

NOT DEAD YET

INTRODUCTION

This is a one-page roleplaying game where the players are survivors of a zombie apocalypse.

EXPLODING DICE

One thing to note, first off, is that if you roll a 6 on any die roll, roll it again, and add 5 to your total. Repeat if you keep rolling sixes.

CHARACTER CREATION

Your character has five stats, representing a different aspect of their character. Stats can range between 1 (the worst) and 5 (the best). The five stats must add up to 12.

Aim	Your character's ability to shoot accurately.
Brawn	Your character's physical strength and toughness
Perception	Your character's hearing, sight, and intuition.
Prowess	The character's physical coordination and reflexes
Smarts	The character's intellect, wits, and expertise

You also start with Vitality equal to your Brawn (minimum 2). Vitality is your health and well-being; reach 0 and you're in trouble.

You also start with Defense equal to 4 + your Prowess. This is what it takes to hit you in hand-to-hand combat.

Lastly, pick a number of skills equal to your Smarts. These can be anything; first aid, driving, stealth, demolitions, calculus, whatever. Pick carefully; they might come in handy later.

CHARACTER SHEET

Use a 3x5 index card. You've just got to write down your five stats, your Defense and Vitality, and your gear, and your ammo. and your experience tick marks. That should all fit, unless you write really big.

TASK RESOLUTION

You can do what you want, so long as the GM is okay with it. Climbing a ladder is something anyone can do; but climbing a ladder while the undead are pulling on it, trying to get to you, that's another story.

If success is uncertain, but the task is not something completely impossible, roll a d6 and add the relevant stat (GM decides which stat is relevant). If the total is 7 or higher, you succeed. Something really hard might need an 8 or 9.

If the task is something that requires a specific skill, like bandaging up your friend whose bleeding out, or landing a helicopter after the pilot turns, or turning your car down an alleyway at forty miles an hour, you need to have that skill. If you don't, you can still roll, but you have to roll two d6s and take the lowest one as your result. This doesn't apply to any combat rolls; those just use the stats.

Lastly, each factor that hinders you gives you -1 on your roll, and each factor that helps you gives you +1 on your roll. So sure, you might be far away from that zombie you're trying to shoot (-1), but that sweet scope you found in the abandoned gun shop makes it easier to aim at him (+1). But when you're close up, aiming down that scope might just be an inconvenience (-1). Especially if you're fighting the dark (another -1). Don't just go tacking on modifiers, though, save them for when they make sense. And never more than two of them. Otherwise it just gets complicated.

WEAPONS

You don't get any weapons to start. You've got to find them as you go. The pipe you break off from under a truck. The half-empty Glock you find where the police made their last stand against the horde. The M-16s you take after fighting your way into the National Guard armory, that you cradle like your own child because half your group gave their lives to get them. Hand weapons are plentiful;

guns are precious, and bullets even more so.

Hand weapons deal 1 damage if it takes one hand to use them. If it takes 2 hands to use them, then deal 2 damage. Finally, if your Brawn is 4 or higher, you get +1 to your damage with melee weapons.

Below are some guns. If you want more, make up your own. Each has a damage value (dmg), and a "shots" value. The shots is how many bullets it shoots before it needs to be reloaded. If there's an (A) after the shots, it means the gun can shoot automatic fire (see below).

Gun	Dmg	Shots
Glock 17	2	17
M-16 Assault Rifle	3	30 (A)
M870 Shotgun	4	5
Remington 700 Rifle	4	4
MP5 Submachine Gun	2	30 (A)
.38 Revolver	2	6
.22 Rifle	2	10
Colt 1911 Pistol	3	7

As for guns, a .22 or 9mm does 2 damage. An assault rifle deals 3 damage. A hunting rifle or a shotgun does 4 damage. Keep track of how many bullets your gun holds before you need to reload it. That can be important.

Automatic weapons can shoot a lot of bullets at once; you get to roll 3 attacks when shoot on automatic, each at a -1 penalty to hit. This uses up 10 bullets.

ARMOR

Armor is pretty rare. Soft body armor, like a kevlar vest, will stop 1 point of weapon damage. Something tougher, like ceramic inserts or riot gear, will stop 2 points of bullet damage, and 1 point of hand weapon damage. But like I said, armor is pretty rare.

AMMO

Like I said, bullets are precious. Keep track of how much ammo you have. The GM shouldn't just hand out ammo like candy; you should have to fight for those extra fifteen bullets.

FIGHTING

To attack in melee, roll your Prowess against your opponent's Defense. To attack at ranged, roll against 7 as usual, or 9 if your target has cover. In the case of zombies (which, let's face it, are going to be most of what you're fighting), you just need a 7 to hit.

If you hit, your opponent takes the damage of the attack, which is subtracted from his or her Vitality. If anyone reaches 0 Vitality, they're out of the fight.

If you shot a gun, mark off the bullets you fired. If your gun runs out of bullets, you have to reload. Reloading takes a whole turn.

As for who goes first, let the GM figure it out. As for players, it's usually best to go in clockwise order around the table. The zombies act whenever the GM wants them to.

HEALING

If you've lost Vitality, you can make a Brawn check once per day. If you succeed, you heal 1 your lost Vitality.

DYING

You're going to die. The people you rescued from the refugee camp? They're going to die too. Your friends who've been with you since the beginning? Their days are numbered, too. It might be something heroic, like holding off a dozen zombies so your friends can escape, and saving the last bullet for yourself (because who wants to get eaten alive?) Or it might be something stupid and undignified, like falling off a building.

When you reach 0 Vitality, whether from starving, getting shot, or being ripped to shreds by the living dead, you're in trouble. You go unconscious, and have to make a Brawn check each minute. If you succeed on three in a row, you are stable, and regain consciousness 1d6 hours later. But if you fail even one of them, you die.

STARVING

Zombies aren't your only threat. The power grid's down. Refrigeration is

down. If you don't eat, you'll die. Each day you go without food, you have to make a Brawn check, or lose 1 Vitality. This lost Vitality cannot heal normally until you've gotten some food in you. If you reach 0 Vitality from hunger, you fall unconscious, and die a few hours later.

THE ZOMBIES

These are the kinds of zombies you've got to whack in the head to kill. Or shoot in the head. Whatever. Either way, they're pretty slow, so you just need a regular success (7 or more) to hit them, whether melee or ranged.

Zombies only have 2 Vitality, so they're pretty easy to kill. They don't do Brawn checks at 0 Vitality, they just die.

In combat, zombies shuffle toward you and try to grab you. They don't make normal attacks. If a zombie tries to grab you, you have to make a Prowess check to avoid being grabbed, at -1 per zombie trying to grab you past the first. So if three zombies are on you, trying to grab you, you roll a Prowess check at -2.

Once grabbed, you can spend your turn to make a Brawn check. If it succeeds, you throw off the zombies. If it fails; well, someone better kill them quick, because the next time the zombies go, they bite you, and that's pretty much it. Each round to fail to break free, you take 1 damage from each zombie on you. Armor can reduce this, but only from one zombie.

Zombies are pretty slow moving. Generally, in the time it takes a zombie to shuffle ten feet, a human can run twenty.

ZOMBIE BITES

If a person loses Vitality from a zombie bite, they're doomed. After an hour they die, and five minutes after they die, they rise again as one of the living dead. There's no way to stop this, except a bullet to the head. Which is pretty grim, but such is the nature of the zombie apocalypse.

THE ARMY

Let's face it; the army isn't ever really helpful, are they? If they were, it just wouldn't be a zombie story. That said, it's your game. You're more than welcome to break the stereotype.

Soldiers have got Brawn 3, Aim 4, Prowess 2, Smarts 2, and Perception 3. They've usually got Kevlar armor, an M16, a Beretta handgun, seven magazines of 5.56 ammunition, and some MREs and radios and other gear. If the characters are finding dead soldiers, though, most of that stuff is probably already gone. They might get lucky and find a cool night vision scope, though. You never know.

LEVELING UP

Every role playing game's got to have something like this, I guess. Here's how it works; every time you kill a zombie, put a tick mark on your character sheet. Every 25 tick marks, you get to level up. You can add 1 to one of your stats (but none can go above 5), or learn a new skill, or gain some kind of special ability. Maybe you can dual wield machetes, or you can try to make some weird check to shoot two zombies with one bullet. Don't go too crazy with it, though; that last one was probably not a good example.

This all needs to make sense in the story; you can't learn first aid unless you've been practicing, and you can't improve your Perception if you've never even rolled a Perception check.

THESE RULES

I wrote these rules in 128 minutes, and part of that was spent eating potato wedges and surfing the web. So they're not exactly an authority on anything. As such, feel free to break them when you need to.

– Lee Mohnkern, 2015

24-HOUR
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