

By Evil1/Robbie C  
(Now with more corn)

## Schools Out For Eternity A little something by rob

### Intro

You take a step into your classroom and kick open the closet, clutching your handgun. The smell of perfume escapes the closet as the girl sits there, shielding herself, screaming at the top of her lungs for mercy. You kneel into the light and she realizes you're still alive. She stands up and smiles at you, then goes wide eyed. Your dearly departed teacher walks through the door, fresh blood dripping down his chin. Grasping your gun, you realize that schools out for eternity.

### What this is about

This game was designed for one sole purpose: because school needs more death and destruction. As one of the few surviving students in the school in a strange outbreak, your mission is to survive and escape, rescuing other survivors and ultimately escaping the town. This game does not use EMME, due to obvious restraints on size.

### Making a character

This is a fairly simple process of picking one type of roll out of 5, the one you pick gives you a +1 to rolls involving that stat. Everything else is simply roleplay important. The choices are: Strength, Speed, Smarts, Charm, and Reflexes.

Strength is used for physical combat and other various tasks such as lifting. Speed is the use of your legs. Smarts is used in tough situations relying on brains. Charm is your ability to persuade with looks and speech. And reflexes allow you to see things coming, dodging and for certain tasks.

### Zombies

Every two game turns roll a die. At the start, there are barely any zombies. But eventually the infestation will rise, increasing the chance of encounter by 1. So at the start, a 1 causes zombies, later the number may rise to 6!

Zombies have -2 for speed rolls, but +1 in strength rolls. Any attempt at a smarts roll is automatically failed, except for boss zombies. If their brain is pierced they die instantly, every other body part is very resistant to damage.

### Escape?

This is up to the DM. This may be as simple as finding a car, or any other method. Routes of escape are always guarded by the big boss zombies (not sure why...)

### Combat and Rolls

For any roll, whether it is combat or otherwise, you roll a die and add/subtract any penalties or bonuses to the number rolled. A 1-3 is failure, a 4 is success, a 5 is Great success, and 6 are a masterful success. Zombies CANNOT resist attacks. But they can resist grapples and grab others.

### Weapons on Campus

A variety of items can be found around a school. There are two types, Fragile and Sturdy. Pencils, Phones, sticks are fragile items, lasting for only 1-2 attacks. Items like trash cans, lead pipes, and chairs can last for about 4-5 attacks, if not more due to being sturdy.

### Infestation

Key events can raise the number of infestation. Gates being bashed open on the campus parameter, full vehicles crashing, more and more casualties, and other events will cause the total population of zombies to rise, meaning you will run into a lot more zombies more often. 1 means only 2-4 zombies, 2 means 5-7 zombies, 3 means 8-12 zombies, 4 means 12-20 zombies, 5 means 30-40 zombies, and 6 means 40+. Killing large amounts of zombies and barricading key areas may lower the infestation level, as the infestation counter reflects the amount on campus.

### Barricades

Using desks and various other objects you can seal up doors or gates in order to restrict the flow of zombies, or to catch your breath. Barricades have a strength level depending on what it's made of. 1 means the barricade is either about to break, or is made of only a few desks. 2 means its getting weaker, or its made of a few screwed in planks and some objects. 3 means the barricade is at standard strength, or is made of nailed planks, locked, and objects are piled against it. 4 means the barricade is strong, or made of various steel objects, locked, and other insane amounts of security. 4 is the max level of a barricade. If the zombies try to break the barricade the DM rolls a die, if the number rolled is higher than the barricades level times 2, then it loses a level of strength. When the barricade is reduced to 0, its destroyed.

### Bosses

According to movies, there is always a super-zombie at the end. These zombies can participate in all rolls, and has no penalties but has all zombie bonuses. These boss zombies can have up to 3 levels of health. When a attack is successfully made, the boss losses a  $\frac{1}{4}$  to a whole unit of health, depending on the strength and type of attack. However, things like dropping a container on it, or running it over can do a lot more.

### Piss off, kids

This has been a quick game by t3h robb. Peace ya'll. This was made for the competition held by that dude.