

Grim World of Zombies

A Grim Roleplaying Game by William Robertson, © 2003

Tired of being expected to live up the ideals of the Action Heroes? Then look no further! *Grim World of Zombies* brings survival horror action back into the realm of the common man...

. . . Bob and Frank, watching from their respective roofs, half-heartedly cheered on the few brave souls who came outside to thin the ranks of the dead. A few considerate folks even wasted some of the cadavers in their neighbors' yards. Bob could appreciate their good intentions, but then again, they weren't shooting toward him. Yet. *Crazy sons of bitches*, he thought. *It's a wonder we're not all dead and stumbling around.* And it was a wonder anyone even tried anymore. The last time they'd all gone outside to gang up on the dead, maybe three weeks ago, they'd lost five, and only two of those were nailed by the dead folks. The other three were shot by accident. *What did they used to call it? Friendly fire? Yeah, right. Mighty neighborly.*

"Hey, Bob! Check this out!" Frank interrupted Bob's grim musings, shouting like Old Saint Nick had stopped by early this year. "Hey, bubba! Look'ee here! Look'ee what I got me! YEEEEEEHAW!"
Ziiiiiiiiip!

Ziiiiiiiiip?

Bob heard Frank rip his zipper open and had to force himself to turn around and look. No telling what the idiot would do next. *Christ*, Bob swore to himself, *how the hell can that skinny jackass always be this cheerful?*

He squinted at the object of Frank's affection - a corpse was trying valiantly to fly up onto Frank's roof. But not just any corpse. It looked like...a midget? A midget zombie? Now that was something you didn't see every day, even nowadays when folks didn't stay *decently* dead once they'd passed on. The corpse frantically flailed its stubby arms, staggering from foot to foot. Bob wondered if it used to be a circus clown. He couldn't say for sure, because it was completely naked - it might've been an ugly hairy kid for all Bob could tell. Frank, even less Politically Correct than Bob, was amusing himself by pissing in the midget corpse's face. That seemed to confuse the hell out of it, because it sat down suddenly in the knee-high grass of Frank's front yard and started trying to eat the coiled garden hose lying by the front porch.

Frank was really hard up for entertainment, and started laughing so hard he slipped, sat down on his own ass with a mighty *Oof!* and started sliding off the roof. Bob got ready to waste Frank's new yard ornament just in case Frank landed too close to it, but stopped when Frank skidded to a stop at the rusty gutter. The dead dwarf was oblivious as the gutter tore away from the roof and disappeared into Frank's crop of weeds. It looked to Bob like the sheet metal gutter gashed the corpse's shoulder, but the corpse didn't seem to notice that either. . .*

*from "Block Party", © 2000, William Robertson

GRIM ZOMBIE RULES AND THINGS AND STUFF

What You Need

- Dice (the plain ol' six-sided kind)
- Paper, pen or pencil, or clay tablets and a stylus or some other way to write things down
- Some free time you won't mind wasting
- A completely warped sense of humor

Character Generation...

Roll 2D6 for each of the following attributes, or divide 60 points between them.

Physical

Brawn = Strength

Grit = Endurance

Flex = Agility

Mental

Macho = Aggression

Balls = Bravery/Willpower

Brains = Intelligence/Wisdom

Social

Cool = Charisma

Looks = Appearance

Lip = Manipulation

Choose a Career...

Squared Jawed Hero, Militant Separatist, Truck Driver, Lawyer, Mugger, Gangster, Tough Guy, Bully, Scientist, Street Preacher, Politician, Headbanger, Thief, Televangelist, Cop, etc.

Choose your Skills...

Total Skill Points = Macho + Balls + Brains. Divide Skill points between desired skills, then add the appropriate attribute. This is the Talent Number.

Each skill is associated with an attribute or an average of 2 or 3 attributes. Some skills can use different attributes. In that case, pick one. For example, History can use either Brains or Lip. If you choose Brains, you have a working knowledge of history. If you pick Lip, you probably learned History from reading comic books and watching John Wayne movies.

GRIM WORLD OF ZOMBIES SKILLS

Antisocial Skills

Shootin' Things (Flex)
Throwin' Things (Flex)
Brawling (Brawn)
Kung Fu (Flex)
Stabbin' and Bashin' (Flex + Brawn)/2
Bows 'n' Arrows (Flex)
Jump Outta the Way (Flex)
Breakin' Down Doors and Stuff (Brawn)

Tough Guy* Skills

Endurance (Grit)
Strength Feat (Brawn)
Swim (Grit)
Resist Pain (Balls)
Resist Drunkenness (Grit)
Australian Rules Football (Grit)
Cheerleader (Flex)

*Guy or Gal

Technical Skills

Sleight of Hand (Flex)
Demolitions (Brains + Balls)/2
Drive [Insert Vehicle Type] (Flex)
Laborer (Variable)
First Aid (Brains)
Lock Pick (Flex)
Pick Pocket (Flex)
Breaking & Entering (Brawn)
Make (choose) (Variable)
Mechanic (Brains)

Social Skills

Interrogate (Macho)
Intimidate (Macho OR Brawn)
Convince (Lip OR Cool)
Orate (Lip)
Streetwise (Cool)
Leader (Macho OR Lip OR Cool)
Seduction (Cool OR Looks)
Etiquette (Brains)
Perform (variable)
Partying Down (Variable)
Tyin' One On (Grit)

Survival Skills

Notice (Brains)
Gamble (Balls)
Hide/Evade (Brains)
Shadow/Track/Stalk (Brains)
Urban Survival (Brains)
Wilderness Survival (Brains)
Climb (Brawn + Grit + Flex)/3
Flee (Move*)
Luck (Variable)

Science Skills

Science (Brains)
Weird Science (Brains + Macho)/2
Surgery (Brains)
Language (Brains)
History (Brains or Lip)
Research (Brains)
Trivia (Brains)
Internet Stuff (Brains)
Electronics (Brains)

Feel free to add new ones. I got lazy and stopped with these.

Skill Descriptions

Antisocial Skills

- Shootin' Things (Flex) - ability to use modern firearms in an effective manner
- Throwin' Things (Flex) - ability to hit things with thrown things (knives, grenades, etc.)
- Brawling (Brawn) - ability to punch and kick the crap outta someone
- Kung Fu (Flex) - ability to skillfully punch and kick the crap outta someone
- Stabbin' and Bashin' (Flex + Brawn)/2 - ability to use hand-to-hand weapons effectively (knives, clubs, swords, spears, crowbars, exhaust pipes, beer bottles, etc.)
- Bows 'n' Arrows - ability to use bows and crossbows
- Jump Outta the Way (Flex) - dodging attacks, cars, falling rocks, etc.
- Breakin' Down Doors and Stuff (Brawn) - the character has spent a lot of time learning the best ways to break things in order to get through, over, or around them

Social Skills

- Interrogate (Macho) - ability to get people to tell you what you want to know without having to bribe them or hurt them physically
- Intimidate (Macho OR Brawn) - ability to scare folks without having to do anything other than look menacing
- Convince (Lip OR Cool) - bribery, smooth talk, con artist standard, can be used to get someone to do something they weren't initially inclined to do
- Orate (Lip) - ability to give an entertaining or rousing speech or tell a good story
- Streetwise (Cool) - knowledge of urban culture, who's who, who's a narc, buying drugs, finding a fence, staying out of bad places, reading gang signs, etc.
- Leader (Macho OR Lip OR Cool) - ability to lead others and have orders followed
- Seduction (Cool OR Looks) - just what it says
- Etiquette (Brains) - ability to behave oneself in civilized company
- Perform (variable) - play a musical instrument, sing, act, etc. (skill can be taken multiple times to cover different types of performance)
- Partying Down (Variable) - ability to have a thoroughly good time with others; usually possessed by club goers
- Tyin' One On (Grit) - ability to get frequently, consistently, and extremely drunk without resorting to Partying Down; usually possessed by bar crawlers

Tough Guy/Gal Skills

- Endurance (Grit) - ability to resist fatigue, pain, hardship, etc. or to keep going despite being exhausted
- Strength Feat (Brawn) - lift a heavy rock, tear a phone book in half, flex muscles, etc.
- Swim (Grit) - just what it says
- Resist Pain (Balls) - just what it says
- Resist Drunkenness (Grit) - just what it says

- Australian Rules Football (Grit) - only a Tough Guy can survive this game; could also be American Football or skydiving or any sort of violently physical or extreme sport
- Cheerleader (Flex) - just what it says; includes acrobatics, a big smile, and ability to chant slogans while spinning around and around

Survival Skills

- Notice (Brains) - ability to see, hear, smell, or otherwise perceive events that are happening nearby; ability to not be surprised by the Zombie hiding in the trunk of your car
- Gamble (Balls) - just what it says; cards, dice, the racetrack, etc.
- Hide/Evade (Brains) - just what it says; the ability to not be located or seen as long as you're being still
- Shadow/Track/Stalk (Brains) - ability to sneak up on things and follow them without being seen or heard
- Urban Survival (Brains) - knowing where to find food, water, loot, shelter, etc. in urban settings; scrounging, looting, searching rubble, picking out likely places, etc.
- Wilderness Survival (Brains) - ability to find food, water, shelter, etc. in rural areas; knows not to camp on a floodplain during a thunderstorm; Boy Scout stuff
- Climb (Brawn + Grit + Flex)/3 - just what it says
- Flee (Move*) - can run away from danger at Move X 2
- Luck (Variable) - use this when all else fails

Technical Skills

- Sleight of Hand (Flex) - do that magic trick with the quarter, palm an object without being seen; good for shoplifting
- Demolitions (Brains + Balls)/2 - knowledge of explosives and how to place them
- Drive [Insert Vehicle Type] (Flex) - just what it says; can be taken multiple times to cover multiple types of vehicles (cars, semis, motorcycles, tanks, etc.)
- Laborer (Variable) - ability to perform manual, physical labor that would kill a normal person; these are the guys that pave highways in the summer when it's 110°F outside
- First Aid (Brains) - ability to render "First Responder" medical assistance; bandage wounds, stop bleeding, do CPR, etc.
- Lock Pick (Flex) - just what it says; no tumbler lock is safe from you; combine with Mechanic and you can boost a car easily
- Pick Pocket (Flex) - just what it says
- Breaking & Entering (Brawn) - knowledge of how to commit crimes involving busting in to places that were designed to prevent just that; you don't pick the lock on the window, you smash it with a crowbar and storm inside; not a quiet skill
- Make (choose) (Variable) - ability to make something; can be taken multiple times to cover multiple items (ex. woodwork, knives, paint a pretty picture, build a house, etc.)
- Mechanic (Brains) - fix mechanical things like cars and stuff

Science Skills

- Science (Brains) - knowledge of traditional sciences (biology, chemistry, physics, etc.)
- Weird Science (Brains + Macho)/2 - knowledge of atypical sciences (death rays, resurrecting the dead, faster than light space travel, etc.); like the normal Science skill, use of this skill requires extensive facilities in most cases
- Surgery (Brains) - just what it says
- Language (Brains) - can be taken multiple times for different languages; note: Zombies don't have language, so it doesn't do any good to try to talk to them
- History (Brains or Lip) - if you use Brains for this skill, you've been formally educated; if you use Lip, you probably learned history from comic books and bad movies
- Research (Brains) - knowledge of where to go to find answers to questions
- Trivia (Brains) - knowledge of a little bit about just about everything; might come in handy in a pinch; sort of like Jack of All Trades or something. If you're stuck without a necessary skill, you can wing it with Trivia, but only for Easy levels of success.
- Internet Stuff (Brains) - you can surf the web and avoid computer viruses
- Electronics (Brains) - ability to make or repair electronic devices

Secondary Attributes...

Offensiveness = (Brawn + Macho)/2

2 - 3 = -1 Damage

4 - 7 = No Damage Adjustment

8 - 9 = +1 Damage

10-11 = +2 Damage

12 = +3 Damage

Defensiveness = (Flex + Brains)/2

2 - 3 = +1 to opponents Hit Rolls

4 - 7 = No hit roll adjustment

8 - 9 = -1 from Opponents Hit Rolls

10-11 = -2 from Opponents Hit Rolls

12 = -3 from Opponents Hit Rolls

Move = (Flex + Grit)/2

Action Points = Actions per round = (Flex + Brains)/2

2 - 3 = 1 AP

4 - 7 = 2 AP

8 - 9 = 3 AP

10-11 = 4 AP

12 = 5 AP

Action points (AP) are used in the following manner...Everyone goes at the same time...its your choice whether to attack or defend. Then those with 2nd actions go, then those with 3rd and so forth. Anyone lucky enough to have 4 or 5 actions can beat the hell outta the slow pokes with 1 or 2 actions at the end of the round.

SKILL USE AND COMBAT...

Roll 2D6 and add to talent number. Reference **THE CHART!**

THE CHART!

Die Roll	Difficulty Beat
12	Easy/Point Blank/Quick/attack for regular damage
16	Average/Close/Awhile/attack for Maximum damage
20	Hard/Far/Longer/hit specific body part
24	Real Hard/Way Far/A Really Long Time/Miracle shot at 1500 yards
28	You Gotta be Kidding/Forget it/Instant Death/ Pretty Much Forever

Critical Successes

If you roll a natural 12, roll 2D6 again and add to total. There is no ceiling on the number of times this can occur. If you roll a third natural 12, add it up and roll again. This allows a vague possibility of performing godlike feats.

Critical Blunders and Fumbles

If you roll a natural 2, roll 2D6 'cause you blew it!

2 - 3	Screw Up/No chance
4 - 7	Fumble/Drop It/Throw it Away/Fall Down
8 - 9	Hurt Yourself/Break It
10-11	Hurt Someone Else/Hurt Yourself Worse/Ruin It
12	Die! Die! Die!/hopeless...Might as well Pack it up and go home. 'cause you just cut off your own leg, killed your horse, or pissed off the entire Restored Republic of the Living...

KILLIN' ...

Damage

Punch D3
Kick D3+1
One-handed Weapon1D6
Two-handed Weapon1D6+2
Large Caliber Gun 2D6 + 2
Small Caliber Gun1D6 + 2
Knife d3+1

Armor (subtract Armor Rating from Damage)

1 Clothes/Grime/Bark
2 Padding/Carpet/Winter Coat
3 Leather Jacket
4 Kevlar Jacket
5 Plate-insert Flak Jacket
6 Land Warrior Armor System

Where'd Ya Get it? Roll 2D6 to determine hit location:

2	Noggin
3	Shootin' Arm
4	Other Arm
5-6	Good Leg
7-8	Gimp Leg
9-10	Chest
11-12	Gut/'Nads

How Tough Are Ya? $(\text{Brawn} + \text{Grit})/2 = \text{Body Points}$. Body points are the amount of damage each part of your body can take before it falls off or flies away.

Body Points	Noggin'	Arm	Leg	Chest	Gut/'nads
2	2	4	5	6	4
3-4	3	5	7	7	5
5-7	4	6	8	8	6
8-9	5	7	9	9	7
10-11	6	8	10	10	8
12	7	9	12	12	9

Effects of Wounds and Lost Body Points

Every Point of Damage equals -1 on all rolls until healed, cumulative (i.e. 5 points of damage = -5 on all rolls)

Healin' Up

Characters heal from injuries eventually. 1 Body Point can be recovered per day if you are running around killin' things. Bed rest with plenty of attentive student nurses allows healing of $\text{Grit}/2$ Body Points per week.

All other Combat Effects as **Cinematically Appropriate** - see also Optional Rules (Below)

Cinematically Appropriate means exactly that. If it'd make a good movie scene and/or if it reduces the party to hysterical laughter, then it's **Cinematically Appropriate** for the **Grim World of Zombies**.

Starting Stuff...

Make skill roll with your choice of skill for each category. Be Ruthless...it's a **Grim World** out there...If you blotch your roll for any category, you don't get anything in that category, likewise, if you don't get at least a 12 on a roll, nothing is gained from that category. Better start waiting for a luckier player to get careless...heheheh...

Difficulty	Weapons	Armor	Cash	Ride	Threads	Junk
12	Hand weapon	1	\$20	Skateboard or rollerblades	Salvation Army donations	Hat or sandals, or food/water
16	Two-handed weapon	2	\$40	Bicycle	Work clothes	Crowbar or shovel, or boots
20	Small caliber gun	3	\$160	Clunker car	Street clothes	Maglite or lockpicks
24	Large caliber gun	4 SWAT guy	\$640	New car	Military fatigues	Tool kit
28	Stash of weapons and ammo	5 Infantry Assault guy	\$1000	Jeep, HumVee or Truck	Stash of sturdy clothes	Computer or really cool jewelry

As far as purchasing more stuff before starting the game...nah. Ain't gonna happen. The Zombies'll be runnin' around eatin' folks so the malls're gonna close early. OR not. Do what suites ya.

**And that's all there is to it.
Now go out and Get Grim on some Zombies!**

OPTIONAL RULES...

CULTURE AND BACKGROUNDS

Biker	+1 Brawn, +1 Macho, -1 Brains, -1 Cool
Buff Chick	+1 Grit, +1 Flex, +1 Looks <i>or</i> Macho, -2 Brains, -1 Cool
Redneck	+1 Grit, +1 Balls, -1 Brains, -1 Cool
Beautiful Person	+1 Flex, +1 Brains, +1 Looks, -1 Brawn, -1 Grit, -1 Balls
Old Fogey	+1 Balls, +1 Brains, +1 Macho, -1 Flex, -1 Brawn, -1 Grit
Kid	+3 Flex, -2 Macho, -1 Balls

COMBAT SPECIAL EFFECTS...

1/2 Body Points gone from a location = blood gets everywhere

3/4 Body Points gone from a location = bones exposed, guts hangin' out

all Body Points gone from a location = roll 1D6 for the number of yards away it lands plus blood flows like an avalanche a-comin' down the mountain, drenching everyone within 10 or so feet. Make Flex rolls to remain standing when passing through the area...

STUPID DEATH EFFECTS FROM HAND WEAPONS... Roll 1D6:

1 = Stares blankly and falls down

2 = gurgles, coughs, gasps a gargled soliloquy, then drops

3 = screams, leaps into the air, flailing and spinning, then drops

4 = gets one free attack at -5, then drops

5 = goes down like a pole-axed gopher

6 = runs around like a chicken with its head cut off, covering everyone and everything within 20' with blood and gore, for 1D6 rounds, THEN falls down...

STUPID DEATH EFFECTS FROM FIREARMS... Roll 1D6

1 = body part explodes and/or flies away, spraying blood everywhere

2 = flies backwards 2D6 feet and crashes through a wall

3 = lurches around like a Zombie, then falls to knees, spits blood, then falls flat on face

4 = looks confused and clutches at wound, whines and whimpers, then falls over

5 = just falls down twice as fast as should happen, like a 12-ton weight fell on 'em

6 = runs around like a chicken with its head cut off, covering everyone and everything within 20' with blood and gore, for 1D6 rounds, THEN falls down...

BIGGER WEAPONS AND DAMAGE

Weapon	Damage	Weapon	Damage	Weapon	Damage
Machine gun	3D6	Frag Grenade	2D6	Cannon	4D6
Chainsaw	2D6 + 2	12-ton weight	Killed	Napalm	2D6/round

ADVANTAGES AND DISADVANTAGES

Take Disadvantages to buy Advantages or More Skill Points!

Advantages

- Sharp sighted = 2 (+2 to notice visible things)
- Good Hearing = 1 (+1 to notice audible things)
- See in the Dark = 2 (allows normal notice rolls in the dark)
- Natural Born Killer = 2 (+1 to all Killin' rolls)
- Lots of Friends = 3 (when you're in trouble, make a Luck roll vs. target of 20. If you succeed, Lots of Friends that happen to be in the neighborhood come runnin' over to help)
- Immune to Disease = 2 (doesn't get sick; can't take this with the Disadvantage of Delirium Tremens, Allergies, or Boils/Headlice/Mange)
- Immune to Cold = 2 (doesn't get cold; Girlie Men and Fancy Lads can't take this one)
- Iron Stomach = 1 (can eat roadkill safely, Girlie Men and Fancy Lads can't take this one)
- Child of Privilege = 4 (+3 to bribe peons to do your bidding)
- Iron Balls = 3 (immune to injuries to the 'Nads)
- Well-endowed = 1 (popular with members of the opposite sex; + 1 to seduction rolls)
- Hard to Kill = 2 (+ 1 to rolls involving survival, dodging injury; +1 to healing rate)
- Tough Guy = 2 (+1 to all feats of physical strength and intimidation rolls)
- Party Animal = 1 (+1 to all carousing and partying down rolls)

Disadvantages

- Berserker = 2 (always attacks and never retreats, surrenders, or use band aids)
- Kleptomaniac = 1 (can't resist stealing at every opportunity)
- Animal Hostility = 1 (all the little critters hate you and will try to chew your face off)
- Fancy Lad = 2 (gets beaten up by everyone with a stick or a rubber hose at every opportunity; tends to ruin your Humpingford Preparatory School jacket)
- Delirium Tremens = 2 (-1 to all Grit rolls)
- Bad Eyes = 1 (-1 to notice visible things)
- Missing Limb = 2 (can't use the missing limb unless its kept as a club or a crutch or a coat hanger)
- Insane = 1 (must act insane all the time - you won the Monty Python Impersonator award five times running)
- Allergies = 1 (sneezes all the time; -1 to rolls involving sneaking up on folks)
- Alcoholic = 1 (has to drink all the time, especially when it'd be a bad idea to do so, like when you are freezing to death and being stalked by Zombies or Bandits)
- Boils/Headlice/Mange = 2 (appears to have terminal acne; -2 to all seduction rolls unless the target is blind or maybe a friendly pig)
- Squeamish = 2 (gets violently ill at the sight of blood; has to make an automatic fumble roll to keep from dropping whatever is being held)
- Girlie Man = 3 (people attack you at every opportunity just because you look so...girlie; can be taken by women too, but its called the Bearded Lady disadvantage)
- Bagpiper = 2 (has to play the bagpipes when in social situations; invokes hostility in most listeners; it also attracts all angry Zombies within a couple of miles - they don't like it either; +2 reaction from Medieval reenactors, firemen, and cops)

PSYchos...

PSYchos are people possessed of mysterious psychic powers.

- Brains and Balls must be 10+ to qualify to be a PSYcho.

Special PSYcho Skills

- 1 Special skills must be purchased with Skill Points like other skills.
- 2 Special skills for PSYchos are *mysterious mental powers*:
 - Anti-Social Powers (Mental equivalent of a one-handed weapon; doesn't work on Zombies, as they have no mind to be smacked around.)
 - Social Powers (Mind control and implanted suggestions; doesn't work on Zombies, as they have no mind to be controlled and no ability to remember anything useful.)
 - Mischievous Powers (Telekinesis up to 10 pounds, make little things fly around; works around Zombies, but they don't notice unless they get tripped up. Even then they don't react except to get back up.)
 - Anti-Privacy Powers (Mind Reading; works on Zombies, but only reveals secrets like "Walk. Walk. Grab. Eat. Eat. Walk. Walk." Etc. etc. etc.)
- 3 Roll for Effect as with other skills
- 4 Targets can resist by beating the roll of the PSYcho with any Mental Attribute Score plus 3D6.
- 5 If PSYcho power duration is required, make a second skill roll on the CHART...

Grim Zombie Trivia and Page Filler:

There are an estimated 250,000 cemeteries in the United States. The closest thing to a complete list is the U.S. Geological Survey's GNIS database, which lists about 109,000 cemeteries

GRIM ZOMBIE WEATHER (roll 3D6)

Roll	Result
3 - 6	clear, pleasant day
7 - 9	cold and foggy
10-12	THICK fog and drizzle
13-14	Rain, thunder, lightning, Smog
15-16	Blizzard or Flood
17	Dangerously hot
18	Chemical rain or radioactive fallout (just enough to sting, though)

RANDOM ENCOUNTERS (roll 4D6)

Roll	Encounter
4	Mental Hospital Escapees
5	Zombies
6	Bikers or Amazons
7	Looters vs. Zombies
8	Soldiers, deserters or survivalists
9	Lions, Tigers and/or Bears, Oh My!
10	Zombies
11	Omen/Sign/Grim Portent
12	Zombies
13	Horde of Zombies*
14	Travelling circus
15	Horde of Zombies*
16	Attack by large, escaped zoo animal
17	Huge horde of Zombies**
18	Shmucks (Roll 1D6) 1-2 = Regular Joes trying to survive 3-4 = Shmucks vs. Zombies 5 = Shmucks vs. Looters 6 = Shmucks vs. Huge Horde of Zombies*
19	Survivors vs. Survivors
20	Survivors vs. Zombies
21	Evil Skateboarders
22	Horde of Zombies*
23	Farm Animals (boondocks) or Wild Dogs (City)
24	Rescue Station roll1D6 1-2 = still in operation 3-4 = overrun by bad guys 5-6 = overrun by horde of Zombies*

*A Horde of Zombies typically has at least 1D100 members.

**A Huge Horde of Zombies typically has at least 1D100 X 1D100 members.

OH THE PLACES YOU'LL GO AND THE THINGS YOU'LL KILL!

FOES...

BP = Body Points, AS = Attack Skill, AP = Action Points, SP = Armor Points, #-number appearing

- Evil Skateboarders (BP6/AS6/AP2-4/SP2/#4D6)
- Looters (BP8/AS7/AP2-4/SP3/#2D6)
- Bikers (BP12-14/AS9/AP1-4/SP3/#d3)
- Amazons (BP7/AS9/AP3-5/SP3/#3D6)
- Mohawked NeoBarbarian Biker Pack (BP9/AS8/AP3-5/SP2-4/#4D6)
- Wild Dogs (BP2/AS6/AP4/SP1/#d3/attack causes 1D6 damage)
- Regular Joe Zombies (BP 6, but must destroy the head before these animated cadavers stop trying to eat ya/AS3/AP1/SPO/#4D6 and up; bite attack does 1D3)
- Tough Guy Zombies (BP6, but must completely destroy all limbs before these animated cadavers are unable to attack any longer/AS3/AP1/SPO/#1D6 and up, usually mixed in with Regular Joe Zombies; bite attack does 1D3)
- Mushy Zombie (BP8, non-specific...add 'em all up, 'cause the Mushy Zombie is just a blob of skin and smashed bones/AS5, damage =1D6 from bashing and suffocation/AP2/SP4/#1, usually lurking around Regular Joe Zombies)
- Stinky Zombies (BP 6, but must destroy the head before these animated corpses stop trying to eat ya/AS2/AP1/SPO/#2D6/Special Attack: roll Grit vs. difficulty of 20 or get sick from the stench of rot and loose 1D3 AP/round retching and vomiting; bite attack does 1D3)
- Mental Hospital Escapees (BP4/AS5, 8 with slingshots or thrown feces/AP1-5/SP1 (Grime)/#3D6 and up)
- Lions and Tigers and Bears, Oh My! (BP8/AS6, damage 1D6+2/AP3/SP2/#2D6)
- Enraged elephants and/or rhinos or escaped dinosaurs resurrected by Weird Science (BP10/AS6/AP4/SP4/#d3; trampling and goring attacks do 2D6+2; dinosaur bites do 4D6 damage).
- Shmucks, normal people, Working Joes, Salt of the Earth (BP6/AS4/AP2/SP1/#4D6)
- Soldiers, deserters, survivalists (BP8/AS7/AP3-4/SP3-4/#3D6)

PLACES YOU CAN FIND LOOT

Rescue Stations

National Guard Armories

Gun Stores

SCA Conventions and Renn Faires ('cuz they don't sell swords and battle axes at Sears)

SAFE PLACES

Out in the Boondocks

Cemeteries (the dead folks have moved on and left some primo real estate)

OTHER PLACES AND THINGS AND STUFF

LANDMARKS

- The Abandoned Subway of Doom
- The Zombie Pits
- The Forest of Despair
- The Forest of Evil Wicked Horribly Painful Zombie Death
- The Island of Dr. Death
- Zombie Beach
- Mooseworld Amusement Park ('cuz It's a Moose World, After All!)
- The Choppin' Field
- Dead Wood
- Yeller Creek
- That Creepy Old House Way Out In The Woods
- Mad Scientist's Laboratory
- RollingOakFieldPlace Mall
- Lookout Point
- Lovers' Lane
- That Creepy Old Abandoned Factory Way Out On The Bad Side Of Town
- Muleton Watermelon Festival and Pageant

ORGANIZATIONS

- People for the Ethical Treatment of Zombies
- Parasol Corp
- Big Bad Biker Mamas
- The Flat Earth Society (who don't believe in Zombies)
- Neo-Primitives 'R' Us
- Tough Guy Goon Squad Rental and Temporary Employment Agency
- CHAOS, LTD.
- Counter Intuition Agency field squads
- Police Union Local 483
- The Teamers Union
- Local football team
- The Warriors of the Wasteland (evil bikers)
- The Warriors of the Waistband (nice weight watchers)
- GunBunnies of the Apocalypse
- Cannibals Anonymous
- Viper Legion survivalist army

RESIDENCES, BUSINESSES

- Bunnyrun Housing Addition
- Happy Acres Estates
- Joyfield Retirement Home
- Happy Haven City
- Utopia City
- Lake Muleton
- Pleasanton Beach
- Peaceful Rest Cemetery
- Vacca Gigante Dude Ranch
- *Beta Alpha Beta Epsilon Sigma* Sorority House
- *Delta Upsilon Delta Epsilon Sigma* Fraternity House
- Vista Del Viejo gated community
- Country Corner Convenience Store
- Deathworld Emporium Convenience Store
- City of Muleton
- Happy Valley Estates
- Humpingford Preparatory School, Muleton
- University of Muleton
- Dr. Acula's Funeral Home
- Golden Valley Cemetery
- Muleton Municipal Auditorium
- Muleton High School
- Soggydaisy High School, Muleton

**Coming soon -
Grim World of Zombies Campaign Setting #1 -
Massacre at Muleton**

GRIM WORLD OF ZOMBIES CHARACTER SHEET

Character Name:

ATTRIBUTES

Physical	Rating	Mental	Rating	Social	Rating
Brawn		Macho		Cool	
Grit		Balls		Looks	
Flex		Brains		Lip	

Secondary Attribute Rating

Offensiveness	
Defensiveness	
Action Points	
Move	

Career

Description, quote, rap sheet, favorite movie, etc.

Body Points	Noggin'	Arm	Leg	Chest	Gut/'nads

Skill	Level	Attribute	Talent #

Skill	Level	Attribute	Talent #

Weapon	Damage	Ammo
Punch		N/A
Kick		N/A

Armor	Rating
Gear, Things and Stuff	