

# Supremacy of the Dead

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# Introduction

Dead Supremacy is a RPG or roleplaying game. In this game you play the role of a survivor in a zombie apocalypse (with the exception of the GM). The GM or game master directs the story and controls NPCs, (Non-Player Characters) as well as zombies and other creatures.

It is important to stay in character. Staying in character means act as if you are your character in the game. You may not use information you know in real life to determine what your character knows or does in game. The best way to think of it is as if you are an actor in a movie. If you were acting you would not go around the doing things that character would not do. You also wouldn't go around the story to meet your wants.

The general setting for the game is as if the apocalypse started tomorrow. Now the GM can pick when and where the PCs (Player Characters) start, as well as what and who they start with.

This game was the original setting for the 3TS system. 3TS was created with the idea of more realistic constantly evolving characters. For this system you need the following.

GM	PC
Required	Required
Dice – 1D4, 1D6, 1D8, 2D10 (each a different color or percentile dice), 1D12, 1D20	Dice – Same as GM
Paper and Pencils	1 Character Sheet
Core Rule Book	Paper and Pencils
Optional	Optional
Extra Dice – to speed up damage roles	Survivors Guide
Wet Erase Battle Grid	Extra Dice – To speed up damage roles
Wet Erase Markers	
Source/Supplement Books	

# Survivor's Guide

## How to Play/Rules

Rule 1 – Stay in character

Rule 2 – What the GM says goes

Rule 3 – All changes to a PC's paperwork aside from their journal must be vocalized to the GM

All rolls except DMG, HP, EP, & BP uses 2D10 as a D100 or percentile role.

HP (Health Points) EP (Energy Points) BP (Blood Points)

### **When creating a PC you Must do the following.**

1. Chose a difficulty as a group. The group does a group vote or GM decides a difficulty for the group.  
  
Easy – HP, EP, & BP start at 4D6+6. No opponent Attack of Defense bonuses added.  
Medium - HP, EP, & BP start at 3D6+6 opponents use ATK/DEF bonuses.  
Hard – HP, EP, & BP start at 4D6 opponents use alternative stats
2. Choose your name, description and affiliations. These affect how other characters in the game perceive and react to your character.
3. Spend 60 individual points on your stats, each stat maxs at 10 for the initial character generation, after initial character generation stats max at 35.
4. Spend 5 focus points worth 10 points each on your character during initial character generation. Focus stats max at 20 for initial generation and 40 afterwards. Look at these just like the individual points they just can't be divided apart. Also you can't focus twice in one area.
5. Add up your stats for Physical, Mental, and Skill. Then divide each one by 5 and place your total in the upper three boxes corresponding to each group. This total helps you judge which areas your character is strong or weak in.
6. Choose what clothing you want (Armor isn't clothing), what kind of carryable storage you want, and 6 items. Normally the items tie in with the characters starting area, background, or affiliations. The GM may give you additional items, lower your starting items, disallow choices of items.
7. Write down your level should be 1<sup>st</sup>, and fillout your bonuses, (armor, Melee DMG Bonus, Lift, Ect...) according to Chart S-1.

## **Gameplay**

As explained earlier this is a roleplaying game, and the role you are playing is that of a survivor of the zombie apocalypse so get your head in the game! Anytime you attempt to do something and there's a chance you might fail doing that you roll a d100 or percentile and add the number next to its corresponding stat. A 55 or higher is a success, and 96 or higher is a critical success though 5 or lower is a critical fail (Your plus in the stat never prevents a critical fail).

Anytime you acquire any new items you should add them to your inventory before you do anything else, otherwise you don't have those items!

When you decide to do an action make sure the GM knows what you are doing, and if it needs to be clarified describe the action. A bad example is you see three zombies in a row and you say "I want to shoot them!" In a good example you say "I fire my AR-15 at the zombie on the left." Make sure to clarify! For the most part you can do anything the only restrictions are the rules you already read and the limitations the GM sets.

## **How to level up**

In order to level up you need to acquire 4 main tally marks in any combination in the 3 stat groups. In order to acquire a main tally mark you need 8 secondary tallies on one stat.

This is done by using that stat numerous times. When you try to accomplish something you roll a d100. Whatever amount your stat is currently at is added to your roll. An unnatural 96 or higher (when the number is only accomplished because of your stats bonus) is worth one secondary tally mark. A natural 96 upto a 99 (achieved without the bonus) is worth two. While a natural 100 is worth three.

Once you acquire 8 secondary tally marks, that stat goes up by 1 and you gain 1 main tally in that stats group.

Finally when you gain 4 main tally marks you get to level up. Each main tally is worth 5 points that may be divided and placed anywhere in that group, or you may spend tally marks on abilities. There are several abilities to choose from which are fully explained on page \_.

### 3TS Character Sheet By: Zachary Stauffer

Name: \_\_\_\_\_ Description: \_\_\_\_\_

	Affiliations:				Level:
<b>Body</b>		HP		Armor	Melee Dmg Bonus
<b>Mind</b>		EP		Lift	Start Run
<b>Skill</b>		BP		End Run	EP ↑ Sleep /
	HP ↑ Sleep /	HP ↑ Food	BP ↑ Time /	BP ↑ Sleep /	

<b>Body</b>	Strength		Health		Jump
	Speed		Blood		Climb
	Reaction		Appearance		Swim
	Stamina				

Knowledges					
<b>Mind</b>	Understand.				Spot
	Confidence				Search
	Concentrat.				Listen
	First Aid				

<b>Skill</b>	Balance		Pick Lock		Persuade
	Use Rope		Pick Pock.		Intimid.
	Sneak		Hotwire		Taunt
	Hide				

Drive/Ride/Pilot					
	H 2 Hand		S Firearm		
	S Melee		M Firearm		
	M Melee		L Firearm		
	L Melee		Bow/Xbo.		
	Thrown		Artillery		

**Abilities**

Inventory								
Weapons Name	Caliber	Damage	Range	Clip Size	# of Clips	Ammo	Durability	Special

Head	Armor Name	Armor Value
Body		
Arms		
Hands		
Legs		4
Feet		
Misc		

# Stats Explained

This section is dedicated to explain each of the stats

Group #1 **Body** – The body group consists of stats revolve around muscles, organs, and physical wellness.

**Strength** – Determines how much you can lift, push, pull etc. As well as how hard you can hit.

Melee DMG Bonus (Strength#/DMG)	0-7/0	8-11/+1	12-15/+2	16-19/+3
20-23/+4	24-27/+5	28-31/+6	32-34/+7	35-37/+8
	38-39/+9	40/+10		
Lift (Strength#/Lbs)	0-1/95	2-3/100	4-5/105	6-7/110
10-11/120	12/125	13/130	14/135	15/140
18/165	19/175	20/185	21/195	22/205
25/235	26/250	27/265	28/280	29/295
32/345	33/365	34/385	35/405	36/425
39/485	40/505			

**Stamina** – Determines how long you can do strenuous activity. Also every point adds one point to your energy points (EP).

EP ↑ w/Sleep (Stamina#/Hours/EP)	0-24/1/2	25-35/1/3	36-40/1/4
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**Health** – Determines your ability to resist poisons, diseases, and sickness. Also every point adds one point to your Health Points (HP) and how quickly you recover those points.

HP ↑ w/Sleep (Health#/Hours/EP)	0-11/8/1	12-21/4/1	22-29/2/1	30-34/1/1
35-39/1/2	40/1/3			
HP ↑ w/Food (Health#/HP per serving)	0-14/0	15-24/1	25-29/2	30-34/3
35-39/4	40/5			

**Blood** – Every point adds to your Blood Points (BP). It also determines how quickly you gain BP with time and sleep.

BP ↑ w/Sleep (Blood#/Hours/BP)	0-11/8/1	12-21/4/1	22-29/2/1	30-34/1/1
35-39/1/2	40/1/3			
BP ↑ w/Time (Blood#/Hours/BP)	0-11/24/1	12-17/12/1	18-23/6/1	24-29/6/2
30-34/6/3	35-39/6/4	40/6/5		

**Speed** – Determines how fast you are, how far you can run in one turn, and your chances for extra attacks.

Start Run (Speed#/Feet per Turn/Energy Lost)	0-14/10/4turns 1D6			
15-30/15/4turns 1D6	31-40/20/3turns 1D6 (After one turn Switch to mid run)			
Mid Run (Speed#/Feet per Turn/Energy Lost)	0-14/15/4turns 1D6			
15-30/20/4turns 1D6	31-35/25/3turns 1D6			
	36-40/30/2turns 1D6 (After 3 midruns switch to max run if desired)			
Max Run(Speed#/Feet per Turn/Energy Lost)	0-9/20/1D6 initially after that 1 each time			
10-18/25/1D6 initial after 1	19-25/30/1D6 initial after 2			
26-30/35/1D6	31-35/40/1D6			
	36-40/45/1D6+2			
Extra Attacks (Speed##/# needed)	0-7/96+	8-11/91+	12-15/89+	16-19/86+
20-23/83+	24-27/78+	28-31/73+	32-34/66+	35-40/55+

**Reaction** – Determines your chance to dodge and react quickly to sudden threats.

**Appearance** – Determines how well/attractive you look.

**Jump** – Determines how well, far, and high you can jump

**Climb** - Determines how well and fast you can climb.

**Swim** – Determines how well and fast you can swim.

Group #2 **Mind** – The Mind Group focuses on stats that deal with comprehension, problem solving and the senses.

**Understanding** – Determines your basic comprehension Ability. Used to learn new things.

**Concentration** – Determines how well you can concentrate

**Confidence** – Your self confidence. Used to combat persuasions, intimidation, taunt, and fear. Can also be used to determine how their outlook is on a situation.

**Knowledge** (Insert Subject Here) – Your knowledge of a chosen subject. Used to identify variations of that subject as well as how to work in that subject. Different Subjects are listed on the next page.

**Spot** – Determines your ability to see something without physically searching

**Listen** – Determines your ability to hear something

**Search** – Determines your ability to find something while physically searching



### *Various Knowledges*

**Zombies** – Allows you to discern a zombie from the living at a farther distance as well as discern different types from one another.

**Medical** – Allows you to discern different medical conditions by their symptoms as well as the ability to conduct surgeries and other more serious medicinal practices.

**Guns** – Allows you to discern various guns and their parts from one another as well as the ability to mod/repair them.

**Cars** – Allows you to work in all areas of auto mechanics of non-diesel land vehicles

**Diesel** – Allows you to work in all areas of diesel mechanics of diesel land vehicles

**Aviation** – Allows you to work in all areas of aviation mechanics. With jets, planes, and helicopters.

**Boats** – Allows you to work in all areas of marine mechanics.

**Explosives** – Allows you to identify, set, defuse, and reprogram various explosives.

**Woodworking** – Allows you to make objects out of wood as well as identify types of wood and their strengths/weaknesses

**Metalworking** – Allows you to make objects out of metal as well as identify types of metal their ore and their strengths/weaknesses

**Construction** – Allows you to build structures of any material though not create the parts used. Also allows you to determine how well a structure is built and what its purpose is

**Electronics** – Allows you to build repair and identify various electronics

**Computers** – Allows you to identify, repair, mod, and use computers beyond the average person

Group #3 **Skill** – The Skill Group focuses on stats that deal with Hand/Eye coordination and subtle movements.

**Balance** – Determines how well you can keep your balance

**Use Rope** – Determines how well you can tie/untie knots

**Sneak** – Determines how well you can silence foot steps, move objects, and other movements.

**Hide** – Determines how well you can keep yourself from being seen by means of cover of objects or shadows

**Pick Locks** – Determines how well you can unlock locks with lock-picks or other means. Is used on chest, doors, anything that uses a key or mechanical mechanisms.

**Pick Pockets** – Determines how well you can pick someones pocket undetected in order to acquire items

**Hot-wire** – Your ability to rewire electronics in order to open doors, start cars, disarm alarms, disarm bombs, etc...

**Hack** – Your ability to access hidden information, steal passwords. And operate a computer in its users distress.

**Persuade** – Determines how well you can convince someone to do what you want, believe a lie, and change their way of thinking

**Intimidate** – Determines how well you can cause fear or complacency in others

**Taunt** – Determines how well you can anger people in order to cause them to attack you or others verbally, physically, and cause them to make mistakes

**Hand to Hand** – Your ability to use your own body as a weapon. Such as punching, kicking, grappling. And other non-weapon fighting skills.

**Small Melee** – Your ability to use small, light. Or concealable melee weapons.

**Medium Melee** – Your ability to use moderately sized, weighted melee weapons that are hard to conceal on your person

**Large Melee** – Your ability to use big, heavy, melee weapons that are not concealable on your person

**Thrown** – Your ability to throw objects in combat and non-combat situations. Used with rocks, grenades, throwing knives, darts, etc...

**Small Firearms** – Your ability with small, one handed, concealable, or light guns

**Medium Firearms** – Your ability with moderately sized, weighted, or guns that are hard to conceal on your person

**Large Firearms** – Your ability to use big, heavy, two handed or guns that are unconcealable on your person

**Bow/Crossbow** – Your ability to use bows and crossbows.

**Artillery** – Your ability to use very large, heavy or normally turreted military weapons, Examples include RPGs, grenade launchers, miniguns, etc...

**Drive/Pilot/Ride** – Determines how you can use vehicles or animals for transportation.

Examples included are listed on the next page.

*Various Drive/Pilot/Ride Examples*

**Drive Car** – Determines how well you can drive normal vehicles such as cars, standard truck, vans, etc...

**Drive Semi** – Determines how well you can drive semi trucks, buses, and other vehicles that require a CDL

**Drive Motorcycle** – Determines how well you can drive motorcycles.

**Drive Heavy Equipment** -