

Zombie Survival Addition

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This is an addition to the Survival Horror Tabletop Module.

Article I – The Zombie

In order to setup a scenario with zombies, or understand how to operate or survive their presence, the first thing you must know is what a zombie is. A zombie is a once living, now parasite controlled dead creature (informally known as the undead), which have gone through a stage of zombification to make the creature zombified. This zombified creature is commonly thought of as a rotting human corpse, with a blank stare, shuffling slowly towards a person in hunger for brains. This is not quite the truth. The most important detail to note is that there is something living there, there is something controlling the creature, and thus there is a general motive albeit one of the more basic, to survive and procreate. The creature needs a host, needs the specific types of brain tissue, in order to survive. Also, please take note that I have been saying creature, as, despite what was once thought of this virus, it can inhabit animals other than humans. The virus also slows down and destroys any bacterium that tries to deteriorate its host, or once established, its home, which also means that the body the virus has taken over won't be as slow as one might expect.

The creature the body has taken over is used to its full natural ability and thus, the zombie is more frightful than you might think. Due to the slowing over deterioration, and of the decrease of internal operations due to the coagulating of the blood inside the creature, the creature will work at full functionality for a considerable period after being infected. Also, the virus is actually incapable to control an entire body, instead the virus takes control over the basic neural systems of the brain, which then it sends its basic needs, which are then interpreted and executed by the primal portions of the brain. Since the virus replicates itself into the saliva of the creature infected, it utilizes all creatures primal need to feed in order to procreate. Thus, in order to breed it sends the command to feed. This will make the creature act like a much primal version of its normal self, for instance, a zombified canine that hasn't suffered signs of decay may be easily mistaken for just another vicious dog that its owner lost control of.

Now, you must wonder, if the body wants to feed – and since there are no real stop eating signals for it anymore – how does the virus continue to populate. Well, if a creature is attacked, and is devoured by another zombified creature, it is most likely unsuitable for the virus. However, instinctively most creatures (including humans) will try defending themselves from such an attack and then retreating to safety, whether freshly wounded by a bite or not. It is these creatures that survive, and since they are in some way superior to the creature that attacked them, it is this group of creatures that become zombified and thus more are able to spread the virus. This is the disturbing truth to the accidental nature of this virus. Another, less understandable, variable is that a zombified creature never intentionally attacks another. Most will even accidentally “bump” into one and another and just change direction slightly to avoid such small mishaps, as if they accidentally leaned into a wall or pillar. This is as a perfect species in life, harmonious with itself and practically unlimited in its points of placements in life, complete mutual agreement of a natural goal with each of its kind.

The virus does have limitations that must be stated clearly, though most are so extreme that they may not seem like limitations at all. First of all, the most important one, the virus can only inhabit creatures with an advanced neurological system. The exact requirements are unknown, but what is known is that this removes all microscopic and most, if not all, insects from becoming infected. Also, small creatures such as these normally reject all materials with the virus which rules out the virus from being spread via means such as mosquitoes. Another limitation is the introduction into the blood stream of creatures of which the virus must adjust into before making its travel to the brain. This process takes approximately two hours, and thus, if a limb or similar was introduced with the virus the victim would have two hours time to remove the limb or similar from their body in order to protect themselves from becoming zombified.

Article II – Imperfections of the Virus

With all the information laid out to you in the last article, you must wonder, what's the use of trying to survive an attack of this “thing”, this perfect abomination, after all, a human can't even come close to matching the speed of most canine let alone something as powerfully fast as a many of the larger feline species. Rest assured however, that this virus is not as nearly perfect in it's own wake as it might seem. Due to the complications between different systems, including those in the same family of animals, when traveling between different species the virus is extremely fragile to being easily removed within its initial two hours development time. In fact, a simple antibacterial medicine or intense cleaning with soap may destroy the virus on the infection point entirely. Also, because of the differences in neurologics between species it takes the virus generations of itself in order to mutate and to meet the demands of each system. This gives creatures a couple of days of normal, or semi-normal depending on how they reacted to being bitten, life before becoming zombified.

The next important weakness of the virus is its complete dependence on a creature's brain. Thus, if one disables a creature's brain, then the virus can not utilize it. A similar weakness is when the creature inhabits a body that cannot salivate, normally due to missing vital parts such as a jaw. Finally, unlike previously thought, the virus cannot inhabit previously dead brain systems since they have no functionality the virus can depend upon any more.

Article III – The Zombie Design

To place the zombie in a game setting, first the design of the zombie must be described. For the most parts, zombies are unintelligent creatures, running on the instinct to spread the virus they contain. The virus uses all non deteriorated senses to the best of the host's original ability though without the original host's conscious to guide it. Since it is the virus who is the controller, the virus takes no real response to an affliction to the nervous system of the host. This means that the infected creature will never respond to pain. This also allows the virus to have complete focus on a creature, making the infected creature extremely aware of its surroundings to find a new host to spread the virus into. Due also to the basic nature of the virus, the zombified creature can not make use of many basic tools or weapons, unless natural, that its species would normally use.

With these, the zombified creature has no int, con, or mtl and the agi of the creature is decreased by 2. The awr of the zombified creature is increased by 20 and the dexterity of the creature is increased either 2 or 4 (based on the infected creature). Treat all zombified creatures' stamina and willpower as infinite. Zombified creatures lose 1 ph for each hour of excessive movement, as with a chase or steady combat.

Zombified creatures also do not have any need of many basic organs. Removing the heart, for instance, will have little to no effect on an infected creature. Snapping the spinal cord will paralyze an infected creature, but not kill them (their head can still attempt to bite something). Also, zombies do not naturally regain health. The only way a zombie's "well being" can be helped, is with direct repairing surgery.

The spread of the zombie disease can only occur from blood from the point of infection, the heart, or the brain, or, most likely, from the saliva of the zombie. Since blood in these areas would be coagulated, the risk of infection from spraying blood is highly unlikely.

If the ph of a zombified creature would be reduced to 0 or lower from a hit to any place other than the head of a zombified creature, it is instead set to 1, and they lose 4 from each stat. The only way to thoroughly kill a zombified creature is by shutting down its brain. This also gives the benefit that if 10 damage is dealt to their head at any given time in one hit, they are instantly killed (known as the "one-shot-head rule").

If the creature was zombified rather recently (2 days), add 5 to their speed and they may also use basic alerts or intimidations that their species would normally use (such as growling).

A few basic zombified enemies:

Zombie Elephant

Stats: str 22(+6), int --, awr 26(+8), con --, dex 12(+1), agi 10, mtl --

PH: 110 – 2d20

MH: --

ST: See Above

Speed: 20 (base) / 40 (charging)

Size: Large

Special: All damage that would be dealt to the Zombie Elephant is reduced by 1 (before area multiplication).

Ignores zombie one-shot-head rule.

Attacks:

Ram (charging only) – 4 + 1d8

Stomp (opponents get +2 on dodge) – 16 + 1d8

Bite (opponents get +6 on dodge) – 6

Zombie Dog

Stats: str 10, int --, awr 36(+13), con --, dex 18(+4), agi 16(+3), mtl --

PH: 13 – 1d6

MH: --

ST: See Above

Speed: 35

Size: Small

Attacks:

Pounce

Bite – 3

Zombie Human

Stats: str 10, int --, awr 30(+10), con --, dex 14(+2), agi 8, mtl --

PH: 20 – 1d6

MH: --

ST: See Above

Speed: 20

Size: Medium

Attacks:

Grapple

Bite – 2

Zombie Cat (house)

Stats: str 5(-1), int --, awr 34(+12), con --, dex 20(+5), agi 18(+4), mtl --

PH: 6 – 1d4

MH: --

ST: See Above

Speed: 30

Size: Tiny

Attacks:

Grappling Pounce

Bite – 1