

# YEAR OF THE ZOMBIE

## 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; **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** 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; **Grp** +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

DOLO AT ALL COSTS

# YEAR OF THE ZOMBIE

HOLD AT ALL COSTS

## 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

# YEAR OF THE ZOMBIE

HOLD AT ALL COSTS

## 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



## 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; **Grp** +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; **Grp** +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; **Grp** +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; **Grp** +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

## 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; **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 +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; **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** 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; **Grp** +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; **Grp** +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; **Grp** +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; **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** 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; **Grp** +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; **Grp** +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; **Grp** +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)



## 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



# YEAR OF THE ZOMBIE

## 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.

DOLO AT ALL COSTS



## 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.