

# . SAVAGE WORLDS: ZOMBIE VARIATIONS .



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**Last Updated** — 08.28.2012

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Here are some variants on the old zombie. Most of the variants were inspired by *Left 4 Dead 2* video game as well as some other sources, plus some of my own ideas.

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## WALKER

Walkers are the traditional slow-moving, brain-craving zombies.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite** Str.
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Slow** Always acts last in combat.
- **Weakness (head)** Head shots are at +2 damage.

## BEAST

Beast zombies are zombiefied animals. The beast zombie are exactly like the living counterparts, but with the following special abilities:

- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Weakness (head)** Head shots are at +2 damage.

## BILE

This is a zombie that can spew their bile as a ranged attack to slow their prey, and possibly infecting them.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4, Shooting d6

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite Str.**
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Spew Bile** Can projectile their infectious bile as a ranged attack out to 6". Anyone hit must make a Vigor roll or gain one level of Fatigue for 3 rounds. If a critical failure is rolled (double 1s) they also become infected.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Slow** Always acts last in combat.
- **Weakness (head)** Head shots are at +2 damage.
- **Weakness (stomach)** Called shots targeting the stomach (-1) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it cannot use its "Spew Bile" ability.

## BRUTE\*

Zombies that are larger and stronger than normal.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d12+2, **Vigor** d12

**Skills** Fighting d6, Intimidation d6, Notice d4, Throwing d6

**Pace** 4

**Charisma** 0

**Parry** 4

**Toughness** 10

### Special Abilities

- **Bite Str.**
- **Charge** May move at double their Pace in a straight line. If they attack after a charge they deal +4 damage.
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Size +2**
- **Sweeping attack** Can attack all adjacent characters at a -2 penalty.
- **Slow** Always acts last in combat.
- **Weakness (head)** Head shots are at +2 damage.
- **Wild Card** Brutes are always treated as Wild Cards.

## CORPSEWEED

A corpseweed zombie is not a true undead zombie, but a living host that is infected with a parasitic fungi that feeds off the blood of the living. It takes over the brain to make the host seek out others to spread the fungi.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite Str.**
- **Corpseweed** Removing the corpseweed without killing the host is possible, but it requires starving the corpseweed by keeping the host in a near-fatal state of dehydration over several days.
- **Death Throes** The corpseweed zombie will explode in a burst of corpseweed spores when it dies. All those in the area must make a Vigor check (-2) or become infected.
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a corpseweed zombie may become infected (see the Infection special ability for more information). The infected must make a Vigor roll each day or suffer a level of Fatigue. Once they are Incapacitated they will die after one more failed Vigor roll, becoming a corpseweed zombie twenty-four hours after death.
- **Slow** Always acts last in combat.
- **Weakness (fire)** Fire-based attacks deals an extra d6 in damage.

## GHOUL\*

Ghouls are zombies that have some level of intelligence, similar to an animal.

**Agility** d6, **Smarts** d4 (A), **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite Str.**
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Weakness (head)** Head shots are at +2 damage.
- **Wild Card** Ghouls are always treated as Wild Cards.

## HUSK

Husk zombies are the reanimated remains of long-dead corpses. Due to their advanced decomposition, they are not vulnerable to head shots, but fire.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Claws/Bite** Str+d4.
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage.
- **Slow** Always acts last in combat.
- **Weakness (fire)** Fire-based attacks deal an extra d6 in damage.

## RAGE

Rage zombies are zombies that are fast and vicious in their attacks.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 6; **Charisma** 0

**Parry** 5; **Toughness** 7

### Special Abilities

- **Bite** Str.
- **Fearless** Immune to fear and intimidation.
- **Fleet footed** Uses d10 when running.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Weakness (head)** Head shots are at +2 damage.

## SIREN\*

Siren zombies can emit a high-pitched howl that nauseates and disorients the living.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite Str.**
- **Fearless** Immune to fear and intimidation.
- **Howl** Sirens can emit a high-pitched howl that nauseates and disorients the living. Anyone within 10' of a howler must make a Vigor check or suffer a -2 penalty to all actions and become Shaken for 1d6 rounds.
- **Call Undead** When a siren uses its "Howl" ability it may also get the attention of other undead, especially other zombies. When it uses its "Howl" ability roll 1d6. On a roll of 1-4 nothing happens, on a 5 the siren calls 1d4 zombies that arrive in 3 rounds, and on a 6 the siren calls 1d6+2 zombies. All called zombies arrive within 3 rounds.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Slow** Always acts last in combat.
- **Weakness (head)** Head shots are at +2 damage.
- **Wild Card** Sirens are always treated as Wild Cards.

## STALKER

Stalker zombies are zombies that can leap great distances and stalk their prey.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6

**Pace** 6

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite Str.**
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Leaping** Can leap up to 10'.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Weakness (head)** Head shots are at +2 damage.

## SWARMER

This is similar to a shambler zombie in every way, except for the writhing mass of maggots and swarm of flies around the zombie.

**Agility** d6, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6

**Skills** Fighting d6, Intimidation d6, Notice d4

**Pace** 4

**Charisma** 0

**Parry** 5

**Toughness** 7

### Special Abilities

- **Bite** Str.
- **Fearless** Immune to fear and intimidation.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Swarm** Anyone within 4" of the zombie have a -1 penalty to all attacks and physical actions due to the swarm of flies. Fire-based attacks will disperse the fly swarm for 2d6 rounds.
- **Writhing Maggots** Anyone in a grapple with the swarm zombie takes d4 damage each round. Fire-based attacks will render this ability unusable for 2d6 rounds.
- **Slow** Always acts last in combat.
- **Weakness (head)** Head shots are at +2 damage.

## REVENANT\*

Revenants are people that just happen to be undead zombies as well. Revenants are exactly like they were when alive, but have the following special abilities:

- **Bite** Str.
- **Infection** Anyone bitten by a zombie may become infected (see Infection specialty ability for more info). Those who become infected will turn into a zombie one hour after their death, unless cured of the infection through powers, medical treatment, or some other means.
- **Undead** +2 Toughness, +2 to recover from being Shaken, Called shots do not deal extra damage (except for the head).
- **Wild Card** Revenants are always treated as Wild Cards.