



ZOMBIE APOCALYPSE

The world we know ceased to exist the moment the dead started walking the streets and prey on the living. Now the few survivors struggle to find something to eat and defend themselves.

Those undead are the slow shambling mindless type. But what they lack in speed and intelligence they make up in tirelessness and sheer numbers.

The game presumes the player characters managed to survive the first wave and hid themselves somewhere for as long as needed for the mob to clear out. Now what's left behind is a devastated world almost devoided of any living being. There's no electricity, no

running water. This is a harsh world.

Keep in mind that this hack is meant to be played as a *survival* game and not as a hack'n slash type. Killing a zombie is easy but the noise you make doing so will attract more zombies and things will end badly. Characters will struggle for their lives and finding water, food and supplies is a challenge in itself.

I can't stress enough about reading *The Zombie Survival Guide* from Max Brooks as it's one of the best supplement you can read to have the kind of mindset this hack requires.

CONCEPT

This is the dominant personality of your character. This isn't his background, since there's a descriptor for this (see Descriptors below). Are your character a crazed fanatic that thinks the apocalypse is a divine retribution for humanity's crimes or lack of faith? Or is he a cold-blooded killer who stops at nothing for his survival? Maybe she's just the girl who's trying to help everyone any way she can?

DESCRIPTORS

The first standard descriptor, Body is replaced by Back. This descriptor represents what your character did in his life before the apocalypse. Any profession is good : firefighter, car mechanic, jeweler, student. This will define in what field your character has knowledges and skills. Try to be as precise as possible. "Doctor" wouldn't be good. "Plastic surgeon" would be better. If you really want to be original, try to avoid the infantrymen, SWAT police officers, paramedics and scientists of this world and aim for the average everyday job. What a plumber would do in the zombie apocalypse?

The empty spaces on the right of the descriptors you see on the character sheet are there if you want to include character advancement in your game. Everytime your GM (or the group) decides, your characters can gain a new untyped descriptor. That means it could be

about anything that fits your game. Avoid superpowers though since it won't fit much in the survival mood.

GEAR & STUFF

The same rules as basic FU applies but you must choose one "good" piece of gear and one "bad". That bad gear will still be very usefull but it will have its limits. An iPhone wouldn't be too usefull in a world without electricty and network. Still, if you can manage to get your hands on a generator or a solar battery charger, it could become very handy; games and music are excellent to relieve stress.

They say that "One Man's Junk is Another Man's Treasure", this is especially true in an apocalyptic world. Mundane objets could become a matter of life or death. This is why the character sheet has a "stuff" section. This is to keep track of all the little things your character carries with him from canned food to tie-wraps. Those items never give a bonus dice to a check but they could make such a check possible in the first place. You could try to barricade a door any way you like but without hammer and nails, it won't hold for long.

hack and character sheet by Jean-Baptiste Breton

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NAME

CONCEPT

BACK

MIND

EDGE

FLAW

GEAR

STUFF

CONDITIONS

- | | | |
|---------------------------------|----------------------------------|-----------------------------------|
| <input type="checkbox"/> DAZED | <input type="checkbox"/> GRAPLED | <input type="checkbox"/> INFECTED |
| <input type="checkbox"/> SCARED | <input type="checkbox"/> THIRSTY | <input type="checkbox"/> INJURED |
| <input type="checkbox"/> TIRED | <input type="checkbox"/> HUNGRY | <input type="checkbox"/> DYING |

NOTES

FU POINTS

THE ODDS

ROLL	RESULT
6	Yes, and...
5	Yes...
4	Yes, but...
3	No, but...
2	No...
1	No, and...