.А		•	Skills	_	_			Skills	_	_		
Dead	d Reign RP(	1		Base	Bonus	+%/lvl			Base	Bonus		
_		Language: English	88	5	1	94	Appraise Goods	30	15	5	50	
Player: Pregenerated Player Character			Literacy: English	80	5	2	87	Bartering	30	15	4	49
Character: Elliott			Language: Cantonese	50	20	5	75	Cooking	35	15	5	55
Nickname/Alias:	05.00)		Literacy: Cantonese	40	25	5	70	Recycling	30	15	5	50
P.C.C.: Survivor (pages 85-96) Sex: Alignment: Any, leans toward good			Mathematics: Basic	72	5	1	78	Salvage	35	15	5	55
			Pilot: Automobile	60	5	3	68	Running / Jogging	Jog	11 miles	s before	ratigued
Occupation: Chemist / I			Computer Operation	60	25	3	88					
Attributes		and Combat	Technical Writing	30	25	5	60	·	·			
I.Q.: 19	ΗT		Cryptography	25	25	5	55					
M.E.: 15	Actions	per Round: 4	History	60/40	20	5	85/65					
M.A. <u>12</u>		Initiative:+ 2	Research	40	30	5						
P.S.: 12		Damage:+ -	Public Speaking	30	20	5	55		· <del></del>			(0.00())
P.P.: 11		Strike:+ -	Wardrobe & Grooming	50	15	4	69	Weapon Proficiencies: Rec	-			
P.E.: 11		Parry:+ 2	Chemistry	50	25	5	80	Ancient Weapon Proficiencies		ike	Parry	Throw
P.B.: 12		Dodge:+ 2	Chemistry: Analytical	35	35	5	75	Targeting (Critical Strike on 19-2			-	+1
Spd.: 15	Roll with impact		Chemistry: Pharmaceutical	40	25	5	70	Blunt Weapons	_ +		+1	-
P.P.E. 3		inch (11+):+ 2	Mathematics: Advanced	64	25	2	91	Modern Weapon Proficiencies	s <u>S</u> tr	ike	Aimed	Burst
S.D.C.: 20	Knockout/Stun R		Sensory Equipment	30	15	5	50					
Hit Points: 21	Critical Strike R		General Repair & Maintenance	45	15	5	65					
Perception:	Death Blow R	oll: -										
Perception Bonuses:												
Armor: Point-Blank		0 S.D.C.: 70			Wos	anons	& Hand	-to-Hand Attacks				
Level: 2 Experience P	oints:	N/A				-						
				e Parry		_	Rate of	Fire Shots/Ammo Weight Da	_			
Special Abilities/Skills Used the "Brainy" Quick Roll Table for attributes. See page 160 for details.			Wooden Baseball Bat +1	+3		6 feet	melee					
			Box Cutter -		-/6	6 feet	melee	e5 lbs. 1D4	.5 lbs. 1D4 per strike			
			High-Angle Hatchet   -   +2   - / 6 feet   melee   -   6 lbs.   1D6+1 per strike									
			.38 Special Revolver +0/+	2 Aimed	100	feet	single	e 6/12 bullets 2.5 lbs. 3De	6 per sho	t		
Fearless: +4 to save vs Horror Factor. However, as a			Karate Punch / Kick Called shots (nose, eyes, groin, etc.) can penalize target 1D4 (punch) / 2D4 (kick)									
result, Elliott is a hot sho	ot when dealing wit	h zombies	Elbow / Knee strikes Note: Called Shots & Power Strikes cost two attacks to perform 1D6 (elbow) / 1D8 (knee)									
and takes foolish risks and daring chances.			Note: See Special Equipment section on backside for explosives and incendiary weapons.									
Saving Throws	Base Modifier	Roll Needed	Note: Strike and Par	ry bonus	es from b	ooth <i>Har</i>	nd-to-Hand	Combat and Weapon Proficiency	, bonuse	s are co	mbined	
Saving Throws Horror Factor	Base Modifier	Roll Needed	Note: Strike and Par	ry bonus	es from t	both <i>Har</i>	nd-to-Hand	Combat and Weapon Proficiency	' bonuse	s are co	mbined	
		Roll Needed	Note: Strike and Par	ry bonus	es from b	ooth <i>Har</i>	nd-to-Hand		bonuse	s are co	mbined	
Horror Factor	+5		<u>Equipment</u>	-				Tools of the Trade				ne main
Horror Factor Poison: Lethal Poison: Non-Lethal	+5           14         -           16         -	14+	Equipment The clothes on their back and or	ne extra s	set, runni	ng shoe	s,	Tools of the Trade Has a chemistry lab in a shed th	at was b	uilt awa	y from th	
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs	+5           14         -           16         -           15         -	<u>14+</u> <u>16+</u> 15+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat	ne extra s , half sui	set, runni t of police	ng shoe: e armor,	S,	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos	at was b sion. Lab	uilt awa include	y from th	st tools,
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity	+5           14         -           16         -           15         -           12         -	14+ 16+ 15+ 12+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf	ne extra s , half sui lage nett	set, runni t of police ing (blan	ng shoe e armor, ket-sized	s, d),	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora	at was b sion. Lab ge for ch	uilt awa include iemicals	y from th s chemis s and su	st tools,
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics	+5           14         -           16         -           15         -           12         -           15         -	14+ 16+ 15+ 12+ 15+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash	ne extra s , half sui lage nett light, one	set, runni t of police ing (blan e small fla	ng shoe e armor, ket-sizeo ashlight,	s, d),	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos	at was b sion. Lab ge for ch	uilt awa include iemicals	y from th s chemis s and su	st tools,
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell	+5           14         -           16         -           15         -           12         -           15         -           12         -           12         -           12         -	14+ 16+ 15+ 12+ 15+ 15+ 12+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable ciga	ne extra s , half sui lage nett light, one rette ligh	set, runni t of police ing (blan e small fla ters, boo	ng shoe e armor, ket-sizeo ashlight, k of mate	s, d),	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora ventilation, air conditioning and a	at was b sion. Lab ge for ch a few fire	uilt awa include emicals extingu	y from thes cheming the cheming the s and supplies and supplies and supplies the su	st tools, oplies,
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell Magic Ritual	+5           14         -           16         -           15         -           12         -           15         -	14+ 16+ 15+ 12+ 15+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable cigar roll of duct tape, roll of string (13	ne extra s , half sui lage nett light, one rette light 0 feet), b	set, runni t of police ing (blan e small fla ters, boo pinoculars	ng shoe e armor, ket-sized ashlight, k of mate	s, d),	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora	at was b sion. Lab ge for ch a few fire	uilt awa include emicals extingu	y from thes cheming the cheming the s and supplies and supplies and supplies the su	st tools, oplies,
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell Magic Ritual Coma/Death	+5       14     -       16     -       15     -       15     -       12     -       16     -       -     -	14+ 16+ 15+ 12+ 15+ 15+ 12+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable cigar roll of duct tape, roll of string (13 2 sets of eating utensils (knife, for	ne extra s , half sui lage nett light, one rette light 0 feet), b ork, spoo	set, runni t of police ing (blan e small fla ters, boo binoculars on, drinkir	ng shoe e armor, ket-sized ashlight, k of mate s, ng cup),	s, d), ches,	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora ventilation, air conditioning and a Drives a 4-year-old mid-size sed	at was b sion. Lab ge for ch a few fire an ( <i>Endl</i>	uilt awa include iemicals extingu ess Dea	y from thes chemis s and supplies and suppli	st tools, oplies, e 31)
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell Magic Ritual Coma/Death Possession	+5       14     -       16     -       15     -       15     -       12     -       16     -       -     -	14+ 16+ 15+ 12+ 15+ 12+ 12+ 16+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable ciga roll of duct tape, roll of string (13 2 sets of eating utensils (knife, for walkie-talkie, sunglasses, 2 cant	ne extra s , half sui lage nett light, one rette ligh 0 feet), b ork, spoo eens, ba	set, runni t of police ing (blan e small fla ters, boo binoculars on, drinkir ickpack, e	ng shoe e armor, ket-sized ashlight, k of mate s, ng cup), duffle ba	s, d), ches, ig,	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora ventilation, air conditioning and a Drives a 4-year-old mid-size sed Pay in the New World: Barter for	at was b sion. Lab ge for ch a few fire an ( <i>Endl</i> or service	uilt awa include emicals extingu ess Dea	y from thes chemis s and supplishers. ad, page	st tools, pplies, 2 31) ds work
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell Magic Ritual Coma/Death Possession Curses	+5       14     -       16     -       15     -       12     -       15     -       16     -       -     -       15     -       16     -       -     -       15     -	14+ 16+ 15+ 12+ 15+ 12+ 16+ 15+	<b>Equipment</b> The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable cigal roll of duct tape, roll of string (13 2 sets of eating utensils (knife, for walkie-talkie, sunglasses, 2 cant bedroll, food rations (3 weeks wo	ne extra s , half sui lage nett light, one rette light 0 feet), b ork, spoo eens, ba orth) and	set, runni t of police ing (blan e small fla ters, boo binoculars on, drinkir ickpack, e	ng shoe e armor, ket-sized ashlight, k of mate s, ng cup), duffle ba	s, d), ches, ig,	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora ventilation, air conditioning and a Drives a 4-year-old mid-size sed Pay in the New World: Barter for as a consultant, teacher and an	at was b sion. Lab ge for ch a few fire an ( <i>Endi</i> or service assistant	uilt awa include emicals extingu ess Dea es rende	y from thes chemises and superior sector and superior sector sect	st tools, pplies, 2 31) ds work
Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Magic Spell Magic Ritual Coma/Death Possession	+5       14     -       16     -       15     -       15     -       12     -       16     -       -     -	14+ 16+ 15+ 12+ 15+ 12+ 12+ 16+	Equipment The clothes on their back and or hiking boots, pair of gloves, coat rain poncho, 3 sheets of camouf first aid kit, one heavy-duty flash pocket mirror, 3 disposable ciga roll of duct tape, roll of string (13 2 sets of eating utensils (knife, for walkie-talkie, sunglasses, 2 cant	ne extra s , half sui lage nett light, one rette light 0 feet), b ork, spoo eens, ba orth) and	set, runni t of police ing (blan e small fla ters, boo binoculars on, drinkir ickpack, e	ng shoe e armor, ket-sized ashlight, k of mate s, ng cup), duffle ba	s, d), ches, ig,	Tools of the Trade Has a chemistry lab in a shed th buildings in case of fire or explos sensory equipment, proper stora ventilation, air conditioning and a Drives a 4-year-old mid-size sed Pay in the New World: Barter for	at was b sion. Lab ge for ch a few fire an ( <i>Endl</i> or service assistant r general	uilt awa include emicals extingu ess Dea es rende to mec help ar	y from these chemises chemises and superstand superstand to the second s	st tools, pplies, 2 31) ds work sonnel,

This character sheet is available for download at the houseofbts.net/dead\_reign\_ranch.html

## **Personal Information**

Age:	_Height:	Weight:	Hair:		
Eyes:	Birt	h Order:		Value of Trade Goods:	\$4,000
Genera	I Appearance	: See page 16	2 to choose of	or randomly roll for appear	rance.

Disposition: See pages 162-163 for a list to possible dispositions to choose from.

Environment: **Rural**: Lived in Springfield, Nebraska for a nearly a decade. Survivor Family Lore: **Never had much in the way of family** to begin with, wasn't close to those gone missing and presumed dead. Feels little personal loss beyond his house and lab. Special Aptitude Bonuses: **Fearless**: +4 to save vs Horror Factor. However, as a result, Elliott is a hot shot when dealing with zombies and takes foolish risks and daring chances. Outlook on Earth's Future: **Fated Hero**. Doesn't know what fate has in store, and doesn't lose a lot of sleep worrying over it. "There must be a higher purpose to my survival, and I'll just let fate guide my destiny and put me wherever it is I'm supposed to be. I just hope I'll always know what it is I'm supposed to do, and that I make the right choices".

## Notes on Explosives and Incendiaries

**Concerning Explosives**: Explosives are generally restricted to industrial and military use and difficult to obtain. There is always a **20% chance** that an explosive is fake or a dud. Also see Grenades and Incendiary Weapons in the Explosives section (pages112-113). **Zombie Combat Note**: Explosives and grenades are effective against crowds and hordes of zombies, but damage comes off Main Body S.D.C. first, and the monsters get right back up (using their next two melee attacks) to keep on coming, and explosions and shrapnel do half damage to zombies.

**Concerning Fire**: Zombies are terrified of fire and flee from it. They also suffer double the damage listed.

**Molotov Cocktail**: A classic incendiary weapon, since it is so easy to make from commonly available materials. **Combat Note**: Molotov Cocktails are a good way to scare off big groups of zombies, the bigger the flame the better. Fire strikes a primal fear into the walking dead and pushes even the largest crowds back for a minute or two, probably longer; and a minute is likely all you need to make an escape. Remember what your mama told you, "Play with fire and you are likely to get burned." Be careful where you are throwing your cocktail because it will set a house on fire. Likewise, catch one of those walking corpses on fire and he will try to give you a hug! Don't catch a zombie on fire unless you are going for a total "scorched earth" attack where you expect everything around them to burn down. Otherwise, a burning zombie will run around (for 1D4+1 rounds) catching everything else on fire before it falls over dead. Trust me, a zombie engulfed in flames is one of the scariest things you can encounter.

**Throwing Range**: 30 feet. **Damage**: 3D6 damage to a 12 foot radius. Burns for 8 rounds (two minutes), but may cause secondary and larger fires if combustible materials are set ablaze.

Miscellaneous						
Leaping	Distance: Up: 1.5 f	eet / 3 feet (po	wer) Across:	3 feet /	6 feet (power)	
Run:	10.2 mph (max)	11 rounds	225 feet per	round	56 feet per action	
Swim:	- mph (max)	- minutes	- feet per	round	<ul> <li>feet per action</li> </ul>	
Maximum Carrying Limit: 120 lbs. Maximum Lifting Limit: 240 lbs.						

## **History Notes**

Before the Wave, I worked for a pyrotechnics lab. No... I wasn't setting up the gigantic firework shows, I was actually designing how they worked, and what colors they used, or if they'd shower sparks and the like. In my head I'm a chemist, but in my heart I'm a pyrotechnic however, I just love blowing stuff up and setting off fireworks.

I didn't take the Wave seriously when it first started. That was a mistake as I couldn't been loading up my old lab gear and whatnot. But no... I kept working from home until one morning the zombies burst through the windows of my house. I ended up setting my house on fire and fleeing before all the explosive materials started detonating. Side note: I blew up every zombie that invaded my home, so torching it wasn't a complete waste.

Springfield was a small town, so I didn't have to avoid all the large hoards I've seen elsewhere. That made it easy for me escape and eventually finding "Camp Lied" and becoming an Arborist. Still, they all stand between me and all the best materials and chemicals a chemist could want to survive in this New World.

Relationship to specific teammates / survivors in the "Arbor Community"						
Deputy	Occupation:	Survivor	Thoughts: Deputy has been teaching me how to fight			
and gave me a re	volver to start tra	aining with. I'	m not a fan of guns though so I've not practiced much.			
Roach	Occupation:	Scrounger	Thoughts: No one's adjusted to the New World better			

 Leslie
 Occupation:
 Survivor
 Thoughts:
 I've hired Leslie as security on occasion,

 especially during scavenging runs. Also throws
 grenades and incendiaries with good accuracy.

## **Special Equipment**

**Two-Way Handheld Radio** Description: <u>Black, handheld radio with added headset kit</u> Abilities: Has 22 selectable standard channels, plus 28 extra channels for extra privacy with 36 miles of range in open areas. It has 285 privacy codes that gives you up to 6270 channel options to help block other conversations. Offers waterproof protection against light rain and splashing.

Soda Can Bombs (6 pack)Description:Soda can with a wick placed within the tar coverAbilities: Usually filled with chemical, gunpower,<br/>to keep in a zippered six pack cooler without worry of setting them off (unless set on fire), but stability<br/>comes at the cost of decreased damage.Blast Radius: 10 feet.Damage: 2D6+3

Pipe Bomb (3)Description:Tightly sealed pipe filled with explosive materialsAbilities: A larger and more dangerous homemade throwable bomb. Can detonate if rattled violently,<br/>or damaged, or exposed to intense heat/fire.Blast Radius: 10 feet. Damage: 5D6+3.

Flare Gun (4 flares)Description:Large-bore orange handgun that discharges flaresAbilities: Used as a signal or to light up an area.Used for Luminescence: Lights up a 300 foot areafor about five rounds (75 seconds). Not intended to be a weapon, thus it is not balanced for aiming;Can be used to set a zombie on fire, but see the hazard of doing so under Molotov Cocktail.Not designed to be a weapon; -1 to strike at close range (within 20 feet of the target), -3 at a greaterdistance.Range: 300 feet up in the air.Damage: 2D6 per round ignited (5 rounds).Rate of Fire: Two per round.Weight: 2 pounds.Has four flares available.

 Road Flares (6 pack)
 Description:
 Handheld flare generally used to mark an area

 Abilities: A great way to make light and scare away a small group of Zombies, but less useful in a large crowd of zombies (fire is too small). A flare will get one or two to back off every time, at least for a few seconds (1 round) when you shove a flare in its face. If there are three or more, one of the zombies will take a swing at you to knock the flare out of your hand.
 Range: Handheld.

 Damage: 1 point.
 Rate of Fire: Each activation counts as one action; burns for 2D4+10 minutes.

 Molotov Cocktails (2)
 Description:
 A bottle-based improvised incendiary weapon

 Abilities: See notes on the left for details. Elliott carries two in a well padded messenger bag.
 A set left for details.