

Zombie (150 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	2d6; [1]
5	DEX	-15	10-	OCV 2 DCV 2
10	CON	0	11-	
12	BODY	4	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
5	COM	-2	10-	
3	PD	6		Total: 3 PD (3 rPD)
2	ED	3		Total: 2 ED (2 rED)
1	SPD	0		Phases: 7
0	REC	-8		
0	END	-10		

TOTAL CHARACTERISTICS COST: -35

MOVEMENT:	RUNNING:	3" / 6"
	SWIMMING:	1" / 2"
	LEAPING:	1" / 2"

COST POWERS

- 5 **Undead Toughness:** Damage Resistance (3 PD/2 ED), Hardened (+¼) (7 Active Points); Does Not Protect Head (-¼), Reduced Penetration Attacks count as normal attacks (-¼).
- 60 **Undead:** Automaton (Takes No STUN)
- 15 **Undead:** Does Not Bleed
- 12 **Bite:** HKA ½d6 (1d6+1 w/STR), Reduced Endurance (0 END; +½) (15 Active Points); Reduced Penetration (-¼)
- 6 **Nails:** HKA 1 point (½d6 w/STR), Reduced Endurance (0 END; +½) (7 Active Points); Reduced Penetration (-¼)
- 27 **Sense Life:** Detect Life 10- (Unusual Group), Range, Sense, Targeting
- 10 **Untiring Undead:** 0 END on 10 STR, 3" Running, 1" Swimming, 1" Leaping (+½ Advantage on 20 Points) (10 Active Points)
- 50 **Unlife Support:** Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping Character does not sleep)

TOTAL POWERS COST: 185

COST SKILLS

- 0 No Skills but can try with unskilled penalty

TOTAL SKILLS COST: 0

TOTAL COST: 150

50+ DISADVANTAGES

- 25 **Distinctive Features:** Zombie (Not Concealable; Extreme Reaction)
- 10 **Physical Limitation:** Affected By Necromancy (has EGO 10 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks Infrequently, Greatly Impairing)
- 15 **Physical Limitation:** Does not heal (Frequently, Greatly Impairing)
- 15 **Physical Limitation:** Sub-Human Intelligence (Braindead) (Frequently, Greatly Impairing)
- 25 **Psychological Limitation:** Hungers for Humanoids (Very Common, Total)
- 15 **Psychological Limitation:** Fear of Fire (Common, Strong)
- 20 **Psychological Limitation:** Either stands still or wanders unless senses life or necromantically commanded otherwise (Very Common, Strong)
- 0 **Slow Shuffling Movement:** Running -3", Swimming -1", and Leaping -1" (already figured in)
- 5 **Social Limitation:** No Social Interaction Ability Whatsoever (Occasionally, Minor)
- 10 **Vulnerability:** 2 x BODY Head Hit Locations (Uncommon) **NOTE:** i.e., x4 Damage to Head, so an average or even Standard Effect 1d6 HKA will "Kill" a Zombie instantly.
- 0 Experience Points

UNSPENT EXPERIENCE POINTS: 0

TOTAL DISADVANTAGE POINTS: 140

TOTAL COST: 150

BACKGROUND/HISTORY:

Zombies. You know, semi-mobile dead bodies...

QUOTE/SOURCES:

- HSB.127-128,
- HH.123,
- H5e.310-311.
- Edsel's post to Hero Message Boards,
- Twilight of the Dead Hero Rules.
- Zombie Movies
- Zombies!!! Boardgame

COMBAT STATISTIC SUMMARY

Perception: 10-,

ATTACK:

- **SPD:** 1,
- **Initiative:** 5 (or 1d6),
- **OCV:** 2,
- **STR Damage:** 2d6,
- **Combat Skill Levels:** N/A,
- **PRE Attack:** 2d6,
- **ECV:** 0 (10 vs. Necromancy),

DEFENCE:

- **DCV:** 2,
- **PD/rPD:** 3/3,
- **ED/rED:** 2/2,
- **BODY:** 12,
- **STUN:** N/A
- **CON Stunned:** N/A.
- **ECV:** 0,
- **Mental Defence:** 0,
- **Power Defence:** 0,