

**Year of the
ZOMBIE
Independence
Day Massacre**



By Tim Willard

UKG PUBLISHING

YEAR OF THE ZOMBIE

Independence

Day Massacre

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YEAR OF THE ZOMBIE

PROLOGUE

Ah, summer. A time for BBQ's, swimming pools, parties and relaxation on the weekend. Camping trips and visits to State and Federal Parks are a standard for many citizens of the United States, a chance to spend some quality time with the family, get away from the city, and leave work behind.

Memorial Day and the Fourth of July are two of the busiest times for parks and recreational areas. Hundreds of people are usually in attendance, and the larger parks see thousands of people. Even small, Local State parks can easily have several hundred people pass through the gates on a daily basis. These groups often stay at the small campgrounds scattered throughout the woods, but many more people go to these parks for the hiking, the sights, or to enjoy a river or lake if they are available.

Parks are usually full of campers, children running and squealing, swimmers, and couples in love spending precious time together. Togetherness, food and family are a common theme to those who go to a park during the holidays, and several hundred people have come to Applegate State Park to enjoy the weather and the lake, some camping, some hiking, some swimming, and some being brought to see the historical sites.

This holiday, however, is New Year's Day, and nothing will ever be the same.

INTRODUCTION

This is an introductory adventure for the Year of the Zombie d20 Modern campaign template. It can be played as a stand-alone, single run adventure using the pre-generated characters, and it can also be used as the opening adventure for a long-term campaign set during the Year of the Zombie.

Applegate Park is difficult to survive, filled with hordes of zombies, where the only chance the PC's really have is to travel overland and avoid any of the camping areas or tourist spots. As the park borders on the edge of a large wilderness, the characters attempting to go overland would have a 75-mile trek through untamed wilderness without proper supplies or preparation.

The lack of firearms and ammunition within the adventure is a conscious decision, forcing the characters to run more than stand and fight, and presenting them the same situation that shows up in so many movies: Too many zombies, not enough ammunition. Outnumber and surrounded.

Welcome to Applegate Park. Enjoy your stay.

Background

The Rising began at approximately 8AM EST in the United States. The pregenerated characters included in this module left home at approximately 6-7AM local time, 2-4 hours into the Rising, with no clue what was going on. Completely unaware that what was being mistaken for a biological weapon terrorism attack was taking place, the characters wandered through the park, eventually all congregating on a sandy stretch of beach at approximately the same time, about 30 feet through the brush from the boat launch docks and parking lot.

About an hour before the adventure begins, an elderly gentleman suffered a heat-induced heart attack, dying in the parking lot, and the park authorities called the local Sheriff's department and EMT's. Before either could arrive, however, the man Rose and began attacking others. Before he was put down again, he managed to kill 3 children and 2 adults, all of whom Rose and began to kill. The police, upon arriving, came to the erroneous conclusion that the park had been affected by a biological attack and blockaded off the road,



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ordering the access to the park blocked off at both the Interstate Highway and the city, both of which over 50 miles away.

By the time the characters become aware of what is going on, the infection has spread throughout the park, with hundreds of zombies searching for the few remaining tourists at the park. The characters will be aware that a tour group was in the park, as was an urban youth outing group, primarily composed of 8-11 year old children from a poor section of a nearby city.

The Trails and Main Road

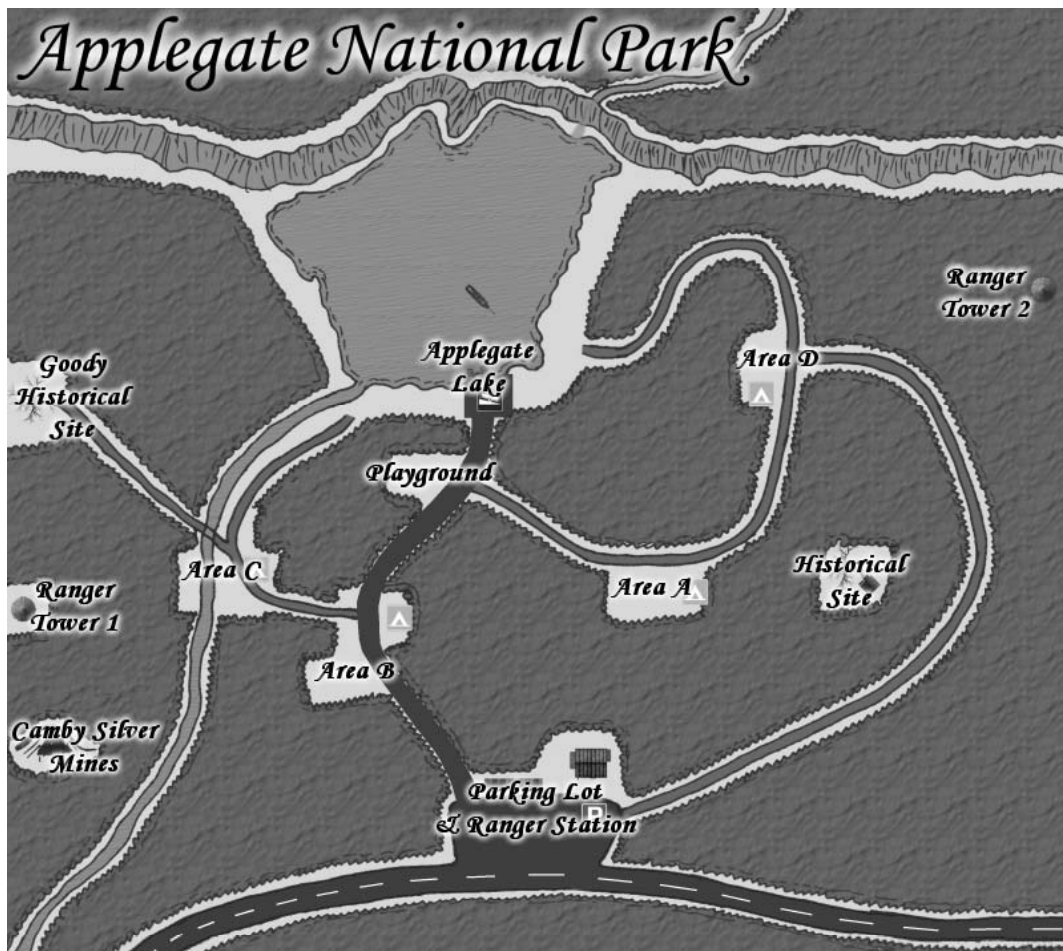
The main road that leads from the parking lot to the boat launch parking lot is packed with literally scores of Risers. Every 30 feet that the characters travel down the road, they will face approximately 10 Risers already on the road and attract 1d6+5 more from the surrounding woods. The trails that lead from area to area also have Risers on them, and characters traveling on them will encounter 1d4 Risers every 50 feet.

The Woods

Travelling through the woods would be the best bet, but the woods swarm with Risers and any source of noise such as gunfire, screaming and loud voices will attract 1d4 normal Risers within 2 rounds. Sneaking by any Risers that the party may encounter (A 1 rolled on a d10, rolled every 5 minutes of travel) will require a contested Hide and Move Silently, with the PC's gaining a +4 circumstance bonus due to the overgrown terrain.

The Cliff

The cliff at the far side of the lake is the edge of a mountain. It is 150 feet high, and stark, bare stone. Every 10 feet up will require a Climb Check (DC: 10). Risers will not be able to climb up the cliff to follow those lucky enough to make it. However, there will still be almost 100 miles of untamed wilderness to cross, on foot.



Applegate Lake

This is where it all starts, where the character's meet one another as they all arrive at the same area. A small beach near the boat launch. Some have come to sunbathe, others to sit and watch the water, and still others for more nefarious reasons, but everyone begins running toward the boat launch at the sounds of screaming.

In the last two hours, the pace of the fireworks has seriously picked up, with dozens of them seeming to go off at once. Out of the lake, a guy in a good sized luxury boat was throwing fireworks earlier, and despite the screams of apparent delight that drifted across the water a little while ago, the silence has once again descended. Nighttime is a good six hours away, but people have been blowing off fireworks since about noon.

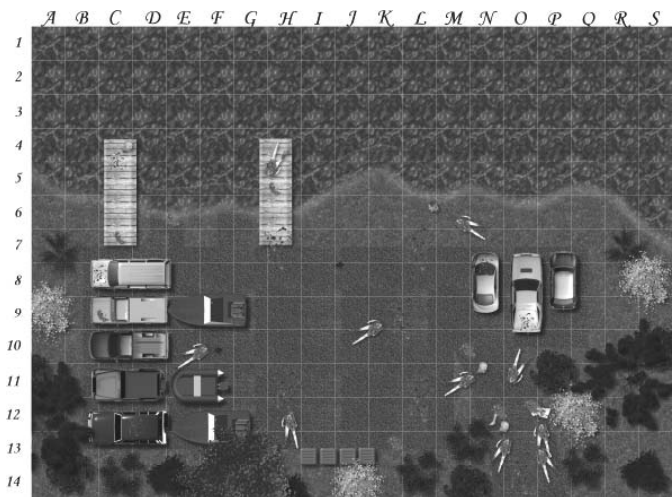
However, screams from the boating launch and the sight of several people fighting has brought everyone to the boat launch area, where it looks like several people are trying to hold down two men and a woman, both of whom have faces smeared with bloods and horrific wounds. On the dock, two men fight with a third, whose back shows massive bite marks and chunks of missing flesh.

Near the parking lot entrance is a mass of bodies, at least a half dozen, with other people squatting or kneeling over them, pulling off chunks of meat and cramming them into their mouths. Behind a red pickup, a woman lies dead, a torn open throat the obvious cause of death, while three other people are dead or dying in the parking lot, one a young woman who is kicking her feet as her life blood spurts out from between her fingers.

Where the main road enters the parking lot, there are six people down and being attacked by 16 normal, four Sprinter and three child zombies. At each of the other bodies are two other zombies. On the dock, the zombie is winning, as each of the men are down to two hit points each. The zombie will kill one, and then the other, reducing both to -2 and -3 hit points respectively.

Three men are holding down the woman, who is still struggling wildly and biting. She is a normal zombie that is *frenzied* and is slowly winning. The men are each reduced to three hit points each, and they are losing enough blood that they will each lapse into unconsciousness in the next 30 seconds or so. Two men are trying to hold down a man, but have attracted the attention of four Sprinter zombies that will burst out of the woods at the beginning of round two, each man drawing two of them. The other male zombie is being fought desperately by a man who is losing badly. At the beginning of the first round, the zombie will tear the man's throat out.

The parking lot is an absolute slaughterhouse. There is a total of 38 normal zombies, 12 Sprinter zombies, 18 child zombies and 14 Frenzied zombies in the parking lot at the time the characters arrive. Each round, 1d4 regular zombies will arrive. The characters will be able to tell that the road is clogged with scores of them, bumping into one another and shoving each other, for the most part milling around, but occasionally one will head into the woods and screaming will begin.



Applegate Parking and Park Entrance

The Parking Lot

The parking lot is a scene from hell, with a blood smeared cars in the parking spaces, two motorcycles crashed with one of them having burnt. Two large buses sit on the eastern side of the parking lot, the school bus having blood sprayed all over the inside of the windshield, several windows broken on the other one, the doors open on both buses, both the side doors and the rear emergency exits. Shapes can be seen moving inside the buses, and a low, chilling moaning that has become all too familiar can be heard.

Two police cruisers sit behind hasty barricades made up of painted, light adorned sawhorses with cones in front of them. The lights of the two police cruisers rotate silently and their doors are open. Scattered brass shell casings can be seen around each of the two cars, and the eastern state patrol car has a body draped over the hood, a large hole exposing the brain in the back of the head.

An ambulance sits silently in the middle of the parking lot, the gurney missing and the back doors of the ambulance are open, but the ambulance is empty of patients or attendants. The lights are on and strobing, but the engine is off. Crouched beside the ambulance is a naked woman with large patches missing from her skin, she is licking the large blood smear at the side of the ambulance.

The cargo truck on the western side of the parking lot has both of the doors for the cab open, and a blood-smeared rifle is lying in a puddle of blood on the seat.

In the middle of the parking lot, four groups huddle over motionless forms that lie in the middle of large pools of blood, each of the "people" in the group shoving something into their mouth and noisily, greedily eating.

Flames crackle as the center motorcycle continues to burn.

From left to right, the vehicles are as follows:

Police Car: Trunk is open. First aid kit, armored vest and weapons are missing. Radio microphone is missing, torn cable and all from the frame. The radio is sprayed with blood and shorted out. The car has only about 1/3 of a tank left in it. The keys are in the ignition, but the battery is dead.

Cargo Truck: The doors are open, and a blood smeared AR-15 is lying on the driver's seat. The AR-15 has a jammed shell casing in the breach that will require a screwdriver to remove and take 5d4 rounds to remove. The back of the cargo truck is empty, and it only has 3 gallons of fuel in it. The keys to this vehicle are in the pocket of a zombie in Camping Area D.

Pickup Truck: This truck is a 1995 Ford F-150, red in color, with camping gear (consisting of a large tent, 2 sleeping bags, an air mattress, canned food (5 days for 2 people), 24 bottles of water, and a first aid kit.) in the back. The driver's side door is open, and the gun rack in the back window is empty. The keys for this vehicle are in Shabazz Tarrington's pockets. The gas tank is full.

'55 Chevy: This vehicle is painted purple with flames on the bottom and doors, and the owner stopped for a break at the park on the way to a car show. The keys are not in it, the windows are rolled up. In the glove box is a Colt .45 1911A1 with a full magazine. The car has ½ a tank of gasoline.

Mini-Cooper: This is a 2004 Mini-Cooper, with the windshield smashed and the soft-top torn and blood smeared. In the trunk is a first aid kit, partial tool kit (All tasks are at a -4 penalty due to lack of proper tools) and a spare tire. The gas tank contains only 3/8ths of a tank of gasoline.

1985 GM Pickup: This truck is beat up and battered, with a winch on the front, a toolbox in the back, and a gun rack in the window. The passenger window is shattered and the guns are missing from the rack. The toolbox contains various construction tools like a circular saw, drill, miter saw, level, etc. The truck has a full tank of gasoline and 2 5-gallon gas cans in the back, and has been rebuilt to handle off-road travel. On the bad side, it's VERY loud and the shocks are blown out.

2001 Ford Explorer: The keys for this vehicle are in Miguel Sanchez's pocket. The vehicle has a toolbox containing 6 pair of handcuffs, a Mossberg 12 gauge shotgun (6

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rounds), 2 tear gas grenades, a small telescope, a pair of night vision goggles and a pair of binoculars. The vehicle also has an On-Star system and a .38 pistol under the seat that has 6 shots in the cylinder. Unfortunately, it's out of gas, with two bullet holes in the right hand side of the chassis.

VW Bug: This late model VW bug has sustained several shotgun hits to the engine compartment, both the front and the rear window are shattered, and the front tires are flat. Beneath it is a 10mm Glock with 2 rounds left remaining in it.

2004 Lexus: This vehicle has sustained multiple shotgun hits, and blood splatters it front and back. There is a Riser inside of the vehicle banging on the steering wheel. The trunk contains a spare tire, which is punctured and flat. The vehicle tires are flat. It has 4 gallons of fuel.



Mini-Cooper: This 2005 Mini-Cooper is in torn up condition, with all four tires flat, the flanks full of bullet holes. It has 2 gallons of fuel.

2002 Corvette: This Corvette has been rebuilt into a convertible, and the top is currently down. The keys are in the ignition, but there are scattered gobbets of flesh splattered about the vehicle, glued to the upholstery by blood that is drying in the sun. It only has a ¼ tank of gas, but it does have a first aid kit and a box of 24 bottles of water in the trunk.

1993 Ford Aerostar Van: This van has the side door open, with torn and bloodied clothing scattered about the interior. There are two bullet holes in the back window, and an empty 23 round magazine for a 9mm in the passenger seat. The keys are in it, but it is almost out of gasoline. In the back seat is a badly bitten older woman with a single bullet hole in her forehead.

School Bus: Labeled "Applegate School District", this bus has both the side door the rear emergency exit open. Screaming can be heard from inside the vehicle, and movement can be seen behind the blood-spattered glass. Inside the bus are 4 severely bitten trip chaperone's (all of which are reduced to 1-2 hp and will be killed within 6 rounds, any saved will bleed to death within 4 rounds unless a successful Treat Injury (DC: 20) is performed) and 6 child zombies.

Tour Bus: This bus was used by the Friends of the Forest inner city outing group to bring approximately 60 children out to the woods for a camping trip. Currently, on the bus, are two zombies of counselors who died with an overriding desire to get to the bus. They are semi-torpid and will only pursue those who enter the bus.

Eastern Patrol Car: This car has blood all over the hood and windshield. An empty Mossberg 12 gauge shotgun has been dropped at the rear of the car, and the trunk is still

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closed and locked. Inside the trunk is an AR-15 rifle with 2 30-round magazines, a tactical vest, a first aid kit, a collapsible stretcher, and a pair of inflatable MAST trousers used for a temporary pressure splint for broken legs.

Each of the four groups of Risers contains 8 Risers, all fighting over the remains. These are normal zombies in a frenzy, and will attack anyone they notice. (A successful Hide/Move Silently check with a DC of 15-1 per 10 feet of distance will suffice, made once per round) The woman licking the side of the ambulance is a Sprinter Zombie, who gains a contested check against the character's Hide and Move Silently rolls whenever a character is in her line of sight. If she sights one, she immediately leaps to her feet and silently sprints at the character, intending on making a pounce attack.

If the characters make it to the road, to the east lies a major metropolitan area, to the west lies 75 miles of wilderness before it hits a major thoroughfare.

The Ranger Station

This small building acts as a combination tour lecture building and the park ranger headquarters for Applegate Park. It's a faux log cabin with a crude looking stone chimney sticking up from the roof. The large picture windows in the front are broken out and the door has been knocked off of its hinges. The Park Services jeep's vinyl top is torn and there are several large streaks of blood. Behind the wheel is a young woman in a torn and bloody Park Services uniform. Huge hunks of hair are missing from her head and her right cheek and lips are badly gnawed upon. Her uniform top is torn open, and her chest has been gnawed down to the ribs. Her right forearm is gnawed almost to the bone. She is moving as if she is driving the vehicle, once in awhile picking the keys up from the floorboards and attempting to get them into the ignition for a few minutes for dropping the keys and banging on the dashboard with frustrated growls.

The building is the former park ranger headquarters for Applegate Park. At one time, tour guides started the tours here with a short film and slide show, but now a simple historical lecture takes place twice a day. Usually three rangers are on duty inside the building, but due to budget cutbacks it was reduced to a single Park Ranger. Tasked with manning the radio and giving the lectures, as well as doing security patrols of the park every other hour and manning the gift shop between lectures and security checks.

Off of the radio room, where the Park Ranger usually is, there are two rooms, one full of search and rescue gear, the other with a small cot, an AM/FM radio, a refrigerator, and a hotplate. The refrigerator contains a sack lunch of a baloney sandwich, a package of cookies and a Sobe.

The gift shop contains the usual post cards, knick-knacks, and books on tape and other worthless junk coveted by tourist. BUT, in the back, underneath the jackets, are 2 50lb pull compound bows and five packages of 10 cross tip arrows left over from bow hunting season.

The rescue equipment has mostly been removed by emergency services that showed up earlier, but there is still a single medical kit (consider it a mastercraft first aid kit), a flare gun, and 2 bottles of oxygen.

Of greater, and immediate interest, to PC's, however, is the jeep. "Guarded" by only a single zombie of questionable type, the jeep has obvious battery power (as every time the zombie gets angry, it bangs it's face on the horn at least twice), and may even be fueled. It's also an off-road vehicle with good tires. The vehicle has a half tank of gasoline, a medical kit in the back (consider a mastercraft first aid kit) along with a tent, a stretcher, a sleeping bag and a 5 gallon fuel can that is full.

The zombie in the jeep is a Frenzied Zombie who will attack only if anyone attempts to interfere with her attempts to drive the jeep. The inside of the headquarters is empty of Risers.

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Fuel Cap	Range	Defense	Hardness	HP	Size	Purchase DC	Restriction
Park Services Jeep	1	4	300 lb.	-2	-2	175 (15)	50	750 miles	8	5	38	H	26	Lic (+1)

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Applegate Playground

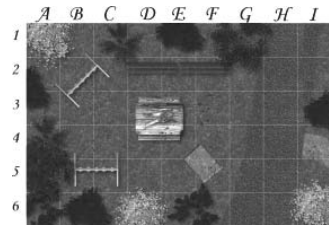
At the base of the hill, on the western side of the main trail, lies a vision of hell. Two small children have torn open a woman's stomach and are greedily devouring her intestines on top of a picnic table, the sandwiches and sodas that previously occupied the space lying ignored on the ground. Two other children are gnawing and chewing on the corpse of a man in a jogging suit on the ground, while 2 adults wander about, their faces smeared with blood and their eyes blank.

In the sandbox, a single child sits gnawing on a man's forearm, her eyes bright and gleaming, unconcerned with the fact her throat has been torn out and her left shoulder gnawed nearly to the bone. On the bench, another child sits chewing on what looks like a doll's torso, and it takes a few moments to connect what the child is greedily devouring to the empty, blood-splashed bassinet. Under the swings another child is gnawing on one of the "doll's" legs, while under another set of swings another child is gnawing on what looks like a round, wet ball.

One of the adults, dressed in jeans and a T-shirt, bump into one of the children, and the child snarls and shoves him away, sharp little teeth snapping and face contorting with rage. The man moans softly and moves away, watching the small "ball" with longing.

This small playground has become a slaughterhouse, with the 8 child zombies and the 2 adult zombies immediately moving in for the kill on anyone they spot. A successful Hide and Move Silently check (DC: 10 on each) will allow someone to sneak by without attracting the attention of the zombies, who are primarily distracted by their non-Risen victims.

The man in the jogging suit will Rise 30 seconds after the PC's first arrive, shoving away those devouring him with a snarl, and causing those to become angry. All of them will enter *frenzied* condition. The woman on the table will not rise, as she hit her head on the picnic table going down, causing massive damage to the brain. The man is located in 5G and 5H while lying down, and 5G when Risen.



Child Zombies

Friends of the Forest uniform appears as follows: Sneakers, white socks, grey short sleeved T-shirt with "Friends of the Forest" printed on the front in blue block letters, and a stylized picture of one large tree in between 2 smaller trees (looks like 3 tree car scent hangings), blue swim trunks with green edging.



Camping Area ☉

This clearing was peaceful and idyllic earlier, with six small tents that had bunches of children dressed in blue shorts and grey T-shirts with the logo “FRIENDS OF THE FOREST” on it in blue. No campfires are burning in the small pits next to each tent, and the air is heavy with the stench of spilled blood. Bodies lie strewn about, with people, mostly adults with a few scattered children, squatting down next to them, pulling chunks of flesh from the deceased and cramming them into their mouths, snarling and pushing at one another to get close to them.

A static voice on a radio inside the larger tent is warning of a biological terrorism attack upon the local area, and that police and emergency services are responding as quickly as possible to the emergency. Citizens are urged to get indoors as soon as possible, or proceed to a designated shelter.

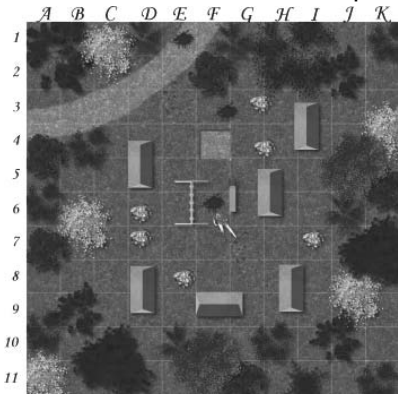
Beside one tent is a hiking backpack with a .308 Remington bolt action rifle strapped on the side of it, a sleeping back on the bottom, and blood coagulating all over the frame. Strapped into the backpack’s carrying frame is a limbless zombie that is obscene wriggling it’s torso and moaning in frustration.

There is a total of 38 zombies here, in this feasting ground. All normal zombies are considered *frenzied* due to the amount of blood and meat scattered around, and they are all concentrating on their victims and guarding their “food” from other zombies.

Fourteen people lie dead here, most of which are in the process of reanimation, and the zombies are feasting. Eight of the deceased are outside of the tents, with six inside, one per tent. In each tent is also a zombie that is feasting on the dead person. Starting on the second round the PC’s arrive, 1d4 of the dead will Rise, shoving away those who were feasting, and get to their feet. It will take them 1d3 rounds to get up, and an additional round to move in for the attack.

The hiking pack contains the following: 5 lbs of trail mix, 3 2-quart canteens, digital camera, sleeping bag, 3 changes of clothing, tent, hatchet, eating kit, paperback book, MP-3 player. The rifle has 4 rounds left in it.

There are 22 normal zombies, 3 sprinter, 4 frenzied zombies and 9 child zombies in this area.



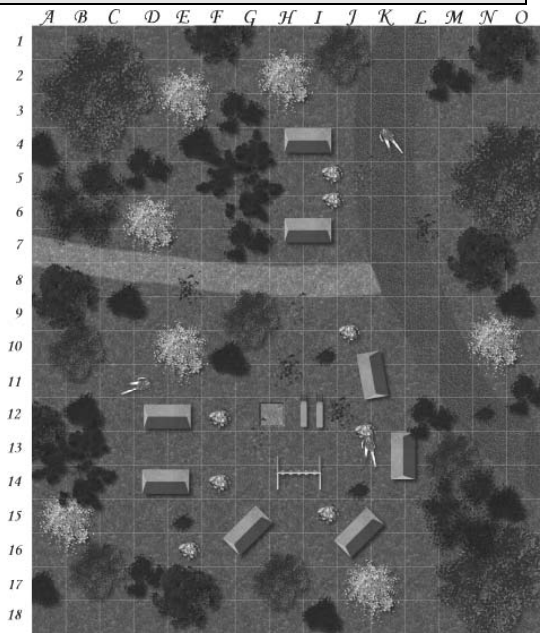
Camping Area B

The southern half of this campground has six tents arranged in a semicircle, surrounding a set of swings, two swings and a sandbox. The northern half has only two tents, next to the access road for the boating dock, and the southernmost of those two tents is torn and damaged, with sprayed across the inside of the torn fabric. Multiple victims of the biological plaque can be seen kneeling over bodies of their slain victims, pulling off hunks of meat and greedily shoving the chunks of meat into their mouth. A young child is shoved head first between two of the right hand slide steps, and five other children are gnawing away his flesh with greed.

One of the adults sees you, throws aside the chunk of meat he was chewing on, and breaks into an eerie sprint, fluid yet clumsy, his blood smeared mouth open and his filmy eyes focused on you.

This camping area is a slaughterhouse, with a total of 26 normal zombies clustered around the three mapped victims and the unmapped child (who is at 12H). K-4 has 9 zombies on her, D-11 has 8, K-13 has 9, and 12H has 5 child zombies. The single “sprinter” is at H-11 and will move directly in for the attack.

However, the Sprinter is wearing a police uniform and still has his service revolver in his belt (9mm Glock, 4 magazines) along with his baton, his handcuffs and his pepper spray. His radio is missing, however.



Camping Area C

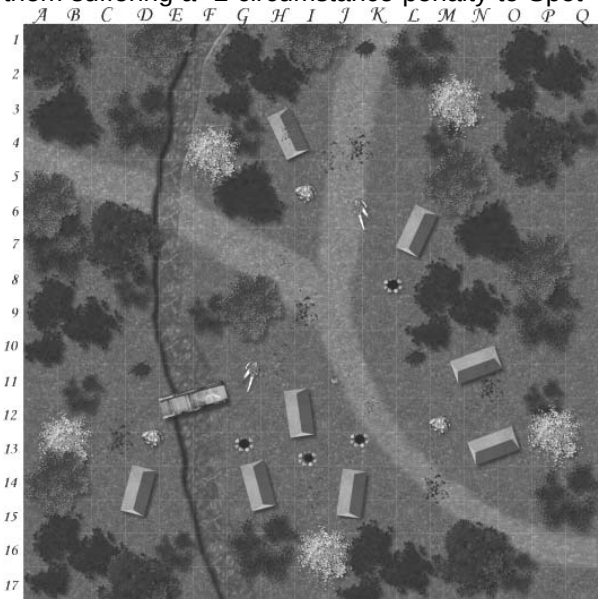
Despite two dead bodies and four child victims of the bio-terrorism attack, three devouring one body, one devouring the other, this camping area is almost deserted. Still mute signs that something bad happened here exist in the tattered and torn tents, the pools and splashes of blood, and the fact that a single police issue shotgun sits in the middle of the path intersection, lying in a drying pool of blood.

A radio can be heard, warning people to get indoors, that a biological terrorist attack is ongoing against the local area, and all people need to seek immediate shelter and safety.

First things first, the shotgun is empty. The four children are concentrating on their victims, and can be bypassed using stealth, each of them suffering a -2 circumstance penalty to Spot and Listen checks against any PC's attempting to Hide and Move silently.

The radio is in the bottom left hand tent, and has battery power enough to last for 10 more hours. In one of the tents is a daypack with the following: A machete, 4 days worth the trail rations, 1 2-quart canteen, bee sting/snake bite kit, flare gun, extra pair of size medium socks, 2 pair of medium panties, one bra, and a box of tampons.

Every round the PC's spend in the area there is a 1 in 10 chance that 1d4 random zombies will wander into the area. These zombies will immediately move in for the attack on any characters they see, and their movements will attract the attention of the child zombies, who will also move in for the kill.



Camping Area

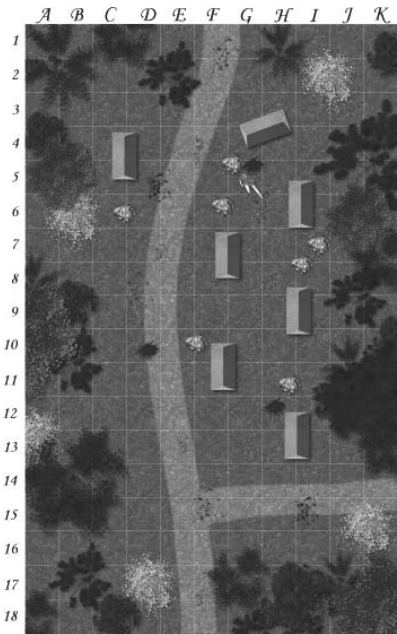
Two people are being pursued, one of which is pushing a bicycle as they try to escape from several of the insane cannibalistic victims of the weapon. As you watch, the one pushing a bicycle is pulled down by close to a dozen of them, who begin tearing at her flesh and biting chunks off of her body. The man stops for a moment, turning as if to help, and several mob him, clinging to him and biting at him. One tears a huge hole in his throat that sprays blood in a spurt that reaches several yards to spatter against a tent.

The intersection is completely clogged with maniacs, nearly 20 of them pushing and snarling at one another to get at their screaming, still living victim, and almost a dozen clustering around the man, who is feebly pushing at them. As you watch, three more of those "people" come staggering out of the woods, heading directly for the feeding frenzy on the man.

There are seven tents here, all of which torn and blood splattered. A dismembered woman lies between several of the tents, her skull gnawed nearly clean and her head misshapen.

The zombies, 29 of them in all, are all normal zombies, and are currently engaged in devouring their victims, suffering a -8 to their Spot and Listen checks to contest any Hide or Move Silently check to sneak across the clearing.

However, on the second round, six zombies, led by an ambling "sprinter" will emerge from the East trail, the Sprinter having the normal chance to spot someone. If the sprinter spots any of the PC's, he will immediately give out a raspy screech and run at them, attracting the attention of the rest of the zombies, intending upon performing a pounce attack upon his target.



Applegate Historical Site

The last remaining building of the township of Applegate, a church, sits here. Recently restored before budget cuts forced the tours to stop, this one room building was once where the residents of the vanished township held weddings, funerals and Sunday mass.

Rumor and legend claims that the area is haunted by the ghost of a young woman who tripped on the way to the altar and broke her neck on the pew.

This one room church is barred shut from the inside. Forcing the doors will attract 4d4 normal zombies and 1d8+2 Sprinters from the woods beyond, as well as close to a dozen child zombies. The walls are stone, and the windows have heavy wooden shutters. Inside the church is an altar and 2 rows of eight heavy wooden pews each. The pews can be used to barricade the door successfully. Barricading the broken door will provide the heavy doors with a Hardness of 4 and 25 hit points. Each shutter has a hardness of 4 and 15 hit points, while the doors, prior to being forced open, will have a hardness of 4 and 30 hit points. A successful Disable Device on the rather crappy lock (DC: 15) will allow them to open the door without making any noise, but 1d4 zombies of random types will arrive every hour. If the doors are barricaded, then the noise will attract zombies as if the doors have been forced.

While the characters may be able to barricade themselves in, nobody will come looking for them, either. There is no running water, no bathroom facilities, and no food.

Camby Silver Mines

Set into the hill here is a cave, blocked off by two heavy metal doors that are chained shut. Painted across the welded doors are the words: "DANGER! NO ADMITTANCE!" A plaque set into the hillside identifies this cave as a former silver mine that brought miners and other population to the township of Applegate. When the silver dried up, so did the town.

The doors are made of steel, and have a hardness of 10 and 500 hitpoints. There's no way to get them open.

Goody Historical Site

This small clearing is sporadically maintained at best, despite it's historical interest, due to budget cutbacks and it's distance from the main camping areas of the park. The clearing is approximately 100 yards wide, with a large, dead tree in the middle of the clearing. Twenty feet southwest of the tree is a small plaque set on a concrete "stump". The clearing feels clammy, cool for some reason, and a steady, moisture laden breeze blows from the lake across the clearing.

There are no Risers near this area, in fact, Risers will not come any closer than 200 yards of the clearing itself unless they are pursuing a victim that is stays within sight. If a Riser can see a victim, it will enter, but otherwise, they do not investigate noises or lights.

The tree itself shows signs of having been struck twice by lightning, and a thick lower branch on the SW side of the tree shows a wide rope scar. The plaque reads "GOODY HISTORICAL SITE" and shows a picture of a woman hanging from a branch.

GOODY HISTORICAL SITE

In 1884, the local settlement of Applegate had undergone two bad crops and a spate of stillborn children. That, combined with a steady sickness, drove the uneducated and God-fearing folk of Applegate Township to look for a scapegoat who had brought down the Wrath of God to the township. The Widow Goody was a solitary woman who had lost her husband two decades before, a recluse who avoided contact with everyone and wore black constantly. Whipped up by rumor, ignorance and fear, the townsfolk chased Widow Goody, and caught up with her on this spot. Here, at this very tree, they hung the woman.

Legend tells that the Widow Goody cursed the townsfolk to death, and within 2 years, nearly everyone from the village had died, unaware that it was the runoff from Camby Silver Mine that was causing the blight and sickness.

Ranger Station

This small building sits in the middle of clearing, a wooden plaque on the wall proclaiming it to be RANGER STATION #5, APPLGATE STATE PARK and across the single door a metal sign states that authorized personnel only are permitted.

None of the victims of the bio-terrorist attack are nearby, and the small, narrow windows prevent anyone from climbing inside. However, the body of a woman, curled up in death, lies next to the front door, keys in her hands. As you watch, her hand opens and the keys drop out, and her eyes flicker open to reveal that strange, cataract covered look. As she begins to move, you can see that she has a large bite taken out of the inside of her thigh, and blood has soaked her pant legs.

The characters will have 2 rounds to act before the Riser of the female park ranger is fully aware and spends a round getting to her feet. The keys on the ground, formerly in her hand, will unlock the heavy oaken door, allowing access to the inside of the Ranger Station.

It's identical in makeup to the station in the parking lot, except for there are no chairs in the large open area, instead there are 3 cots, a stove, two stretchers and a .30-.30 Winchester lever action rifle on the wall. The rifle holds 4 rounds, and three are loaded in it.

The bathrooms are empty, both of toiletries and fixtures, only holes in the floor that lead to the septic tank. The bedroom contains a single cot and a black and white photo of three men standing by the lake over a dead bear. One of the rooms off of the bedroom is empty, the other is heavily padlocked, and inside can be found a 12 gauge shotgun and 2 boxes of 25 shells. Other than that, the Ranger station is abandoned and has a feeling of long disuse.



Ranger Tower #1

A ladder extends down from the trees, supported by a wide based wooden framework. Next to the ladder the legend "FRS 291-Applegate" are burned into the wood. Far above, in the trees, can barely been seen a platform, or maybe a building of some type supported by the framework.

At one time the Forest Service maintained fire watch towers for the Forest Ranger Service throughout most of the park in the United States, but budget cuts have cut down on the available manpower, so the majority of them are no longer manned.

FRS 291 is not manned, but the Forest Services' emergency supplies and a radio are still left in the tower, and characters can find them quite easily. The tower's room is a 20 foot by 20 foot area, with a simple wooden roof and windows that make up the majority of all four walls from approximately waist high to the ceiling, 8 feet from the floor.

In the room are the following supplies: 4 tins of beef stew, 6 blocks of cheese, 2 jars of peanut butter, 4 cans of canned bread, 2 fire axes, 4 5 gallon jug of water, 12 thermal blankets, two chainsaws (no gasoline), 2 compasses, 3 fire extinguishers, 1 typewriter, and a cabinet full of inventory sheets.

Ranger Tower #2

A ladder extends down from the trees, supported by a wide based wooden framework. Next to the ladder the legend "FRS 287-Applegate" are burned into the wood. Far above, in the trees, can barely been seen a platform, or maybe a building of some type supported by the framework.

At one time the Forest Service maintained fire watch towers for the Forest Ranger Service throughout most of the park in the United States, but budget cuts have cut down on the available manpower, so the majority of them are no longer manned.

FRS 287 is not manned, but the Forest Services' emergency supplies and a radio are still left in the tower, and characters can find them quite easily. The tower's room is a 20 foot by 20 foot area, with a simple wooden roof and windows that make up the majority of all four walls from approximately waist high to the ceiling, 8 feet from the floor.

In the room are the following supplies: Radio with a dead battery, 12 packets of hot cocoa mix, 4 tins of beef stew, 1 fire axe, 1 4 gallon jug of water, 2 thermal blanket, one wood saw, one chainsaw (no gasoline), 14 compasses, 2 fire extinguishers, 1 typewriter, and a cabinet full of inventory sheets.



Pregenerated Player Characters

The following are pregenerated characters that are intended for use for this game. Because the characters are intended for a "Grim & Gritty" campaign type, they all possess the Ordinary template and a basic stat block of 15, 14, 13, 12, 10, 10.

Martha Hendrickson

Charismatic Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d4+2, Fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Good, Law, Sigma Phi Delta sorority; SV Fort +3, Ref +4, Will +1; AP 1; Rep +2; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Student (Computer Use, Knowledge [Popular Culture], Knowledge [Theology and Philosophy])

Skills: Computer Use +6, Craft (visual art) +5, Craft (writing) +5, Decipher Script +3, Diplomacy +3, Gather Information +3, Knowledge (Art) +3, Knowledge (Civics) +6, Knowledge (Current Events) +6, Knowledge (Popular Culture) +5, Knowledge (Theology and Philosophy) +6, Profession +5, Read/Write Language +3 (English), Research +3, Speak Language +4 (English)

Feats: Combat Martial Arts, Defensive Martial Arts, Studious

Possessions: Bathing suit. Carrying when the attacks start: bathing suit, towel, suntan lotion, MP-3 player, bottle of water.

Martha is a female Caucasian with mid-back length brown hair, a muscular build, and brown eyes. She has a fairly decent tan and a tribal artwork tattoo on the small of her back. She is currently a 3rd year student in college, studying Modern Philosophy at a local university. She came out to Applegate to enjoy an afternoon of sunbathing on the sandy lake beaches.

John Brown

Strong Ordinary 3 CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); BAB +3; Grap +5; Atk +5 melee (1d6+2 (non-lethal), Fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, A+ Construction Company; SV Fort +4, Ref +1, Will +2; AP 1; Rep +0; Str 15, Dex 10, Con 14, Int 10, Wis 13, Cha 12.

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

Skills: Craft (structural) +4, Drive +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Navigate +2, Profession +5, Repair +4, Survival +3

Feats: Brawl, Guide, Toughness

Possessions: Jeans, Seahawks T-shirt, baseball cap. Carrying: Hunting knife, keys, wallet, \$25, gum, blanket, case of soda.

A white male with short blond hair, in his mid-20's, John is on a weekend picnic/camping trip with his wife Holly. John is a construction worker who usually works high-rise construction running a rivet gun 10 stories above the ground. His vehicle is a 1985 Ford F-150 with a toolbox in the parking lot.

YEAR OF THE ZOMBIE

Holly Brown

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

Occupation: Rural (Drive, Repair)

Skills: Computer Use +8, Craft (visual art) +6, Craft (writing) +9, Decipher Script +4, Drive +5, Investigate +9, Knowledge (Art) +5, Knowledge (Current Events) +5, Knowledge (History) +7, Knowledge (Physical Sciences) +4, Knowledge (Popular Culture) +7, Knowledge (Technology) +7, Profession +7, Read/Write Language +1 (English, Spanish), Repair +7, Research +9, Search +5, Sense Motive +4, Speak Language +1 (English, Spanish)

Feats: Attentive, Creative (Craft [visual art], Craft [writing]), Personal Firearms Proficiency, Studios

Possessions: Jeans, tank-top. Carrying: Picnic basket, keys, wallet, \$20, gum, comb.

A female Hispanic with shoulder length black hair, Holly is John's wife and runs a website business from home designing computer graphics for companies. This is the first vacation she has had with her husband in over a year, and is looking forward to a relaxing day at the lake. She is slightly chubby, with a slight case of adult acne.

Shabazz Tarrington

Tough Ordinary 3 CR 3; Medium-size humanoid; HD 3d10+6; HP 23; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d4+2, fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL 101st Airborne Division, US Army, America; SV Fort +4, Ref +2, Will +1; AP 1; Rep +1; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Craft (structural) +4, Drive +4, Intimidate +3, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Profession +3, Spot +3, Survival +3

Feats: Advanced Firearms Proficiency, Combat Martial Arts, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency

Special: -1 to all ranged attacks due to uncompensated vision impairment.

Possessions: Shorts, tennis shoes. Carrying: In waist bag: Car keys, wallet, watch, Zippo lighter, cigarettes.

A bald African American male, Shabazz stands at 6' 2" and weighs in at an impressive 210 lbs. On his right shoulder he has a tattoo of the 101st Airborne Division's "Screaming Eagle" and is missing his right eye. The scarring on right side of face is a legacy of the IED that got too close to him in Iraq, and he came to Applegate park to enjoy his first weekend as a civilian.

Sean Brostik

Fast Ordinary 3 CR 3; Medium-size humanoid; HD 3d8+0; HP 14; Mas 10; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +2; Grap +3; Atk +3 melee (1d6+1, fist (non-lethal)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL None; SV Fort +1, Ref +4, Will +1; AP 1; Rep +1; Str 12, Dex 15, Con 10, Int 13, Wis 10, Cha 14.

Occupation: Criminal (Hide, Knowledge [Streetwise])

Skills: Bluff +4, Craft (chemical) +3, Craft (mechanical) +3, Disguise +4, Drive +4, Hide +6, Knowledge (Current Events) +4, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +7, Move Silently +5, Profession +3, Sleight of Hand +5, Tumble +5

Feats: Brawl, Deceptive, Dodge, Streetfighting

Possessions: cutoffs, tennis shoes, T-shirt. Carrying: Car keys, wallet, watch, \$56.45, plastic bottle of 230 50 mg oxycottin pills, and a bottle of whiskey in a bag.

A scrawny male Caucasian about 19 with mid-back brown hair, Sean is a greasy little drug dealer who came out to Applegate to make a deal to sell the oxycottin he robbed an old lady for. He walks with a strut, and is dating Hilda Mayten, often making loud, lewd remarks toward her and publicly fondling her.

Hilda Mayten

Charismatic Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+0; HP 11; Mas 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee (1d4+0, Knife), or +3 ranged (2d4+0, .22 Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL None; SV Fort +2, Ref +4, Will +3; AP 1; Rep +2; Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 13.

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

Skills: Bluff +8, Disable Device +6, Disguise +3, Drive +3, Hide +5, Knowledge (Business) +4, Knowledge (Current Events) +3, Knowledge (Physical Sciences) +2, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +6, Knowledge (Tactics) +2, Listen +5, Move Silently +5, Profession +7, Read/Write Language +1 (English, Spanish), Search +2, Speak Language +1 (English, Spanish), Spot +5

Feats: Alertness, Brawl, Deceptive, Stealthy

Possessions: Wearing: cutoffs, T-shirt, tennis shoes. Carrying: Car keys, bag of marijuana, lighter, rolling papers, \$13.75, switchblade in her sock and a .22 pistol with a 9 round clip in a hideaway holster at the small of her back.

A female Caucasian who looks about 20 but is only 16, Hilda has short black hair, a pierced lip and eyebrow, and is scrawny and skuzzy looking. She is Sean's "squeeze", using him to gain knowledge of Sean's drug contacts in order to eventually cut his throat and take over his business. She is looking at this as the perfect opportunity to kill her "boyfriend" during the drug meeting and take over his business.

Tanner Johnson

Smart Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee (1d6+0, weapon), or +2 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Delta Delta Phi Fraternity; SV Fort +2, Ref +2, Will +4; AP 1; Rep +1; Str 10, Dex 12, Con 13, Int 15, Wis 14, Cha 10.

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

Skills: Computer Use +7, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (visual art) +3, Craft (writing) +7, Decipher Script +4, Investigate +9, Knowledge (Earth and Life Sciences) +9, Knowledge (Physical Sciences) +9, Knowledge (Technology) +7, Profession +7, Read/Write Language +5 (English, Japanese, Cantonese, Spanish, Russian, German), Research +9, Sense Motive +4, Speak Language +5 (English, Japanese, Cantonese, Spanish, Russian, German)

Feats: Attentive, Educated (Knowledge [Earth and Life Sciences], Knowledge [Physical Sciences]), Studious

Possessions: shorts, tennis shoes. Carrying: Lighter, cigarettes, 6-pack of beer.

A 22 year old Oriental man, Tanner is a fourth year computer technology student at a nearby university who has come up to the lake to do a bit of swimming and relaxing. He wears his black hair in a pony tail and rode his bicycle out here, chaining it up to a tree in the parking lot.

YEAR OF THE ZOMBIE

Miguel Sanchez

Dedicated Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+0; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d4+2/19-20, knife), or +3 ranged (2d6+0, .38 S&W Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Good; SV Fort +2, Ref +2, Will +2; AP 1; Rep +1; Str 15, Dex 12, Con 10, Int 14, Wis 10, Cha 12.

Occupation: Investigative (Gather Information, Research)

Skills: Bluff +2, Computer Use +3, Craft (writing) +4, Decipher Script +4, Diplomacy +2, Drive +2, Gather Information +5, Knowledge (Current Events) +4, Knowledge (Streetwise) +5, Knowledge (Tactics) +4, Listen +2, Profession +2, Read/Write Language +2 (English, Spanish, Cantonese), Research +9, Sense Motive +2, Speak Language +2 (English, Spanish, Cantonese), Spot +2, Survival +2, Treat Injury +2

Feats: Combat Martial Arts, Personal Firearms Proficiency, Studious, Track

Talents (Dedicated Ordinary):

Possessions: Wearing: jeans, hiking boots, flannel shirt. Carrying: Back pack, hunting knife, .38 S&W pistol, sleeping bag, one man tent, canteen, and 12 rounds for the S&W.

A Hispanic male in his late 30's, Miguel Sanchez has been a bounty hunter and private detective his entire life, specializing in high-risk contracts. Born and raised in the LA Barrio's, he is fluent in Spanish, English, and to the surprise of many of his oriental targets, Cantonese. He is also able to understand the gist of what is being said in many other languages (Intelligence Check, DC: 12 to get the gist of what is being said) making it easier for him to track targets.

Miguel came to Applegate Park for a weekend of hiking and relaxation, and owns the 2001 Ford Explorer in the parking lot.

Extra Meat

These are the survivors as listed in the area descriptions. They may or may not survive, depending on the PC's actions. In playtests, they often ended up as meat shields or "distractions", or just left behind.

John Baker

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

Occupation: Academic (Computer Use, Gather Information, Research)

Skills: Computer Use +6, Craft (electronic) +4, Craft (mechanical) +4, Craft (visual art) +4, Craft (writing) +6, Decipher Script +8, Disable Device +4, Gather Information +4, Investigate +4, Knowledge (Business) +4, Knowledge (Physical Sciences) +6, Knowledge (Technology) +8, Profession +4, Read/Write Language +2 (English, C++, VB), Repair +4, Research +8

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

Possessions: Wristwatch, MP-3 player on wrist band, wallet, right tennis shoe, shorts

John is an entry-level computer programmer from a nearby city who came to the park with the Friends of the Forest, acting as a chaperone to the kids as part of his community service. He has been badly bitten twice on the right forearm, but has managed to bandage it. He is panicked and easily prone to flight (Willpower DC: 15 when zombies are sighted) when danger presents itself.

Harry Dodge

Strong Ordinary 2 CR 2; Medium-size humanoid; HD 2d8+2; HP 11 (10); Mas 13; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +0, Will -1; AP 1; Rep +0; Str 15, Dex 10, Con 13, Int 12, Wis 8, Cha 14.

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

Skills: Computer Use +3, Craft (mechanical) +5, Craft (structural) +5, Drive +2, Profession +5, Repair +8

Feats: Gearhead, Windfall

Possessions: Wristwatch, tennis shoes, Levi jeans, tank top T-shirt, keys for classic Chevy in parking lot.

Harry stopped at the park to use the porta-potty, and while he was returning to his car, he was attacked by two Risers, one of them biting him on the hand. Hearing the screams, he ran deeper into the park to help people, and is now cut off from his car and unable to escape.

Luther Catross

Tough Ordinary 8 CR 8; Medium-size humanoid; HD 8d10+16; HP 60 (22); Mas 15; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); BAB +6; Grap +8; Atk +8 melee (14+2, club); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +6, Ref +3, Will +2; AP 4; Rep +2; Str 14, Dex 13, Con 15, Int 8, Wis 10, Cha 12.

Occupation: Athlete (Balance, Climb, Tumble)

Skills: Balance +6, Climb +4, Concentration +7, Drive +3, Intimidate +6, Profession +3

Feats: Brawl, Dodge, Improved Brawl, Improved Knockout Punch, Knockout Punch

Possessions: Jogging shorts, broken branch, tennis shoes.

An amateur boxer, Luther came to the park to jog and work out by doing some cross-country running to improve his wind and stamina. Hearing screams, he attempted to come to the rescue of a group of children set upon by Risers, and was severely bitten on the arms, legs and one bite on his cheek. He is currently trying to keep the only three surviving children calm, and he is shaken up by the fact that he has had to kill several people.

Cheryl Haidy

Dedicated Hero 3 CR 3; Medium-size humanoid; HD 3d6+6; HP 17; Mas 14; Init +2; Spd 25 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d4+1, Tonfa), or +5 ranged (2d6+0, 10mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Good, State Patrol; SV Fort +4, Ref +3, Will +1; AP 1; Rep +1; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 12.

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

Skills: Drive +4, Gather Information +7, Investigate +7, Knowledge (Streetwise) +7, Knowledge (Tactics) +3, Listen +1, Profession +2, Sense Motive +5, Spot +1, Treat Injury +2

Feats: Alertness, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Weapon Focus

Talents (Dedicated Hero): Empathy, Intuition

Possessions: Police uniform, tactical vest, pepper spray, tonfa, 10mm Glock with 5 rounds, 2 clips of 9mm ammunition, wallet, watch, badge, keys to patrol car

Cheryl and her partner responded to the disturbance call at the park, and were taking statements at Camping Area C when Risers attacked. She was bitten severely several times on the forearms, as well as being bitten on the neck. She is losing blood at the rate of 1 hp per 5 minutes, and will die of shock and blood loss within an hour.

Paul Hampton

Dedicated Hero 6 CR 6; Medium-size humanoid; HD 6d6+6; HP 15 (3); Mas 8; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +4; Grap +4; Atk +4 melee (1d2, fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Good; SV Fort +2, Ref +4, Will +4; AP 3; Rep +2; Str 10, Dex 14, Con 8, Int 15, Wis 13, Cha 12.

Occupation: Doctor (Craft [pharmaceutical], Treat Injury)

Skills: Balance +4, Concentration +4, Craft (pharmaceutical) +5, Craft (visual art) +3, Craft (writing) +5, Forgery +4, Investigate +10, Knowledge (Behavioral Sciences) +7, Knowledge (Current Events) +3, Knowledge (Earth and Life Sciences) +5, Knowledge (Physical Sciences) +13, Knowledge (Popular Culture) +5, Profession +11, Search +4, Sense Motive +3, Spot +10, Treat Injury +14

Feats: Attentive, Educated (Knowledge [Behavioral Sciences], Knowledge [Physical Sciences]), Focused, Medical Expert, Meticulous, Surgery, Windfall

Talents (Dedicated Hero): Healing Knack, Healing Touch 1, Healing Touch 2

Possessions: EMT uniform, first aid kit, shoes, watch, keys to ambulance.

Paul was one of two medical personnel that responded to the emergency call from the park. While trying to restrain one of the Risen that had been mistakenly identified as someone who had been attacked by victims of the bioterrorism attack, he was badly bitten on the forearms and face, and another on the inside of his thigh. Twice he has attempted to come to people's rescue, only to be forced away by the savagery of the Risers.

John Thompson

Dedicated Ordinary 4 CR 4; Medium-size humanoid; HD 4d6+4; HP 18 (6); Mas 12; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d6+1, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +2, Will +3; AP 2; Rep +2; Str 12, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Occupation: Emergency Services (Drive, Treat Injury)

Skills: Balance +3, Concentration +5, Craft (pharmaceutical) +5, Decipher Script +2, Drive +7, Knowledge (Behavioral Sciences) +3, Knowledge (Earth and Life Sciences) +3, Knowledge (Physical Sciences) +5, Listen +3, Pilot +3, Profession +5, Sense Motive +5, Speak Language +2 (), Spot +5, Treat Injury +9

Feats: Focused, Medical Expert, Vehicle Expert

Possessions: EMT uniform, ambulance keys, wallet, watch.

Arriving at Applegate Park to help with the ongoing situation, John watched one of the EMT's of his ambulance pulled down and killed. When he went to help, he was set upon by first the attacker, then by the other EMT. He ran into the woods and has been trying to figure out a way to get out of the park and to safety.

YEAR OF THE ZOMBIE

Children (3)

Billy Stanton

CR 1/4; Medium-size humanoid; HD ; HP 5 (1); Mas 12; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+0 size, +1 Dex, +0 class); BAB +0; Grap -1; Atk -1 melee (1d4+1, club), or +1 ranged (1d3+0, rock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +1, Ref +1, Will -2; AP 0; Rep +0; Str 9, Dex 13, Con 12, Int 9, Wis 7, Cha 11.

Billy was part of the Friends of the Forest tour. When his tour group was attacked, he ran into the woods with close to a half dozen other children. Followed by a slow moving woman missing part of an arm, he eventually protected the other two children that stayed with him by throwing rocks at the woman until she was killed.

When he and the other children finally found an adult, Lily's uncle. The older man took them to a "safe area" and then smashed one of the other kid's over the head with a rock, killing that child, and then hitting Billy. When Billy woke up, the older man was molesting Lily, and Billy crept up behind him and caved his head in with a branch.

He intends on surviving, and after what happened to Lily, he has no intention of trusting any adult.

Lily Vaker

CR 0; Medium-size humanoid; HD ; HP 2; Mas 11; Init -2; Spd 30 ft; Defense 8, touch 8, flatfooted 10 (+0 size, -2 Dex, +0 class); BAB +0; Grap -1; Atk -1 melee (1d4+1, 19-20, knife), or -2 ranged (1d2, rock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +0, Ref -2, Will -1; AP 0; Rep +0; Str 8, Dex 7, Con 11, Int 14, Wis 9, Cha 11.

Lily was with the group that ran from the Friends of the Forest tour, and will say absolutely nothing to anyone, staring at adults with soulless eyes and keeping a tight grip on the knife she has found. Having been sexually assaulted by her uncle, an ongoing situation of several years that she had resigned her too, and knew was going to happen on this camping trip, she trusts no adults, and will stab any adult who touches her.

Chuckie Benton

CR 0; Medium-size humanoid; HD ; HP 4; Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+0 size, +1 Dex, +0 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, weapon), or +1 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +0, Ref +1, Will -2; AP 0; Rep +0; Str 12, Dex 13, Con 10, Int 9, Wis 7, Cha 11.

Chuckie was at the campsite he shared with his family when the first of the Risers arrived. He saw them kill and start to devour his family from where he was sitting in the tree watching the lake through his birthday present, a small telescope.

Now, he is still stuck in the tree, hungry and thirsty, with the Risen bodies of his father, mother and older sister below him.

Teens (5)

Tina Memphis

Tough Hero 1 CR 1; Medium-size humanoid; HD 1d10+1; HP 7; Mas 13; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +0; Grap +0; Atk +0 melee (1d4, club) or +1 ranged (2d6, 9mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL None; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con 13, Int 12, Wis 11, Cha 12.

Occupation: Rural (Drive, Survival)

Skills: Computer Use +3, Craft (mechanical) +3, Drive +3, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Listen +2, Repair +4, Spot +4, Survival +2

Feats: Alertness, Brawl, Gearhead

Talents (Tough Hero): Remain Conscious

Possessions: Club, portable AM/FM radio, police radio, empty 9mm Glock, pepper spray, hiking boots, Applegate Park windbreaker, shorts, torn T-shirt.

Tina came out to the lake as a counselor, performing community service after she was arrested the last time when the police raided her father's chop shop. When the screaming began in the parking lot, she ran to help, but seeing the carnage, she quickly backed off and decided to try to find a way out of the park on her own. She has since used her club to kill two Risers that were eating a police officer, and the pistol she took from the body to kill a number of Risers.

She will not join up with any other group, and will shoot to kill anyone who presses her with 3 of the last 4 bullets, saving the last one for herself.

YEAR OF THE ZOMBIE

Bobby "Tiger" Smith

Tough Ordinary 1 CR 1; Medium-size humanoid; HD 1d10+2; HP 8; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d3+1, fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +2; AP 0; Rep +0; Str 12, Dex 13, Con 15, Int 10, Wis 14, Cha 8.

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

Skills: Craft (mechanical) +2, Craft (structural) +5, Drive +3, Profession +4, Repair +3, Spot +3, Survival +3

Feats: Builder (Craft [mechanical], Craft [structural]), Lightning Reflexes

Talents (Tough Ordinary):

Possessions: Boots, tank top, Levi jeans.

Bobby is a young punk of 16 who is convinced he's a suburban "gangster" and resented the fact that he had to work in his father's shop to pay his latest court bills. He stole a motorcycle from his father's garage and rode out here with his girlfriend.

He was present in the parking lot when the old man had his heart attack and killed the park ranger. He went in search of his girlfriend who was at the boat dock, but could not find her. Upon returning to the parking lot, he ran into 2 other zombies, both of who bit him badly.

He is currently returning to the boat dock, intending on stealing a boat by force if he has to, and escaping.

Kevin Stanton

Fast Hero 2 CR 2; Medium-size humanoid; HD 2d8+2; HP 11 (7); Mas 13; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +1; Grap +3; Atk +4 melee (1d4+2, 19-20, knife), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +1, Ref +4, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Occupation: Athlete (Balance, Jump, Tumble)

Skills: Balance +6, Drive +4, Escape Artist +4, Jump +6, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Tumble +6

Feats: Archaic Weapons Proficiency, Dodge, Weapon Finesse, Weapon Focus (knife)

Talents (Fast Hero): Evasion

Possessions: Knife, hiking boots, Levi jeans, flannel shirt, T-shirt, wallet, watch, MP-3 player, and keys to a car in the parking lot that has been stolen.

Kevin came to the park to make a drug deal for Oxycotton with a guy named Sean. His partner Blake was attacked and killed over an hour ago, dragged down by children and torn to pieces in front of his very eyes. Kevin has gone mad from the horror and carnage he has witnessed, and is convinced that this "Sean guy" has arranged all of this to take him out.

He is willing to use the skills he picked up in the professional knife-fighting arena in New York to kill anyone who gets in his way. The pain of the 2 bite wounds on his arms is making him even crazier than he might have been already, and he will attack Sean on sight.

Lews Hildegon

Strong Ordinary 1 CR 1; Medium-size humanoid; HD 1d8+1 plus 3; HP 9; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d4+2, 19-20/x2, knife), or +3 ranged (2d6, 9mm Glock); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +2, Will +2; AP 0; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Rural (Handle Animal, Ride)

Skills: Climb +3, Craft (structural) +3, Handle Animal +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Repair +4, Ride +5, Swim +4

Feats: Iron Will, Personal Firearms Proficiency, Toughness

Talents (Strong Ordinary):

Possessions: 9mm Glock with 6 rounds left, Park Ranger uniform, compass, map of park that is useless (covered in blood), boots, knife and wallet.

Lews has been a Park Ranger for the last 3 months, and has recently reached the point where he is allowed to carry a pistol. He was taking water samples from the Northern edge of the lake and driving back on the logging trails when he struck a running child with his jeep. Unable to raise anyone on the radio, he went to aid the child, who promptly bit him on the hand and chased him into the woods after biting off his left thumb. Lews is trying to get to one of the Ranger towers or the secondary Ranger cabin in order to radio for help, and is being chased by 4 child zombies.

YEAR ☢ OF THE ZOMBIE

Paulette Johnston

Smart Ordinary 1 CR 1; Medium-size humanoid; HD 1d6; HP 4 (1); Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+0 size, +1 Dex, +0 class); BAB +0; Grap -1; Atk -1 melee (1d3-1, fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +0, Ref +1, Will +2; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

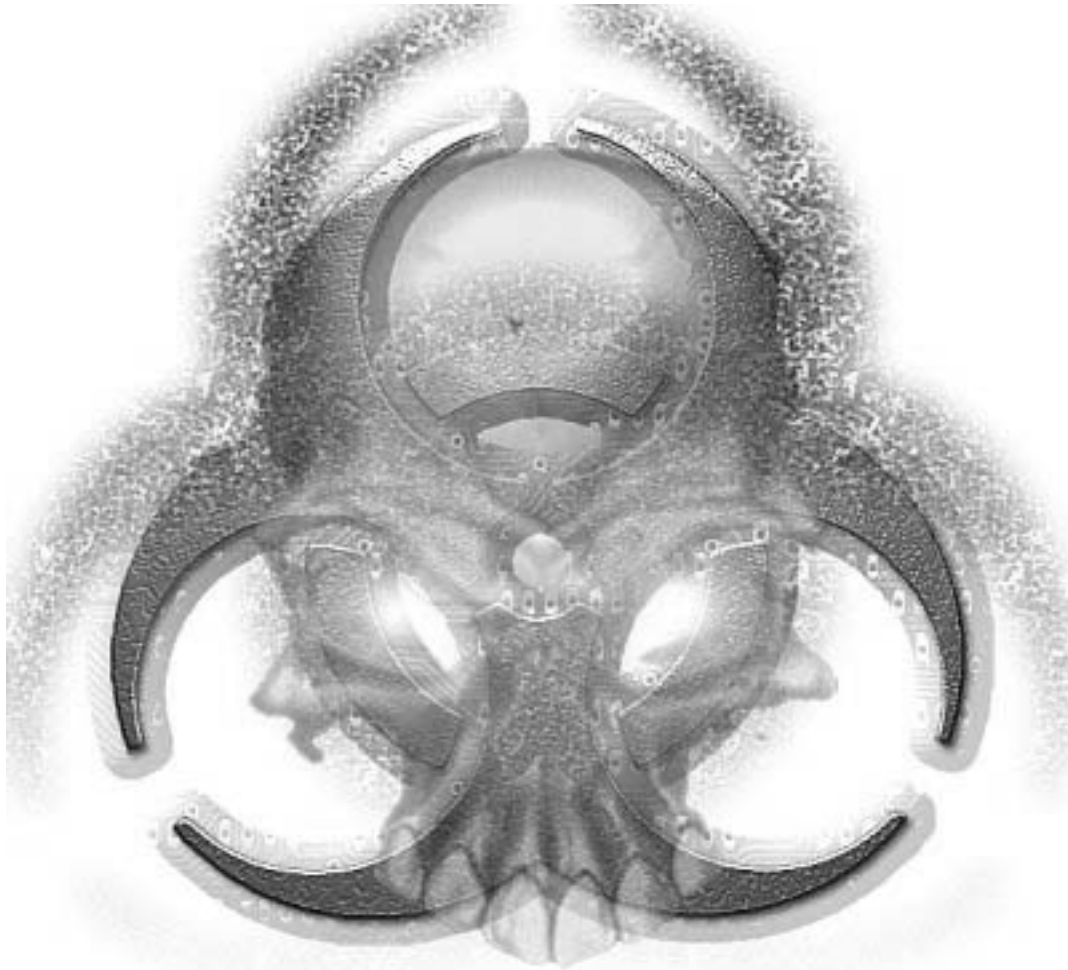
Occupation: Student (Computer Use, Knowledge [Art], Knowledge [Popular Culture])

Skills: Computer Use +6, Craft (electronic) +8, Craft (mechanical) +4, Craft (visual art) +8, Craft (writing) +8, Investigate +4, Knowledge (Art) +6, Knowledge (Business) +4, Knowledge (Earth and Life Sciences) +6, Knowledge (Physical Sciences) +6, Knowledge (Popular Culture) +6, Knowledge (Technology) +6, Knowledge (Theology and Philosophy) +4, Read/Write Language +2 ()

Feats: Builder (Craft [electronic], Craft [mechanical]), Creative (Craft [visual art], Craft [writing])

Possessions: Bikini bottoms, right tennis shoe

Paulette was swimming in the lake until about an hour ago, and when she left the water she was set upon by two men that she thought were trying to rape her, until one of them bit a large hole in her breast. She managed to fight her way free and has been running and crying ever since.



YEAR OF THE ZOMBIE

ZOMBIES

For this product, 3 baselines for zombies were used, as detailed below, for random zombies, with the exception of the child zombies. While the zombies in each location were individually crafted from various stat-blocks, there were several hundred people in Applegate Park when the Rising began the night before and the panic and destruction led to scores of zombies wandering about the park.

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

Occupation: Rural (Handle Animal, Repair)

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

Feats: Brawl, Personal Firearms, Defensive Martial Arts

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

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

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

Feats: Brawl, Streetfighting

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

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

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

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

CLASSIC ZOMBIES

The following are the standing lurching around, primarily slow moving zombies. These zombies compose 80% of the zombies that the characters will encounter during their attempt to escape the State Park.

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

Occupation: Rural (Handle Animal, Repair)

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

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

YEAR ☠ OF THE ZOMBIE ☠

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

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

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

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

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

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

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

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

SPRINTER ZOMBIES

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

Occupation: Rural (Handle Animal, Repair)

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

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

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

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

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

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

YEAR ☠ OF THE ZOMBIE ☠

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

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

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

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

CHILD ZOMBIES

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

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

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

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

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

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

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

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

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

FRENZIED ZOMBIES

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

Occupation: Rural (Handle Animal, Repair)

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

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

YEAR ☢ OF THE ZOMBIE ☢

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

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

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

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

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

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

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

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



☉☉☉ APPENDIX ☉ ONE: New Feats

The following feats, while not used in the product, may prove useful to players and GM's alike.

Hail of Bullets

You can empty a weapons clip rapidly, but not too effectively.

Bonus: By expending all of the ammunition in a full clip you make a single attack roll against a Defense of 10 against a single target. If this attack hits, the target gets a single roll, as if they had total concealment, to avoid being hit. If the bullet hits, it does normal damage.

Restrictions: This is limited to semi-automatic firearms only, and does not require a proficiency feat.

Spray and Pray

You can clamp down on the trigger and hope for the best, usually hitting at least one target.

Bonus: You make one attack roll, each target in a 90 degree arc, whether friend or foe, if the attack roll beats their Defense, is hit by a single round. You take a -2 competence penalty on your attack roll, and this counts as a full round action. You also lose your Dex bonus until you can act again.

Special: The magazine or belt of the weapon must contain at least 20 bullets remaining.

Panicked Combat

You fight like mad, but don't bother defending yourself, all that matters is getting away.

Bonus: While fighting hand to hand, you gain a +2 luck bonus to attack and damage, but take a -4 luck penalty to Defense.

It's Mah Gun

You've got one firearm that's it, that's all you want, and the only type you'll use.

Requirement: You may not have any firearm proficiency

Bonus: You are considered proficient with the firearm. If it has burst or automatic fire settings, you may act as if you have that specific feat. If it has neither, you act as if you have point blank shot or quick draw for pistols, far shot or quick reload for longarms.

Special: If you take personal firearm proficiency or gain it through a class, all bonuses from this feat are lost.

APPENDIX TWO: RANDOM ZOMBIE APPEARANCE

Random Zombie Wounds

Provided here is a quick and easy method for determining zombie injuries/damage, allowing the PC's to tell possibly how they died, or perhaps that it is a zombie rather than a living person.

Type

d8	Injury
1	Broken Bone (1-2 Compound, bone exposed, 3-6 internal)
2	Amputation (in the case of head/neck, substitute missing eye, lower jaw, ear or other catastrophic facial damage)
3	Gunshot wound
4	Bite
5	Bite
6	Stab wound
7	Scrape
8	Burn

Location

d6	Location
1	Head
2	Neck
3	Right arm (1-2 shoulder, 2-4 biceps, 5-6 elbow, 7-8 forearm, 9-10 wrist, 11-12 hand/fingers)
4	Torso/Back
5	Groin/Buttocks
6	Legs (1-2 thigh, 3-4 knee, 5-6 calf, 7-8 foot/toes)

Severity

d6	Severity
1	Critical: These wounds are the most commonly thought of. Amputation, blackened burns over 50-75% of the body, missing limbs, exposed ribs, evisceration.
2	Severe: This includes 20-30% covering in blackened flesh, amputation of a limb, a major bone broken and jutting from the skin, gunshot wounds that blew away sections of the body
3	Minor: These are superficial wounds, such as tooth marks, minor reddening of the skin, a shallow cut, or a graze with a firearm.
4	Moderate: These are slightly serious wounds, but nothing too horrible, such as minor blackening of the skin from a burn, a bullet wound with no exit wound, a stab, or a small chunk bitten out. A broken limb may be twisted, but still useable.
5	Major: These wounds are obviously fatal/incapacitating. Such wounds include: Multiple gunshots to the torso, a gunshot wound with exit wounds, stab wounds with the knife left in, a twisted, unusable broken limb, missing eye or fingers.
6	Catastrophic: The person is not only dead, but the horrific appearance/damage imposes a +1 circumstance penalty to the Horror DC. Catastrophic damage would be such things as dragging the intestines behind, half of the torso blown away by a shotgun, both legs missing, lower jaw and nose missing.

Random Zombie Appearance

d12	Clothes
1	Badly torn up business suit
2	Jeans, Tanktop/Skort, Tanktop
3	Jeans and T-Shirt/Short skirt, T-shirt
4	Jogging Suit
5	Friends of the Forest Uniform
6	Swimming Trunks/Bikini
7	Overalls and hat/Jeans and hoody
8	Slacks and dress shirt/Dress
9	Police Uniform
10	Fire Department Uniform
11	Military uniform
12	Nude

Random Zombie Belongings

d20	Possessions
1	Wallet
2	Keys to nearby vehicle
3	Keys to house and vehicle
4	Cash in amount less than \$100
5	MP3 Player/iPod
6	Receipts
7	Knife
8	Cell phone
9	Gum/Candy
10	Cigarettes/Lighter
11	Condom/Makeup
12	Medication
13	Wristwatch
14	Camera phone
15	Cash, \$100-\$500
16	Palm pilot
17	Credit card
18	Scrawled note
19	Assorted coins
20	Pager

☠☠☠ APPENDIX THREE: ZOMBIE ACTIONS ☠☠☠

Some zombies retain odd skills, such as Knowledge (Current Events), albeit at lower ranks. Others seem as if they would be capable drivers, with Drive scores at about 4-8, but this is hardly the case. While the knowledge may be there, or the muscle memory reflex still in existence, zombies are rarely able to use it.

Things such as Knowledge (Current Events) show what the zombie may be drawn to, where they may have been going, and what objects they may find interesting. A zombie with a high current events score would undoubtedly be heading for a relief shelter and require major distraction, or could even be followed to one of the relief stations if the character was careful.

Those with such skills as Craft, Repair or Handle Animals will merely show fascination with the object they dealt with in life, often carrying around objects that were important to the skill. It would not be uncommon for a zombie with the Repair skill remaining to be carrying a socket wrench, or perhaps an impact wrench, in it's hands.

Drive, however, is a special case. These zombies like to get into cars and try to drive. ALL actions involving the cars have a base DC of 20, and success does not mean they drive to the store, the success is for a SINGLE action, such as turning on the windshield wipers, turning off the stereo, starting the car and then flooding it, or something like that. For quick reference, here is a quick random chart of actions a zombie may perform in a car.

1. start car
2. turn on headlight/wipers
3. turn on radio
4. chew on steering wheel
5. put car in gear
6. turn steering wheel randomly
7. stomp on brakes
8. operate power windows/beat on dash
9. beat head on steering wheel/dash
10. press on accelerator

If the zombie does manage to start the car, put it in gear, and hit the accelerator without killing the car, simply use the grenade scatter diagram to determine where it's trying to go, and always assume that the car will move/brake at maximum.

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