

Dead Reign RPG

Player: Pregenerated Player Character
 Character: Stanley Stumpe
 Nickname/Alias: "The Stump"
 O.C.C.: Reaper (pages 75-98)
 Sex: Male Alignment: Scrupulous
 Occupation: Zombie Killer (former Demolition Worker)

Attributes		Hand to Hand Combat	
I.Q.: <u>11</u>		HTH: <u>Expert</u>	
M.E.: <u>13</u>		Actions per Round: <u>4</u>	
M.A.: <u>15</u>		Initiative:+ <u>1</u>	
P.S.: <u>26</u>		Damage:+ <u>11</u>	
P.P.: <u>14</u>		Strike:+ <u>2</u>	
P.E.: <u>20</u>		Parry:+ <u>4</u>	
P.B.: <u>14</u>		Dodge:+ <u>4</u>	
Spd.: <u>22</u>		Roll with Impact:+ <u>4</u>	
P.P.E. <u>2</u>		Pull Punch (11+):+ <u>3</u>	
S.D.C.: <u>51</u>		Knockout/Stun Roll: <u>-</u>	
Hit Points: <u>31</u>		Critical Strike Roll: <u>Natural 20</u>	
Perception: <u>+3</u>		Death Blow Roll: <u>-</u>	

Armor: Leather & Modern armor A.R.: 13 S.D.C.: 65
 Level: 3 Experience Points: N/A

Special Abilities/Skills

Motorcycle Combat - pages 76-77
Motorcycle Mechanics - page 77
 Lore: Death Cults and Lore: Zombies - page 77
Used the "Physically Strong" Quick Roll Table for attributes.
High Perception and Solid Gut Instincts: +3 to Perception.
Bonuses vs Zombies: +1 attack per round, +1 initiative, +1 strike, parry and dodge and +1 to "Called Shots".

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		<u>+4</u>	
Poison: Lethal	<u>14</u>	<u>+3</u>	<u>11+</u>
Poison: Non-Lethal	<u>16</u>	<u>+3</u>	<u>13+</u>
Harmful Drugs	<u>15</u>	<u>+3</u>	<u>12+</u>
Insanity	<u>12</u>	<u>-</u>	<u>12+</u>
Psionics	<u>15</u>	<u>-</u>	<u>15+</u>
Magic Spell	<u>12</u>	<u>+3</u>	<u>9+</u>
Magic Ritual	<u>16</u>	<u>+3</u>	<u>13+</u>
Coma/Death		<u>+10%</u>	
Possession		<u>-</u>	
Curses	<u>15</u>	<u>-</u>	<u>15+</u>
Disease	<u>14</u>	<u>+3</u>	<u>11+</u>
Pain	<u>16</u>	<u>+3</u>	<u>13+</u>

Skills	Base	Bonus	+%/lvl	Total%
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>84</u>
Mathematics: Basic	<u>72</u>	<u>-</u>	<u>1</u>	<u>74</u>
Pilot: Automobile	<u>60</u>	<u>10</u>	<u>3</u>	<u>76</u>
Pilot: Motorcycles/Snowmobiles	<u>60</u>	<u>16</u>	<u>4</u>	<u>84</u>
Athletics (General)	Attribute & Combat Bonuses			
Combat Driving	See pages 213-214 for details			
Detect Ambush	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Intelligence	<u>32</u>	<u>10</u>	<u>4</u>	<u>50</u>
Radio: Basic	<u>50</u>	<u>5</u>	<u>5</u>	<u>65</u>
Tailing	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Wilderness Survival	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Basic Mechanics	<u>40</u>	<u>-</u>	<u>5</u>	<u>50</u>
Basic Electronics	<u>30</u>	<u>-</u>	<u>5</u>	<u>40</u>
Physical Labor	Attribute & Combat Bonuses			
Demolition Work (new)	<u>30</u>	<u>-</u>	<u>5</u>	<u>40</u>
Salvage	<u>35</u>	<u>-</u>	<u>5</u>	<u>45</u>
Excavation	<u>30</u>	<u>-</u>	<u>5</u>	<u>40</u>
General Repair & Maintenance	<u>45</u>	<u>-</u>	<u>5</u>	<u>55</u>

Skills	Base	Bonus	+%/lvl	Total%
Running / Jogging	Jog 20 miles before fatigued			
Barter	<u>30</u>	<u>-</u>	<u>4</u>	<u>38</u>
First Aid	<u>45</u>	<u>-</u>	<u>5</u>	<u>55</u>
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Archery (Rate of Fire: 3 per round)	<u>+2</u>	<u>+1</u>	<u>-</u>	
Blunt Weapons	<u>+2</u>	<u>+2</u>	<u>-</u>	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	<u>+1</u>	<u>+3</u>	<u>-</u>	
Shotguns	<u>+2</u>	<u>+4</u>	<u>+1</u>	
Rifles	<u>+2</u>	<u>+4</u>	<u>+1</u>	

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Demolition Hammer	<u>+4</u>	<u>+6</u>	<u>+2 / 13 feet</u>	<u>melee</u>	<u>-</u>	<u>2 lbs.</u>	<u>1D6+12 (clawed end or blunt impact)</u>
Large Crowbar	<u>+4</u>	<u>+6</u>	<u>+2 / 13 feet</u>	<u>melee</u>	<u>-</u>	<u>4.5 lbs.</u>	<u>2D6+11</u>
Compound Hunting Bow	<u>+4</u>	<u>+5</u>	<u>700 feet</u>	<u>melee</u>	<u>6 arrows</u>	<u>4 lbs.</u>	<u>2D6+1 per arrow</u>
Glock 17 Auto Pistol	<u>+1/+3 Aimed</u>		<u>100 feet</u>	<u>single/burst</u>	<u>17 / 3 clips</u>	<u>1.5 lbs.</u>	<u>3D6; a three round burst does 6D6</u>
Mossberg Shotgun	<u>+2/+4 Aimed</u>		<u>150 feet</u>	<u>single</u>	<u>8 / 36 shells</u>	<u>5.5 lbs.</u>	<u>4D6 (see page 109 for buckshot)</u>
Winchester Hunting Rifle	<u>+2/+4 Aimed</u>		<u>2000 feet</u>	<u>single</u>	<u>5 / 2 clips</u>	<u>6.5 lbs.</u>	<u>5D6 per shot</u>
Karate Punch / Kick	<u>Called shots (nose, eyes, groin, etc.) can penalize target</u>						<u>2D4+11 (punch) / 2D6+11 (kick)</u>
Elbow / Knee strikes	<u>Note: Called Shots & Power Strikes cost two attacks to perform</u>						<u>1D6+11 (elbow) / 1D8+11 (knee)</u>
Body Flip/Throw	<u>Victim loses initiative (if they had it) and one action. Does 1D6+11 damage</u>						

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are combined

Equipment

A suit of riding armor, a suit of modern combat armor, set of street clothes, running shoes, a pair of steel-toed boots, pair of leather gloves, a leather jacket, rain poncho (cheap), one sheet of camouflage netting large enough to cover his bike, survival knife, first aid kit, heavy-duty flashlight, small flashlight, pocket mirror, refillable cigarette lighter, 2 books of matches, set of eating utensils (knife, fork, spoon, cup), binoculars, walkie-talkie, sunglasses, two canteens, backpack, duffle bag, knapsack, food rations (1 week's worth), roll of duct tape, shotgun shell bandolier, and some personal items.

Tools of the Trade

The bike, weapons, armor, ammo and equipment.

Vehicle: 4-year-old Road King motorcycle

Has 34 gallons of extra fuel (some of it is stashed elsewhere)

Pay: None, everything is barter & trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services for the goods and services your character needs. A Reaper is a zombie exterminator and rescuer of the innocent, that's his stock in trade. However, they'll also do supply runs and whatever it takes to keep operating as a zombie killer.

Personal Information

Age: 33 Height: 6' Weight: 195 lbs. Hair: Brown, kept short (shaves his head occasionally)
 Eyes: Brown Birth Order: First born of two Value of Trade Goods: \$3,000
 General Appearance: Caucasian male in this early 30's. Keeps a short haircut and beard, and prefers t-shirt and jeans when not out riding or zombie killing. While working, he dresses as a very model of a Reaper, from the leather to the armor.

Disposition: Paternal, overprotective of others, especially younger characters and green survivors. Has a big heart and genuinely cares. He absolutely loves kids.

Environment: **Suburbia:** Lived in the suburbs of Chicago all his life until the Wave.

Survivor Family Lore: **Lost many**, but his brother and his family survived and are living in a Safe Haven Community. They were all rescued during the Battle of Chicago.

Special Aptitude Bonuses: **High Perception and Solid Gut Instincts:** +3 to Perception.

Outlook on Earth's Future: **Idealistic:** "We hold the fate of humanity in our hands, and we must triumph. Like Brad Ashley says, the zombies will eventually rot and decay away. We just need to outlive them! In the meantime we must rescue as many people as we can and train the survivors how to fight the walking dead. Taking out Dead Cults while we're at it is a bonus."

Special Reaper O.C.C. Skills

Motorcycle Combat: Stan has extensive experience riding in combat situations where attention must be split between combat and normal riding. This training allows him to engage in high speed maneuvering, stunt riding, and extreme off-road where normal vehicles could not go. Considered an expert rider and is capable of reliably performing actions on a motorcycle that others would never be able to consider. Knows how to use his body to steer the bike by shifting weight or use of the forearm, and can perform this with equal skill as hands on the bars.

No penalty to strike with a firearm or melee weapon while riding a motorcycle. However, only one-handed weapons can be used, shotguns, rifles and two handed melee weapons all suffer a -2 to strike and inflict a -10% to piloting skill checks. Must have both hands on the bike to perform *any* maneuvers where a wheel leaves the ground, otherwise suffers a -30% penalty.

Motorcycle Mechanics: This covers the advanced understanding of motorcycle repair, design and modification. With this skill, a bike mechanic can adjust the rake/trail, suspension, engine performance or accessories of almost any motorcycle. This training encompasses advanced engine theory of both 2 stroke and 4 stroke engines as well as intake, ignition and exhaust. Under extreme situations, the mechanic can adapt parts from different motorcycles or even fabricate parts to make repairs. A side effect of this training is the mechanic has a 75% chance to identify a motorcycle by sight (or the components it is made up from). **Skill:** 60%

Lore: Death Cults. Rumors, speculation and what little is generally known about Death Cults, their priests, their followers, their rituals, purpose and goals for the future. Characters with this skill always want to learn more about Death Cults. Includes a basic knowledge about Retro-Savages as well, though strictly speaking, they are not a Death Cult. **Skill:** 44%

Lore: Zombies. Everything there is to know about zombies - their abilities, behavior, strengths and weaknesses, and the best ways to fight and destroy them. **Skill:** 70%.

Miscellaneous

Leaping Distance: Up: 3 feet / 6.5 feet (power) Across: 6.5 feet / 13 feet (power)
Run: 15 mph (max) 20 rounds 330 feet per round 66 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
 Maximum Carrying Limit: 442 lbs. Maximum Lifting Limit: 884 lbs.

History Notes

"Before all this, I was a demolition worker and I was good at it. I could remove roofs, tear down walls, and bust up concrete with the best of them. I was so good in fact that I'd been promoted to a team lead about a month before the Wave.

"I had a bike and loved to ride on the weekends, but I wasn't a Reaper at the time. I was home when everyone started getting sick. Mom was one of the ones who got sick, and eventually died. Her body was taken to a health clinic close to the house with all the others who died. The clinic was right on the edge of a series of apartment complexes and houses, and when the zombies all rose at once, that's where they all went. Most people didn't see them coming. I was in the backyard when I first saw them coming down the street. I ran to the garage, got on my bike and fled the city.

I joined the Reapers after learning they helped my brother and his family escape during the Battle of Chicago. I felt like I owed the Reapers for helping my brother & family, and I wanted to help rescue and train survivors. I knew how to ride, but I had to learn the rest of it like everyone else. And now, I'm going to teach you how to fight zombies as well as any Reaper.

Relationship to Specific teammates

Occupation: _____ Thoughts: _____

Occupation: _____ Thoughts: _____

Occupation: _____ Thoughts: _____

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.

Demolition Hammer Description: hammer with a large strike face and extended claw

Abilities: "This baby is my all-in-one tool that was with me for every job. Before the Wave, I used it to destroy everything. But nowadays, I use it to destroy zombie brains." **Damage:** 1D6+1 with either the blunt striking face or the extended clawed end.

Abilities: _____ Description: _____

Abilities: _____ Description: _____

Abilities: _____ Description: _____

Abilities: _____ Description: _____

Abilities: _____ Description: _____