RAG & BONE – COMPANY WE KEEP

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It ain't complicated, kid. You make the life that you can with the material at hand. And if in the course of that work, you happen along a few like- minded souls, then you rejoice in the time that you've got together and pretend—for a bit—that humanity still has half a chance at crawling out of the dark and foreboding hole that it has found itself stuck in.

After that, well, one of two things tends to happen. Either the companion that you thought was on your side, isn't actually on your side, or you end up parting ways…more often than not with one of you putting the other down after a bite from one of the Dead.

I guess there might be other options, but—these days—it's all about extremes. To put it in English for you, trust ain't easy but if you get the chance to travel with folks that aren't immediately looking to rob or kill you, savor it. Things tend to sour pretty quickly.

And then you're all alone again…

OldWallyWagstaff — Rag and Bone Merchant

STRENGTH IN NUMBERS

On the road in the vast empty gulf of the wild expanse of the former United States, communities and—in fact—people are a dwindling resource. In a campaign of *Outbreak: Undead.. Rag & Bone* the apocalypse is over and the world that is left behind is an empty place that holds far more Romeros than people. It is a wild and untamed place and when you do encounter survivors, they rarely welcome outsiders without proof of intention and worthy trade.

Trust and kindness are almost as extinct as the human race.

Herein, you'll find a fresh assortment of character sheets and some biographical information on some of the most prominent guest characters in our on-going *Outbreak Undead.. Rag & Bone* campaign.

Each of them offers a unique glimpse into a particular path of gameplay and apocalyptic lifestyle, Blockbuster—believe it or not—was originally constructed to be a skilled hand to hand combatant. Aria was a socially based character in the same vein as Lampwick. Kusanagi was meant to come to the table with a particularly valuable skillset in his knowledge of mechanics and electronics. Digger, on the other hand, was always envisioned to act as a mentor to those that sought to learn the urban survival bushcraft that he is an expert in. In fact, all these characters have talents and skills that put them in a unique position—much like Doctor Espinoza before them—their survival helps entire communities—wherever they may land.

With their inclusion in any group or settlement they contribute to survival of any burgeoning community and improve the infrastructure of any strongholds that they are brought into.

As half of these characters have already died in the canon of the campaign—as of the writing of this document—the skills represented here should be seen as resources in your games and provide a method for your players to engage with these NPCs, learn from them, and to help guide them to the place that best benefits their personal goals. The players would do well to protect and nurture healthy relationships with any of these NPCs and—for that matter—any plot characters that possess specialty skills and knowledge.

But that, my friend, is where the fun really begins. Just because a character is extremely useful, it doesn't mean that they are particularly nice or easy to get along with. It is up to the Game Master to create tensions and stories that challenge the players to connect and interact with the NPCs in a way requires some social savvy and logical navigation.

Approach useful NPCs as challenge and encounter for the players to work with and encourage them to problem solve and negotiate. Sometimes those interactions create wonderful moments of gameplay that leads into new and interesting relationships amongst the survivors. This game is about people surviving the end of the world together.

Fighting zombies is just the backdrop.

MATTHEW "GRAVEDIGGER" THOMPSON

Echo Survivor

"...move quietly...d.d.d.don't stop...and no m.m.m.matter what happens...don't look back..."

-Digger to Juniper Song on the Road, Sometime in May 25 A.F.

The son of investment banker and Pittsburg real estate mogul, Michael William Thompson, Matthew grew up in difficult world that he always felt an outsider within. His father had made his first million by the time that he was twenty-nine owned summer property in Maine, and traded in Mazuraits like most people change socks. Matthew enjoyed goth music and dark, sad graphic novels. He could have been a successful comic book artist, despite his father's disapproval. Then the world ended.

Having to shoot his newly infected father on a hunting trip in the middle of the wilds of Pennsylvania, Matthew struggled in fear, alone for years. Pittsburg was on fire and there was nowhere to go that wasn't over-run with Romeros and military lockdowns. So, he learned to survive. After years of being forced to attend Eagle Scouts, he found himself thankful for his father's ignorant understanding of his own son.

After twenty-five years of nearly complete isolation, Matthew died and the hermit known as *The Gravedigger* took his place. Where *The Digger* wandered, the dead were buried and simple signposts left behind with artifacts of the dead. If you run across a simple gravesite covered in markers made from old Drivers Licenses, handwritten letters, and jewelry, chances are that *The Gravedigger* put those people to rest. There are so few people to witness his work, still the kindness it exhibits has pulled more than a few folks from the edge, knowing that someone is out in the world putting the dead to rest.

Affiliation

Independent

Traits

Abilities:

- ❖ Acumen: Tier 2 (*Survivor's Guide*, pg. 38)
- ❖ Basic First Aid: Tier 1 (*Survivor's Guide*, pg. 39)
- ❖ Bushcraft: Tier 1 (*Survivor's Guide*, pg. 40)
- ❖ Concealment: Tier 2 (*Survivor's Guide*, pg. 42)
- ❖ Damage Threshold: Tier 1 (*Survivor's Guide*, pg. 43)
- ❖ Early Bird: Tier 1 (*Survivor's Guide*, pg. 43)
- ❖ Efficient: Tier 3 (*Survivor's Guide*, pg. 43)
- ❖ Healthy: Tier 1 (*Survivor's Guide*, pg. 44)
- ❖ Iron Will: Tier 2 (*Survivor's Guide*, pg. 44)
- ❖ Survival Skills, Temperate Forest: Tier 3 (*Survivor's Guide*, pg. 48)
- ❖ Traceur: Tier 2 (*Survivor's Guide*, pg. 48)
- ❖ Training, Melee Slashing: Tier 3 (*Survivor's Guide*, pg. 49)

Disadvantages:

- ❖ None

Supported Skill(s)

{Calm Other%, Climb%, Composure%, Endurance%, First Aid%, Melee Attack (Bludgeoning)%, Navigation%, Stealth%, Survival%}

NAME: Gravedigger
PLAYER:
CAMPAIGN:

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3	2	4	1	2	0	3	3
BONUS		BONUS		BONUS		BONUS	

CHARACTER RESOURCES

Survival Points [ ]   **Gestalt Level** [ ]   **Competence Points** [ ]

Skills

BASIC SKILL CHECKS

Increases from Advancement → SC% Total

Advancement: 1st 2nd 3rd 4th 5th

Skill	Incr.	SC% Total		Skill	Incr.	SC% Total
{Balance%}		{44%}		{Hold%}		{37%}
{Brawl%}		{36%}		{Jump/Leap%}		{36%}
{Climb%}	7	{42%}		{Lift/Pull %}		{35%}
{Composure%} ☒	13	{48%}		{Resist Pain%}	3	{39%}
{Dodge%}		{44%}		{Search%}	5	{49%}
{Endurance%}	6	{41%}		{Spot/Listen%}	4	{48%}
{Expression%}		{24%}		{Stealth%}	7	{51%}
{Grapple%}		{35%}				

TRAINED SKILL CHECKS

Skill	Incr.	SC% Total		Skill	Incr.	SC% Total
{Bow%}		{44%}		{Frm.(Long G.)%}		{44%}
{Calm Other%}		{23%}		{Frm.(Pistol)%}		{44%}
{Diplomacy%}		{ * %}		{First Aid%}	4	{48%}
(S){Barter%}		{23%}		{M. Attack–[Bl]%}		{35%}
(S){Command%}		{23%}		{M. Attack–[Pi]%}		{35%}
(S){Det. Motives%} ☒	7	{30%}	{M. Attack–[Sl]%} ☒	16	{51%}
(S){Intimidate%}		{23%}	{Navigation%} ☒	11	{55%}
(S){Persuade%}		{23%}		{Swim%}		{35%}
{Digi. Systems%}		{44%}		{Throw%}		{44%}

EXPERT SKILL CHECKS

Skill	SC% Total		Skill	SC% Total
{Adv. Medicine%}	{ 7 %}		{Ride%}	{ 5 %}
{Cnst./Eng. %}	{ 7 %}		(S) ____	{ % }
(S) ____	{ % }		{Science%}	{ 7 %}
(S) ____	{ % }		(S) ____	{ % }
(S) ____	{ % }		(S) ____	{ % }
(S) ____	{ % }		{Survival%} ☒ 19	{26%}
{Martial Arts%}	{ 7 %}		(S) ____	{ % }
{Pilot%}	{ 7 %}		(S) ____	{ % }
(S) ____	{ % }		(S) ____	{ % }
(S) ____	{ % }		{Toughness%}	{ 6 %}

VITALITY

Injuries — Health Points

Damage Threshold

$S_B + W_B$: 6   **Bonus**: + 2

Total = + 8

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms
_____ _____

PSYCHE

$W_B + E_B$: 5   **Bonus**: + 2   **Total** = 7

Morale ☺

Coping mechanisms

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

	Bonus			Bonus
Archery Gear	+		Long Gun	+
Bludgeon	+		Pistol	+
Piercing	+		Throwing	+
Slashing	+ 3		Martial Arts	+

	Bonus		Bonus		Bonus
Athletic Gear	+	First Aid Kits	+ 1	Swimming/Diving	+
Climbing Gear	+ 2	Medical Gear	+	Tools	+
Command App.	+	Recon. Gear	+ 2	Value	+
Firefighting	+	Survival Kit	+ 3	Vehicles	+

PHILLIP "KUSANAGI" DEL TORO

Echo Survivor

"Ah, a nearly pristine copy of Ninja Scroll? A good find, that will fetch a healthy ratio share from a guy that I met back in Bread Basket. Personally, I own the director's cut on laser disc and often find myself lost in the undubbed original soundtrack….but this tape is a good find, to be certain."

As another Echo survivor, Kusanagi see himself as a shepherd of lost knowledge and culture. At The Fall, Kusanagi was an intelligent and well-educated teenager that had excelled well beyond his A.P. classwork and spent much of his free time teaching himself electronics, coding, and computer science.

His intense love of Japanese animation and manga led him to collect and archive everything that he could get his hands on. But the apocalypse is a hard place and over the years, through fire, natural disaster, or Romero horde, Kusanagi has been forced to rebuild his collection more than once. As most tech and VHSs are becoming a rarity, he naturally found himself working within the Rag & Bone crew known as the Enders Line. They operate in a fairly ethical manner and afford Kusansgi the support to fulfill his search for the best remaining copies of the media that he loves.

An expert at the art of jury-rigging and repairing electronics that would seem useless to others, Kusanagi has proven his value as a community member time and time again. In fact, he cunningly, knows what he can bring to any settlement or stronghold and leverages that worth for special consideration and supplies. He is, after all, a businessman.

Affiliation

Enders Line

Traits

Abilities:

❖ Acumen: Tier 2 (*Survivor's Guide*, pg. 38)

❖ Bookworm: Tier 3 (*Survivor's Guide*, pg. 40)

❖ Civilian, Profession: Tier 3 (*Survivor's Guide*, pg. 41)

❖ Damage Threshold: Tier 2 (*Survivor's Guide*, pg. 43)

❖ Healthy: Tier 1 (*Survivor's Guide*, pg. 44)

❖ Pack Rat: Tier 2 (*Survivor's Guide*, pg. 46)

❖ Salesmanship: Tier 1 (*Survivor's Guide*, pg. 47)

❖ Sharpshooter: Tier 1 (*Survivor's Guide*, pg. 47)

❖ Swimmer: Tier 1 (*Survivor's Guide*, pg. 48)

❖ Teacher: Tier 2 (*Survivor's Guide*, pg. 48)

❖ Training, Automobile: Tier 1 (*Survivor's Guide*, pg. 50)

❖ Volunteer: Tier 1 (*Survivor's Guide*, pg. 50)

Disadvantages:

❖ Monomania (*Survivor's Guide*, pg. 52)

Supported Skill(s)

{**Digital Systems%, Endurance%, Expression%, Diplomacy-Barter%, Diplomacy-Persuade%, Pilot%, Swim%**}

NAME: Kusanagi

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2	9	3	0	3	7	3	0
BONUS		BONUS		BONUS		BONUS	

CHARACTER RESOURCES

Survival Points [☐]   **Gestal Level** [◆]   **Competence Points** [☐]

Skills

BASIC SKILL CHECKS

Increases from Advancement → | SC% Total ↓

Advancement: 1st 2nd 3rd 4th 5th

☐ {Balance%}		{33%}	☐ {Hold%}		{33%}
☐ {Brawl%}		{32%}	☐ {Jump/Leap%}		{32%}
☐ {Climb%}		{32%}	☐ {Lift/Pull %}		{32%}
☒ {Composure%}	3	{36%}	☒ {Resist Pain%}	2	{34%}
☐ {Dodge%}		{32%}	☐ {Search%}		{33%}
☒ {Endurance%}	7	{39%}	☒ {Spot/Listen%}	7	{40%}
☒ {Expression%}	7	{47%}	☒ {Stealth%}	5	{38%}
☐ {Grapple%}		{32%}			

TRAINED SKILL CHECKS

☐ {Bow%}		{32%}	☐ {Frm.(Long G.)%}		{33%}
☐ {Calm Other%}		{40%}	☒ {Frm.(Pistol)%}	12	{45%}
☐ {Diplomacy%}		{ * %}	☐ {First Aid%}		{33%}
☒ (S) {Barter%}	5	{45%}	☐ {M. Attack–[Bl]%}		{32%}
☒ (S) {Command%}	3	{43%}	☐ {M. Attack–[Pi]%}		{32%}
☒ (S) {Det. Motives%}	4	{44%}	☐ {M. Attack–[Sl]%}		{32%}
☐ (S) {Intimidate%}		{40%}	☒ {Navigation%}	2	{35%}
☒ (S) {Persuade%}	14	{54%}	☒ {Swim%}	11	{43%}
☒ {Digi. Systems%}	8	{41%}	☐ {Throw%}		{32%}

EXPERT SKILL CHECKS

☐ {Adv. Medicine%}		{ 6 %}	☐ {Ride%}		{ 6 %}
☐ {Cnst./Eng. %}		{ 6 %}	☐ (S) _____		{ %}
☐ (S) _____		{ %}	☐ {Science%}		{ 6 %}
☐ (S) _____		{ %}	☐ (S) _____		{ %}
☐ (S) _____		{ %}	☐ (S) _____		{ %}
☐ (S) _____		{ %}	☐ {Survival%}		{ 6 %}
☐ {Martial Arts%}		{ 5 %}	☐ (S) _____		{ %}
☒ {Pilot%}		{ 8 %}	☐ (S) _____		{ %}
☒ (S) Automobile	4	{ 11 %}	☐ (S) _____		{ %}
☐ (S) _____		{ %}	☐ {Toughness%}		{ 5 %}

VITALITY

Injuries | **Damage Threshold**

Health Points: ☐ ☐ ☐ ☐ ☐ ☐

S_B + W_B: 5   Bonus: 4

Total: = +9

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms

_____ _____

PSYCHE

Morale ☺   W_B + E_B: 6   Bonus: 0   Total = 6

Coping mechanisms

"Efficient 1" to one Tool kit. Lasts 10 Time. Each result affected extends Time by 1. During this time, cannot claim bonus from any other Kit.

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear	+		Long Gun	+	
Bludgeon	+		Pistol	+	
Piercing	+		Throwing	+	
Slashing	+		Martial Arts	+	

Athletic Gear	+		First Aid Kits	+		Swimming/Diving	+	
Climbing Gear	+		Medical Gear	+		Tools	+ 2	
Command App.	+		Recon. Gear	+		Value	+	
Firefighting	+		Survival Kit	+ 2		Vehicles	+ 1	

ARIA "CANDY MAXX" CANTOS

Echo Survivor

"Like, I want to be crystal clear, like Pepsi, here, hon. You clearly don't have any idea of who you're dealing with. I'm Candy fuckin' Maxx and my friends and I aren't some cheap as shit Rag and Bone merchants…We are professionals, we have party favors, medicine, booze, and more. We expect you to pay with good trade, the best that you've got…not this garbage. So, be a dear and either go fetch your best mother fuckin' stash or you can fuck the hell right off…"

–Aria "Candy Maxx" Cantos, unknown date sometime 24 A.F.

The third of our echo survivors in this document, Aria Canto was 14 years old in 1995 when the world fell into chaos. She was a popular child actress known for her lead role in *Special Agent: Candy Max* and *Candy Max and the Impossible Squad* franchise. A young starlet on the rise as the next action hero, Aria's trajectory was cut short by allegations of substance abuse at 14 years old where she was hidden away from public view.

Her agent and a lone bodyguard survived alongside her for years and took advantage of her fading fame in the communities that they performed within. Aria became a master manipulator and was able to easily coax information and supplies out of the scattered settlements that they traveled between. Her substance abuse continued into the End of Days, however, and her road continued to be difficult.

Once she met Achira Sampson, however, their budding romance changed everything…

Affiliation

Independent

Formerly Iron Heart

Traits

Abilities:

- Charisma: Tier 2 (*Survivor's Guide*, pg. 40)
- Concealment: Tier 2 (*Survivor's Guide*, pg. 42)
- Cosmopolitan: Tier 1 (*Survivor's Guide*, pg. 42)
- Damage Threshold: Tier 2 (*Survivor's Guide*, pg. 43)
- Healthy: Tier 3 (*Survivor's Guide*, pg. 44)
- Mule: Tier 1 (*Survivor's Guide*, pg. 46)
- Pugilist: Tier 2 (*Survivor's Guide*, pg. 46)
- Salesmanship: Tier 3 (*Survivor's Guide*, pg. 47)
- Training, Pistol: Tier 2 (*Survivor's Guide*, pg. 50)
- Wheedle: Tier 3 (*Survivor's Guide*, pg. 50)

Disadvantages:

- Addiction, Uppers (*Survivor's Guide*, pg. 51)

Supported Skill(s)

{Brawl%, Diplomacy-Barter%, Diplomacy-Command%, Diplomacy-Determine Motives%, Diplomacy-Persuade%, Endurance%, Expression%, Firearms-Pistol%, Stealth%}

NAME: Aria

PLAYER: _____

CAMPAIGN: _____

Outbreak: UNDEAD.. zombie survival role playing game

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2	7	3	5	4	2	2	3
BONUS	BONUS	BONUS	BONUS

CHARACTER RESOURCES

Survival Points: ___ **Gestalt Level:** ⬦ **Competence Points:** ___

Skills

Advancement (1ˢᵗ 2ⁿᵈ 3ʳᵈ 4ᵗʰ 5ᵗʰ)

Increases from Advancement → / SC% Total ↓

BASIC SKILL CHECKS

Skill	Incr.	SC%		Skill	Incr.	SC%
{Balance%}		{37%}		{Hold%}		{26%}
☒ {Brawl%}	13	{43%}		☐ {Jump/Leap%}		{30%}
☐ {Climb%}		{29%}		☐ {Lift/Pull %}		{29%}
☒ {Composure%}	8	{35%}		☐ {Resist Pain%}		{25%}
☒ {Dodge%}	4	{41%}		☒ {Search%}	5	{42%}
☒ {Endurance%}	15	{44%}		☒ {Spot/Listen%}	5	{42%}
☐ {Expression%}	8	{53%}		☒ {Stealth%}	7	{44%}
☐ {Grapple%}		{29%}				

TRAINED SKILL CHECKS

Skill	Incr.	SC%		Skill	Incr.	SC%
☐ {Bow%}		{37%}		☐ {Frm.(Long G.)%}		{37%}
☒ {Calm Other%}	2	{46%}		☒ {Frm.(Pistol)%}	14	{51%}
☐ {Diplomacy%}		{ˣ %}		☐ {First Aid%}	2	{39%}
☒ (S){Barter%}	8	{52%}		☐ {M. Attack–[Bl]%}		{29%}
☒ (S){Command%}	8	{52%}		☐ {M. Attack–[Pi]%}		{29%}
☒ (S){Det. Motives%}	6	{50%}		☐ {M. Attack–[Sl]%}		{29%}
☐ (S){Intimidate%}		{44%}		☐ {Navigation%}		{37%}
☒ (S){Persuade%}	10	{54%}		☐ {Swim%}		{29%}
☐ {Digi. Systems%}		{37%}		☐ {Throw%}		{37%}

EXPERT SKILL CHECKS

Skill	SC%		Skill	SC%
☐ {Adv. Medicine%}	{5 %}		☐ {Ride%}	{6%}
☐ {Cnst./Eng. %}	{5 %}		☐ (S)_____	{%}
☐ (S)_____	{%}		☐ {Science%}	{5%}
☐ (S)_____	{%}		☐ (S)_____	{%}
☐ (S)_____	{%}		☐ (S)_____	{%}
☐ (S)_____	{%}		☐ {Survival%}	{5%}
☐ {Martial Arts%}	{5 %}		☐ (S)_____	{%}
☐ {Pilot%}	{5 %}		☐ (S)_____	{%}
☐ (S)_____	{%}		☐ (S)_____	{%}
☐ (S)_____	{%}		☐ {Toughness%}	{4 %}

VITALITY

Injuries (Health Points): ☐ ☐ ☐ ☐ ☐

Damage Threshold

$S_B + W_B$: 4 **Bonus:** 4

Total = $\boxed{+}$ 8

VIRAL

1 2 3 4 5 6 7 8 9 10 💀

Symptoms

_____ _____

PSYCHE

Morale ☺ $W_B + E_B$: 6 **Bonus:** 0 **Total** = 6

Coping mechanisms

Indulge in addiction

_____

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear +	Long Gun +	
Bludgeon + 2	Pistol + 2	
Piercing +	Throwing +	
Slashing +	Martial Arts +	

Athletic Gear +	First Aid Kits +	Swimming/Diving +
Climbing Gear +	Medical Gear +	Tools +
Command App. +	Recon. Gear + 2	Value + 3
Firefighting +	Survival Kit +	Vehicles +

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WALKTHROUGH - 007

DERRICK "BLOCKBUSTER" NEUMANN

Echo Survivor

"The motherfuckers think that I lost my mind out there. They think that I am broken like the Wild Ones and that I ain't got my head on a swivel. Well, they're fucking wrong. Couldn't be more wrong, in fact. I may be the last sane person standing in the middle of this four-alarm fire. At first, I though that it was a lie. A trap of some sort...some lure to bring the survivors in from the wilderness, so that they could be put outta their goddamned misery. That's what I thought. I thought wrong. "

-Blockbuster, Sometime in mid-February 25 A.F.

Derrick Neumann was a young man just out of high school when the apocalypse rained down upon his little corner of Pennsylvania. 42 years of age. Derek was a cinephile and had big dreams of becoming an independent filmmaker. The necessities of life, however, prevented him from being able to afford film school, so—to make ends meet—he took a temporary position at the local Blockbuster video rental store. It became his last job in the world before the Fall.

After the fall, however, something snapped inside Derek and he became unpredictable and violent. He focused most of his rage on his martial arts training which he obsessively studied in his years of solitude directly after The Fall. He became adept at fighting the dead and—when needed— the living. He added about two hundred pounds of pure muscle to his formerly weak frame and when he introduced himself as Blockbuster... no one assumed that it was a reference to his last job in the old world. His stronghold became a source of urban legend, and it is said that he collected an archive of unimaginable size, a museum to a world lost. The truth of those rumors, however, are yet to be seen.

Affiliation

Independent

Traits

Abilities:

❖ BMX: Tier 2 (*Survivor's Guide*, pg. 40)

❖ Contractor, Profession: Tier 1 (*Survivor's Guide*, pg. 42)

❖ Damage Threshold: Tier 1 (*Survivor's Guide*, pg. 43)

❖ Efficient: Tier 2 (*Survivor's Guide*, pg. 43)

❖ Martial Artist: Tier 2 (*Survivor's Guide*, pg. 45)

❖ Stealthy: Tier 2 (*Survivor's Guide*, pg. 47)

❖ Teacher: Tier 2 (*Survivor's Guide*, pg. 48)

❖ Training, Bludgeoning: Tier 2 (*Survivor's Guide*, pg. 49)

❖ Training, Pistol: Tier 2 (*Survivor's Guide*, pg. 50)

Disadvantages:

❖ None

Supported Skill(s)

{Firearms-Pistol%, Martial Arts%, Melee Attack-Bludgeoning%, Pilot%, Stealth%}

NAME: Blockbuster
PLAYER:
CAMPAIGN:

Outbreak: UNDEAD..
zombie survival role playing game

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2 · 5	3 · 0	3 · 0	3 · 5
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points: ☐

Gestalt Level: ◇ 5

Competence Points: ☐

Skills

Increases from Advancement → | SC% Total ↓

BASIC SKILL CHECKS

Advancement: 1st 2nd 3rd 4th 5th

☐ {Balance%}		{33%}	☐ {Hold%}		{38%}
☐ {Brawl%}		{28%}	☐ {Jump/Leap%}		{28%}
☐ {Climb%}		{28%}	☐ {Lift/Pull %}		{28%}
☒ {Composure%}	7	{45%}	☐ {Resist Pain%}		{37%}
☐ {Dodge%}		{32%}	☐ {Search%}		{33%}
☒ {Endurance%}	5	{33%}	☐ {Spot/Listen%}		{33%}
☐ {Expression%}		{33%}	☒ {Stealth%}	13	{46%}
☐ {Grapple%}		{28%}			

TRAINED SKILL CHECKS

☐ {Bow%}		{32%}	☐ {Frm.(Long G.)%}		{33%}
☐ {Calm Other%}		{33%}	☒ {Frm.(Pistol)%}	11	{44%}
☐ {Diplomacy%}		{ᵃ %}	☐ {First Aid%}		{33%}
☒ (S){Barter%}		{33%}	☒ {M. Attack–[Bl]%}	19	{47%}
☐ (S){Command%}		{33%}	☐ {M. Attack–[Pi]%}		{28%}
☐ (S){Det. Motives%}		{33%}	☐ {M. Attack–[Sl]%}		{28%}
☐ (S){Intimidate%}		{33%}	☐ {Navigation%}		{33%}
☐ (S){Persuade%}		{33%}	☐ {Swim%}		{28%}
☒ {Digi. Systems%}	14	{47%}	☐ {Throw%}		{32%}

EXPERT SKILL CHECKS

☐ {Adv. Medicine%}		{6 %}	☐ {Ride%}		{6 %}
☐ {Cnst./Eng. %}		{6 %}	☐ (S)		{%}
☐ (S)		{%}	☐ {Science%}		{6 %}
☐ (S)		{%}	☐ (S)		{%}
☐ (S)		{%}	☐ (S)		{%}
☐ (S)		{%}	☐ {Survival%}		{6 %}
☒ {Martial Arts%}	17	{22%}			
☒ {Pilot%}	2	{8 %}	☐ (S)		{%}
☒ (S) Bicycle	6	{14%}	☐ (S)		{%}
☐ (S)		{%}	☐ {Toughness%}		{5 %}

VITALITY

Injuries | **Damage Threshold**

Health Points: ☐ ☐ ☐ ☐ ☐ ☐

$S_B + W_B$: 4 + Bonus: 4

Total = ✚ 8

VIRAL

Symptoms

PSYCHE

$W_B + E_B$: 5 + Bonus: 0 = Total: 5

Morale ☺

Coping mechanisms

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear +	Long Gun +	
Bludgeon + 2	Pistol + 2	
Piercing +	Throwing +	
Slashing +	Martial Arts + 2	

Athletic Gear +	First Aid Kits +	Swimming/Diving +
Climbing Gear +	Medical Gear +	Tools + 1
Command App. +	Recon. Gear +	Value +
Firefighting +	Survival Kit +	Vehicles + 2

VHS 001

When you pull the tape out of the VHS sleeve it is not labeled the way that you expected it to be...a rookie mistake and you should have known better, you didn't check these tapes...they looked new in the box.

Before you is a worn tape with a plain white label on it. Handwritten is a series of dots and dashes:

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TRANSCRIPT

As Documented by Derrick "Blockbuster" Neumann

Summer 24 A.F.

"I'm not sure who will find this, but I pray that you haven't lost hope. (static and blur) **My name is Doctor** (audio noise) **anerjee and I have the cure...I'm not safely able to record everything here, but I will tell you what the world needs to know.** (Static) **The virus that has plagued us, and toppled everything that we held dear is not without weaknesses.** (Static and audio pops) **I and a small group that rose out of a research facility that was tied to a post-Fall world organization known as the CDC, Center for Disease Control, tested a radical anti-viral that produced** full and complete reversal of the devastating H195 virus. (Long Static) (Splicing?) (momentary clip of other footage pre-1995) **Find us and you'll find our research. I've entrusted everything to you. This message cannot end with you, pass it on, make copies of this** (Static) **and spread the truth. I leave it to Good Samaritans** (Tape Noise) **those who never waver and always stand** (static and audio pop) (Splice?) (Tape Noise) **What ever you do...** (Static) **trust them** (Static and audio scratches) **Fear the..."** (The tape is ruined at this point)

ADDITIONAL FINDINGS

Collected and arranged by Kusanagi from Blockbuster's scattered clam-shell VHS tape cases:

N40My name was 25.7Derrick Neumann, After the 041End I was known as Blockbuster.

I have the secret. This is my W79LEGACY use it to 41.8make the dead world live again.27

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