

# ZOMBIE

## ONE PAGE RPG

Players start with a pack of 2d6 and can gain more dice through the game. On a turn, they roll 2d6 and check to see if requirements are met; the condition is getting at least one roll of 3 or higher. If none hit 3, they suffer a terrible consequence. If both hit the target they get a nice boon.

The goal is simple; survive. Accomplish your goal as a group and maybe, just maybe, humanity continues.

Players will decide at the start of the game their character name and roll on the descriptor and skill table to round out their character.

Roll on the Connection table to see how the group is connected. Talk about this connection for a couple of minutes before digging into the adventure.

Have fun! Try things out. Get to the goal and save the world.

	Character Descriptor	Character Skill
1	Nervous	Thievery
2	Charismatic	Booksmarts
3	Attentive	Marksmanship
4	Grizzled	Foraging
5	Exhausted	Carpentry
6	Enthusiastic	Negotiation

	Place	Goal	Immediate Threat	Surprise Twist	Optional objective	Group Connection
1	Beachside resort on <u>day</u> the before Z Day	Get to the chopper	Zombie Boss wants you dead	The simulation is real	Get a twinkie	Family
2	A medieval castle where the government set up a safe zone	Save the target friendlies	Government conspirators are tracking you	Someone triggers the fire alarm	Find the library	Coworkers
3	The local pub with a full keg remaining	Get the priceless artifact from the museum in the center of town	Smart zombies are somewhere in the area	An enemy becomes a friend	Need that medicine	Neighbors
4	The Town's Community Center, surrounded by empty sleeping bags	Survive until help arrives	All the zombies can run	One of you is bitten by a <u>z</u> ed.	Send a message to the others	Freed Prisoners
5	A riverside camp, five weeks after Z-Day	Stop the rival camp	The group is low on food	The group took a wrong turn	Find the cure	Plane crash survivors
6	A forest clearing high in the mountains	Set up home	A rival group of survivors	The zombies can be changed back	Expose a terrible truth	High school friends

GM: Let the players get their initial info together. Your duty is to help them reach their goal. The dice may decide that they fail, but that's between the player and the d6.

Keep asking questions through the game. "What do you do?" "Do you want to look around?" "Are you sure there's nothing back there?" The players will answer and you tell them which dice to roll. Build the world around the answers, give players something to act against. Use the table below to build encounters as needed. Remember, you want the players to reach their goal, but maybe try to kill 'em along the way.

When they are trying to do something practical, something that anyone would do in a zombie situation, something that makes sense; roll Brains.

When the player decides to do something weird, unexpected, irrational, against the odds; they will roll Guts.

Through the game the player can earn extra dice to help them get a success. You decide what merits earning an extra dice for one roll; courageous action, helpfulness, good roleplaying, bringing chips.

Dice can be taken away too but never below 0. The target number can change too. If a player rolls double success they get to roll a 2+ on their next check. Double fail and they have a 5- on their next check. If they roll a one at any time? Poor luck. Auto fail the whole check.

Start the game once the characters have introduced themselves to each other by rolling on the PLACE table. From there, ask the players how they are going to meet their goal. Then set off! Provide lots of zombie cliches and NPCs they get to talk to. Most importantly, have some fun. It's the end of the world, what else is there to do?

### Story Move-Along Table

	Enemy	Obstacle	Concern
1	Small group of Zombies	Need to cross that rushing river	Lightning Storm
2	Zombie dogs	Long distance without cover	Dark parking lot
3	Zombie soldiers	A sudden sound	Low on rations
4	Skeleton zombies	A security fence blocks the way	An unknown convoy in the distance
5	Crawling zombies	A very large horde is between you and the goal	Someone said something stupid and things are tense
6	Water zombies	Have to open a locked door	An earlier disagreement could cause problems in the future