

Quick Reference

Dice Rolling

Roll 2d8 and add **stat**, **skill** and bonuses.

- ◆ **Edge:** 3d8, use higher 2
- ◆ **Fault:** 3d8, use lower 2

Initiative

- ◆ 2d8 + **dexterity**
- ◆ Players win ties.

Combat Turn

1 of each per turn.

- ◆ **Move Action** - 30ft/10m
- ◆ **Standard Action**
- ◆ **Free Action**

Attack/Defense

Melee/Shoot vs Block/Dodge

- ◆ Attacker win sties.
- ◆ Can't block guns.

Range

- ◆ **Short:** 30ft/10m
- ◆ **Mid:** 60ft/20m
- ◆ **Long:** 120ft/40m

Damage

Roll 3d8.

- ◆ **Low:** Use lowest
- ◆ **Mid:** Use middle
- ◆ **High:** Use highest

Critical Hits

If 2 dice roll the same number, the attack does double **damage**.

Opportunity Attacks

Trigger by:

- ◆ **Moving** out of melee
- ◆ **Shooting** while in melee

Avoid by:

- ◆ **Moving** only 5ft/2m

Death

- ◆ Unconscious at 0 **HP**.
- ◆ Dead at -8 **HP**.

Below 0 **HP**, roll 1d8 each round.

If equal to or lower then negative **hit points**, lose 1 **hit point**.

Infection

After a combat where zombie **damage** drew blood, roll 1d8.

- ◆ **5+:** You are fine
- ◆ **4-:** You are infected.

Infect on causes 1 **damage** per hour and kills if **HP** drops to 0.

Infect on spreads in 1d8 minutes.

Hit Locations

Roll 1d8.

- ◆ **1:** Left Leg
- ◆ **2:** Right leg
- ◆ **3:** Left Arm
- ◆ **4:** Right arm
- ◆ **5-6:** Torso
- ◆ **7-8:** Head

Called Shot

Roll with a **fault**.

NAME		Laborer		CLASS		XP		REANIMATED	
4	1	1	22						
STRENGTH	DEXTERITY	MENTAL	HP	CURRENT	ARMOR	SKILLS			
INVENTORY				CLASS FEATURES				STRENGTH	
				Your hit points are equal to 10 + 3 times your strength.					
				Gain edge on your athletics and melee rolls.				DEXTERITY	
WEAPONS				RNG	DMG	MENTAL			
NOTES									

SKILLS	
1	ATHLETICS
2	BLOCK
	INTIMIDATE
2	MELEE
	THROW
	ACROBATICS
1	DODGE
	DRIVE/RIDE
	SHOOT
	STEALTH
	DIPLOMACY
	FIRST AID
	KNOWLEDGE
1	NOTICE
1	REPAIR

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Called Shot

Roll with a **fault**.

NAME		Medic		CLASS		XP		REANIMATED	
0	2	4	10					STRENGTH	
STRENGTH	DEXTERITY	MENTAL	HP	CURRENT	ARMOR	SKILLS			
INVENTORY				CLASS FEATURES		ATHLETICS			
				Gain edge on all first aid and diplomacy rolls.		BLOCK			
						INTIMIDATE			
MELEE				THROW				DEXTERITY	
ACROBATICS				DIPLOMACY					
DODGE				FIRST AID					
DRIVE/RIDE				KNOWLEDGE					
SHOOT				NOTICE					
STEALTH				REPAIR					
WEAPONS				RNG	DMG	NOTES			

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Called Shot

Roll with a **fault**.

NAME		Junkie		CLASS		XP		REANIMATED			
2	2	2	14					SKILLS ___ ATHLETICS ___ BLOCK ___ INTIMIDATE <u>2</u> MELEE ___ THROW ___ ACROBATICS <u>2</u> DODGE ___ DRIVE/RIDE ___ SHOOT <u>1</u> STEALTH ___ DIPLOMACY ___ FIRST AID <u>2</u> KNOWLEDGE <u>1</u> NOTICE ___ REPAIR			
STRENGTH		DEXTERITY		MENTAL		HP		CURRENT		ARMOR	
INVENTORY						CLASS FEATURES					
						You only get infected on a 3 or less.					
						The HP loss from infection only happens once every 3 hours.					
WEAPONS						RNG		DMG			

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- ◆ 2d8 + **dexterity**
- ◆ Players win ties.

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1 of each per turn.

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- ◆ **Short:** 30ft/10m
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Roll 3d8.

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Critical Hits

If 2 dice roll the same number, the attack does double **damage**.

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NAME		Veteran		CLASS		XP		REANIMATED			
2	3	1	14					SKILLS ___ ATHLETICS ___ BLOCK ___ INTIMIDATE <u>2</u> MELEE ___ THROW ___ ACROBATICS <u>1</u> DODGE ___ DRIVE/RIDE <u>2</u> SHOOT ___ STEALTH ___ DIPLOMACY <u>1</u> FIRST AID ___ KNOWLEDGE <u>1</u> NOTICE <u>1</u> REPAIR			
STRENGTH		DEXTERTY		MENTAL		HP		CURRENT		ARMOR	
INVENTORY						CLASS FEATURES					
						Gain edge on shoot rolls.					
						Reduce the penalty for wearing armor by 1.					
WEAPONS						RNG		DMG			

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Grease Monkey		REANIMATED	
NAME _____		CLASS _____ XP _____	
1	2	3	12
STRENGTH	DEXTERITY	MENTAL	HP CURRENT ARMOR
INVENTORY		CLASS FEATURES	
		Gain edge on drive/ride and repair rolls.	
WEAPONS		RNG	DMG
NOTES			

SKILLS	
___ ATHLETICS	STRENGTH
___ BLOCK	
___ INTIMIDATE	
___ <u>1</u> MELEE	DEXTERITY
___ THROW	
___ ACROBATICS	
___ <u>1</u> DODGE	MENTAL
___ <u>1</u> DRIVE/RIDE	
___ <u>1</u> SHOOT	
___ STEALTH	
___ DIPLOMACY	
___ FIRST AID	
___ <u>1</u> KNOWLEDGE	
___ <u>1</u> NOTICE	
___ <u>2</u> REPAIR	

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NAME		Kid		CLASS		XP		REANIMATED			
-1	4	3	8					SKILLS ___ ATHLETICS ___ BLOCK ___ INTIMIDATE ___ MELEE <u>1</u> THROW <u>1</u> ACROBATICS <u>2</u> DODGE ___ DRIVE/RIDE ___ SHOOT <u>2</u> STEALTH <u>1</u> DIPLOMACY ___ FIRST AID ___ KNOWLEDGE <u>2</u> NOTICE ___ REPAIR			
STRENGTH		DEXTERITY		MENTAL		HP		CURRENT		ARMOR	
INVENTORY						CLASS FEATURES					
						Gain edge on throw, acrobatics, dodge and stealth rolls.					
						Your strength can never exceed 2.					
						Your hit points are equal to 10 + your strength , unless your strength is negative.					
WEAPONS						RNG		DMG			

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Called Shot

Roll with a **fault**.

NAME		Gambler		CLASS		XP		REANIMATED	
1	1	4	12						
STRENGTH	DEXTERITY	MENTAL	HP	CURRENT	ARMOR	SKILLS			
INVENTORY						CLASS FEATURES			
						Gain edge on knowledge and notice rolls.			
WEAPONS						RNG	DMG	STRENGTH	
								ATHLETICS	
								BLOCK	
								INTIMIDATE	
								MELEE	
								1 THROW	
								ACROBATICS	
								1 DODGE	
								DRIVE/RIDE	
								1 SHOOT	
								1 STEALTH	
								DIPLOMACY	
								FIRST AID	
								2 KNOWLEDGE	
								2 NOTICE	
								REPAIR	
								DEXTERITY	
								MENTAL	

NOTES	