

## Genre

Juicy Post Apocalyptic Zombie Action!!

## Game Type

Characters are created using the standard creation rules of Quique

## Background

### Location Setting

The game is set in the former western half of the USA in the present after a meteor strike nearly destroys everything. Millions are dead. Destruction and lack of communication, and no true understanding of what happened causes mass panic. Worse yet those that are dead are not the lucky ones. The dead get back up, not only that they attack anything living. Survivors not only have to fend off zombies and looters, but it appears now that their own government does not even want to help them. The US military has set up a border and no one is allowed to leave, if they try they are killed. Existence is looking bleak.

### Inhabitants

Characters can be anybody and any profession you can think of.

### Key Knowledge

Survivors within the damage zone know very little of what is happening around them. All knowledge is sent by word of mouth. What knowledge is available depends on where in the timeline you begin the game. On average a character knows what a zombie is. They know they are can only be killed by either inflicting enough major damage to render their bodies useless or destroying the head. They also know if you die you might rise as one. As to any information contained within in the timeline, characters might have bits and pieces of it.

### Timeline

Day 0- A massive and undetected meteor strikes the western US with the force of thousands of nuclear bombs. The entire western half of the US is desimated as is parts of northern Mexico and southern Canada.

Day 1-7- The US government tries to grasp the situation. It is estimated millions are dead. Exact figures for anything are impossible. The meteor's EMP knocked all electronics within the affected area. It is near impossible to locate survivors, coordinate searches, and other emergency services. The military is mobilized to help in the effort. Reports from soldiers, and emergency personal tell of hostile encounters with

apparently insane survivors.

Day 8-14- The reports of attacks grow in number and strangeness. Soldiers have engaged in combat with these crazed survivors with lethal force. According to accounts they are near impossible to kill. Autopsies show eve stranger results, the rate of decay is not consistent with the supposed time of death. They appear to have been dead previous to encounters with the military. Rumors begin that they are in fact zombies.

Day 15-21- Encounters become frequent on every incursion. Groups of the so called "zombies" rush and attack emergency personnel. Unbelievably further study seems to confirm the zombie rumor. Something seems to have reanimated the dead. Theory is something in the meteor reactivated certain baser parts of the brain. The brain seems to be able to send electrical impulses to the body. There is no higher functions within the brain and the zombies functions completely off of primal instincts. To make things worse, zombies are still rising. Anyone within in the damaged areas or entering it has the chance of becoming a zombie within hours of death. A panic spreads across the USA, Canada, Mexico, and to some extent the whole globe. That a pandemic could occur that could not be stopped.

Day 22-28- The panic grips enough of America to galvanize it to action. The entire impact affected area is quarantined. The military fortifies the entire quarantine border, anything approaching the border is met with lethal force. Americans are divided. Some want the entire area cleansed. Others feel that survivors within have the right to be rescued and not abandoned by their government. Many groups break the quarantine to risk the impossible for family, friends, and complete strangers.

### Player Characters

Characters have to struggle to find everything. Food and clean water are hard to come by and are often fought for or traded for at a high price. Vehicles are no existant, even if one is found their is no way to fuel it. Danger lurks everywhere and weapons are common. Most are improvised out of whatever

Item	Short/Long(ft.)	Dmg/Long Dmg	Def Mod
Big Knife	—	2	—
Steel Pipe	—	3	—
Axe	—	4	—
.45 Pistol	60/120	2/1	—
Rifle	120/240	2/2	—
Shotgun	30/60	3/1	—
Makeshift Armor	—	—	GM Discretion

can be found, metal pips, sharp sticks, etc. Guns are rare, ammunition is rarer. Money is useless, things are either found, traded for, or taken.

### Antagonists

A survivor is likely to come across looters or others simply trying to get by. There is also any number of nuts, religious fanatics, doomsdayers, and nutjobs that be a potential threat. The biggest danger is of course zombies. Zombies are in various states of decomposition. Their bodies are stiff but they are suprisingly agile. They will attack anything living on sight and will continue to attack till the target is dead. It take major damage to kill them or destroying the head. A zombie ingores difficulty modifiers caused by loss of hits. The GM can create modifiers that apply to the zombie as needed.

### Scenarios

#### Starvation

While searching for food and water at an abandoned bus station, the characters accidental stumble upon a group of zombies and are attacked.

#### Sheepskin

The characters hear cries for help from a young woman is being chased by

zombies. While trying to help the characters discover that what appeared to be zombies are actually looters and the girl is in no danger at all. The entier thing was a ploy to lure unsuspecting survivors into a trap and take their gear.

### Salvation

The characters are attacked and nearly overwhelmed by zombies when aid arrives in an armored pick up truck. The heroes tell the characters that they have a fortified church, safe from zombies, with plenty of food and fresh water. It seems like a dream come true. They do have a small walled village built around a church and the have plenty of fresh water, but the food is the characters! Can the characters escape the crazed congregation and its derranged preacher.

Written by: Bobby R. Wallen Jr.  
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<http://www.oversoul-games.com>

Soul  
Survivor