

NECROPALYX



**THE ZOMBIE APOCALYPSE
ROLEPLAYING GAME**

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CHAPTER I – ABOUT THE GAME

INTRODUCTION

Necropalynx is a roleplaying game where you play a character trying to survive after an unknown event started bringing the dead back to life. Like other roleplaying games, you create a character that you then become in a world of pure survival horror. The rules here will help you get started on your own set of situations in this devastated world.

These rules use a very simple game play approach. They focus on story and roleplaying out problems. In the spirit of classic roleplaying games, these rules are meant to allow for faster play with little rules, tables, and charts to keep track of.



As a character, you will attempt to survive by avoiding the zombies that wander the land. You will encounter others both friendly and hostile. You will search for food, weapons, and safe places to sleep as you attempt to make a life in this aftermath. Maybe the group will form a band of raiders. Maybe they will form a community and attempt to keep the settlement supplied. Anything is possible.

The one who controls the game and tells the story is the Storyteller. As the Storyteller, you can create your own setting in this deathly world. Although you can create situations from your favorite stories, you can also go beyond that and create something your own. The possibilities are endless with the simple use of your imagination. So let's get ready to dive right in and enter a world of wandering corpses...

PLAYING A ROLEPLAYING GAME

Roleplaying games are not played like traditional games, such as board and card games. There is no board to play on. There are no cards to

deal. There is simply some dice, paper and pencils. In order to play, you will need at least two people. One must be the Storyteller and their responsibility is to know all of the rules and tell the story that the players are involved in. They are the final judge in the game. The others are the actors in the story that unfolds.

There is no winning in a roleplaying game, as with traditional games. Players will take their characters through many troubling situations. Some situations may cause their deaths. Others may be a crushing defeat, but the players live another day. The most desired result is that the players complete their current goal and celebrate before their next mission. In the end, winning is defined by the players.

The story possibilities are endless. Players may be looking for medicine in a zombie infested city. Maybe a group of zombies are heading for a settlement and need to be dealt with. You could be a group of raiders, taking what you want with no concern for others. Whatever the reason, all are trying to survive.

THE ROLL OF THE DICE

There are six different types of dice used when playing. There are dice with four sides (d4), six sides (d6), eight sides (d8), ten sides (d10), twelve sides (d12) and twenty sides (d20). These dice can be found at most game, hobby or book stores.

These rules will reference dice by the abbreviation (1d4 for example). If the rules describe rolling a 2d8, that means you will have to roll two eight sided dice and add the result together. If the rules describe rolling a 3d6+2, this means you will roll three six sided dice, add them together, and then add two to that result. The only variation to this rule is when percentile dice must be rolled. Percentile dice are used when you need to acquire a percentage number (between 1 and 100). To achieve this, roll two ten sided dice. One number will be the 10's and the other will be the 1's. If (for example) you were to roll an 8 (for the 10's) and a 7 (for the 1's), you would have rolled an 87. If both dice roll to zero, then you rolled a 100. If you had to roll a ten sided die, and you rolled a zero, that translates to a ten.

CHAPTER II – CHARACTER CREATION

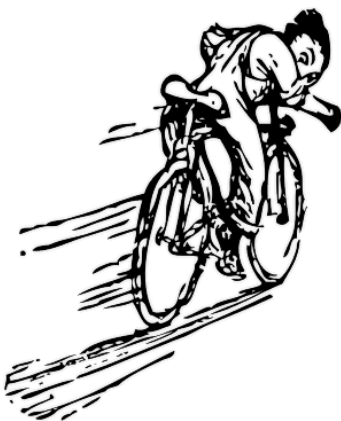
THE BASICS

Before you begin you will need a set of dice, pencil, and a blank sheet of paper. Instead of a blank sheet of paper you may use the character sheet included with Necropalyx. You will roll 1d6 and add 4 to the result, writing that number down. Repeat this five more times until you have six values. Assign those values to each of the abilities to form a character to your taste. Record your character's stamina score, get some equipment, and you are ready for the apocalypse.

ABILITIES

Each character will have six different abilities. These define the beginning characteristics of the individual. Table 1 shows the bonuses you get for having certain ability scores. Record this information on your character sheet.

During the game, a character may need to make an "ability test". These tests are determined by rolling 1d20 equal, or lower, than the particular ability being tested. If a roll is higher, the test fails. Storytellers may add or subtract from this roll depending on the difficulty of the situation. *EXAMPLE: Susan needs to move a heavy piece of equipment to block a door. The Storyteller may have Susan make a strength test to see if they are successful in moving the equipment.*



Endurance [END]

Endurance is the physical condition of the character. A character, with a higher endurance, may also receive a bonus to their stamina. Endurance is used to test situations where one may contract a disease or have their stamina reduced to zero. One can stay awake longer with a high endurance, as well as run for a longer period of time before tiring.

Intellect [INT]

Intellect determines how intelligent a character is. The more intelligent a character is, the better they are at figuring out things like computers, mechanical devices, and general sciences. Intellect is used to test situations like hacking a computer, treating a wound, or fixing a car engine.

Mettle [MTL]

Mettle is the drive and bravery of the character. To see if a character panics is a determination of a mettle test. Failing to act because of fright is also tested with mettle.

Personality [PER]

Personality is a character's personal charm. Your ability to persuade others is directly affected by your personality. Trying to get some information will rely heavily on this particular ability. Even interrogation will rely on personality tests to determine if you are told a truth or a lie.

Reflex [REF]

Reflex determines how fast a character can move. It shows how well one can aim weapons and whether they can gain the surprise. Reflex also may help a character to avoid being hit from attacks and other dangers. Being able to respond before others is dependent on ones reflex.

Strength [STR]

Strength determines how strong a character is and their ability to hit enemies with melee weapons. This ability also determines any extra damage done by melee weapons. If you need to physical move something, strength is important.



TABLE 1: ABILITY BONUSES

Ability Modifiers	4-5	6-7	8-9	10-11	12-14	15-17	18-19	20
STR Melee Hit & Melee Damage	-1	0	+1	+2	+3	+4	+5	+6
STR Number of Melee Attacks/Round	1	1	2	2	3	3	4	5
REF Protection & Range Hit	-1	0	+1	+2	+3	+4	+5	+6
REF Number of Range Attacks/Round	1	1	2	2	3	3	4	5
REF Surprise Modifier	-2	-1	0	+1	+1	+2	+2	+3
END Stamina Modifier Per Level	-1	0	0	+1	+2	+3	+4	+5

STAMINA

Stamina measures how much a character can take before being knocked out or killed. It is not just simply the health of the character, but the acquired skills of survival over time. The ability to avoid dangers from experience is all lumped in the stamina value. Characters cannot go below zero stamina. If they reach zero stamina they are dead unless they make an ability test against their endurance. If they are successful, they are simply knocked out. If they fail, then they are dead. If characters are knocked out, then they must do another endurance test each round until they are brought back above zero stamina (usually by someone healing them) or they die. Refer to Table 2 to see how much Stamina one has per level.

PROTECTION

Protection is the measure of a character’s ability to avoid being hit, or taking damage, by attacks. A higher reflex ability may improve this score. Wearing protective clothing is an example of how to have a better

protection score. Unprotected characters (or characters simply wearing common clothing) have a protection score of zero (not including the reflex modifier).

SURVIVAL POINTS

As you continue to live on, you will gain survival points. Characters acquire survival points so they may then increase in levels. Levels are important because they will increase abilities, stamina, and hit scores. Survival points are gained from finding supplies or successfully dealing with enemies.

LEVELS

Levels are a numeric representation of a character’s increased experience over time. All characters begin their journey at level 1 with no survival points. Characters save all of their survival points as they earn them.

Table 2 shows how many survival points a character needs to achieve a particular level along with the increases abilities, stamina, and hit scores. The increases are shown as the total value at that level, meaning you don’t get to add 48 stamina at level 2...but simply 8 extra points. Abilities follow this trend as well, where you get to add a single point to an ability after each level is achieved.

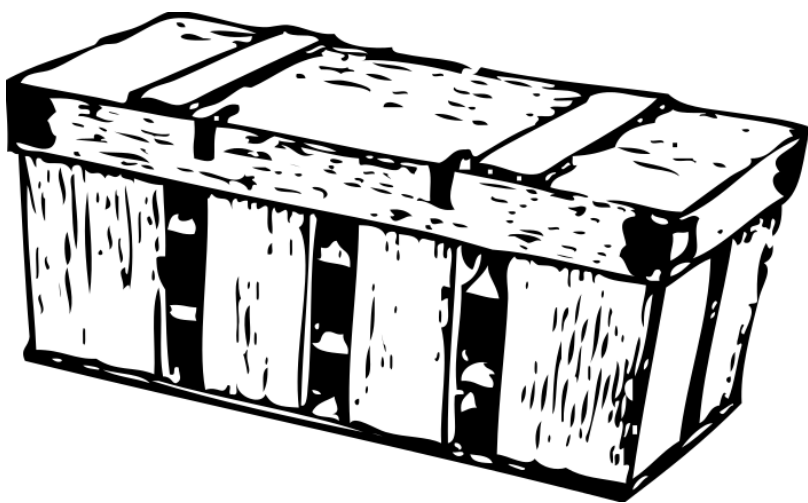
EXAMPLE: Mark has already accumulated 690 survival points so far. After completing a dangerous mission, he finds that he was rewarded 500 survival points. This brings his total survival points to 1,190. This is just 10 survival points from attaining level 4. After the next mission, he receives 300 survival points. This brings his total survival points to 1,490. He now has enough to declare himself level 4.

TABLE 2: LEVEL ADVANCEMENT				
Level	Survival	Stamina	Hit	Ability
1	0	40	10	0
2	200	48	10	1
3	600	56	9	2
4	1,200	64	9	3
5	2,000	72	8	4
6	3,000	80	8	5
7	4,200	88	7	6
8	5,600	96	7	7
9	7,200	104	6	8
10	9,000	112	6	9
11	11,000	120	5	10
12	13,200	128	5	11
13	15,600	136	4	12
14	18,200	144	4	13
15	21,000	152	3	14
16	24,000	160	3	15
17	27,200	168	2	16
18	30,600	176	2	17
19	34,200	184	1	18
20	38,000	192	1	19

CHAPTER III – EQUIPMENT

BARTERING

Money has lost all value. No one cares about jewelry and coins. Bartering is the standard form of commerce. Everything has a potential dollar value, but this is only used for comparison when trading items with others. Ammunition, food, and medicine are what people deem worth the most...but sometimes there is something sought for other purposes.



WEAPONS

Before heading into the apocalypse, it is best to bring along a weapon. Although some encounters may be friendly, chances are most of them will be flesh eating zombies. Table 4 has a listing of weapons in the game.

These weapons are also good to reference when characters need to improvise their weapon choices. An example would be if a character picked up a huge pipe to defend themselves. The Storyteller can then use the club as a reference to what this pipe can do in combat.

TABLE 4: WEAPONS

Weapon	Value	Shots	Damage	Ability
Axe, Hand†	10\$	-	1d6	Strength
Axe, Large*	15\$	-	1d8	Strength
Bow*	9\$	1	1d6	Reflex
Chainsaw*□	22\$	25	2d6	Strength
Club	3\$	-	1d6	Strength
Crossbow*	13\$	1	1d8	Reflex
Dynamite†	345\$	-	1d10x4	Reflex
Flamethrower*□	240\$	5	1d20+5	Reflex
Grenade†	80\$	-	3d6	Reflex
Grenade, Flash†	62\$	-	-	Reflex
Grenade, Smoke†	58\$	-	-	Reflex
Knife†	3\$	-	1d4	Strength
Machete	10\$	-	1d6	Strength
Molotov Cocktail†□	53\$	-	2d6	Reflex
Pistol, Revolver	20\$	6	1d10	Reflex
Pistol, Semi-Automatic	32\$	15	2d6	Reflex
Pistol, Machine	56\$	30	2d8	Reflex
Pole, Metal*	19\$	-	1d8	Strength
Pole, Wooden*	8\$	-	1d6	Strength
Rifle, Hunting*	30\$	10	1d12	Reflex
Rifle, Assault*	45\$	20	2d8	Reflex
Rifle, Sniper*	55\$	5	2d8	Reflex
Rocket Launcher*	480\$	1	1d20+10	Reflex
Shotgun*	67\$	2	2d10	Reflex
Sledgehammer*	15\$	-	1d8	Strength
Sword	10\$	-	1d6	Strength
Sword, Large*	15\$	-	1d8	Strength

Ammo	Value	Quantity
Gasoline, Can (1gal)	500\$	1
Arrow	4\$	12
Crossbow Bolt	6\$	12
Pistol Bullets	10\$	12
Rifle Bullets	15\$	12
Rocket	100\$	1
Shotgun Shells	18\$	12

* These are two-handed weapons.

† These weapons are, or can be, thrown.

□ Uses gasoline for ammunition (4 Molotov cocktails per gallon).



ARMOR

Protective gear is often worn when surviving the hordes of zombies. The fear of lurking danger is often in the minds of many. Table 5 has a listing of armor one may find. These are generalized items and can be described in a custom way such as colors and emblems the player chooses. They can also help a Storyteller make protection references when introducing new types of armor (like a motorcycle helmet works the same as a police helmet, for example).

TABLE 5: ARMOR

Armor	Value	Protection
Jacket, Leather	80\$	+1
Combat Fatigues	160\$	+2
Ballistic Armor	400\$	+3
Helmet, Sports	25\$	+1
Helmet, Police	75\$	+2
Helmet, Military	200\$	+3
Shield, Garbage Can Lid	10\$	+1
Shield, Riot	50\$	+2
Clothing	0\$	0



There are many handy items one may want to have with them when traveling the zombie infested land. Table 6 has many different items you may find useful. Values are provided only for bartering purposes.

TABLE 6: GEAR

Item	Value	Description
Backpack	40\$	This backpack can hold many items.
Bandage	24\$	These bandages can be used to heal 1d6 stamina.
Battery, Large	200\$	This battery can power many different devices.
Battery, Medium	100\$	This battery can power many different devices.
Battery, Small	50\$	This battery can power many different devices.
Binoculars	125\$	These allow you to see up to 3x the distance than normal vision.
Bottled Water	30\$	A plastic bottle of purified water.
Camera	300\$	These small devices can be used to take picture or capture video. They require a small battery.
Canned Food	30\$	Preserved food (could be soup, stew, etc.).
Cell Phone	80\$	These handheld devices allow one to communicate with another cell phone. It requires a small battery to function.
Compass	30\$	These small devices allow one to travel in the direction they want.
Computer	800\$	These laptop computers can do many things from watching video, downloading files, mapping the area, keep notes, or hack other systems. They require a large battery to function.
Cooking Pot	12\$	This pot can be used for many things but is often used for cooking.
Crowbar	10\$	This is a standard metal crowbar.
Duct Tape (100')	8\$	This is a roll of very adhesive tape. It is made from a strong material so it requires a strength test to break. There is a +1 penalty to the die roll per thickness of the tape, if wrapped around.
Fire Extinguisher	35\$	This small cylinder can put out a fire consuming a 10' area.
Flare Gun	22\$	This is a simple flare gun with one shot. It can launch up a 250' in the air.
Flashlight	25\$	This is a light used to illuminate a 60' area. It requires 1 small battery to function.

Item	Value	Description
Folding Shovel	10\$	A small metal shovel that folds up to fit in a backpack.
Gas Mask	300\$	This mask fits around the face and will allow one to breathe in a polluted area.
Gasoline	500\$	This is a 1 gallon metal container of gasoline.
Generator	2,000\$	This device requires gasoline for a day of power. It is about 2' x 2' x 2' in size and weighs 60 lbs.
Grappling Hook	80\$	A metal hook that can be tied to a rope. Useful for climbing cliffs and walls.
Handcuffs	26\$	Simple metal restraints that have a key to unlock.
Hot Plate	130\$	This requires a medium battery to function. It is generally used for cooking food.
Laboratory Bag	34\$	This bag has various scientific tools (test tube, flask, microscope, tweezers, scalpel, beaker, funnel, syringe, rubber hose, and spoon).
Lock Box	58\$	This metal box is 1'x1'x2' container that has an electronic keypad combination lock. It requires the owner to set the 5-digit code.
Motion Sensor	90\$	These small sensors can detect movement and either emits an alarm sound or light up. They require small batteries to run.
Multi-Tool	12\$	This small pocket tool has many different functions. They have devices like scissors, a knife, wire cutters, wire strippers, and bottle opener.
Net	24\$	This 10'x10' net is made from a thick weave that requires a strength test (with a +10 penalty to the die roll) to break free.
Night Vision Goggles	360\$	These goggles allow one to see in complete darkness up to 60' away. They require a small battery to function.
Raft	70\$	This inflatable raft can hold 4 people. It can be folded quite tightly for easy storage.
Rope (100')	43\$	This rope is about ½ inch thick and can hold at least 2 people at a time.
Sleeping Bag	30\$	This is a cold temperature sleeping bag. It can be folded quite tightly for easy storage.
Spray Paint	5\$	This is a can of spray paint which the color is chosen by the character purchasing it.
Tent	44\$	This is a two person tent that packs neatly in a small bag.

Item	Value	Description
Tool Bag	50\$	This bag has various tools (hammer, screwdriver, saw, clamp, drill, file, and wrench).
Torch	80\$	This torch can cut through, or seal, almost any metal with its extremely hot flame. It requires a large battery to run.

GRAB WHAT YOU CAN

Characters don't begin with any money, as it has no value. They instead begin their journey with 10 items from the "real world" surrounding area. This means if you are playing Necropalynx in a gaming store, then the players need to stand up and look around the store. The distance players may look is up to the Storyteller. Are you playing on an Army Base? Then I guess it is the players' lucky day. Maybe the Storyteller will let players look in the trunks of their cars outside. Maybe you are playing Necropalynx in one's home. Look from top to bottom and begin writing stuff down. The Storyteller may set a time limit for players to make their choices. Is there a hunting rifle on the wall? Maybe there is a baseball bat in the garage. Backpacks, butcher knives, rolling pins, radios, food, whatever you can...and get ready to run. Don't let more than one player grab the same item.

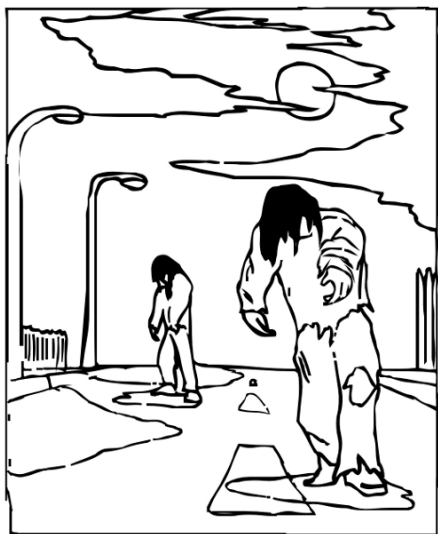
Table 6 has many items with dollar values for bartering. If the players grab an item that is not in the list, simply come up with an appropriate value when the player decides to barter the item.



CHAPTER IV – SURVIVAL

SETTING

Necropalyx takes place during a time where an unknown event has started bringing the recently dead back life...or somewhat. Corpses are not popping out of their graves in a mass exodus from the cemetery. It just appears that after an hour of death occurring, the body becomes mobile and searches for a living creature to feast from. It doesn't matter if it is human, frogs, or cats...they continue to feed. They have been given many names like zombies, ghouls, dead heads, corpses, or necros. It does not appear to be a contagious disease. Those bitten or scratched suffer no major illnesses from such wounds. Almost anyone that dies will surely rise in about an hour and walk the Earth...no matter the cause of death.



These creatures move at a normal walking pace as their fastest speed. If enough damage is done to the head of these creatures, they seem to die permanently. This led some scientists to believe that there is still electrical and chemical activity in the brains of these creatures. As these creatures kill people, those people rise and walk with the rest. This caused mass armies of the dead to swarm cities, killing many people in a very short time.

Civilization lies in chaos. The world has lost most electrical power, communications are spotty, food is scarce, and ammunition is prized. Small bands of people formed communities around the globe. Some have built fortresses of safety. Some have become raiders and bandits, taking what they want from the innocent. Others wander from place to place looking for a safe haven for a good night's rest. Towns are often void of the living. Bustling cities are now quiet and lifeless.

TIME

There are two types of time measurements, turns and rounds. When battle is not taking place, time is measured in turns. A turn is equivalent to 10 minutes of game time. When battle is taking place, time is measured in rounds. A round is equivalent to 10 seconds of game time.

SOUNDS

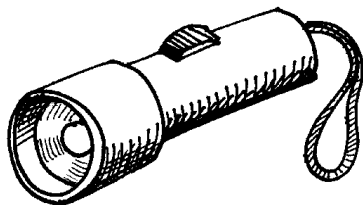
The walking corpses will simply make groaning sounds, and only as they get more and more agitated will their groaning get louder. They are able to hear noises come from areas, where they will then tend to investigate. Players need to be aware that if they are noisy, they may draw a crowd. Sometimes a reflex test needs to be made to see if one can move quietly enough without drawing attention.

MOVEMENT

People move normally at 120' per turn. They can run 120' per round (which means this distance is equal to their movement per turn) or move normally at 40' per round (a third of their movement rate). They can move up to half of this distance if they are going to also perform an attack that round. This means, if a character is going to move and then perform an attack, then they can run 60' or move normally up to 20'. Enemies will have movement rates associated with them, to use as a reference for chasing or determining when one gets from point to point.

LIGHTING

One might find themselves in total darkness. When carrying a light source, you do lose all elements of surprise. If a character ends up fighting in darkness (or even blinded), they suffer a -4 to all attack rolls.



FOOD, WATER AND RESTING

Most journeys or missions may take place during the course of a day or two. Some may take place during longer treks across the landscape, but that would probably be quite rare. If one does manage to find time to rest, then they will need one food and water to get a good 8 hours of rest. This amount of time is good for characters because they can be restored to maximum stamina from a good 8 hours rest. If characters are interrupted during this 8 hour period, the rest is wasted.

INVENTORY

Inventory is measured in a real-life equivalent. Imagine what you could possibly carry if you had a backpack, flashlight, and a hunting rifle. The Storyteller will let players know if their character is carrying too much and the impact that may have. They may move slower or they may have to leave something behind. They may not be able to carry their weapon for a quick reaction to attacks.



CLIMBING

Climbing is determined by performing a strength test. This may have a difficulty added if the climb is steep or treacherous. There may be a bonus if the climb is somewhat easy. Climbing checks must be made every 100 feet. If they fail, and fall, then they take 1d6 for every 10 feet they fall.



HIT SCORES

Everyone that attacks another has a hit score. A hit score is a number that one needs to achieve to successfully hit one with zero protection (no armor and/or basic clothing). Hit scores are

dependent on the level of the one attacking. Table 2 has the hit scores that correspond to the level of the attacker.

EXAMPLE: A level 12 character is trying to shoot a zombie with her pistol. Her hit score is 5 because she is level 12, which means she can hit something with a 5 or better if the target's protection is 0. She has a reflex of 16 (giving her +4 to her attack). The zombie has a protection score of 6 because it is the corpse of a military soldier wearing protective gear. She rolls 1d20 and gets a 9. So here is the final result...

6	zombie's protection score
+5	add character's hit score
=11	she needs to roll a 11 or higher
<hr/>	
9	her 1d20 roll for the attack
+4	add her reflex attack modifier
=13	her total attack roll result



As you can see, she hit because 13 >= 11.

This is the same method used for non-player attackers. The one difference is that they commonly do not have ability adjustments. They simply use their hit score for their level.

COURSE OF PLAY

As characters move around exploring, their time is measure by turns. They may be searching around a room, trying to get a door open or travelling across a dangerous city. They will be looking throughout their surroundings trying to get an idea as if they were really there. The Storyteller will be telling the players these details. The Storyteller may say that the players see a locked door blocking their way. The players may ask if they see a way to open the door. The Storyteller may then state that they see a combination lock under the door knob of the door.

Players may continue playing this way, listening to the story and environments unfold. They will make choices to open doors, look in boxes, take something, use something, etc. They will eventually come face to face with a non-player character. They may choose any number of actions to deal with this character. They may do nothing or attack

them. They may talk to them or follow them at a distance. The Storyteller will never know until the players state their actions.

These actions will continue through the course of the game. It is up to the Storyteller to keep the adventure moving along and the players involved. The adventure should have a satisfying conclusion for the players. The players may feel victorious because they accomplished their goal. They may feel relieved because they barely escaped with their lives.

COMBAT

As characters attempt to survive, they are going to encounter enemies along the way. These enemies are controlled by the Storyteller just as the players control their characters. The Storyteller may place enemies in predetermined locations or they may use randomness to set them. Enemies are obstacles that must be overcome by the players. They may need to kill them or can simply talk their way through. They may even have to run away.

When combat begins, each side rolls 1d6 to see who gets the initiative for that combat. Player characters may have a bonus due to their reflex, so usually the character with the highest reflex usually rolls the die for the group. The Storyteller will roll a



1d6 for the enemies. Whoever has the highest roll attacks first. If the roll is a tie, the dice are rerolled. This process is repeated at the beginning of each combat round, potentially changing with side may attack first that round. Characters can do actions other than attack during their round of combat. They may want to run, hide, or flip a nearby switch.

A ranged combat example was given in the **Hit Scores** section previously. We will now go through a melee example...

EXAMPLE: A level 9 character is trying to slice a raider with a butcher knife. His hit score is 6 because he is level 9, which means he can hit

something with a 6 or better if the target's protection is 0. He has a strength of 12 (giving him +2 to his attack). The raider has a 5 protection score. He rolls 1d20 and gets a 12. So here is the final result...

5	raider's protection score
+6	add character's hit score
=13	he needs to roll a 13 or higher
<hr/>	
12	his 1d20 roll for the attack
+2	add his strength attack modifier
=14	his total attack roll result



As you can see, he hit because $14 \geq 13$. He would now roll 1d4 for damage (which the knife causes) and adds 2 to that result (because his strength is 12). He rolls a 3 so his total damage to the raider is going to be 5 points of stamina. This is subtracted from the raider's stamina. If the raider gets to 0 stamina (or lower), he is killed.

Another element of combat is the number of attacks per round. The character above has a strength of 12. This means he can attack twice per round with the weapon he used for his first attack. This means he can attack the raider again (or any nearby enemy) during that same combat round. Once all of his attacks are complete, it is off to the next character to maybe attack.

Range attacks are handled the same, but can be done from a distance as opposed to melee...which needs to be close. If the distance is great, then there is a -2 penalty to the attack roll. If the target is blocked by some form of cover, that is another -2 to the attack roll. If the range is very far, then there will be a -4 penalty to the attack roll.

HEAD SHOTS

There is no way quicker to bring down a zombie than a good old fashion head shot...or any major blow to the head. Head shots can only be accomplished by player characters and with weapons, meaning not with fists. If an enemy is prone, head shots are automatically successful. It takes one successful head shot to instantly kill an enemy. It can be a person, animal, or undead flesh eater. There are two ways to get a successful head shot. The first is to roll a natural 20 when rolling the attack die. The other is to roll the maximum amount of damage on the

damage die. This means a player would need to roll a natural 4 on 1d4, when using a knife for example. If a weapon has 2d6 for damage, then only one of the dice need to roll a natural 6 to accomplish a head shot.



If a walking corpse is brought down to 0 stamina (or lower), without any successful head shots during combat, then the creature will fall to the ground prone. They will remain there for a few minutes before standing up again if they have legs to do so. If they have no legs, then they will continue to crawl around. If a flesh eater's head is served from their body, the head will continue to function but the body will not. During this prone period, it is in the best interest of those around to get that automatic head shot in before it begins to move again.

If a person is brought down to 0 stamina (or lower), without any successful head shots during combat, then that person will remain dead for about an hour. After that time, it will rise and walk the Earth with all the other flesh eaters. So it is important that players announce they are going to do that fatal head shot. If they don't, then the dead will surely rise again.

SUBDUING AND DISABLING

Characters may want to subdue another person instead of killing them. This is done with the normal combat rules with one difference. When an enemy reaches less than 1 stamina, they are captured or knocked out. If they take any other form of damage after that, they are killed. Players must announce that they are performing such an action before the enemy is killed. If they announce it afterwards, it is too late. If the last attack does maximum damage, it is too late.

FIRE

Necros seem to be quite afraid of fire. With a simple lit torch, one could drive the dead back away from them. If a zombie burns for long enough, the brain will suffer enough damage from the heat to permanently kill the creature. This is why some will simply burn the bodies of the dead and save their ammunition. Weapons like Molotov cocktails and flame throwers will keep a target burning long enough for this to happen.

EXPLOSIONS

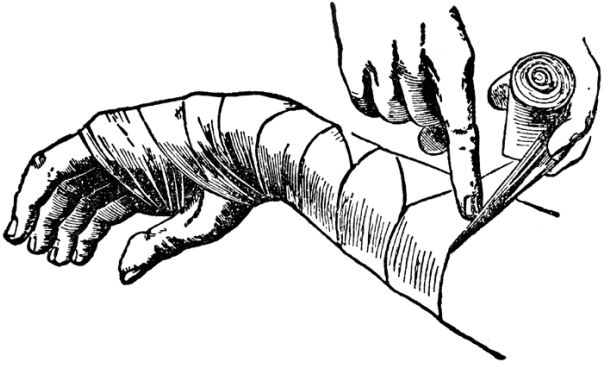
Grenades, dynamite, exploding cars...these are some of the things that can cause damage in a large radius. Anything near the blast point will suffer the damage done by such things. Those further away may only suffer minor damage if any.

PERSONALITY

Throughout this nightmarish Earth, player characters will need to question someone to gain information. It is up to the Storyteller to weave these conversations into the game. Characters perform personality tests to see if someone even wants to talk to the player or if they are going to lie. If a character wants to convince a non-player character to do something they want, these tests are made. Characters cannot convince someone to do something suicidal with this, but they may convince them to wait in a spot or come along and help...maybe even calming one's fears.

HEAL THY SELF

Running through life without a scratch is a statistical impossibility in the game, Necropalyx. Characters will get hurt in some shape or form. The most common way to heal is a good night of rest. Characters may also have items like bandages that can also



help characters heal before they are able to rest. As long as a character has something to use for medical aid (bandage, torn cloth from a shirt, etc), then the victim will be healed the amount of stamina equal to $5 \times \text{INT}$ of the character performing the aid. Let the players be creative on how to provide some quick medical care to each other. Maybe they have a sewing needle and thread. Maybe they have some duct tape to seal some wounds.

DEATH

Characters might be killed during a game session. This is simply the way it goes. Bad decisions and dice rolls can simply be summed up to fate. You can handle this numerous ways. You can have the player simply make a new character and have them start at the level of the other player characters. You can even simply have the character knocked out. If they end up creating a new character, you can introduce them into the current adventure or have them join in on the next adventure. Make sure to have a good story as to why this new character has joined the group. Also remember to pay attention to the way the character died. Are they going to return as the walking dead, or are they going to be permanently dispatched by their surviving comrades?



CHAPTER V – ENEMIES

Necropalynx is a game where hordes of zombies roam the earth, and the characters must survive as long as they can. These necros are not the only threat, however. There are also people with less than honorable intentions. You could have raiders or a rogue band of ex-military survivalists. Since cities are mostly barren, animals could be freely roaming about such as bears. Maybe a lion escaped from a zoo and roams an old suburban neighborhood.

STATISTICS

Enemies have a set of statistics that a Storyteller will need to use them in a game. This is a simple list of values that define some characteristics about the enemy. They are by no means as detailed as a character, but give just enough to have them operate in the game world. Table 11 describes the different statistics used in the game.

TABLE 7: STATISTICS

Statistic	Description
Stamina:	Their score on how much damage they can take.
Protection:	Their protection score. This is a combination of their ability to dodge along with any physical protection.
Hit:	Their hit score (to hit a 0 protection opponent). This is also their survival point value.
Attacks:	How many attacks they get per combat round.
Damage:	The damage their attacks do.
Move:	How fast they move per turn.



Here are a few enemies that can be used in Necropalyx...



Zombie (Necro)

Stamina: 50
Protection: 2
Hit: 8
Attacks: 1 bite / 1 claw
Damage: 1d6 bite / 1d4 claw
Move: 12' walk / 120' fast walk

These animated dead creatures are the most common horror faced in Necropalyx. They move slow but attack with a certain ferocity. Although they feed on animals and people, they do not need to eat. They can keep moving without resting and can see in the dark up to 30' away.



Bear

Stamina: 90
Protection: 5
Hit: 6
Attacks: 1 bite / 1 claw
Damage: 2d6 bite / 1d8 claw
Move: 160'

Bears are fierce creatures that usually wander the forests during the day or night, but will wander cities and towns mostly at night. They avoid the walking dead but will quickly kill them if they wander in the bear's territory. They never feast off the body.



Biker

Stamina: 60
Protection: 4
Hit: 7
Attacks: 1 weapon
Damage: by weapon
Move: 120'


Various bikers have banded together after the apocalypse. They sometimes setup bases of operation for their raiding and pillaging. They carry various weapons from pistols, club, and chains...usually one handed weapons.



Dog

Stamina: 25
Protection: 1
Hit: 10
Attacks: 1 bite / 1 claw
Damage: 1d4 bite / 1d4 claw
Move: 180'

Dogs come in forms of domestic and wild dogs. Although many pet owners were slain, their pets seemed to avoid the dead with much better success. Most of these animals just wander the landscape searching for food and shelter. Like almost all animals, they never feast on a corpse of a zombie.



Feel free to create all the enemies you may need for your game session. The zombie listed here is the most common ghoul faced in Necropalyx. There may be many variations, however. You could have an undead wrestler, giving the zombie more stamina. You could have a dead police officer with full riot gear, giving the zombie more protection.

CHAPTER VI – THE HORROR

STORYTELLING

Necropalynx is a game of survival horror. Each game session should keep players on the edge as they try to accomplish a goal without being torn apart from the hoard of corpses that walk the Earth. They may be on the verge of starvation so they have to do a hit and run on an old grocery store...where the dead wander the aisles. They may be in a building surrounded by zombies, where a fully fueled helicopter is only 100 yards away. The group may be reduced to wielding lead pipes and crowbars for weapons as they desperately try to get into an old army depot.

Whatever the reason, characters need to be driven into situations where quick decisions need to be made. They need to know if they can handle a group of zombies or if they must flee. They must come up with clever ways to get around a nearby camp of crazy survivalists. They may make choices to always try and do the right thing. They may just look out for themselves and needlessly sacrifice others to escape with their own lives. It is quite easy for a Storyteller to weave a story that will cause the characters from sitting still.

You are the final authority of what is to be. It is good to listen to the players and hear their arguments, but when the game needs to move on...then what you rule must be accepted by all. You also decide what rules you may want to remove from your game. This also means you can add anything you want if it makes it the game “you” want to play.

DO NOT PANIC

A test of a character’s mettle may come up often. If a character is fleeing from 20 necros, they may want to rush into a room and slam the door. This is one of those moments where they should do a mettle test. If they fail, have something negative happen. Maybe they slammed the door so hard that the door latch broke. Maybe they slammed the door and locked it, only to find they dropped their gun on the other side.

These moments of panic add excitement to situations of fear. Will they accidentally drop the car keys? Will they accidentally close a garage door with their friend on the other side? These types of checks should be made at the discretion of the Storyteller. They should coincide with situations that seem “scary”. If there are 2 zombies chasing a character, they may not be in such a panic. If they are trying to unlock a door and 10 zombies are closing in, then there may be a tense moment of panic.

As characters improve abilities like strength and reflexes, they will get more attacks per combat round. Keep this in mind when dealing with panicking moments. If there are 5 zombies approaching a character, they may get scared if they only have 1 attack per round. If they have 4 or 5 attacks per round, they may be less afraid.

SMARTY PANTS

Characters in Necropalyx can do anything they put their mind to. If they want to fly a helicopter, let them make an intellect test to see if they can figure out how. If they are attempting to fix a car engine, let them make an intellect test for that as well. If you want to enhance this, have the players develop a simple back story for their character. Maybe they were a mechanic, which can give them a -2 to intellect tests with car engines. Maybe they were a news chopper pilot, which can give them a -4 to intellect tests with helicopters. Maybe they are free from making such intellect checks with helicopters. If they succeed at doing something once, maybe let them do it again with -2 or not rolling at all.

HOMEWORK

Although it can be assumed you are a fan of the zombie horror genre, it may not be true. There are many movies out there that explore this type of world that can flood your mind with ideas. Although this game focuses on the suspenseful “walking” zombie, you may want to go the exciting route and have “running” zombies. You may want to run a game that is further along in the zombie apocalypse. Don’t limit yourself to movies. There are many books and graphic novels that broach the subject of the end of the world.

WHEN IN DOUBT...

You may suddenly come upon a scenario that isn't clear in the rules. Don't panic. Simply decide on a percent chance to decide the outcome. Then roll percentile dice to see what happens. You will probably be able to use ability tests to solve almost any situation. If a situation is difficult or easy, give a +4 or -4 to the roll.

These rules should give you the tools you need to run a simple survival horror roleplaying game. Have fun and enjoy the simplicity of the rules in the spirit of classic roleplaying games. Use all of these rules, add extra rules or simply use only some of the rules.



CHAPTER VII – SCAVENGING

LIVE OFF THE LAND

This chapter was saved for last as it provides tables from which a Storyteller may use to stock buildings, homes, and businesses of varying types. There are also tables for items found on corpses. All of these items might prove useful to a resourceful band of survivors.

Corpse (Older)
address book
backpack
binoculars
blackjack
boots, hiking
boots, steel toe
boots, winter
bottle opener
box cutter, folding
bracelet
brass knuckles
bullets, pistol (25ea)
camera
candy, bag
cap, baseball
cap, stocking, winter
CD music
CD player
cell phone
cigarettes, pack
city map
coat, rain
credit card
dental floss
deodorant
dice
digital music player (8GB/cable)
disinfecting wipes
dress, formal
driver's license
ear plugs
earrings

Corpse (Older)
epipen
family photo
flask, alcohol
glasses
gloves, winter
gloves, working
gum, pack
hat, cowboy
head phones
helmet, bicycle
helmet, motorcycle
helmet, sports
jacket, leather
jacket, summer
jacket, winter
jeans, pair
keys, car
keys, home
knee/elbow pads
knife
knife, pocket
laser pointer
leash, dog
lighter
lint
lipstick
magnifying glass
map, city
map, road
marker, permanent
matches (100ea)
mirror, small

Corpse (Older)
money, coins
money, paper
multi-tool
necklace
needle, sewing
newspaper, general
paper, pad, plain
pen
pen light
pencil
pepper spray, can
pistol holster
pistol, revolver
pistol, semi-automatic
rain poncho
razor blade
ring
road map
safety pin
scarf, winter
scissors
shirt, summer
shirt, winter
shoes, formal
shopping list
ski mask
sling, arm
snowmobile suit
socks, pair
spray paint
stethoscope
stop watch, digital
suit, formal
sunglasses
super glue
surgical mask
syringe with needle
tape measure (25')
taser
tennis shoes, pair
thread, spool
tissue
trench coat
tweezers
undershirt

Corpse (Older)
underwear
walkie-talkie (1 only)
wallet
watch, pocket
watch, wrist
whistle
yo-yo

“Older Corpses” are the bodies of those that were caught off guard by the zombie attacks. You can use that table for dead bodies or a zombie. The “Newer Corpses” are those that survived the initial zombie attacks, gathered some gear, and eventually met their end.

Corpse (Newer)
address book
antiseptic (16oz)
axe, firefighter
axe, hand
axe, large
axe, pick
baby rattle
backpack
bag, duffle, firefighter
bag, laptop
ballistic armor
bandage
bandage, adhesive (30ea)
baseball
baseball bat
baseball glove
baton
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bb gun with 500 shots
binoculars
binoculars, infrared
blackjack
blanket

Corpse (Newer)
bolt cutters
book, animals
book, art
book, biology
book, carpentry
book, chemistry
book, children story
book, computers
book, cooking
book, economics
book, electronics
book, fishing
book, gardening
book, geography
book, health
book, history
book, humor
book, hunting
book, language
book, law
book, math
book, mechanics
book, medicine
book, politics
book, psychology
book, relationships
book, science
book, sports
book, story
book, survival
book, travel guide
boots, combat
boots, firefighter
boots, hiking
boots, steel toe
boots, winter
bottle opener
bottle, antibiotics (50ea)
bottle, anti-depressents (50ea)
bottle, beer
bottle, energy pills (50ea)
bottle, juice
bottle, pain killers (50ea)
bottle, peroxide
bottle, soda

Corpse (Newer)
bottle, tranquilizers (50ea)
bottle, vitamins (50ea)
bottle, water
bottle, wine
bow with 12 arrows
box cutter, folding
boxing gloves
bracelet
brass knuckles
bullets, pistol (25ea)
bullets, rifle (25ea)
cable ties (100ea)
camera
can opener, hand operated
can, beer
can, juice
can, soda
candle
candy, bag
canned food
canteen
cap, baseball
cap, stocking, winter
cat food, can
CD music
CD player
cell phone
chain (10')
chainsaw
chalk, colored
cigarettes, carton
cigarettes, pack
city map
cleaver, meat
coat, rain
combat fatigues
compass
computer, portable
cooking oil
cooking pot
crayons (15ea)
credit card
crossbow with 12 bolts
crowbar
dental floss

Corpse (Newer)
deodorant
desk stapler
dice
digital music player (8GB/cable)
dish
dish soap
disinfecting wipes
dog collar
dog food, can
dress, formal
drill, hand crank
driver's license
duct tape (100')
dynamite
ear plugs
earrings
electrical extension cord (10')
electrical tape (100')
epipen
family photo
finger paints
first aid kit
first aid tape (20')
fishing hooks (20ea)
fishing net
fishing pole
flamethrower
flare gun
flare, emergency
flashlight
flashlight, underwater
flask, alcohol
flexcuffs
folding shovel
food, bag
food, box
food, can
food, jar
frisbee
funnel, metal
garbage can lid
garden hoe
gas mask
gas mask, built-in radio
gasoline, can (1gal)

Corpse (Newer)
glasses
gloves, firefighter, pair
gloves, winter
gloves, working
glow stick
golf ball
golf club
golf tees (400ea)
GPS navigator, handheld
grappling hook
grease gun
grenade
grenade, flash
grenade, smoke
gum, pack
gun cleaning kit
gun, harpoon
gym bag
hammer, claw
handcuffs
hard drive (500GB/cable)
harness, rescue
hat, cowboy
hatchet
head lamp
head phones
hedge shears
helmet, bicycle
helmet, firefighter
helmet, military
helmet, motorcycle
helmet, police
helmet, riot
helmet, sports
hockey stick
hot plate
inflatable tube, riding
iodine tablets (50ea)
jacket, firefighter
jacket, leather
jacket, summer
jacket, winter
jeans, pair
keys, car
keys, home

Corpse (Newer)
knee/elbow pads
knife
knife, pocket
laboratory bag
lamp, desk
lantern, electric
lantern, oil
laser pointer
laundry soap (liquid)
laundry soap (powder)
leash, dog
life vest
light bulb
lighter
lighter fluid
lint
lipstick
lock box
lockpick
machete
magazine, art
magazine, biology
magazine, carpentry
magazine, chemistry
magazine, computers
magazine, cooking
magazine, economics
magazine, electronics
magazine, fishing
magazine, gardening
magazine, general
magazine, geography
magazine, health
magazine, humor
magazine, hunting
magazine, law
magazine, mechanics
magazine, medicine
magazine, politics
magazine, psychology
magazine, science
magazine, sports
magazine, survival
magazine, travel guide
magnifying glass

Corpse (Newer)
mallet, rubber
map, city
map, road
marker, permanent
matches (100ea)
metal detector
mirror, small
modeling clay
money, coins
money, paper
mosquito hood
motor oil
MRE
multi-tool
nails, box (100ea)
necklace
needle, sewing
net
newspaper, general
night vision goggles
padlock
pants, firefighter
paper towel (roll)
paper, pad, plain
pen
pen light
pencil
pepper spray, can
phone, wireless
pike, firefighter
pipe wrench
pistol holster
pistol, machine
pistol, revolver
pistol, semi-automatic
plastic jug (1gal)
playing cards
pliers
plunger, toilet
pool ball
pool cue
post hole digger
propane bottle
puzzle
radio, field

Corpse (Newer)
radio, walkie-talkie
raft
rain poncho
rake
ratchet/socket set
razor blade
rifle, assault
rifle, hunting
rifle, sniper
ring
road map
rocket
rocket launcher
roller skates
rope (100')
rubbing alcohol
safety goggles
safety pin
saw blade, circular
saw, circular
saw, hand
scarf, winter
scissor jack
scissors
scope, pistol
scope, rifle
scope, rifle, infrared
screwdriver
seeds, fruits (20ea)
seeds, vegetables (20ea)
sewing kit
shampoo
shield, riot
shirt, summer
shirt, winter
shock collar with remote
shoes, formal
shopping list
shotgun
shotgun shells
shovel
shower curtain
sight, laser
silencer, pistol
silencer, rifle

Corpse (Newer)
skateboard
ski mask
skis, snow
sledgehammer
sleeping bag
sling shot
sling, arm
smoke detector
snorkel
snow board
snowmobile suit
soap, bar
soap, liquid
socks, pair
spark plug
splint
spotlight, handheld
spray paint
staple gun
stethoscope
stop watch, digital
strap, ratchet (30')
suit, formal
sunglasses
super glue
surge protector, 8 outlets
surgical gloves
surgical mask
surgical tools
swimming goggles
sword
sword, large
syringe with needle
tackle box
tape measure (25')
tarp (10'x10')
taser
tea
tennis ball
tennis racket
tennis shoes, pair
tent
tent stakes
thermometer, oral
thermometer, outdoor

Corpse (Newer)
thermos
thread, spool
tin snips
tire repair kit
tissue
toilet paper (roll)
tool bag
tool belt, leather
tooth brush
tooth paste
torch
towel
toy, doll, talking
toy, gun, sounds
toy, gun, squirt
toy, robot, remote controlled
toy, rocket
toy, stuffed
toy, talking
toy, vehicle
toy, vehicle, remote controlled
trench coat
turpentine (1gal)
tweezers
umbrella
undershirt
underwear
universal remote
utensil
vise-grip
walkie-talkie (1 only)
wallet
watch, pocket
watch, wrist
water (1gal)
whistle
wire cutters
wrench, crescent
wrist watch
yarn (3,000ft)
yo-yo

Book Store
address book
book, animals
book, art
book, biology
book, carpentry
book, chemistry
book, children story
book, computers
book, cooking
book, economics
book, electronics
book, fishing
book, gardening
book, geography
book, health
book, history
book, humor
book, hunting
book, language
book, law
book, math
book, mechanics
book, medicine
book, politics
book, psychology
book, relationships
book, science
book, sports
book, story
book, survival
book, travel guide
clock, wall
computer, console
computer, portable
fire extinguisher
lamp, desk
lock box
magazine, art
magazine, biology
magazine, carpentry
magazine, chemistry
magazine, computers
magazine, cooking
magazine, economics
magazine, electronics

Book Store
magazine, fishing
magazine, gardening
magazine, general
magazine, geography
magazine, health
magazine, humor
magazine, hunting
magazine, law
magazine, mechanics
magazine, medicine
magazine, politics
magazine, psychology
magazine, science
magazine, sports
magazine, survival
magazine, travel guide
marker, permanent
monitor, computer
newspaper, general
paper, pad, plain
pen
pencil
printer, laser
scissors

Clothing Store
boots, winter
bra
cap, baseball
cap, stocking, winter
coat, rain
dress, formal
gloves, winter
gloves, working
hat, cowboy
jacket, leather
jacket, summer
jacket, winter
jeans, pair
necktie
needle, sewing
scarf, winter
scissors
sewing machine

Clothing Store
shirt, summer
shirt, winter
shoes, formal
ski mask
snowmobile suit
socks, pair
suit, formal
sunglasses
tennis shoes, pair
thread, spool
trench coat
undershirt
underwear

Department Store
antiseptic (16oz)
axe, hand
axe, large
baby bottle
baby formula
baby monitor & receiver
baby rattle
baby stroller
backpack
bandage
bandage, adhesive (30ea)
baseball
baseball bat
baseball glove
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bb gun
bb gun ammo (1,000ea)
bicycle
binoculars
blanket
bleach (1gal)
board game
bolt cutters
book, children story
boots, winter
bottle opener
bottle, beer

Department Store
bottle, juice
bottle, soda
bottle, water
bottle, wine
bow
box cutter, folding
bra
broom
building blocks (100pc)
cable ties (100ea)
camera
can opener, hand operated
can, beer
can, juice
can, soda
candle
candy, bag
canned food
canteen
cap, baseball
cap, stocking, winter
cat food, bag
cat food, can
cell phone
chain (10')
chair, lawn, folding
chalk, colored
cigarettes, carton
cigarettes, pack
clock, digital, radio
clock, wall
coffee
coffee maker
compass
computer, console
cooking oil
cooking pot
cooler (50qt)
crayons (15ea)
dental floss
deodorant
desk stapler
diapers
dice
digital music player (8GB/cable)

Department Store
dish
disinfecting wipes
dog collar
dog food, bag
dog food, can
drill, electric
duct tape (100')
electrical extension cord (10')
electrical tape (100')
fan, 18 inch
fertilizer, bag (50lbs)
finger paints
fire extinguisher
fishing hooks (20ea)
fishing net
fishing pole
flashlight
folding shovel
food, bag
food, box
food, can
food, jar
food, rotten
food, spoiled
funnel, metal
garbage can/lid
garden hoe
garden hose (100')
gloves, winter
gloves, working
grill, portable
hammock
hat, cowboy
heater, space, electric
helmet, bicycle
helmet, motorcycle
helmet, sports
holiday lights (50')
jacket, leather
jacket, summer
jacket, winter
jeans, pair
jump starter, portable
knife
lamp, desk

Department Store
lantern, electric
lantern, oil
laser pointer
laundry soap (liquid)
laundry soap (powder)
light bulb
lighter
lighter fluid
lock box
machete
magnifying glass
marker, permanent
matches (100ea)
microwave oven
mirror, small
modeling clay
monitor, computer
multi-tool
nails, box (100ea)
necktie
needle, sewing
net
padlock
paper towel (roll)
paper, pad, plain
pen
pencil
phone, wired
phone, wireless
pillow
plastic jug (1gal)
playing cards
pliers
plunger, toilet
pole, metal
pole, wooden
printer, laser
propane bottle
pump, tire, manual
puzzle
radio, walkie-talkie
raft
rain poncho
refrigerator/freezer, small
road map

Department Store
roller skates
rope (100')
rubbing alcohol
scarf, winter
scissors
screwdriver
seeds, fruits (20ea)
seeds, vegetables (20ea)
shampoo
shirt, summer
shirt, winter
shock collar with remote
shovel
shower curtain
skateboard
ski mask
sledgehammer
sleeping bag
smoke detector
snowmobile suit
soap, bar
soap, liquid
socks, pair
spotlight, handheld
spray paint
stop watch, digital
sunglasses
super glue
surge protector, 8 outlets
swimming goggles
sword
sword, large
tackle box
tape measure (25')
tea
tennis shoes, pair
tent
tent stakes
thermometer, outdoor
thermos
thread, spool
tin snips
toilet paper (roll)
tool bag
tool belt, leather

Department Store
tooth brush
tooth paste
towel
toy, airplane, remote controlled
toy, doll, talking
toy, frisbee
toy, gun, sounds
toy, gun, squirt
toy, helicopter, remote controlled
toy, robot, remote controlled
toy, rocket
toy, stuffed
toy, talking
toy, train
toy, vehicle
toy, vehicle, remote controlled
toy, wooden
turpentine (1gal)
TV, flat screen (36")
tweezers
umbrella
undershirt
underwear
universal remote
video game disk
video game system
vise-grip
water (1gal)
whistle
wire cutters
wrist watch
yarn (3,000ft)
yo-yo

Electronics Store
bag, laptop
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
battery charger, solar powered
book, computers
book, electronics
cable ties (100ea)
calculator, solar

Electronics Store
camera
CD blank
CD music
CD player
cell phone
clock, digital, radio
clock, wall
coffee maker
computer, console
computer, portable
digital music player (8GB/cable)
DVD blank
DVD movie
DVD player
electrical extension cord (10')
electrical tape (100')
fire extinguisher
flashlight
GPS navigator, handheld
hard drive (500GB/cable)
head phones
lamp, desk
laser pointer
light bulb
lock box
microwave oven
monitor, computer
motion sensor
pen light
phone, wired
phone, wireless
printer, laser
radio, field
radio, walkie-talkie
refrigerator/freezer, small
revolving warning light, red
stop watch, digital
surge protector, 8 outlets
tool bag
TV, flat screen (36")
universal remote
wire cutters

Fire Station
antiseptic (16oz)
axe, firefighter
axe, pick
backpack
bag, duffel, firefighter
bandage
bandage, adhesive (30ea)
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bolt cutters
boots, firefighter
bottle, peroxide
bottle, water
clock, wall
disinfecting wipes
epipen
fire extinguisher
first aid kit
first aid tape (20')
flare gun
flare, emergency
flashlight
gas mask
generator, portable, gasoline
gloves, firefighter, pair
GPS navigator, handheld
harness, rescue
helmet, firefighter
hose, fire (100')
jacket, firefighter
knife
ladder, folding (20')
ladder, rope (30')
litter, rescue
mallet, rubber
multi-tool
pants, firefighter
pike, firefighter
raft
rain poncho
revolving warning light, red
rope (100')
rubbing alcohol
saw, circular

Fire Station
scissors
shovel
sledgehammer
sling, arm
splint
stethoscope
surgical gloves
surgical mask
tank, oxygen, portable
truck, fire

Gas Station/Convenient Store
ATV
bandage, adhesive (30ea)
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bicycle
book, mechanics
bottle opener
bottle, beer
bottle, juice
bottle, soda
bottle, water
bottle, wine
broom
cable ties (100ea)
can, beer
can, juice
can, soda
candy, bag
car
c-clamp
cigarettes, carton
cigarettes, pack
clock, wall
coffee
coffee maker
cooler (50qt)
crowbar
drill, electric
duct tape (100')
electrical extension cord (10')
electrical tape (100')

Gas Station/Convenient Store
fire extinguisher
flare, emergency
flashlight
food, bag
food, box
food, can
food, jar
food, rotten
food, spoiled
funnel, metal
gasoline, can (1gal)
grease gun
helmet, motorcycle
inflatable tube, riding
jump starter, portable
lamp, desk
lighter
lighter fluid
lock box
marker, permanent
matches (100ea)
motor oil
motorcycle
multi-tool
padlock
plastic jug (1gal)
pliers
pump, gas (100-15,000gal)
pump, tire, manual
ratchet/socket set
safety goggles
scissor jack
screwdriver
soap, bar
soap, liquid
spark plug
spray paint
sunglasses
tank, oxygen, large
tape measure (25')
thermos
tin snips
tire
tire repair kit
tool bag

Gas Station/Convenient Store
tool belt, leather
torch
truck, pickup
truck, tanker, gasoline (100-9,000gal)
van
vise-grip
water (1gal)
welder, portable, electric
wire cutters
wrench, crescent

Grocery Store
baby bottle
baby formula
bandage, adhesive (30ea)
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bleach (1gal)
book, cooking
bottle opener
bottle, beer
bottle, juice
bottle, soda
bottle, water
bottle, wine
can opener, hand operated
can, beer
can, juice
can, soda
candy, bag
canned food
cat food, bag
cat food, can
cigarettes, carton
cigarettes, pack
cleaver, meat
clock, wall
coffee
coffee maker
cooking oil
cooking pot
cooler (50qt)
deodorant

Grocery Store
diapers
dish
dish soap
disinfecting wipes
dog food, bag
dog food, can
fire extinguisher
food, bag
food, box
food, can
food, jar
food, rotten
food, spoiled
knife
laundry soap (liquid)
laundry soap (powder)
light bulb
lighter
lock box
marker, permanent
matches (100ea)
paper towel (roll)
paper, pad, plain
pen
pencil
plastic jug (1gal)
road map
rubbing alcohol
shampoo
soap, bar
soap, liquid
sunglasses
tea
toilet paper (roll)
tooth brush
tooth paste
utensil
water (1gal)

Hardware Store
axe, hand
axe, large
batteries, large (4ea)
batteries, medium (8ea)

Hardware Store
batteries, small (12ea)
bolt cutters
book, carpentry
book, gardening
boots, steel toe
box cutter, folding
brick (20ea)
broom
cable ties (100ea)
c-clamp
chainsaw
clock, wall
crowbar
drill, electric
drill, hand crank
duct tape (100')
ear plugs
electrical extension cord (10')
electrical tape (100')
fertilizer, bag (50lbs)
fire extinguisher
flashlight
folding shovel
funnel, metal
garden hoe
garden hose (100')
generator, portable, gasoline
hammer, claw
hatchet
head lamp
heater, hot water
heater, space, electric
heater, space, gas
hedge shears
hedge trimmer, electric
jump starter, portable
knife
ladder, folding (10')
lamp, desk
leaf blower (electric)
leaf blower (gasoline)
light bulb
lock box
lumber (10ea)
mallet, rubber

Hardware Store
mortar
motion sensor
multi-tool
nails, box (100ea)
padlock
pipe wrench
plastic jug (1gal)
pliers
plunger, toilet
pole, metal
pole, wooden
post hole digger
propane bottle
rake
ratchet/socket set
razor blade
refrigerator/freezer, small
rope (100')
safety goggles
saw blade, circular
saw, circular
saw, hand
scissor jack
scissors
screwdriver
seeds, fruits (20ea)
seeds, vegetables (20ea)
shovel
sledgehammer
smoke detector
spray paint
staple gun
strap, ratchet (30')
super glue
surge protector, 8 outlets
tape measure (25')
tarp (10'x10')
tarp (20'x20')
tarp (30'x30')
tin snips
tool bag
tool belt, leather
torch
turpentine (1gal)
vise-grip

Hardware Store
welder, portable, electric
wire cutters
wrench, crescent

Hospital/Pharmacy
antiseptic (16oz)
baby bottle
baby formula
bandage
bandage, adhesive (30ea)
book, biology
book, chemistry
book, health
book, medicine
bottle, antibiotics (50ea)
bottle, anti-depressants (50ea)
bottle, energy pills (50ea)
bottle, pain killers (50ea)
bottle, peroxide
bottle, tranquilizers (50ea)
bottle, vitamins (50ea)
bottle, water
clock, wall
computer, console
defibrillator
dental floss
diapers
disinfecting wipes
epipen
fire extinguisher
first aid kit
first aid tape (20')
iodine tablets (50ea)
laboratory bag
lamp, desk
lock box
monitor, computer
printer, laser
rubbing alcohol
scissors
sling, arm
soap, bar
soap, liquid
splint

Hospital/Pharmacy
stethoscope
surgical gloves
surgical mask
surgical tools
syringe with needle
thermometer, oral
tweezers
wheel chair

Military Base/Army Surplus
backpack
ballistic armor
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
battery charger, solar powered
binoculars
binoculars, infrared
bolt cutters
book, survival
boots, combat
bottle opener
bullets, pistol (50ea)
bullets, rifle (50ea)
cable ties (100ea)
can opener, hand operated
canteen
CB Radio
clock, wall
combat fatigues
compass
cooking pot
duct tape (100')
dynamite
ear plugs
electrical tape (100')
fire extinguisher
flamethrower
flare gun
flare, emergency
flashlight
folding shovel
gas mask
generator, portable, gasoline

Military Base/Army Surplus
glow stick
grenade
grenade, flash
grenade, smoke
gun cleaning kit
hammock
handcuffs
head lamp
heater, space, electric
heater, space, gas
helmet, military
helmet, police
hot plate
jeep, military
knife
lighter
lock box
lock pick
machete
matches (100ea)
metal detector
mosquito hood
MRE
multi-tool
needle, sewing
night vision goggles
padlock
pistol holster
pistol, machine
pistol, revolver
pistol, semi-automatic
radio, field
radio, walkie-talkie
raft
rain poncho
razor blade
revolving warning light, red
rifle, assault
rifle, sniper
rocket
rocket launcher
rope (100')
scissors
scope, pistol
scope, rifle

Military Base/Army Surplus
scope, rifle, infrared
sewing kit
shield, riot
shotgun
shotgun shells
sight, laser
silencer, pistol
silencer, rifle
ski mask
sleeping bag
spotlight, handheld
super glue
tarp (10'x10')
tarp (20'x20')
tarp (30'x30')
tent
tent stakes
thread, spool
tool bag
tweezers
whistle
wire cutters

Police Station
bag, laptop
ballistic armor
baton
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bolt cutters
book, law
bullets, pistol (50ea)
bullets, rifle (50ea)
car, police
clock, wall
computer, console
computer, portable
disinfecting wipes
ear plugs
epipen
fire extinguisher
first aid kit
first aid tape (20')

Police Station
flare gun
flare, emergency
flashlight
flashlight, underwater
flex cuffs
gas mask
gas mask, built-in radio
glow stick
GPS navigator, handheld
grenade, flash
grenade, smoke
gun cleaning kit
handcuffs
helicopter, police
helmet, police
helmet, riot
knife
lock pick
monitor, computer
motorcycle, police
multi-tool
pistol holster
pistol, machine
pistol, revolver
pistol, semi-automatic
printer, laser
radio, walkie-talkie
rain poncho
revolving warning light, red
rifle, assault
rifle, sniper
robot, bomb diffusing
rope (100')
rubbing alcohol
scissors
scope, pistol
scope, rifle
shield, riot
shotgun
shotgun shells
sling, arm
splint
spotlight, handheld
stethoscope
surgical gloves

Police Station
surgical mask
taser
van, police
whistle

Restaurant
book, cooking
bottle opener
bottle, beer
bottle, juice
bottle, soda
bottle, water
bottle, wine
can opener, hand operated
can, beer
can, juice
can, soda
candy, bag
canned food
clock, wall
coffee
coffee maker
cooking oil
cooking pot
dish
dish soap
fire extinguisher
food, bag
food, box
food, can
food, jar
food, rotten
food, spoiled
knife
lock box
matches (100ea)
paper towel (roll)
paper, pad, plain
pen
pencil
plastic jug (1gal)
soap, bar
soap, liquid
tea

Restaurant
toilet paper (roll)
utensil
water (1gal)

Sporting Goods
arrow (10)
axe, hand
axe, large
backpack
baseball bat
basketball
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bb gun
bb gun ammo (1,000ea)
bear trap
bicycle
blanket
bolt, crossbow (10)
book, fishing
book, hunting
book, sports
boots, hiking
bottle, water
bow
bowling ball
bowling pin
boxing gloves
bullets, pistol (50ea)
bullets, rifle (50ea)
canteen
chain (10')
chair, lawn, folding
clock, wall
compass
cooler (50qt)
crossbow
fire extinguisher
fishing hooks (20ea)
fishing net
fishing pole
flashlight
flippers

Sporting Goods
folding shovel
generator, bicycle-powered
golf ball
golf club
golf tees (400ea)
grappling hook
grill, portable
gun, harpoon
gym bag
hammock
heater, space, gas
helmet, bicycle
helmet, sports
hockey stick
hot plate
kayak with paddle
kick scooter
knee/elbow pads
knife
lantern, electric
life vest
lighter fluid
lock box
mask, diving
multi-tool
net
pistol, revolver
pistol, semi-automatic
pool ball
pool cue
propane bottle
pump, tire, manual
radio, walkie-talkie
raft
rain poncho
rifle, hunting
roller skates
rope (100')
safety goggles
scope, pistol
scope, rifle
shotgun
shotgun shells
skis, snow
sleeping bag

Sporting Goods
sling shot
snorkel
snow board
soccer ball
spotlight, handheld
stop watch, digital
suit, scuba
sunglasses
swimming goggles
tackle box
tank, air, scuba
tarp (10'x10')
tarp (20'x20')
tarp (30'x30')
tennis ball
tennis racket
tent
tent stakes
thermos

Toy Store
baby rattle
baby stroller
baseball
baseball bat
baseball glove
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bb gun
bb gun ammo (1,000ea)
bicycle
board game
book, children story
chalk, colored
clock, wall
computer, console
computer, portable
crayons (15ea)
dice
finger paints
fire extinguisher
helmet, bicycle
inflatable tube, riding

Toy Store
kick scooter
lock box
modeling clay
monitor, computer
playing cards
printer, laser
puzzle
skateboard
toy, airplane, remote controlled
toy, building blocks (100pc)
toy, doll, talking
toy, frisbee
toy, gun, sounds
toy, gun, squirt
toy, helicopter, remote controlled
toy, radio, walkie-talkie
toy, robot, remote controlled
toy, rocket
toy, stuffed
toy, talking
toy, train
toy, vehicle
toy, vehicle, remote controlled
toy, wooden
video game disk
video game system
whistle
yo-yo

Building - Any
address book
antiseptic (16oz)
backpack
bag, duffle
bag, laptop
bandage
bandage, adhesive (30ea)
batteries, large (4ea)
batteries, medium (8ea)
batteries, small (12ea)
bleach (1gal)
bolt cutters
boots
bottle opener

Building - Any
bottle, juice
bottle, peroxide
bottle, soda
bottle, water
box cutter, folding
broom
camera
can, juice
can, soda
candle
candy, bag
cell phone
cigarettes, carton
cigarettes, pack
clock, digital, radio
clock, wall
coffee
coffee maker
computer, console
computer, portable
desk stapler
digital music player (8GB/cable)
disinfecting wipes
duct tape (100')
electrical extension cord (10')
fan, 18 inch
fire extinguisher
first aid kit
flashlight
food, bag
food, rotten
food, spoiled
garbage can/lid
hammer
hard drive (500GB/cable)
head phones
heater, hot water
heater, space, electric
holiday lights (50')
jacket, summer
jacket, winter
knife
ladder, folding (10')
lamp, desk
laser pointer

Building - Any
light bulb
lighter
lighter fluid
lock box
magazine, art
magazine, biology
magazine, carpentry
magazine, chemistry
magazine, computers
magazine, cooking
magazine, economics
magazine, electronics
magazine, fishing
magazine, gardening
magazine, general
magazine, geography
magazine, health
magazine, humor
magazine, hunting
magazine, law
magazine, mechanics
magazine, medicine
magazine, politics
magazine, psychology
magazine, science
magazine, sports
magazine, survival
magazine, travel guide
marker, permanent
matches (100ea)
microwave oven
mirror, small
monitor, computer
multi-tool
newspaper, general
padlock
paper towel (roll)
paper, pad, plain
pen
pencil
phone, wired
phone, wireless
plastic jug (1gal)
pliers
plunger, toilet

Building - Any
printer, laser
ratchet/socket set
razor blade
refrigerator/freezer, small
rubbing alcohol
scissors
screwdriver
smoke detector
soap, bar
soap, liquid
stop watch, digital
sunglasses
super glue
surge protector, 8 outlets
tape measure (25')
tea
thermos
toilet paper (roll)
tooth brush
tooth paste
towel
trench coat
TV, flat screen (36')
tweezers
umbrella
universal remote
utensil
vacuum cleaner, small
vise-grip
water (1gal)
wet/dry vacuum
wire cutters
wrench, crescent
wrist watch

These listings are pretty extensive, but they should provide enough items to effectively use in your game. These listings also pave the way for the survivors to venture into the zombie infested world...if they want to survive that is.

IS IT ANY GOOD?

Although many items can be scavenged, a Storyteller may want to throw a bit of a wrench into the condition of the items found. Is the food spoiled? Is the water contaminated? Is the book water soaked and unreadable?

The below table is strictly optional. If you don't want to get into details about good or bad condition, simply ignore it.

TABLE 8: ITEM CONDITION

1d20	Condition	Severity
1-5	Ruined	Can never be used.
6-10	Poor	This appears almost ruined. Can be useable if one can make an ability test (INT) with a +10 to the die roll.
11-14	Fair	This is in rough shape. Can be useable if one can make an ability test (INT) with a +5 to the die roll.
15-17	Good	This is in somewhat, decent shape. Can be useable if one can make an ability test (INT).
18-19	Excellent	This is in excellent condition. You should have no problem using this for a while.
20	Perfect	This is in perfect condition. It should last for quite a long time.

These are broad generalizations of item condition, and also abstract in use. A perfect can of beans can just simply be eaten, and will last on the shelf for a long time. A poor can of beans could probably be safely eaten by someone smart enough to cook it properly...killing or removing the spoiled portions of it.

Don't get black and white with the condition either. A broken rake means that it is not going to help you garden anytime soon, but it can still be used for swinging at a zombie. A can of soda may be long expired, but you can still throw the can at something or use the liquid to remove car battery corrosion.

NECROPALYX™

NAME: _____ LEVEL: _____

STAMINA: _____ SURVIVAL: _____

HIT: _____ PROTECTION: _____



ENDURANCE

Stamina
Modifier
Per Level



INTELLECT



METTLE



PERSONALITY



REFLEX

Protection
& Range Hit

Range
Attacks Per
Round

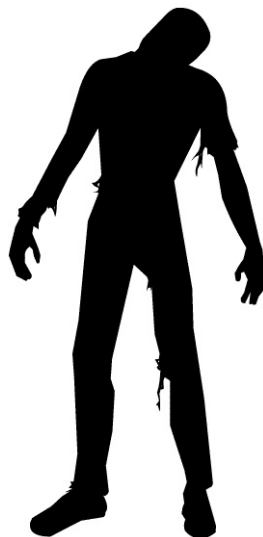
Surprise
Modifier



STRENGTH

Melee Hit
& Melee
Damage

Melee
Attacks Per
Round

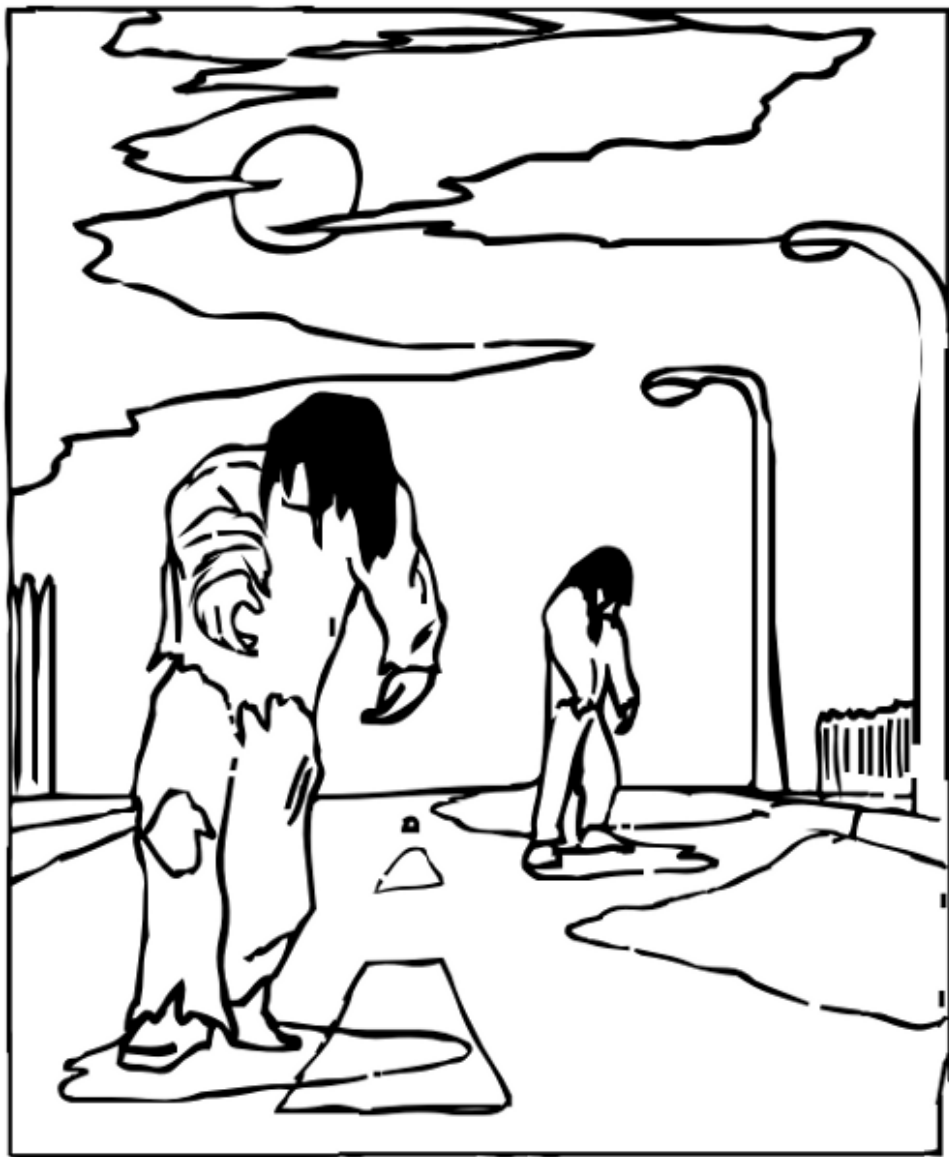


EQUIPMENT

[illegible]

NOTES

**WAKE UP IN A WORLD OF SURVIVAL HORROR. ZOMBIES
HAVE OVERRUN THE EARTH AND YOU SUDDENLY REALIZE
THAT YOU ARE THE ONLY HELP YOU ARE GOING TO GET!**



Prepare yourself for the world of Necropalyx. Look around, gather some gear, and head out the door to fight for your own survival.