 3(1) Wis 10 Cha 2

Occupation: Criminal (Hide,Move Silently)

Skills: +8 Hide, +5 Spot, +3 Listen, +7 Move Silently, -2 Search

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

Possessions: Knife, CZ Model 61 Skorpion, 2 full 10 round clips of .32 Auto, 2 fragmentation grenades, bottle of tequila

2) Barracks

Trajeto De Righteous Soldiers (x10) – Classic Zombies

Strong Hero 2/Infantry Training 1 CR 2; Medium-size humanoid; HD 3d12; HP 19; Mas --; Init 0; Spd 20 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); BAB +3; Grap +10; Full Full Atk +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +1 Will +1; AP 7; Rep +0; Str 17 (19) Dex 10 (14) Con -- Int 3(1) Wis 10 Cha 1

Occupation: Criminal (Knowledge(Streetwise),Sleight of Hand)

Skills: -2 Knowledge(Streetwise), +3 Sleight of Hand, +4 Hide, +3 Spot, +3 Listen, +4 Move Silently, -3 Search

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

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades

3) HQ Building

Trajeto De Righteous Leader – Frenzied Zombie

Jose Vasquez

Charismatic Hero 8/Leadership Training 4/Dedicated Hero 3 CR 14; Medium-size humanoid; HD 7d12; HP 32; Mas --; Init 7; Spd 30 ft; Defense 22, touch 22, flatfooted 19 (+0 size, +3 Dex, +2 natural); BAB +7; Grap +16; Full Full Atk +10 melee (1d6+3, 2 slams), or +9 melee (1d4+3, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +5 Will +2; AP 21; Rep +0; Str 16 (18) Dex 16 (18) Con -- Int 3(1) Wis 10 Cha 7

Occupation: White Collar (Diplomacy,Knowledge(Business))

Skills: +9 Diplomacy, +3 Knowledge(Business), +7 Hide, +4 Spot, +4 Listen, +7 Move Silently, +0 Search

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

Possessions: Knife, Baretta Model 12S, business suit

Trajeto De Righteous Organizer – Sprinter Zombie

Smart Ordinary 8 CR 16; Medium-size humanoid; **HD 16d12; HP 84; Mas --; Init +8; Spd 120 ft; Defense 19,** touch 19, flatfooted 15 (+0 size, +4 Dex, +2 natural, +3 class); **BAB +16; Grap +24; Full Full Atk +18** melee (1d6+2, 2 slams), or +17 melee (1d4+2, bite and zombie infection); **FS 5 ft by 5 ft; Reach 5 ft; SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Run-Through Dining, Killing Bite, Not the Face, Undead Traits; **AL none; SV Fort -- Ref +7 Will +3; AP 36; Rep +0; Str 14 (16) Dex 18 (20) Con -- Int 3(1) Wis 10 Cha 2**

Occupation: Student (Computer Use, Knowledge(Technology), Research)

Skills: +2 Computer Use, +2 Knowledge(Technology), +2 Research, +8 Hide, +4 Spot, +4 Listen, +8 Move Silently, +2 Search

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

Possessions: Club, Baretta 92R with 2 clips, laptop, satellite modem, programming database, satellite access codes, bank account numbers

Trajeto De Righteous Terrorist – Classic Zombie

Tough Hero 4/Infantry Training 3 CR 4; Medium-size humanoid; **HD 4d12; HP 28; Mas --; Init 0; Spd 20 ft; Defense 13,** touch 13, flatfooted 13 (+0 size, +0 Dex, +2 natural, +1 armour); **BAB +4; Grap +10; Full Full Atk +6** melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS 5 ft by 5 ft; Reach 5 ft; SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL none; SV Fort -- Ref +1 Will +1; AP 11; Rep +0; Str 14 (16) Dex 10 (14) Con -- Int 3(1) Wis 10 Cha 2**

Occupation: Criminal (Knowledge(Streetwise), Move Silently)

Skills: +0 Knowledge(Streetwise), +5 Hide, +5 Spot, +3 Listen, +5 Move Silently, -2 Search

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

Possessions: Undercover Vest, Knife, FN P90 with 4 full magazines, 2 flash grenades, 2 fragmentation grenades, business suit, loafers, briefcase

Halik Mossa – Classic Zombie Mr. Mossa

Charismatic Hero 7/Leadership Training 3 CR 5; Medium-size humanoid; **HD 3d12; HP 25; Mas --; Init -3; Spd 20 ft; Defense 10,** touch 10, flatfooted 10 (+0 size, -3 Dex, +2 natural, +1 armour); **BAB +3; Grap +8; Full Full Atk +4** melee (1d6+1, 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/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL none; SV Fort -- Ref -2 Will +1; AP 11; Rep +0; Str 12 (14) Dex 4 (8) Con -- Int 3(1) Wis 10 Cha 7**

Occupation: Dilettante (Intimidate)

Skills: +3 Intimidate, +1 Hide, +2 Spot, +2 Listen, +1 Move Silently, +0 Search

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

Possessions: Light Undercover Vest, Knife, MTAR Micro

8) Delapidated House

Trajeto De Righteous (x2) – Classic Zombies

Strong Hero 2/Infantry Training 1 CR 2; Medium-size humanoid; **HD 3d12; HP 25; Mas --; Init 0; Spd 20 ft; Defense 12,** touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB +3; Grap +10; Full Full Atk +6** melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS 5 ft by 5 ft; Reach 5 ft; SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL none; SV Fort -- Ref +1 Will +1; AP 7; Rep +0; Str 17 (19) Dex 10 (14) Con -- Int 3(1) Wis 10 Cha 1**

Occupation: Criminal (Knowledge(Streetwise), Sleight of Hand)

Skills: -2 Knowledge(Streetwise), +3 Sleight of Hand, +4 Hide, +3 Spot, +3 Listen, +4 Move Silently, -3 Search

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

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades

Candy Lewman – Classic Zombie

Dedicated Ordinary 3 CR 2; Medium-size humanoid; **HD 3d12; HP 26; Mas --; Init 0; Spd 20 ft; Defense 12,** touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB +3; Grap +8; Full Full Atk +4** melee (1d6+1, 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/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL none; SV Fort -- Ref +1 Will +1; AP 7; Rep +0; Str 12 (14) Dex 11 (15) Con -- Int 3(1) Wis 10 Cha 4**

Occupation: Academic (Computer Use, Knowledge(Art), Speak Language ())

Skills: +0 Computer Use, +1 Knowledge(Art), +4 Hide, +2 Spot, +2 Listen, +4 Move Silently, -1 Search

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

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Harvey Shang – Sprinter Zombie

Dedicated Ordinary 3 CR 6; Medium-size humanoid; HD 6d12; HP 49; Mas --; Init +5; Spd 120 ft; Defense 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +2 natural, +2 class); BAB +6; Grap +14; Full Full Atk +8 melee (1d6+2, 2 slams), or +7 melee (1d4+2, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Run-Through Dining, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +3 Will +2; AP 13; Rep +0; Str 14 (16) Dex 12 (14) Con -- Int 3(1) Wis 10 Cha 6

Occupation: Student (Computer Use, Knowledge(Behavioural Sciences), Knowledge(Theology and Philosophy))

Skills: -1 Computer Use, +0 Knowledge(Behavioural Sciences), +0 Knowledge(Theology and Philosophy), +5 Hide, +5 Spot, +5 Listen, +5 Move Silently, +0 Search

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

Tiffany Velencia – Classic Zombie

Charismatic Ordinary 3 CR 2; Medium-size humanoid; HD 2d12; HP 15; Mas --; Init -3; Spd 20 ft; Defense 12, touch 12, flatfooted 15 (+0 size, --3 Dex, +2 natural); BAB +2; Grap +8; Full Full Atk +4 melee (1d6+2, 2 slams), or +3 melee (1d4+2, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref --3 Will +0; AP 5; Rep +0; Str 14 (16) Dex 4 (8) Con -- Int 3(1) Wis 10 Cha 6

Occupation: Creative (Computer Use, Craft(Writing), Knowledge(Art))

Skills: +0 Computer Use, -1 Craft(Writing), +0 Knowledge(Art), +1 Hide, +2 Spot, +2 Listen, +1 Move Silently, +0 Search

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

Mortimer Goldwater – Classic Zombie

Dedicated Hero 4 CR 2; Medium-size humanoid; HD 4d12; HP 25; Mas --; Init 0; Spd 20 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); BAB +4; Grap +8; Full Full Atk +4 melee (1d6+0, 2 slams), or +3 melee (1d4+0, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +1 Will +1; AP 10; Rep +0; Str 11 (13) Dex 10 (14) Con -- Int 3(1) Wis 10 Cha 4

Occupation: Doctor (Craft(Pharmaceutical), Treat Injury)

Skills: +0 Craft(Pharmaceutical), +5 Treat Injury, +4 Hide, +2 Spot, +2 Listen, +4 Move Silently, +0 Search

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

Catheline Lograine – Classic Zombie

Strong Ordinary 5 CR 3; Medium-size humanoid; HD 4d12; HP 29; Mas --; Init -2; Spd 20 ft; Defense 12, touch 12, flatfooted 14 (+0 size, --2 Dex, +2 natural); BAB +4; Grap +10; Full Full Atk +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref -1 Will +1; AP 10; Rep +0; Str 14 (16) Dex 6 (10) Con -- Int 3(1) Wis 10 Cha 1

Occupation: Rural (Handle Animal, Repair)

Skills: -4 Handle Animal, +1 Repair, +2 Hide, +2 Spot, +2 Listen, +2 Move Silently, -3 Search

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

9) Motorpool

Mechanic – Frenzied Zombie

Smart Hero 3/Tough Hero 3/Techie 3/Infantry Training 1 CR 9; Medium-size humanoid; HD 7d12; HP 47; Mas --; Init 7; Spd 30 ft; Defense 21, touch 21, flatfooted 18 (+0 size, +3 Dex, +2 natural); BAB +7; Grap +17; Full Full Atk +11 melee (1d6+4, 2 slams), or +10 melee (1d4+4, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +5 Will +2; AP 19; Rep +0; Str 18 (20) Dex 16 (18) Con -- Int 3(1) Wis 10 Cha 2

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

Skills: +3 Disable Device, +1 Knowledge(Streetwise), +7 Hide, +7 Spot, +4 Listen, +7 Move Silently, +0 Search

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

Possessions: Wrench, RSA AKSU-74 with 5 full 30 round magazines, 4 fragmentation grenades, OD green fatigues, combat boots, mastercraft toolkit (electrical) and mastercraft toolkit (mechanical)

UNDERGROUND

Trajeto De Righteous Terrorists (x6) – Classic Zombies

Strong Hero 2/Infantry Training 1 CR 2; Medium-size humanoid; **HD** 3d12; **HP** 17; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +10; **Full Full Atk** +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 7; **Rep** +0; **Str** 17 (19) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1
Occupation: Criminal (Knowledge(Streetwise),Sleight of Hand)
Skills: -2 Knowledge(Streetwise), +3 Sleight of Hand, +4 Hide, +3 Spot, +3 Listen, +4 Move Silently, -3 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades

13) Mess Hall

Cook – Classic Zombie

Tough Ordinary 1 CR 1; Medium-size humanoid; **HD** 4d12; **HP** 16; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +4; **Grap** +9; **Full Full Atk** +5 melee (1d6+1, 2 slams), or +4 melee (1d4+1, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 8; **Rep** +0; **Str** 12 (14) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 4
Occupation: Rural (Handle Animal, Survival)
Skills: -2 Handle Animal, +2 Survival, +6 Hide, +2 Spot, +2 Listen, +6 Move Silently, -1 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Meat Cleaver, 9mm Baretta with 2 full clips, OD green uniform, combat boots

15) Guard Tower

Guard – Classic Zombie

Strong Hero 2/Infantry Training 1 CR 2; Medium-size humanoid; **HD** 3d12; **HP** 23; **Mas** --; **Init** 0; **Spd** 20 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 natural); **BAB** +3; **Grap** +10; **Full Full Atk** +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort -- Ref +1 Will +1; **AP** 7; **Rep** +0; **Str** 17 (19) **Dex** 10 (14) **Con** -- **Int** 3(1) **Wis** 10 **Cha** 1
Occupation: Criminal (Knowledge(Streetwise),Sleight of Hand)
Skills: -2 Knowledge(Streetwise), +3 Sleight of Hand, +4 Hide, +3 Spot, +3 Listen, +4 Move Silently, -3 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades



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PREGENERATED PC'S

It is likely that one or more of the PC's will die during the course of this adventure and rise to become an adversary to the remaining party members. To facilitate this conversion we have included Classic Zombie stats for all the Pregenerated party members. You should of course adjust the equipment accordingly.

Staff Sergeant James Zachary – Classic Zombie

Strong Hero 3/Assault Training 3/Special Operations Training 1 (75th Rangers) CR 4; Medium-size humanoid; HD 5d12; HP 36; Mas --; Init 0; Spd 20 ft; Defense 20, touch 12, flatfooted 20 (+0 size, +0 Dex, +2 natural, +8 armour); BAB +5; Grap +13; Full Full Atk +9 melee (1d6+4, 2 slams), or +8 melee (1d4+4, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +1 Will +1; AP 9; Rep +0; Str 18 (20) Dex 10 (14) Con -- Int 3(1) Wis 10 Cha 2
Occupation: Military (Knowledge(Tactics), Move Silently)
Skills: +1 Knowledge(Tactics), +8 Hide, +6 Spot, +2 Listen, +8 Move Silently, -2 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: Interceptor Armor w/ Ballistic Helmet, Knife, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

Sergeant Brett Hewett – Classic Zombie

Strong Hero 2/Infantry Training 4/Special Operations Training 1 CR 4; Medium-size humanoid; HD 4d12; HP 21; Mas --; Init 1; Spd 20 ft; Defense 21, touch 13, flatfooted 20 (+0 size, +1 Dex, +2 natural, +8 Armour); BAB +4; Grap +11; Full Full Atk +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +2 Will +1; AP 11; Rep +0; Str 16 (18) Dex 13 (17) Con -- Int 3(1) Wis 10 Cha 2
Occupation: Military (Hide, Move Silently)
Skills: +10 Hide, +6 Spot, +2 Listen, +10 Move Silently, -2 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: M-24 Sniper Rifle with 10x Thermal sight, 4 10 round clips of 7.62mm ammunition, M-4 Carbine, 7 30-round magazines of 5.56mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

SGT Julio Natchez – Classic Zombie

Strong Hero 2/Recon Training 3/Assault Training 2 CR 4; Medium-size humanoid; HD 3d12; HP 16; Mas --; Init 1; Spd 20 ft; Defense 21, touch 13, flatfooted 20 (+0 size, +1 Dex, +2 natural, +8 armour); BAB +3; Grap +10; Full Full Atk +6 melee (1d6+3, 2 slams), or +5 melee (1d4+3, bite and zombie infection); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage immunity, damage reduction 5/-, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; AL none; SV Fort -- Ref +2 Will +1; AP 9; Rep +0; Str 17 (19) Dex 12 (16) Con -- Int 3(1) Wis 10 Cha 2
Occupation: Military (Hide, Move Silently)
Skills: +9 Hide, +7 Spot, +4 Listen, +9 Move Silently, -2 Search
Feats: Multi-Attack, Toughness, and Weapon Focus (Bite)
Possessions: M-249 SAW, 3 boxes of 200 rounds of 5.56mm ammunition, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

YEAR OF THE ZOMBIE

SGT John Weston – Classic Zombie

Tough Hero 4/Assault Training 3 CR 4; Medium-size humanoid; **HD** 5d12; **HP** 42; **Mas** –; **Init** 1; **Spd** 20 ft; **Defense** 21, touch 13, flatfooted 20 (+0 size, +1 Dex, +2 natural, +8 armour); **BAB** +5; **Grap** +12; **Full Full Atk** +8 melee (1d6+3, 2 slams), or +7 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/–, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort – Ref +2 Will +1; **AP** 13; **Rep** +0; **Str** 16 (18) **Dex** 12 (16) **Con** – **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Military (Knowledge(Tactics),Survival)

Skills: -1 Knowledge(Tactics), +3 Survival, +8 Hide, +6 Spot, +3 Listen, +5 Move Silently, -2 Search

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

Possessions: M-4 Carbine with ACOG reflex sight and M-203 40mm grenade launcher, 4 40mm HE grenades, 2 M397A1 40mm grenades, 1 M662 40mm grenade, 2 M-651 40mm grenades, 2 M-680 40mm grenades, 40mm grenade bandoleer, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

SGT Stephen Baker – Classic Zombie

Strong Hero 2/Infantry Training 2/Assault Training 2/Special Operations Training 1 CR 4; Medium-size humanoid; **HD** 4d12; **HP** 24; **Mas** –; **Init** 1; **Spd** 20 ft; **Defense** 21, touch 13, flatfooted 20 (+0 size, +1 Dex, +2 natural, +8 armour); **BAB** +4; **Grap** +11; **Full Full Atk** +7 melee (1d6+3, 2 slams), or +6 melee (1d4+3, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/–, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort – Ref +2 Will +1; **AP** 11; **Rep** +0; **Str** 17 (19) **Dex** 12 (16) **Con** – **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Military (Knowledge(Tactics),Survival)

Skills: +1 Knowledge(Tactics), +5 Survival, +9 Hide, +7 Spot, +2 Listen, +5 Move Silently, -2 Search

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

Possessions: Interceptor Armor w/ Ballistic Helmet, Knife, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags

SSG Norman Garter – Classic Zombie

Dedicated Hero 4/Field Medic 2/Recon Training 1 CR 4; Medium-size humanoid; **HD** 4d12; **HP** 25; **Mas** –; **Init** 1; **Spd** 20 ft; **Defense** 21, touch 13, flatfooted 20 (+0 size, +1 Dex, +2 natural, +8 armour); **BAB** +4; **Grap** +10; **Full Full Atk** +6 melee (1d6+2, 2 slams), or +5 melee (1d4+2, bite and zombie infection); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Damage immunity, damage reduction 5/–, Deadly Bite, Feeding Frenzy, Location Vulnerability, Move or Attack Option Only, Break Through, Killing Bite, Not the Face, Undead Traits; **AL** none; **SV** Fort – Ref +2 Will +1; **AP** 11; **Rep** +0; **Str** 14 (16) **Dex** 12 (16) **Con** – **Int** 3(1) **Wis** 10 **Cha** 2

Occupation: Doctor (Search,Treat Injury)

Skills: +8 Treat Injury, +7 Hide, +8 Spot, +5 Listen, +5 Move Silently, +2 Search

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

Possessions: M-870 Combat Shotgun, 1 bandoleer of 20 12-gauge shells, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field surgery kit (consider a mastercraft surgical kit), field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.