

## The Walking Dead

Animated corpses, powered by Dark Fire, the Walking Dead are the products of alien influence into our world. The evil energy focuses in the bones—so it is the bones that remain of one of the walking dead long after the flesh has grown rotten and fallen away, but in the early stages of a Walking Dead's existence, it will often still have flesh and resemble a rotting corpse.

### Qualities

#### **Soulless**

Walking Dead have no souls. Nothing remains of the people they used to be except for their physical bodies. They have no personalities by default, only a deep desire to destroy life and spread the Dark Fire. They are not totally dumb—they can use stealth, set simple ambushes, navigate treacherous areas as best as their bodies will allow, and recognize and avoid obvious dangers. The basic Undead are not smart enough to really understand human actions, though, and even a child could outsmart one. There are powerful undead that have intellect, but these are mercifully rare.

Undead are intelligent enough to use simple weapons, though they generally only Strike with them.

#### **Darkfire Aura**

Living things suffer around the Walking Dead, even when the creatures cannot physically injure them.

#### **Invulnerable**

The Walking Dead are highly resistant to injury, and it is much more difficult to damage one with some weapons than others.

- The Walking Dead cannot suffer from Exhaustion.

- The Walking Dead cannot suffer from Pain or Bloodloss.

- The Walking Dead halve all Shock.

- The Walking Dead do not suffer Death from any Wound. Death instead inflicts 20 Shock (10 after Halving)

- The Walking Dead cannot be rendered unconscious or suffocated, they cannot be blinded either.

- The Walking Dead are immune to poisons and toxins of all kinds.

- The Walking Dead ignore Strength Caps of all sorts for both weapons and unarmed attacks.

- The Walking Dead have Durability equal to 10+TOU+Misc bonuses from Undead Strength.**

#### **Durability**

The Walking Dead are not destroyed through conventional means, but by reducing their **Durability** until their bones simply cannot serve as a vessel for the Darkfire anymore, and the essence escapes, “killing” the monster.

Durability is reduced through wounds, according to their damage type:

- Cutting Damage** reduces the Walking Dead's Durability by 1 per level of the Wound *over* 3. Up until 3, the attack has no effect.

- Piercing Damage** reduces the Walking Dead's Durability by 1, but only if the Wound is level 5 or higher. Piercing Damage can never inflict more than 1 Durability in damage. (Weapon's that inflict Scatter damage can inflict 1 Durability per scattered projectile, same with Multi-Hit)

- Bludgeoning Damage** reduces the Walking Dead's Durability by 1 per level of the Wound, with no limit—damage over a Level 5 Wound continues to inflict Durability Damage.

- Any **Limb Severed** result reduces Durability by an additional 2.

- Fire inflicts 1 Durability point worth of damage per point of damage, instead of inflicting Fire Wounds.

#### **Undead Strength**

This quality is the general Strength of the Undead. Most Undead start out *Weak*, and grow stronger depending on how many living things they kill. Undead Strength determines the base Attributes and Proficiency of the Undead.

Undead have no Willpower score.

**Weak:** Undead are born Weak, most of the time.

-4 in all Attributes except Intelligence, which is 1, and Strength, which is 8.

- TOU cannot be lower than 7.
- Proficiency of 0
- Durability Bonus: +5

**Strong:** Undead that have killed between 5 and 10 human beings or Din (animals like dogs and rats are generally worth about 1/8th of a human) become Strong.

- 6 in all Attributes except Intelligence, which is 2, and Strength, which is 10
- TOU cannot be lower than 8.
- Proficiency of 4
- Durability Bonus: +10

**Advanced:** Undead that have killed 11 or more human beings or Din (animals like dogs and rats are generally worth about 1/8th of a human) become Advanced.

- 8 in all Attributes except Intelligence, which is 3, and Strength, which is 12
- TOU cannot be lower than 9.
- Proficiency of 6
- Durability Bonus: +15

### **Type**

Not all of the Walking Dead are the same. Some of them have specific qualities depending on what state they're in or what they were like prior to reanimation... Or sometimes depending on how they were reanimated, and by who or what.

**Fleshy:** Usually called a Zombie in Karthack, or Ghouls in Western Vosca, this sort of undead still has the flesh on its body. This hinders its mobility, as its muscles do nothing to motivate it and the meat just weighs down the skeleton inside, but it can provide a bit of padding against bludgeoning attacks.

- This Undead suffers -3 Endurance and Health.
- This Undead suffers -2 Agility
- This Undead has AVB 1, and reduces the dice rolled for Fire Damage by 1 from any source except Paladin Judgment.

**Boney:** Them bones, them bones, them dry bones. This undead is just a skeleton, it's got little or no flesh left clinging to it. Commonly called Skeletons, these Walking Dead are much more agile than their fleshy cousins, and in fact are generally faster and more agile than they were in life! Skeletons aren't limited by the traditional movements of joints and muscles... This makes them very difficult to predict in battle. However, their lack of flesh makes them vulnerable to bludgeoning weapons.

- This Undead gains +3 Endurance and Health.
- This Undead gains +2 Agility.
- This Undead suffers 2 additional damage from Bludgeoning sources.

**Skeleton Assembly:** Why would you assume that they'd all be humanoid? Skeletons can, either by design or through circumstance be assembled in different forms than the merely humanoid, and this can make them *much* more dangerous than the conventional skeletons. Some older undead skeletons figure out how to do this to themselves at will, and can shift between multiple forms. These horrors are mercifully rare.

**Wheel Assembly:** This Undead has formed itself (possibly with additions of other materials besides its own bones) into a wheel shape. These "Wheel Skeletons" can motivate themselves by rolling along, something that makes them *extremely* dangerous, in addition to sharing the strengths and weaknesses of regular skeletons.

- This Undead gains +3 Endurance and Health.
- This Undead gains +2 Agility.
- This Undead suffers 2 additional damage from Bludgeoning sources.
- This Undead can perform the **Rolling Bones** Maneuver.

-Wheel Damage may be of any type, depending on the construction of the skellington, and is distributed and resisted like Falling Damage

### Rolling Bones [2+X] [Thrust, Spooky]

**Advanced:** Wheel Skeleton

**Requirements:** Be a Wheel Skeleton.

**Maneuver:** Wheel Attack at Half-Arm Range with X Dice at TN 7. This Maneuver is not aimed at a Target Zone.

**Success:** Inflicts Str+5 Wheel Damage. The Target must make a Stability Test at RS equal to 3+BS or be knocked Prone. If the Target is *not* knocked Prone, immediately resolve a second Rolling Bones attack with dice equal to BS-1 against them, before moving on to the next phase.

You leave the Bout immediately, and re-enter the Bystander Phase. You may not act in (or be targeted in) the next Action.

**Failure:** You leave the Bout immediately, and re-enter the Bystander Phase. You may not act in (or be targeted in) the next Action.

If Rolling Bones was *Blocked* with BS of 5 or more, or if it was *Voided* and there was a hard surface (like a wall, a building, etc) immediately behind the Target, you *Crash*, and suffer Bludgeoning (or possibly another type) of damage, not reduced by TOU or Armor, distributed as-per Falling Damage. The amount of damage sustained for impacting an obstacle is detailed below.

**Special:** This Maneuver cannot be *Parried*. *Blocks* made against this Maneuver suffer a +5 Activation Cost unless the Shield being used is a Scutum, Teardrop Shield, or Arm-Pavise, in which case they suffer a +3 Activation Cost.

In the event of a successful Block, the Shield suffers Str+5 Damage, as though a *Hew* with 0 BS.

Weight	Example Object
1	Miscellaneous Furniture
2	Wooden Door, Picket Fence
3	Man
4	Armored Man, Donkey
5	Pony, Huge Man
6	Wooden Fence
7	Construction Scaffolding
8	A Small Crowd of People
9	Workhorse, a Cow
10	Courser, Rouncey,
11	Destrier, Freakishly Robust Workhorse
12	An Armored Courser or Rouncey, Freakishly Robust Courser/Rouncey
13	A Freakishly Robust Destrier, or an armored normal Destrier.
15	A Brick Wall, A Freakishly Robust Armored Destrier, a Destrier with two saddlebags full of bricks carrying a concrete statue of Mark Henry.

### Special Quality

These are special qualities that any Undead can have.

***Flaming***

Any attack that targets a Hit Location inflicted by this creature inflicts Burn 3/TN5 for 2 Rounds to the location Hit.

***Transforming (Skeleton Only)***

Given a full Round to do so, this creature can transform between a Skeleton and a Skeleton Assembly, or back again.

***Super-Corrupting***

Any living thing within 50 yards of this Undead sustains 5 Bleed so long as it stays within that area. This effect does not stack with other Super-Corrupting Undead.

***Intelligent***

This Undead has +2 Intelligence, and will now use more sophisticated Maneuvers and tactics. It is still impossible to interact with on a meaningful level as a being.

***Incorporeal***

Weak undead that are Incorporeal cannot be harmed with ranged attacks, missile weapons, or any non melee attack.

**Weak Zombie**

STR: 8

AGI: 2

END: 1

HLT: 1

WIL: -

WIT: 4

INT: 1

PER: 4

TOU: 7

ADR: 3

MOB: 5

**Proficiency:** 0

**Combat Pool:** 3

*Equipment:* None

**Durability:** 22

**Weak Skeleton**

STR: 8

AGI: 6

END: 7

HLT: 7

WIL: -

WIT: 4

INT: 1

PER: 4

TOU: 8

ADR: 5

MOB: 11

**Proficiency:** 1H Sword 0

**Combat Pool:** 5

*Equipment:* Skullcap, Falchion

**Durability:** 23

**Strong Wheel Skeleton**

STR: 10

AGI: 8

END: 9

HLT: 9

WIL: -

WIT: 6

INT: 2

PER: 6

TOU: 9

ADR: 7

MOB: 13

**Proficiency:** 1H Sword 4

**Combat Pool: 11**

*Equipment:* Wheel

**Durability: 29**