



## Personal Information

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_ Birth Order: \_\_\_\_\_ Value of Trade Goods: \$4,000  
General Appearance: See page 162 to choose or randomly roll for appearance.

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 (pages 112-113).

**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 feet / 3 feet (power) 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 \_\_\_\_\_ feet per action  
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 revolver to start training 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 than Roach! This kid keeps detailed records, information and pictures and can find about anything.

**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: Black, handheld radio with added headset kit  
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 cover  
Abilities: Usually filled with chemical, gunpowder, bullets, nails and metals shrapnel. Stable enough to keep in a zippered six pack cooler without worry of setting them off (unless set on fire), but stability comes at the cost of decreased damage. **Blast Radius:** 10 feet. **Damage:** 2D6+3

**Pipe Bomb (3)** Description: Tightly sealed pipe filled with explosive materials  
Abilities: A larger and more dangerous homemade throwable bomb. Can detonate if rattled violently, 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 flares  
Abilities: Used as a signal or to light up an area. Used for Luminescence: Lights up a 300 foot area for 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 greater distance. **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.