

Zombies 101

An Adventure for *Dead Reign*

By Branden Loizides

Introduction

Welcome to Eastview University, home of the Mighty Moose!

Zombie stories are often about the survivors, not the zombies. This adventure brings together six unique characters, each with their own agenda and abilities. Together, they will navigate the campus of Eastview University while using resources they find along the way. Not only will they contend with hordes of zombies, but also with each other.

You will need a copy of the *Dead Reign* core book to run this module. This adventure comes with six pre-generated characters. Some of the pre-gens use content from the subsequent Sourcebooks, but these books are not required to run the game. Also included with this article is a map of Eastview University's campus, including a description of significant buildings and landmarks.

Finally, keep it light-hearted and suspend your disbelief. Remember: it's a game! Have fun!

Setting Up the Adventure

The game is meant to be run with the six pre-generated characters provided, though four will suffice if enough players are not available. Here is the list of the characters:

- Professor Byron Foote (Zombie Researcher O.C.C.)*
- Erin Lemaire (One Percenter O.C.C.)*
- Steve Langlois (Ordinary Guy O.C.C.)*
- Panna Choi (Soldier O.C.C.)
- Gary Stevens (Sentinel O.C.C.)
- Burhan Smith (Zombie Nerd O.C.C.)

Characters with an asterisk (*) should always be available as an option. If fewer than six

players are at the table, ensure at least the asterisked characters are available for selection.

Read off the list of characters to the players, including the name and O.C.C., but *do not let the players review the character sheet before selecting*. Once players have selected their character, instruct them to look over their sheet, including the biography and personal goal. Encourage the players to be discreet with their character backgrounds when applicable.

Players are not obligated to follow their personal goals, but it adds excitement to the game and may help (or hinder!) the players as they try to escape.

Objective

The objective is simple: the players must retrieve the professor's crucial vaccine data stored in his lab (see the Professor's personal goal) and make their escape from the perilous campus grounds. With hordes of the undead lurking around every corner, the players must successfully reach the professor's lab, secure the vital data, and navigate the treacherous campus to ensure their escape.

Setting the Stage

Overview

It has been three weeks since the world was inflicted with the Zombie Apocalypse – the Wave. Information is sparse, but surviving scientists believe the Wave was a result of a medicine or vaccine gone awry. Scientists are scrambling to find a cure or vaccine but, thus far, have had little success. Most laboratories have been destroyed, data lost, and collaboration nearly impossible.

Eastview University

Founded in 1869, Eastview University has offered a world-class education in the sciences and liberal arts for over 150 years. Their mascot is Harry, the Mighty Moose, affectionately known as The Sheriff. The origin of which has been lost to history. People can still see their mascot Harry, the Sheriff, at sporting events, walking around wearing a badge and carrying a fake pistol - just as a sheriff would in the old days.

Eastview University is an elite, private college of about 4,000 students. It is in the Maine wilderness, nestled in a forest along a range of small mountains and steep hills. The campus offers a harmonious blend of natural beauty and academic pursuits. A collection of academic buildings, each built with red brick yet with its own unique character, are found throughout the campus. Ivy-clad walls, large windows, and wooden doors give a timeless, scholarly atmosphere. The buildings are interconnected with footpaths that weave throughout the campus.

EIG Pharmaceuticals

EIG Pharmaceuticals is a multi-billion-dollar pharmaceutical corporation run by founder and CEO Grant Lemaire. The corporation, shrouded in a façade of legitimacy and corporate responsibility, concealed a dark secret. This corrupt pharmaceutical giant covertly orchestrated the development of a vaccine that would ultimately lead to the catastrophic zombie apocalypse. Their sinister plot was motivated by a twisted quest for power, wealth, and the chance to emerge as saviors in the face of the ensuing chaos.

The company carefully selected a patient zero – an unwitting, terminally ill individual who was subjected to experimental treatment with the tainted vaccine. Once infected, this patient zero became the catalyst for the zombie contagion, spreading it to the general population.

As intended, the infection rapidly spiraled out of control. The initial outbreak took place in a densely populated urban area, creating chaos, fear, and panic. The infected individuals transformed into ravenous zombies, and societal collapse soon followed.

EIG Pharmaceuticals held what they thought was the only viable antidote, developed alongside the vaccine, in their secure research facilities. They intended to monopolize the cure, ensuring that they had exclusive control over the only salvation from the outbreak.

Unfortunately, the virus quickly mutated, and EIG Pharmaceuticals lost control of the outbreak that they created! This has not stopped them from working around the clock to secure their reputation, wealth, and power.

Professor Byron Foote, a world-renowned and respected epidemiologist at the elite Eastview University, is close to developing a vaccine. EIG Pharmaceuticals fears not only that Professor Foote will beat them to the vaccine but that he will piece together the truth: that EIG Pharmaceuticals is directly responsible for the Wave. EIG Pharmaceuticals plans to address the

‘situation’ regarding Professor Foote. (See the bio for the ‘Ordinary Guy’ O.C.C. character.)

About the Setting

At this point of the Wave, the power grid is held together by a thread and is unreliable. As a result, power throughout the campus flickers off and on. Due to the collapse of infrastructure, phone and internet access (wired and wireless) is unavailable. Cellular phones do not get any signal anywhere near campus. Some satellites in orbit still function, so satellite phones and GPS still work. Streets are largely impassible by vehicles unless the players can navigate around crashed cars, down power lines, and other hazards. Most places on campus are without running water.

There are numerous motor vehicles littered throughout the streets. Most of them are locked, either damaged beyond use or have run out of gasoline from running idle for days.

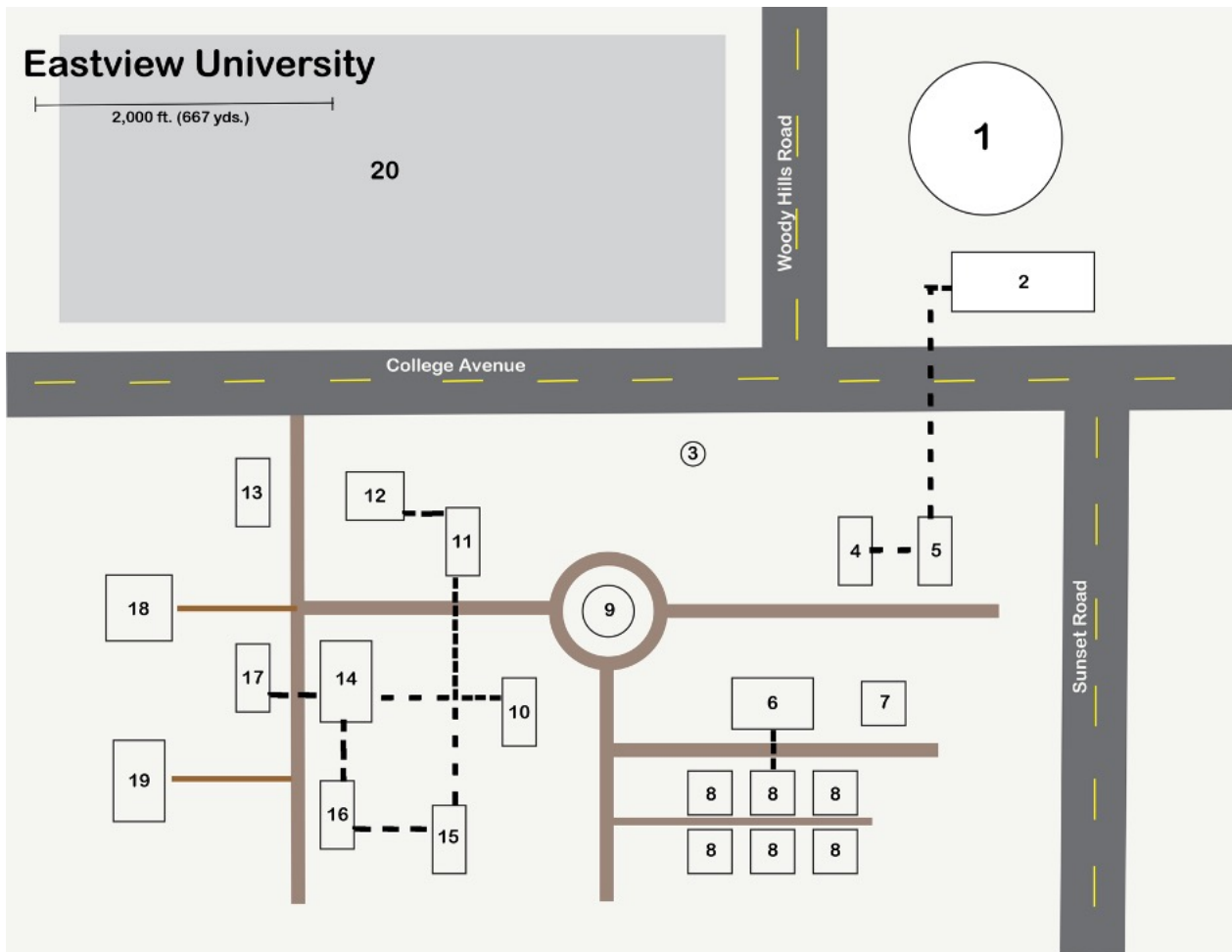
There is a seaside town 5 miles (8 km) through the east but getting there requires passing through difficult terrain (thick forests and steep hills), or roads littered with zombies.

The Campus

Eastview University has a small, well-landscaped campus. As marked on the map, there are walking paths to various buildings. Off the paths, the campus has trees planted throughout, many of which are large enough to climb. Where there are no trees, there is grass that has become overgrown due to the landscapers becoming zombies.

Throughout the campus, in addition to academic buildings, there are boards people used to post classifieds, various shops that once sold Mighty Moose paraphernalia, a bookstore, and a small cafe.

Zombies wander throughout the campus, usually in groups of 2D6. All it takes is a loud zombie moan, however, and more zombies will wander over to the area.



Dotted lines represent tunnels, except between areas 6 and 8, which is an overpass.
 Solid lines represent walkways throughout the campus.

1. Eastview Arena
2. Parking Garage
3. Clock Tower
4. Allen Tower West (Graduate Student Housing)
5. Allen Tower East (Graduate Student Housing)
6. Cafeteria
7. Gymnasium
8. Dormitories / Tilla Hall
9. Fountain
10. Scobee Engineering Building

11. Student Center
12. Administration / Registrar Building
13. Natural History Museum
14. Class of 1996 Lecture Hall
15. Library
16. Recitation Hall
17. Palfrey Language Arts Center
18. RC Jones Stage and Music Center
19. Surin Science Center
20. Moosehead Field (Football/Soccer)

Moosehead Arena

The adventure begins in Moosehead Arena, where each player has found themselves for one reason or another. The arena provides the players temporary shelter from the zombies outside. Players can discuss a course of action. The professor, with the assistance of his new friends, should try to get to his lab to retrieve his vaccine data and then find a way to escape the campus.

“Moosehead Arena is a modern basketball arena that has the capacity for nearly 8,000 attendees. But right now, the only attendees are you and a few other survivors standing nearby. You managed to dodge the hordes of zombies surrounding the arena and flee into the arena. You have locked and barricaded yourselves inside. Though you are safe from the zombies for the moment, you can't help but wonder how you are going to get out of here...”

Though the arena is securely locked on all sides, the outside of the arena has a swarm of around 50 zombies surrounding it. The players are unlikely able to escape via the regular exits and may need to resort to the tunnels in the basement. There are two main entrances to the arena: two sets of double doors on both the west and south ends, for a total of four entrances. There is a maintenance entrance on the east side of the arena. The west entrance faces Woody Hills Road, and the south entrance leads to the parking garage, as depicted on the map.

The basketball arena has what one would expect: a parquet floor surrounded by tall bleachers. High above the center of the court hangs a massive scoreboard. Towards the back of the arena are various concession stands, souvenir booths, and restrooms. If the players look near

the concession stands, they will find a door labeled “Maintenance,” which opens to a closet. Here, the players can find some helpful tools or weapons: a flashlight, a broom, a mop, various cleaning products, and a toolbox containing a hammer, a wrench, and a welding torch. For an added challenge, the GM may choose to lock the door to the closet.

Parking Garage

To accommodate visitor parking during events, such as a basketball game, there is a large, four-story, above-ground parking garage. It was built next to the arena at the intersection of College Avenue and Woody Hills Road.

Since it was semester break when the outbreak occurred, the garage is nearly empty. If the party is in transit away from Moosehead Arena, this could be a decent place for them to stop and catch their breath - assuming a hoard of zombies does not follow them!

The parking attendant is still sitting at the gate of the parking garage. Unfortunately for the attendant, he appears to have already had a visit from some zombies. If the zombie sees the players approach the garage, it will moan loudly, attracting 2D6 zombies and pursuing the players.

The roof level of the garage provides a good view of the campus, including the arena and the science center. A large and precariously balanced moose head is attached to the roof of the garage. The moose head is a large-scale recreation of The Sheriff, Eastview University’s mascot. Its huge head and antlers lean over the edge of the garage on the entrance side, welcoming visitors to the campus. It is twenty feet tall and thirty feet wide, antler to antler. With a small amount of force, the players could knock the giant moose’s head off the garage, plummeting to the ground below. This would cause a lot of damage to whatever is below but, of course, would make a lot of noise too.

Maintenance Tunnels

Tunnels connect various buildings throughout the campus. These tunnels are used by facility and janitorial staff to facilitate work between buildings, especially when there is inclement weather. The campus map shows which buildings are connected via tunnels. Assume that the

tunnel connects on the basement level of the building. This may be a safer route for the players. The Sentinel character would know about these tunnels, as would the Zombie Nerd.

The tunnels are typically secured with locked gates or doors at both ends to prevent unauthorized access. Surveillance cameras may be discreetly installed to monitor the area. Maintenance staff and security personnel have (had) keys and access cards to unlock the gates.

The tunnels have gray cement bricks for walls, and the floor is concrete. The ceiling features a complex network of pipes, cables, and conduits running the length of the tunnel. Various utility features, such as electrical panels, water and sewage lines, HVAC ducts, and telecommunication cables, are housed along the tunnel walls.

For every 100 feet (30.5m) of tunnel, there is a 20% chance of a leaking pipe or dangling electrical cable. If the party breaks one of the pipes, perhaps during combat, they run the risk of causing more trouble for themselves. A burst water pipe can flood the tunnels, a gas pipe can cause an explosion, and electrical wires can cause severe injury or death. Combine any of those hazards, and the players' day will get a lot worse! If that is not enough, for every 5 minutes the party is in a tunnel, there is a 25% chance of encountering 1D4 zombies.

Every access door to the tunnels is locked to prevent mischievous students and others from trespassing. That means players will need to either force the doors open (20 S.D.C. and a lot of noise) open or find keys. Some of the zombies found in the tunnels are former facility workers. There is a 30% chance per zombie that they carry a key ring that contains keys to the tunnel doors and other locked areas on campus.

University Buildings

Except where described otherwise, most of the buildings and structures on the Eastview University campus are unremarkable. These are simple, ivy-clad red brick buildings with 1-4 stories throughout the campus. Most of these buildings contain offices, small classrooms, or residences.

In any building, there is a 30% chance that the players may encounter 1D6 zombies.

As indicated on the map, some buildings have a tunnel access point. In all cases, the tunnels are accessed at the basement level.

Dormitories and Tilla Hall

There are six dormitory buildings, two rows of three, configured identically. Each

building is a three-story, co-ed dormitory. There are 40 rooms on each floor. Since it was semester break, there were only a few full-time students residing in the dorms. Most of these students were killed or became zombies and wandered off, but several still lingered in various rooms throughout the dormitories.

In each room, there is a 10% chance of finding 1D4 student zombies. Players can find various objects and makeshift weapons throughout the dorms if they take the time to look. The One Percenter and Soldier player characters have a room in the dorms (area 8 on the map). Both dorms are in Tilla Hall, in the top center building connecting to the cafeteria. The specific floor and room number are up to the GM. There will be fewer zombies on the higher floors but takes longer to get up there. For an added challenge, the GM can put the Soldier's and One Percenter's items in different dormitory buildings.

The One Percenter's dorm room, in addition to her satellite phone, also contains 2 zombies (former roommates.) Likewise, the Soldier's room contains her flamethrower hidden away in a closet, as well as 2 zombies.

On the second level of a common area in Tilla Hall, a fully windowed walkway crosses over College Avenue in front and connects to the cafeteria.

Cafeteria

Across from Tilla Hall is the Eastview University Cafeteria, where students dined on gourmet cafeteria food, though most students would disagree on the 'gourmet' part. An indoor walkway connects the cafeteria to Tilla Hall across College Avenue to allow students to dine without having to go outside.

Not much food remains in the kitchen except for some stale, non-perishable items. The players can find 1D4 days of food here. What the kitchen has, however, is an arsenal of melee weapons: knives, broomsticks, frying pans, and other items one would find in a cafeteria kitchen.

There are 1D6+1 zombies, formerly cafeteria workers, wandering throughout the

cafeteria. At least two of the zombies are pattern zombies, continually serving what used to be soup from a large pot.

Library

Eastview University hosts a fine library accessible to staff, students, and faculty. It is one of the older buildings on campus. The library is unremarkable on the outside, with a simple architectural design, and constructed with red bricks.

Because of some of the rare pieces of art preserved in the library, access to the library is more restrictive than most of the other buildings on the campus. Besides the normal ID card swipe, the university stationed security guards at each of the three exits, making sure no one was taking material out of the library without authorization. The security guards are no longer there, but each of the entrances continues to be ‘monitored’ by 1D4 zombies. Upon sensing the players approaching the building, the zombies will moan and approach the players as a hoard. If searched, one of the zombies has an ID to get into secure (and safer) parts of the library. This would be a safe place for the party to rest.

Class of 1996 Lecture Hall

The Class of 1996 Lecture Hall is a large auditorium that seats over 400 students. It uses modern audio-video technology and state-of-the-art acoustics, providing students with a positive learning experience. The entrance to this modern, mostly glass building contains a lobby with a marble floor and walls. Three sets of double doors lead into the main lecture hall. Stacks of furniture and makeshift wedges block the double doors outside of the auditorium, presumably to prevent whoever is in the lecture hall from leaving or escaping.

A summer seminar was taking place when the Wave spread to the Eastview University campus. The lecture hall contained over 100 attendees, most of whom have become zombies. The few that escaped barricaded the door so that the zombies could not get out. If the players remove the barricade and enter the auditorium, ninety zombies will greet them.

Fountain

In the middle of the campus is a fountain. It was once a beautiful site but now stands as an

unmaintained relic of better days. What was once a beautiful water feature is not a scene of disrepair and decay. What was once clear and sparkling has now turned murky and green, with a layer of algae covering the surface. The water no longer circulates, leaving it stagnant and uninviting. A once gentle sound of flowing water has been replaced by eerie silence. Should the players collect the change from the bottom of the fountain, they will find a total of \$10.76 (for whatever good it'll do them.)

Clock Tower

The clock tower is one of the most iconic structures at Eastview University, often seen on postcards and scenic university photos. The clock tower is 160 feet (49 m) tall, has a clock on all four faces, and sits at the center of campus. Atop the clock tower is a bell that used to ring every hour but has stopped. The clock tower also served as an emergency notification system for the university, which was used when the Wave started but has since stopped alerting. The alarm and hourly notifications have also stopped, and the clock no longer operates.

The alarm and bells did not stop because of a loss of electrical power or remote control. Instead, a survivor named Nick Gallo disabled them. When the Wave hit, Nick gathered what arms and supplies he could and climbed to the top of the clock tower. To avoid being deafened, he disabled the bell and alarm system from the top of the tower. He has since made the top of the clock tower his home, climbing down only to find food and water as needed.

Nick dons a mishmash of tactical clothing featuring reinforced cargo pants, a durable and weather-worn jacket, and a bulletproof vest. His appearance is marred by dirt, sweat, and dried blood. He wields an assortment of weapons: a sniper rifle, shotgun, knife, and plenty of ammunition. Strapped around his leg, a functional gas mask can be seen. A pair of binoculars hangs from a strap around his neck. Several canteens are attached to his belt.

If Nick sees a zombie approach, he will blow its head off with his sniper rifle. He will not target a living person unless they attempt to climb the tower to, as he perceives it, steal his food and supplies. In close combat, Nick will use his shotgun to defend himself. The GM may use Nick to assist the party at long range (sniper) or attract the party's attention.

Since Nick does not trust anyone these days, he does not have much interest in befriending the players. That does not mean the players cannot convince him, however. Depending on how the players handle it, he could become a powerful ally or an unwanted nuisance.

Name: Nick Gallo – One Man Army

Goal: Survive

Alignment: Unprincipled

Age: 38

Level: 5th Level One Man Army (*Hell Followed* Sourcebook)

Stats: I.Q. 11, M.E. 10, M.A. 15, P.S. 17, P.P. 17, P.E. 14, P.B. 9, Spd. 24

Hit points: 51 S.D.C. 72 P.P.E.: 4

Notable Skills: Automotive Mechanics 77%, Barter 48%, Basic Mechanics 70%, Camouflage 55%, Climbing 60%/50%, Detect Ambush 60%, Detect Concealment 55%, Firefighting 75%, First Aid 75%, Prowl 45%, Recognize Weapon Quality 55%, Sniper, Streetwise 46%, Tailing 70%, Transportation: Automobile 77%, Transportation: Truck 77%.

Hand to Hand: Expert, W.P. Blunt, Handguns, Rifles, Shotgun, Trick Shooting, Knife

Combat: Number of Attacks: 5, Strike: +2 (with modern weapons): +1, Damage: +2, Parry: +4, Dodge: +4, Roll: +5, Disarm +2, Perception: +2

W.P. Bonuses: Blunt: +2 strike, +2 parry, +1 strike when thrown; Knife: +2 strike, +2 parry +2 strike when thrown; Handgun: +2 strike; Shotgun: +2 strike; Rifle: +3 strike

Armor: Military medium armor: A.R. 12. S.D.C. 79 (previously damaged)

Saving Throw Bonuses: Save vs. Horror Factor: +3

Equipment: Clothes (camouflage and regular), survival knife (2D4 S.D.C.), heavy-duty flashlight, box of wooden matches, 2 disposable lighters, duct tape, binoculars, sunglasses, 1 week of food rations, first aid kit, 4 flares, ammo

Weapons: .44 Magnum: 6D6, Sniper Rifle: 5D6, Combat Knife: 1D6+1, Shotgun: 5D6 (solid slug)/1D6x10+4 (triple shot burst), 4 explosive grenades: 4D6

Ammo: 30 rounds (pistol), 20 rounds (sniper rifle), 18 round detachable box magazine (shotgun)

Surin Science Center

The Surin Science Center is one of the newer buildings on campus, erected five years ago. It is a state-of-the-art facility that put Eastview University's science department on the map. The building is 90,000 square feet (8,361 square meters) and is ten stories tall. Besides classrooms and teaching spaces, it houses several dozen laboratories between many branches of science, including, but not limited to, biology, chemistry, and physics. Because of its location on the campus, it is not accessible via the maintenance tunnels.

One laboratory on the 3rd floor, managed by the Professor, has been converted into an improvised zombie research lab. Here, the Professor and his team of graduate students and postdocs have been analyzing zombie anatomy and biochemistry with the goal of creating a vaccine to prevent remaining humanity from turning into zombies.

Unfortunately for the Professor, while he was away, a hoard of zombies managed to break in and kill all his students and assistants. The entrance to the lab is a broken and shattered mess. Once-secure doors and windows have been breached, with shards of glass and debris scattered across the floor. The remnants of barricades hastily erected to keep out the undead lie in shambles. Lab benches, chairs, and tables have been violently overturned and broken. Scientific equipment, including delicate glassware and instrumentation, now litters the floor in shattered pieces. Bloodstains and zombie gore mar every surface, from the walls and ceilings to

the lab equipment and the cold, sterile tile floor. These gruesome remnants tell the gruesome tale of the lab's violent intrusion. Computer monitors are shattered, keyboards are crushed, and research data servers are dormant and defaced. Files and documents are scattered, some trampled on by the undead as they rampaged through.

The party will be greeted by 5 zombies (former scientists and students), when they enter the lab. Though most of the equipment has been destroyed, the Professor can still locate his backup hard drive and vaccine sample in a locked safe in the lab. It takes the professor five minutes to open the safe and collect his data. This will take longer if he is under attack by zombies. If another character tries to open the safe, they will need to make a Safecracking skill check or force it open (100 S.D.C.)

The party can find some surviving chemicals and compounds to make some explosives should they have the time and desire.

Football Field

This is a standard, 100-yard (91.44m) football field, home of the Mighty Moose. The grass has become overgrown. Large bleachers, which once accommodated cheering fans, are on both sides of the field. Two large goalposts still stand at both edges of the field. The markings on the field have faded, with yard lines barely visible. There are many zombies (2D10) wandering around the field.

If the players use the satellite phone to arrange their escape, the helicopter will try to land on the football field. See “Escaping Eastview University” for more information on this.

Escaping Eastview University

There are various ways for the party to escape: air (helicopter), motor vehicle, or on foot.

Air

If the players are waiting for the One Percenter’s helicopter rescue, it will arrive on schedule one hour after the call. The helicopter will set down in the middle of the field. If there

are zombies present, the helicopter will not land - the players will need to clear the area. If the players are not at the field when the helicopter arrives, the pilots will wait exactly ten minutes before leaving. The players, via the One Percenter, may request an alternate landing site.

The number of zombies on the field, if any, will vary depending on the GM's benevolence. If the GM wants to add an optional twist, the helicopter pilots are here to pick up the One Percenter - and only the One Percenter. They do not welcome the other players on board, an issue the players may need to address. Lastly, for yet another optional twist, the Professor will not be allowed on the helicopter under any circumstance. After all, he is an enemy of EIG Pharmaceuticals and the One Percenter's wealthy father. The pilots may threaten the Professor with a pistol if he tries to board.

If the players find a way to escape on foot or in a vehicle, it is up to the GM to provide appropriate encounters. Ideas:

Driving

There are various cars scattered throughout campus. Unfortunately for the players, most of the cars are parked, locked, or do not have keys. Perhaps the players find keys on one of the bodies of the zombies and somehow figure out which car they go to. Or maybe they break into the car and hot-wire it somehow. Either way, they will need to figure out how to drive around (or through) the large amounts of debris littered throughout the streets.

Added challenges:

Crash! As the players depart, zombies swarm around the vehicle as it starts moving. The driver will have to make a series of Transportation skill checks to navigate through them. Failure means the car crashes into something, and there is a 25% chance the car will flip.

Flat Tires! The vehicle starts, but some or all the tires are flat! Transportation skill checks are -25%, and the car's Spd reduced by 80%.

Out of Gas! The players get the car started, but it is nearly out of gas. Players will either need to find another vehicle or get creative. Perhaps someone siphons gas from another vehicle. This, of course, takes time.

On Foot

Players can always try to flee on foot. However, the campus is built in a valley of steep hills

covered with thick forests. The closest town is 5 miles (8 km) away to the east, with zombies littered throughout the way. Also, there's no guarantee that the town will be a safe haven from zombies.

Added challenges:

Wild Animals! The characters flee into the surrounding forest. When they finally stop to rest, they are attacked by wild animals! Moose, bears, stray dogs, and coyotes are some of the threats they could encounter.

Survivor! The players find a survivor clinging to life. His wounds are not from bites and scratches, however, but from bumps and bruises. The large branch next to him suggests that he fell out of the nearby tree. If nursed back to health, he could become a helpful ally.

Starvation! Depending on how long the players walk, they will eventually run out of food. If they cannot find food, they will have to learn to hunt.

Lost! If the players do not head towards the nearby town, which may be infested with zombies, they run the risk of getting lost. Unless a character rolls a successful Land Navigation skill, there is a 65% chance that the party will disagree on a direction and end up hopelessly lost in the wilderness.

Player Characters

Professor Byron Foote - Zombie Researcher

Background: Prior to the Wave, Dr. Foote was a tenured professor at the elite Eastview University. His controversial research into a cure for the common flu made him some enemies in the pharmaceutical industry. Since the Wave, he has spent the past 2 weeks researching Zombies and finding a vaccine for the affliction. To his surprise, Dr. Foote discovered that the affliction was artificial, created in a lab by a pharmaceutical organization elsewhere. Dr. Foote was close to a vaccine, but his research assistant was afflicted, and his lab was demolished. If he can survive the journey back to his lab, he might be able to salvage his vaccine research and expose the creators of this catastrophe!

As a former chemist, he can make homemade explosives, simple motion detectors, other chemical combinations, and basic devices.

Personal Objective: *Return to his lab to recover his vaccine research, then escape from the campus!*

Alignment: Scrupulous

Age: 38

Level: 5th level Zombie Researcher (*Endless Dead* Sourcebook)

Stats: I.Q. 17, M.E. 18, M.A. 10, P.S. 7, P.P. 15, P.E. 8, P.B. 9, Spd. 24

Hit points: 27 **S.D.C.:** 18 **P.P.E.:** 2

Notable Skills: Lore: Zombies 78%, Toxicology 78%, Demolitions 85%, NBC Warfare 68%, Biology 78%, Chemistry 93%, Computer Operation 85%, First Aid 83%, History 84%/64%, Research 78%, Bicycling 82%, Prowl 48%, Radio: Basic 73%, Climb 63%/53%, Brewing:

Medicinal 48%/58%

Special Abilities: Can safely restrain zombies for examination. Make household explosives, simple motion detectors and other chemical combinations and basic devices.

Hand to Hand: Basic, W.P. Knife

Combat: Number of Attacks: 5, Strike: +1, Parry: +2, Dodge: +2, Roll: +2, Pull Punch: +2

W.P. Bonuses: Knife: +2 strike, +2 parry, +2 strike when thrown

Saving Throw Bonuses: Save vs. Insanity: +2, Save vs. Psionics: +2

Equipment: 10 x syringes, 12 x plastic containers, microscope, Petri dishes, antibiotics, goggles, lab coat, digital camera, notebook, pens, 2 x scalpels, bone saw, survival knife, first aid kit, flashlight, penlight, lighter, duct tape, binoculars, compass, backpack, laptop computer

Weapons: Large crowbar: 2D6, 9mm handgun: 2D6, Shotgun: 4D6 (buckshot), 5 x homemade bombs: 5D6, combat knife: 1D6+1

Ammo: 30 rounds (handgun), 12 rounds (shotgun)

Burhan Smith - Zombie Nerd

Background: Burhan is not a professional researcher by any stretch, but he has enough street knowledge of Zombies to rival any 'expert.' This has made Burhan a bit over-confident, and feels the need to prove himself to others. Currently a gifted student at Eastview University, he aspires to become a professional Zombie researcher and looks up to those who are. But, for now, Burhan relies on his street knowledge and instincts. He hopes to one day be a hero.

Personal Objective: *Demonstrate your knowledge of Zombies to impress and gain favor with Professor Foote.*

Note: Because of his O.C.C., Burhan knows all zombie tactics and weaknesses. The GM may

want to write these down and provide these details to the player. These details can be found on pages 25-30 and 56-59 of the *Dead Reign* core book. Either create a cheat sheet for the player or provide them with the core book for reference.

Alignment: Unprincipled

Age: 20

Level: 4th Level Zombie Nerd (*In the Face of Death* Sourcebook)

Stats: I.Q. 18, M.E. 15, M.A. 7, P.S. 8, P.P. 17, P.E. 17, P.B. 9, Spd. 20

Hit Points: 34 **S.D.C.:** 35 **P.P.E.:** 4

Notable Skills: Lore: Zombies 69%, Skateboard 69%, Climb 60%/50%, First Aid 64%, Intelligence 54%, Prowl 49%, Swim 69%, Tailing 54%, Tracking (zombies) 49%, Zombie Survival Training, T.V./Video 64%, Computer Programming 60%

Special Abilities: Unafraid of zombies (no Horror Factor)

Hand to Hand: Expert, W.P. Staff, Pistol

Combat: Number of Attacks: 5, Strike: +3, Parry: +5, Dodge: +5, Roll: +3, Pull Punch: +3, Perception: +6

W.P. Bonuses: Staff: +2 strike, +1 parry; Pistol: +2 strike

Equipment: Face shield, video camera, GoPro, 4 x signal flares, binoculars, laser pointer, First Aid kit, sunglasses, baseball cap, heavy gloves, survival knife, 5 x chemical nightsticks, flashlight, matches, canteen w/water, duct tape, box cutter, skateboard, chalk, 4 x pens, smart watch, audio recorder, surveillance equipment

Weapons: .45 caliber pistol: 4D6, Iron Staff: 2D6

Ammo: 50 rounds (pistol)

Erin Lemaire - One Percenter

Background: Before The Wave, Erin Lemaire was in her junior year at the elite Eastview University. She is undoubtedly bright with plenty of potential. However, her utter laziness and sense of entitlement has been her weakness. She was accepted to Eastview mainly because her father, the CEO of a multi-billion-dollar pharmaceutical corporation EIG Pharmaceuticals, is very well-connected. Isolated from everything she knows, her hope is that she can find some strings to pull to get her through this - maybe her daddy could help. If only she hadn't left her satellite phone in her dorm room...

Personal Objective: *Retrieve her satellite phone from her dorm room and call her father for a rescue.*

Alignment: Principled

Age: 20

Level: 4th Level One Percenter (*Hell Followed* sourcebook)

Stats: I.Q. 18, M.E. 15, M.A. 26, P.S. 11, P.P. 7, P.E. 11, P.B. 19, Spd. 11

Hit Points: 25 **S.D.C.:** 39 **P.P.E.:** 3

Trust/Intimidate: 98% **Charm/Impress:** 75%

Notable Skills: Appraise Goods 89%, Business & Finance 89%, Performance 59%, Prowl 54%, Sense of Balance 79%, Aircraft: Propeller Types 88%, Automobile 95%, Swim 84%

Special Abilities: Expert Negotiator, Reputation among businesspeople and politicians

Hand to Hand: Basic, W.P. Sword, Pistol

Combat: Number of Attacks: 5, Initiative: +1, Damage: +2, Parry: +3, Dodge: +3, Roll: +3, Disarm: +2, Perception: +3

W.P. Bonuses: Blunt: +2 strike, +2 parry; Sword (falchion): +2 strike, +2 parry, +1 strike when thrown; Handgun: +2 strike

Equipment: Laptop, Tablet, Falchion, Stapler, Fine jewelry, briefcase

Weapons: .25 caliber pistol: 2D4 (1D4 against zombies), Falchion (sword): 2D4

Ammo: 30 bullets

Steve Langlois - Ordinary Person

Background: Steve Langlois never had much use for a formal education. However, he managed to graduate high school, though little good has that done him. He worked small jobs but had a business on the side as a professional hitman. At the very beginning of The Wave, Steve was hired by a rich client - the CEO of a corrupt pharmaceutical corporation named EIG Pharmaceuticals - to assassinate a researcher on the cusp of discovering what the company was really up to. The researcher was a professor at Eastview University named Professor Byron Foote. Steve is unsure if the contract is still valid given the state of the world, but EIG Pharmaceuticals still exists...

Personal Objective: *Prevent Dr. Byron Foote from revealing the nature of the affliction and from finishing the vaccine - even if it means eliminating him!*

Alignment: Anarchist

Age: 38

Level: 4th Ordinary Person (Hit Man) (*Dead Reign* core book)

Stats: I.Q. 10, M.E. 11, M.A. 12, P.S. 19, P.P. 12, P.E. 20, P.B. 6, Spd. 41

Hit Points: 41

S.D.C.: 53

P.P.E.: 5

Notable Skills: I.D. Undercover Agent 82%, Munitions Expert 70%, Prowl 55%, Recognize Weapon Quality 55%, Sniper, Streetwise 47%, Tracking 60%, Climb 60%/50%, Safecracking 32%, Pick Locks 60%, Palming 45%, Find Contraband 48%, Tailing 65%, Motorcycle 82%, Appraise Goods 55%, Detect Ambush 45%

Hand to Hand: Assassin, W.P. Paired Weapons, Shotgun, Handguns, Rifles, Blunt, Knife

Combat: Number of Attacks: 6, Initiative: +3, Strike: +2, Damage: +8, Parry: +3, Dodge: +3, Roll: +4

W.P. Bonuses: Blunt: +2 strike, +2 parry; Knife: +2 strike, +2 parry, +2 strike when thrown; Handguns: +2 strike, Rifles: +2 strike, Shotgun: +2 strike

Equipment: Running shoes, boots, backpack, camouflage netting, box cutter, flashlight, duct tape, cigarette lighter, 1/2 pack of cigarettes, pocket mirror, lock picks, fake ID, binoculars

Weapons: Pipe: 2D6, Sniper Rifle: 5D6, .41 Magnum: 5D6, .41 Magnum: 5D6, Combat Knife: 1D6+1

Ammo: 20 rounds (pistol), 20 rounds (rifle), 10 rounds (shotgun)

Gary Stevens - Sentinel

Background: Prior to The Wave, Gary was a Hibachi steakhouse chef. As the Wave began, he found his passion for rescuing survivors, providing vital supplies, and assisting with evacuations. As a local, he knows the area well, including the Eastview University campus. He noticed a group of survivors near the Moosehead Arena, so he fought his way there. Upon arriving, Gary was no longer the rescuer. Instead, like the others, he needs rescuing but will do whatever it takes to save his colleagues.

Personal Objective: *See the party to safety, no matter the cost, even at your own expense.*

Alignment: Principled

Age: 32

Level: 4th Level Sentinel (*Endless Dead* Sourcebook)

Stats: I.Q. 10, M.E. 14, M.A. 14, P.S. 17, P.P. 17, P.E. 13, P.B. 14, Spd. 25

Hit Points: 32 **S.D.C.:** 39 **P.P.E.:** 14

Notable Skills: Climbing Expert 58%, Camouflage 55%, Climb 75%/65%, Detect Ambush 60%, Intelligence 64%, Paramedic 75%, Prowl 55%, Radio: Basic 80%, Spelunking 75%, Tracking (people) 5%%, Truck 73%, Roadwise 53%, Cook 85%, Juggling 55%, Palming 40%, Sing 55%, Pick Locks 60%

Special Abilities: Climbing Expert, Pick Locks, An Eye for Detail (sense presence of zombies, type of zombies, ambushes, etc.)

Hand to Hand: Expert, W.P. Pistols, Rifles, Knife, Paired Weapons

Combat: Number of Attacks: 6, Initiative: +4; Strike: +3, Damage: +3, Parry: +5, Dodge: +6, Roll: +4, Disarm +3, Perception: +1

W.P. Bonuses: Knife: +2 strike, +2 parry; +2 strike when thrown; Pistols: +2 strike; Rifle: +2 strike

Armor: Riot jacket, A.R. 10, S.D.C. 60

Saving Throw Bonuses: Save vs. Horror Factor: +2

Equipment: Camouflage fatigues, gloves, survival knife, 100 ft. (30.5 m) rope, 10 pitons, climbing hammer, First Aid kit, 2 signal flares, 3 chemical nightsticks, flashlight, duct tape,

compass, laser pointer, binoculars, night vision goggles, sunglasses, backpack

Weapons: 2 Steak knives: 2D6, Homemade Bomb: 5D6, .75mm Hunting rifle (4D6), .44 Magnum pistol: 5D6+3, Shotgun: 5D6 or 1D4x10+8 per double barrel blast

Panna Choi - Soldier

Background: Following in the footsteps of his parents, Panna strives to serve her country as an officer in the United States Army. After being accepted to Eastview University, she enrolled in the ROTC program to continue the family tradition. She's on the arrogant side and feels the need to 'protect' those around her during the Wave - she does not believe they can survive without her. That is even more reason for her to somehow retrieve her prized possession: an M-2A1-7 Portable Military Flamethrower, stashed away in the closet of her dormitory. Also, aviation has been a passion of Panna's, so as part of his ROTC training, she learned the basics of flying helicopters.

Personal Objective: *Return to the dormitories to retrieve her prized military flamethrower and assist the other survivors in escaping.*

Alignment: Scrupulous

Age: 21

Level: 4th Level Soldier (*Dead Reign* core book)

Stats: I.Q. 11, M.E. 11, M.A. 9, P.S. 21, P.P. 13, P.E. 19, P.B. 10, Spd. 31

Hit Points: 39 **S.D.C.:** 61 **P.P.E.:** 5

Notable Skills: Climb 65%/55%, Lore: Zombies 35%, Military Etiquette 70%, Swim 75%, Sign Language 50%, Helicopter 79%, Camouflage 50%, Land Navigation 58%, Recognize Weapon Quality 50%, Firefighting 55%, Combat Driving, Motorcycle 72%

Hand to Hand: Expert, W.P. Blunt, Pistol, Rifle, Knife

Combat: Number of Attacks: 6, Strike: +3, Damage: +9, Parry: +5, Dodge: +5, Roll: +4, Disarm +3, Perception: +1

W.P. Bonuses: Blunt: +2 strike, +2 parry; Pistol: +2 strike; Knife: +2 strike; Flamethrower: +2 strike

Armor: Military medium armor: A.R. 12. S.D.C. 100 (armor is in dormitory at start of game)

Saving Throw Bonuses: Save vs. Horror Factor: +2

Equipment: Military fatigues, boots, leather gloves, camouflage netting, survival knife, flashlight, cigarette lighter, duct tape, eating utensils, backpack, 2 x walkie talkies, sunglasses, 3 x road flares, 3 x smoke grenades, 4 x explosive grenades, tent

Weapons: .44 Magnum: 6D6, Sniper Rifle: 5D6, Combat Knife: 1D6+1, Baseball Bat - aluminum: 1D6, 4 explosive grenades: 2D4x10, Shotgun: 5D6 (solid slug)/1D6x10+4 (triple shot burst)

Ammo: 50 rounds (pistol), 10 rounds (sniper rifle), 8 round detachable box magazine (shotgun)

