

# Aborea

Zombie Apocalypse Mode



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## Introduction

The world as we once knew it lies in ruins. The year is 1494 NZ (2883 AZ). There is no order any more, but all the more zombies! Little by little they became more and more and overrun cities and villages. They wiped out whole peoples and with them their inhabitants. Everywhere on Palea there are creatures roaming around, trying to survive in small groups. They search the ruins for anything edible and anything else that can help them to survive.

## The zombies

### Their values

One can orientate oneself by the values from the game master booklet. However, the values are slightly different from zombie to zombie

### Fast or slow?

There are significant differences between the zombies in this respect. Some are very fast, but others are extremely slow.

### Special feature - Infection bite

Zombies infect through a bite. Therefore they get the special skill "Bite". This means that zombies can perform a bite attack without OB if they are at least 1.5 m away from the opponent. When a hit is made, this causes the respective player character to receive a bonus of 2 on their infection value. Zombies will receive a malus of 2 on their defensive value when performing this attack.

It is important that monsters cannot be infected!

## Getting infected

Player characters can become infected, even zombies, if they have collected too many infection points

### Infection points (IP)

Player characters become zombies themselves if they have collected more than 12 infection points on their "Infection Scale".

### Preserve Infection points

Through special events, player characters can receive infection points.

Ereignis	Infektionspunkte
Gebissen werden (von Zombie)	2
In Raum mit mehr als 8 komplett toten Zombies geraten	1

## Get rid Infection points

Player characters have the opportunity to get rid of infection points through certain things.

Ereignis	Infektionspunkte
Ausruhen (leichte Aktivitäten, pro Stunde)	-0,2
Essen (pro 250g, Wirkung nach 10 Minuten)	-0,5
Schlaf (pro Stunde)	-0,5

## Metal armor

If you wear metal armor in the place where you would actually be bitten, you will not receive any points of infection.

## Masks

Masks can reduce the retention of infection points under certain circumstances.

## Seed capital

At the start, each player character receives a normal staff and the starting capital that they would receive anyway

## The money

Money still exists, but has become rather worthless for most people.

However, it should be noted that first of all the material is still very valuable for some people and a few people still trade with money that has become rather useless in a zombie apocalypse.

## Population on Palea

The population of Palea has changed a lot during these times.

The frequencies of the most different creatures are given in %. This means that about the same percentage can be found today more or less than in the past of each species.

Which species can run faster or is stronger has advantages over others. It depends on various factors how many creatures still live from which species. You can also see this from the percentage figures.

Spezies	% gibt es noch
Dämon	98
Elementar	10
Elf	2
Endra*	82
Erl*	2,25

Spezies	% gibt es noch
Gargoyle	90
Geist	98
Ghul	3,5
Gnom	0,5
Goblin	0,5
Graar*	20.000
Halbling	0,75
Harpyie	12
Kobold	0,5
Lindwurm	83
Meerechse	28
Mensch	1,75
Oger	2,5
Ork	2,5
Riese	82
Riesenechse	22
Riesenmoskito	64
Riesenspinne	20
Skelett	2,25
Troll	4
Zombie	40.000
Zwerg	1

\*see "New NPC's and monsters" of the Aborea extensions.

## Other continents

There are hordes of zombies on Palea, but there are no zombies. But don't let that limit you and come up with something great. If a group should actually flee to another continent, it's most likely a totally different setting anyway.

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