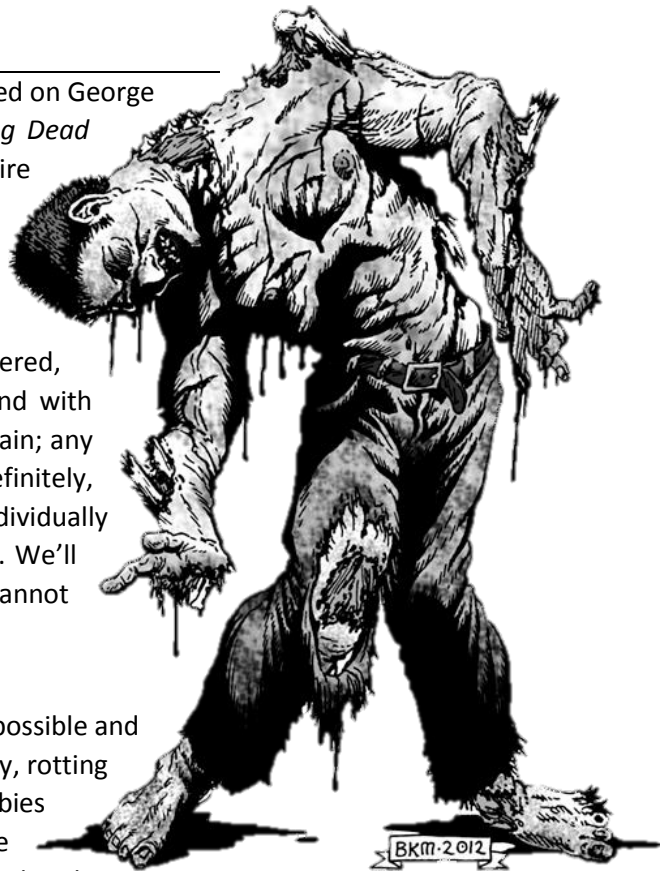


“Romero” Zombie

The “Romero” Zombie is a typical movie zombie based on George A. Romero’s vision of zombies in the *Night of the Living Dead* movie series. These zombies are motivated only by a desire for human flesh. They are incapable of even basic thought and operate on instinct alone. They cannot use gear aside from one-handed blunt melee weapons such as a baseball bat or 2x4. While very slow, they will continue to live and move even when completely dismembered, sometimes pulling themselves, legless, across the ground with one arm. Zombies can only be killed by destroying the brain; any body parts attached to a living head/brain can live indefinitely, remaining animated and still lethal. Zombies are weak individually but extremely dangerous due to their massive numbers. We’ll provide several versions with different CRs. Zombies cannot make skill rolls other than Brawl or Simple Weapons.



Appearance

Zombies are Medium sized (but animal zombies are possible and can vary depending on the animal) and appear as a bloody, rotting corpse, often with tattered and torn clothing. Zombies continue to decay as a normal dead body would. They have a blank, lifeless stare and they are often caked with blood and dirt. They walk with an inelegant shamble and periodically emit a low rumbling growl, moan or hiss, but are otherwise incapable of speech.

Dead Silent

Zombies make little to no sound when moving other than an occasional groan. When stationary, they are virtually silent. They are always considered to be sneaking/hidden with a CR to detect them equal to one level higher than their Combat Challenge.

Light and Sound

Zombies will actively pursue nearby loud noises and can be distracted by bright lights (fireworks, explosions, etc. are most effective). Characters can use this to their advantage as a diversion.

Challenge	Trivial	Easy	Moderate	Hard
FOC/STR/STA	1/1/1	1/2/2	2/4/4	2/4/4
At/Df/Mv	1/0/1	1/0/1	1/0/1	1/0/1
HP/DR	7/0	10/0	15/1	20/2
Speed	3	3	4	5
Attacks Dc/Dmg/Pwr	Claw	Claw	Claw	Claw
	1/1/3	2/1/3	2/2/3	3/2/3
	Bite	Bite	Bite	Bite
	2/1/3	2/2/3	3/2/3	3/3/3
Def. Dc/Pwr	0/3	0/3	0/3	0/3
Perks	-	-	Fortitude 1	Fortitude 2

Becoming a Zombie

The process of becoming a zombie is different for every Story. Romero does not tell us how zombies are created in his movies. Narrators should come up with their own ideas of how the condition is transmitted, cured, prevented, its origins and whether or not the heroes are immune or must combat the condition as well, tying it in with the plot of their particular Story.

Combat

Zombies have a special combat maneuver that allows them to make a sudden fast lunge toward an enemy and attack at the same time. Each zombie can do this once per combat on their first attack. When used, the zombie can travel up to 3 yards (in addition to their normal movement) as part of a claw attack. Once they are in close range and have made a successful claw attack, they attempt to grapple and bite their victims.