

# Animate

**Archetype:** Undead (0)

**Source:** Plague (0)

**Permission:** Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Inhuman (-8) – Causes Fear Check
- **Intrinsic:** Custom Stat: No Charm and No Will (10)

## Attributes

Attribute	Ravener	Shambler	Husk
Vitality	4d	4d	3d
Coordination	3d	2d	1d
Wit	3d	2d	2d
Intellect	0d	0d	0d
Will	--	--	--
Charm	--	--	--

## Skills

Skill	Ravener	Shambler	Husk
Fight	3d	3d	3d
Athletics	1d	--	--
Feats of Strength	2d	2d	2d

## Lunge (1): 2hd (Ravener Only, 4 pts)

**Qualities:** U

**Useful:** Permanent +4, Self Only -3, Attached (Fight) -2.

The lunge is only available to Raveners. Raveners are fresh enough that they move very quickly in pursuit of their prey. This is a special case of the Multiple Action ability that allows the Ravener to ignore multiple action penalties on a grapple/bite attack.

## Infection (1): 2hd (4 pts)

**Qualities:** U

**Useful:** If/Then (Must cause 1K damage) -1, Always On -1, Attached: Bite -2.

This power has the Animate pass on the Infection to any target they successfully bite. The Infection will turn any living being that the Animate deals at least 1K damage to with a Bite into another Animate within 8 hours. The victim may make a Difficulty 6 Vitality/Endurance roll at the moment of initial infection and hour seven of the infection. If successful, the victim has fought off the infection. If these rolls are failed, the victim dies and reanimates as an Animate in a number of hours equal to the victim's Vitality.

## Bite (5): 7d (35 pts)

**Qualities:** A+2

**Attacks:** Deadly +2, Penetration/1 +1, Traumatic +1, Attached: Fight -2

The Bite of an Animate is particularly potent. It deals W+2 in Shock and Killing damage and has a Penetration of 1. Anyone subject to an attack that deals any damage past armor must make a Fear check.

## Prey Sense (4): 2hd (16 pts)

**Qualities:** U

**Useful:** Living Beings Only -2, Radius +4, Power Capacity: Range

Animates have heightened senses that allow them to track living prey. This sense works regardless of how desiccated the Animate appears. The Animate has a chance to detect any living creature within 50 yards multiplied by the creature's highest Corruption rank.

## Regeneration (3): 3d+1wd (18 pts)

**Qualities:** U

**Useful:** Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume living human flesh) -1, Limited Width: Vitality of Target -1.

The Animate can "heal" damage done to their form by feeding on the flesh of a living human. The Animate can only regenerate from a victim they have killed, however. The Width of this roll is limited to the Vitality of the target consumed. This power cannot restore lost limbs, however. A single victim is enough to regenerate a Husk to a Shambler or a Shambler to a Ravener. Husks can never be converted to Raveners.

## Hard to Kill (10): 2hd (40 pts)

**Qualities:** D U

**Defends (LAR):** Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

**Useful:** Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

The Animate is extremely hardy and is nigh invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Animate has a LAR rating equal to the rating of this power.

**Ravener: 179 pts    Shambler: 163 pts    Husk: 129 pts**

# Animate

Cause Fear checks at Difficulty 1 when encountered singly. Animate Hordes cause Difficulty 5 Fear checks as does facing the Animates of a Loved One.

## Attributes

Attribute	Ravener	Shambler	Husk
Vitality	4d	4d	3d
Coordination	3d	2d	1d
Wit	3d	2d	2d
Intellect	0d	0d	0d
Will	--	--	--
Charm	--	--	--

## Skills

Skill	Ravener	Shambler	Husk
Fight	3d	3d	3d
Athletics	1d	--	--
Feats of Strength	2d	2d	2d

## Attacks

Grapple: 7d / 7d / 6d

Target Held, Feats of Strength check to break

Bite: 7d

W+2 S K, Pen1, Traumatic, must hit with Grapple first, causes a Fear (Diff1) attack if any damage is dealt. Causes Infection

Bash: 7d / 7d / 6d

W S

## Powers

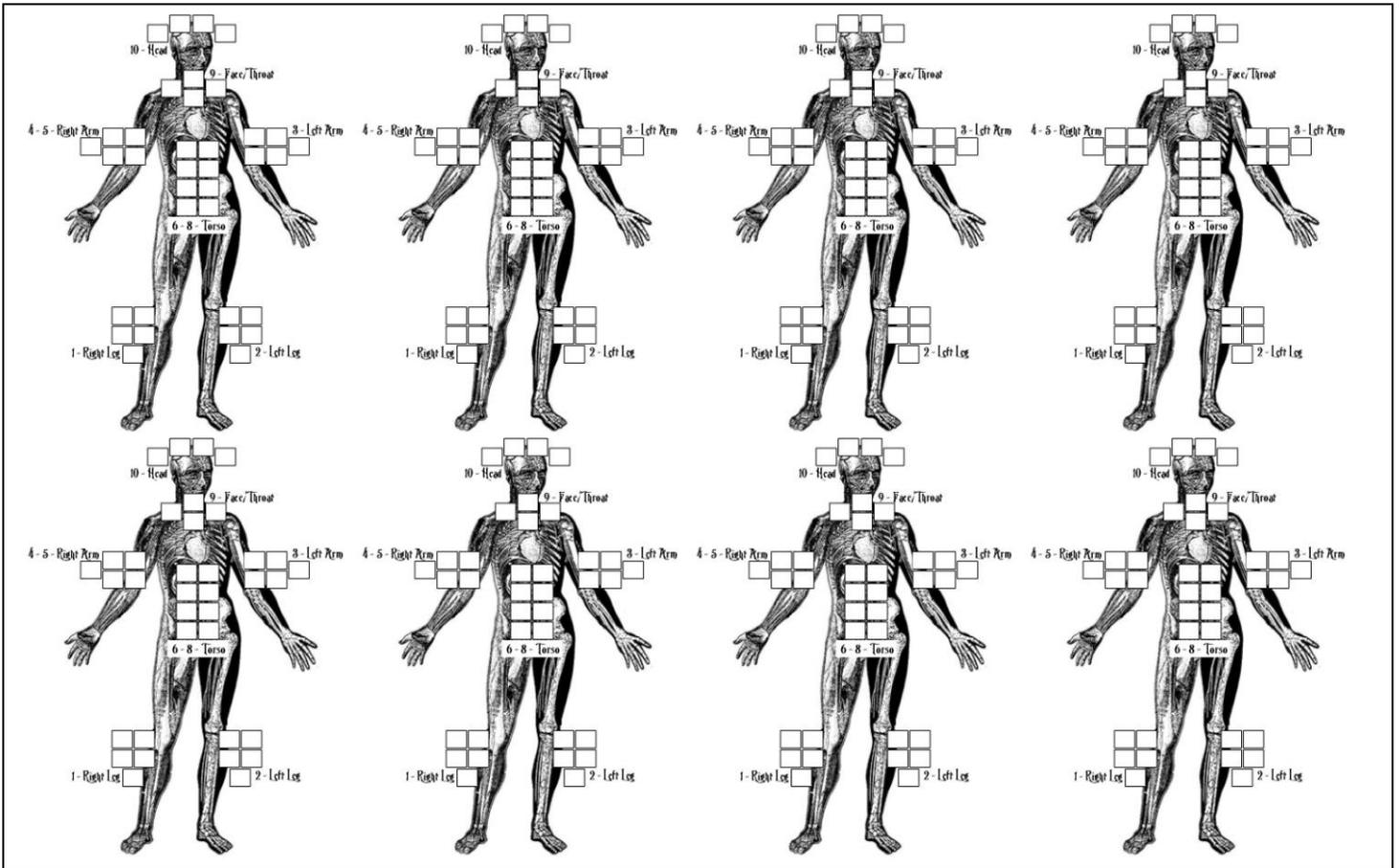
**Lunge:** *Ravener Only.* The Ravener ignores multiple action penalties when making Grapple/Bite attacks.

**Prey Sense:** Automatically detect living organisms within a radius of 40 yards times the target's highest Corruption Rank.

**Infection:** Bite attack that does at least 1K will turn target into Animate within 8 hours. Victim can resist at Hour 0 and Hour 7 with a Diff6 Vitality/Endurance check.

**Hard to Kill:** Animates are immune to environmental factors. They also have 2 LAR that is Hardened on all hit locations. Husks lack the 2 LAR.

Note: Shamblers and Husks are considered Flammable. Husks also lack the 2 LAR from Hard to Kill.



# Zombie Lord

**Archetype:** Undead (0)

**Source:** Plague (0)

**Permission:** Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Inhuman (-8) – Causes Fear Check
- **Intrinsic:** Custom Stat: No Charm (5)

## Attributes

Attribute	Lord
Vitality	4d
Coordination	3d
Wit	3d
Intellect	2d
Will	2d
Charm	--

## Skills

Skill	Lord
Fight	4d
Athletics	2d
Feats of Strength	3d

## Lunge (1): 2hd (4 pts)

**Qualities:** U

**Useful:** Permanent +4, Self Only -3, Attached (Fight) -2.

The Zombie Lord ignores multiple action penalties on grapple/bite combination attacks.

## Infection (1): 2hd (4 pts)

**Qualities:** U

**Useful:** If/Then (Must cause 1K damage) -1, Always On -1, Attached: Bite -2.

As with normal Animate. There is a 10% chance that the newly formed Animate will be a Zombie Lord.

## Bite (5): 8d (40 pts)

**Qualities:** A+2

**Attacks:** Deadly +2, Penetration/1 +1, Traumatic +1, Attached: Fight -2

The Bite of an Animate is particularly potent. It deals W+2 in Shock and Killing damage and has a Penetration of 1. Anyone subject to an attack that deals any damage past armor must make a Fear check.

## Prey Sense (4): 2hd (16 pts)

**Qualities:** U

**Useful:** Living Beings Only -1, Power Capacity: Range +2.

The Zombie Lord has a chance to detect any living creature within 50 yards multiplied by the creature's highest Corruption rank.

## Regeneration (3): 5d+1wd (18 pts)

**Qualities:** U

**Useful:** Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume living human flesh) -1, Limited Width: Vitality of Target -1.

The Animate can "heal" damage done to their form by feeding on the flesh of a living human. The Animate can only regenerate from a victim they have killed, however. The Width of this roll is limited to the Vitality of the target consumed. This power cannot restore lost limbs, however.

## Hard to Kill (10): 3hd (60 pts)

**Qualities:** D U

**Defends (LAR):** Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

**Useful:** Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

The Animate is extremely hardy and is nigh invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Animate has a LAR rating equal to the rating of this power.

## Control (17): 2hd (34 pts)

**Qualities:** U

**Useful:** Permanent +4, Endless +3, Radius+8, Booster +2, If/Then (Animates Only) -2, Capacities: Range

The Zombie Lord can direct the actions of any Animate within 5 miles. The Zombie Lord has full control over the Animates within its radius of effect and can coordinate their movement and actions.

**Zombie Lord: 286 pts**

# Zombie Lord

Cause Fear checks at Difficulty 6 when encountered.

## Attributes

Attribute	Lord
Vitality	4d
Coordination	3d
Wit	3d
Intellect	2d
Will	2d
Charm	--

## Skills

Skill	Lord
Fight	4d
Athletics	2d
Feats of Strength	3d

## Attacks

Grapple: 8d

Target Held, Feats of Strength check to break

Bite: 8d

W+2 S K, Pen1, Traumatic, must hit with Grapple first, causes a Fear (Diff1) attack if any damage is dealt.

Causes Infection

Bash: 8d

W S

## Powers

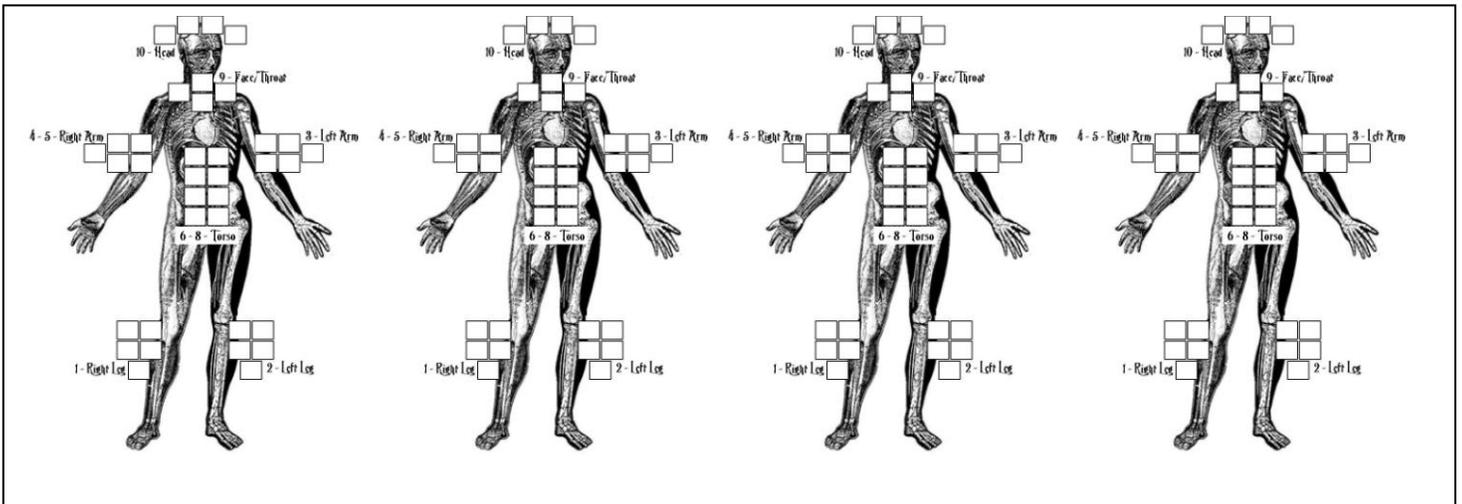
**Lunge:** The Lord ignores multiple action penalties when making Grapple/Bite attacks.

**Prey Sense:** Automatically detect living organisms within a radius of 40 yards times the target's highest Corruption Rank.

**Infection:** Bite attack that does at least 1K will turn target into Animate within 8 hours. Victim can resist at Hour 0 and Hour 7 with a Diff6 Vitality/Endurance check. There is a 10% chance that the newly created Animate will be a Zombie Lord.

**Hard to Kill:** Zombie Lords are immune to environmental factors. They also have 3 LAR that is Hardened on all hit locations.

**Control:** Zombie Lord controls all Zombies within 5 mile radius. Can direct actions and coordinate attacks.



# Vampire

**Archetype:** Undead (0)

**Source:** Plague (0)

**Permission:** Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Allergy, Sunlight, Kills (-6)

## *Attributes*

Attribute	Sentient	Feral
Vitality	4d+1md	5d+1md
Coordination	4d+1md	3d
Wit	3d	2d
Intellect	3d	1d
Will	3d	1d
Charm	3d	0d

## *Skills*

Vampires retain all Skills they had in life. In fact, due to their great age, many Vampires will be highly skilled. Assume most skills to be at least 2d or 3d with the Vampire's focus skills to be 4d or more (including possible Mastery Dice). Feral Vampires have difficulty using any skills they possess that require patience or much thought, however.

## *Features*

**Masochism:** Vampires do not suffer penalties due to Wounds.

**Sadism:** Vampires must make Will/Stability checks to stop themselves from harming victims that cries, screams, or begs for help.

**Pass for Human:** Vampires can pass as human. To spot a Vampire, a Wit/Occult Lore check must be made with a Difficulty of 5 for Sentient Vampires of 1 for Feral Vampires. Vampires that have recently fed add +1 to the Difficulty.

**Feeding:** Vampires must feed on blood every three days or they begin to waste away. See the rules on page 266 in the Unhallowed Metropolis for the penalties for not feeding.

**Heightened Senses:** Vampires have keen senses and do not suffer from any penalties due to range, low light, or poor environmental conditions.

**Stake:** A wooden stake that deals at least 2 K to the Vampire's Vitals will paralyze the Vampire until the Stake is removed. The Vampire is considered Helpless while the stake is in place.

## **Infection (1): 2d (2 pts)**

**Qualities:** U

**Useful:** If/Then (Must cause 1K damage) -1, If/Then (Must share fluids), Always On -1, Attached: Bite -2.

Vampires can pass on their curse to living humans. Whenever the Vampire feeds on a human or has intercourse with a human, this power is activated. A successful check means that the infection has passed to the victim.

## **Fang (7): 8d (56 pts)**

**Qualities:** A+2

**Attacks:** Deadly +1, Penetration/2 +2, Traumatic +3, Attached: Fight -2

Vampire Fangs are very potent weapons. They deal W+2 in Killing damage and have a Penetration rating of 2. Fang attacks also force the victim to make a Difficulty 5 Fear check. The vampire may only make a Fang attack after successfully grappling an opponent, however.

## **Drain (9): 4d+1md (72 pts)**

**Qualities:** A+2 U

**Attacks:** Duration +2, Deadly +1, Attached: Fang -1

**Useful:** Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume human blood) -1.

The Vampire can heal damage done to their form by feeding on the blood of a human. This is tied to a successful Fang attack. If the Fang attack is successful, the Vampire can drain blood from their victim. Draining deals W+2 in K damage. Furthermore, for every point of K damage dealt, the Vampire can heal a point of Killing damage or two points of Shock damage.

## **Hard to Kill (10): 2hd (40 pts)**

**Qualities:** D U

**Defends (LAR):** Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

**Useful:** Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

Vampires are extremely hardy and are nigh invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Vampire has a LAR rating equal to the rating of this power.

## **Mind Control (4): 5d+1md (36 pts)**

**Qualities:** U

**Useful:** Duration +2, Capacities: Range

Vampires can seize the mind of humans and bend them to their will. This is opposed by a Will/Stability check by the target. If the target fails to defeat the Vampire's roll, then the Vampire gains control over the target's actions. The Vampire cannot force the victim to directly harm themselves, but anything else is fair game.

## **Transfix (4): 5d+1md (40 pts)**

**Qualities:** U

**Useful:** Duration +2, On Sight +1, Fragile -1, Capacities: Range

With but a look, Vampires can hold a single target completely transfixed. The victim can resist this with a Will/Endurance check versus the Vampire's Transfix roll. If the Vampire is successful, the victim cannot move, talk, scream, or take any other action. The victim is considered Helpless. If the Vampire takes any damage, the spell is broken, however.

**Sentient Vampire: 386 +  
Skills pts**

**Feral Vampire: 321 +  
Skills pts**

# Vampire

Takes 1K Damage to the Torso for each round exposed to Sunlight. Also at -2d to all physical actions while exposed to Sunlight.

## Attributes

Attribute	Sentient	Feral
Vitality	4d+1md	5d+1md
Coordination	4d+1md	3d
Wit	3d	2d
Intellect	3d	1d
Will	3d	1d
Charm	3d	0d

## Skills

Vampires retain all Skills they had in life. In fact, due to their great age, many Vampires will be highly skilled. Assume most skills to be at least 2d or 3d with the Vampire's focus skills to be 4d or more (including possible Mastery Dice). Feral Vampires have difficulty using any skills they possess that require patience or much thought, however.

## Attacks

Grapple: 7d+1md (or more)

Target Held, Feats of Strength check to break

Fang: 8d

W+2 K, Pen2, Traumatic, must hit with Grapple first, causes a Fear (Diff5) attack if any damage is dealt. Causes Infection

Drain: 4d+1md

W+2 K, heals like amount on Vampire. Lasts until grapple is broken

## Features

**Masochism:** Vampires do not suffer penalties due to Wounds.

**Sadism:** Vampires must make Will/Stability checks to stop themselves from harming victims that cries, screams, or begs for help.

**Pass for Human:** Vampires can pass as human. To spot a Vampire, a Wit/Occult Lore check must be made with a Difficulty of 5 for Sentient Vampires of 1 for Feral Vampires. Vampires that have recently fed add +1 to the Difficulty.

**Feeding:** Vampires must feed on blood every three days or they begin to waste away. See the rules on page 266 in the Unhallowed Metropolis for the penalties for not feeding.

**Heightened Senses:** Vampires have keen senses and do not suffer from any penalties due to range, low light, or poor environmental conditions.

**Stake:** A wooden stake that deals at least 2 K to the Vampire's Vitals will paralyze the Vampire until the Stake is removed. The Vampire is considered Helpless while the stake is in place.

## Powers

**Infection:** Transfers Vampiric Infection to target with transfer of fluids or on a Bite. Can only be avoided with full transfusion.

**Hard to Kill:** Vampires are immune to environmental factors. They also have 2 LAR that is Hardened on all hit locations.

**Mind Control:** 5d+1md. Vampire can control the actions of one victim. Victim can make Will/Stability check to shake off effects. Lasts for scene.

**Transfix:** 5d+1md. Vampires can hold an opponent Helpless. Victim may oppose with a Will/Endurance check. If the Vampire is damaged, the hold ends. Lasts for scene.

