Zombie Abilities

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Undead | MS+3 | MT+3 | RS+2 | RS+2 | PT+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Avoid Killing Blow | V | C | 20 | -- | -- | Self | 0 | * Once per fight, when an attack would normally defeat you, you may spend one energy to avoid the attack and take no damage | * Uses +1 / x2 / -- / 20P |
| Bleeder | T | N | 10 | -- | -- | Self | 0 | * Your attacks get Bleeder(2) | * Bleed +1 / x3 / -- / 10P |
| Brain Dead | R | N | 20 | -- | -- | Self | 0 | * Armor 0/0/3 * Mental Saves +1 | * Armor / x3 / -- / 10P |
| Consume | B | T | 20 | -- | -- | 2 rad | 1 | * You heal 1 hit point for each adjacent bleeding enemy | * None |
| Dirty Claws | Am+ | + | 20 | -- | 0 | -- | 1 | * Impair(1) (Toughness) |  |
| Festering Wounds | Am+ | + | 20 | -- | 0 | -- | 1 | * If your attack inflicts a bleed, impair, or wound effect, your target suffers Festering | * None |
| Go for the Throat | Am+ | + | 20 | -- | -- | Self | 3 | * +1d8 physical damage * Pierce(4) * Can be used against prone, dazed, or stunned opponents | * Easy Target – Can use against restrained, slowed, and snared opponents / x1 / +0B / 10P * Pierce +1 / x3 / +0B / 10P |
| Improved Charge | Vm | C | 10 | -- | -- | Self | 0 | * You take no penalty when charging | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Rend and Bite | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d8 + Muscle Physical Damage * Bleeder(3) |  |
| Revenant | V | C | 20 | -- | -- | Self | E | * When you are defeated, you may spend 1 energy to keep fighting for one more round * Each round, you may spend energy to fight on * Any time you take 6 or more points of damage when you are defeated, you lose 1 energy | * Dmg Threshold +2 / x3 / -- / 10P |
| Sense Life | T | N | 20 | -- | -- | 10 rad | 0 | * Can sense the living within 10 hexes * Can be used as a targeting sense |  |
| Strength of the Grave | T | N | 20 | -- | -- | Self | 0 | * Muscle +2 * Toughness +2 |  |
| Strong Jaw | V | C | 20 | -- | -- | -- | -- | * Once per combat, when hit by an attack (but before damage is rolled), you can spend one energy to ignore the effects of that attack | * None |
| Undead Physiology | T | N | 20 | -- | -- | Self | 0 | * Resist Daze(1) * Resist Fear(1) * Resist Stun(1) |  |
| Zombie Run | M | M | 20 | -- | -- | Self | 1 | * Run 10 * Overland(3) | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |