

## Resident Evil One Shot

# DM's Guide

## Stats:

Players begin the game with four stat points to distribute among the following categories:

- Strength
- Dexterity
- Intelligence
- Health (+1hp per point)

## Attacks:

- Ranged attack (pistol) - D20 + Dex
- Melee attack (knife) - D20 + Strength

## Zombies:

- HP - 6
- AC - 11 or 12

Zombies move slowly and will rarely catch players off guard. They are an existential and logistical threat, blocking important passage ways while also draining the players resources.

## Combat:

When a player chooses to attack a zombie, they roll a d20 and add their strength or dexterity modifier, depending on if they are using a melee or ranged attack. On a 12 or higher, the player inflicts one damage to a zombie. A natural 20 is a headshot and an instant kill. Zombies will slowly creep towards players at the DMs discretion. If the party fails to deal with a zombie before it gets within melee range, it will attack.

When a player is hit by a zombie, they lose 1 HP. They then have the opportunity to try to stab the zombie. On a 12 or higher they succeed and are released from the zombie's grasp. If they fail, they have an opportunity to wiggle off the zombie using a d20 plus their dexterity modifier. If the player fails to stab the zombie or wiggle away from it, the party has a chance to react. If the zombie is still on top of the player after the party has reacted, the player loses one more HP and the cycle repeats.

## Introductions:

Players start out knowing each other OR meeting randomly at the police station. Once at the station, at least one player will be searching for an antidote to the zombie virus infecting people in the city. A backstabbing element can be included where one player is searching for the

antidote in order to sell it, while the others wish to use it for good. Either way, they won't want to leave until they have it. Once in the station, players will find a stack of brochures (aka maps), starting the game.

### **Loot:**

When players enter a new room, each will roll an intelligence check to determine any loot they may find. A roll of 12 or higher is considered a success and should result in some loot for the player.

### **Infection (WIP):**

If a player gets bit by a zombie, they have a chance of catching the zombie virus. They must find a red herb to temporarily relieve the symptoms of the infection. They must also find the antidote for permanent treatment. After a player's death, they come back as a zombie.

### **Puzzles:**

Just like in Resident Evil, the DM will place keys and puzzle elements throughout the map.

- Bolt cutters open doors with chains.
- Four keys with different symbols unlock four doors with corresponding symbols.
- A fuse is needed to turn on power and open shutter doors.
- Several locked safes should be scattered around the map with their corresponding combinations.
- A USB drive + computer password are needed to unlock the antidote.
- Radios are needed to call for evacuation.

These puzzles should be moved around to provide variety to each play through. Be careful not to accidentally create an unwinnable scenario.

### **Prop List:**

- Herbs - Lots of green, a few red, one or two blue
- Fuse(s)
- Keys
- D6s - Ammo
- Bags for player inventory
- Player copies of maps + paper handouts
- Bolt Cutters
- Radios

**A copy of each of the following pages should be provided to the players.**

## Player Stat Sheet

NAME: \_\_\_\_\_

STR:            DEX:            INT:            HP:                            Stat Points : IIII

### Combat Actions :

#### Move

Disengage from a zombie  
*There may be many, but they are slow!*

#### Shoot

Attack : D20 + DEX (\_\_\_)  
Damage : D6  
*Uses up one bullet per attack*

#### Melee

Attack : D20 + STR (\_\_\_)  
Damage : D6 + STR  
*Must be dangerously close  
May damage your weapon*

#### Heal

**Green Herb** - D3 + INT (\_\_\_) Healing  
**Red Herb** - Cures infection  
**Blue Herb** - Increases maximum HP

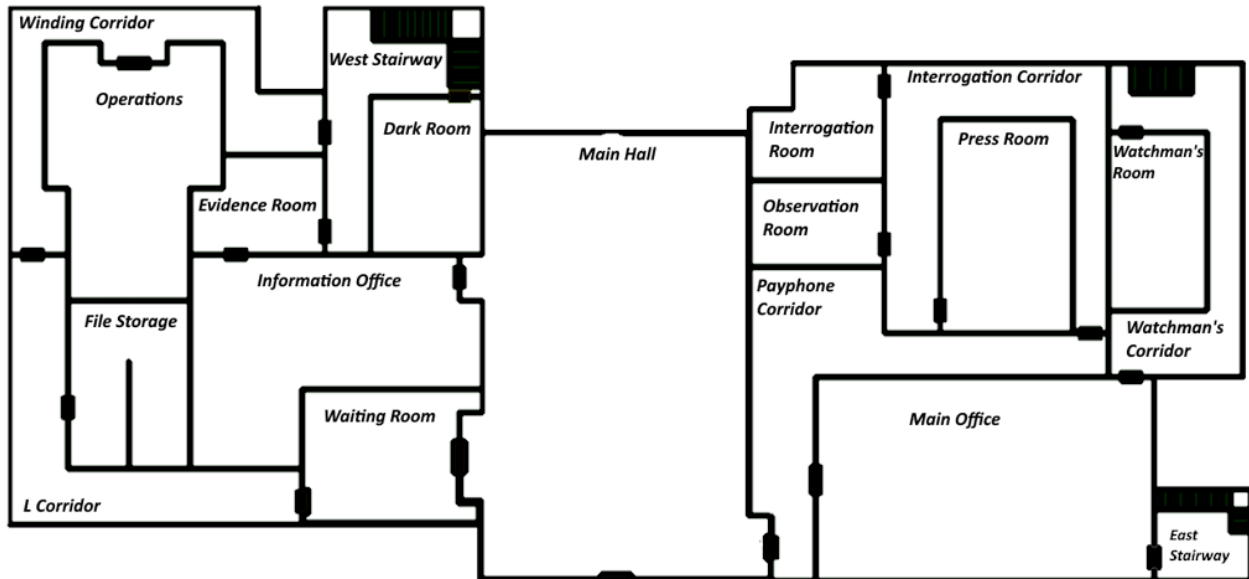
*Mixing herbs allows you to use multiple at once!*  
***A full mix of green, red, and blue herbs will restore full HP, cure any infection, and increase your maximum HP!***

Improvised Action (whatever your heart desires...within reason!)

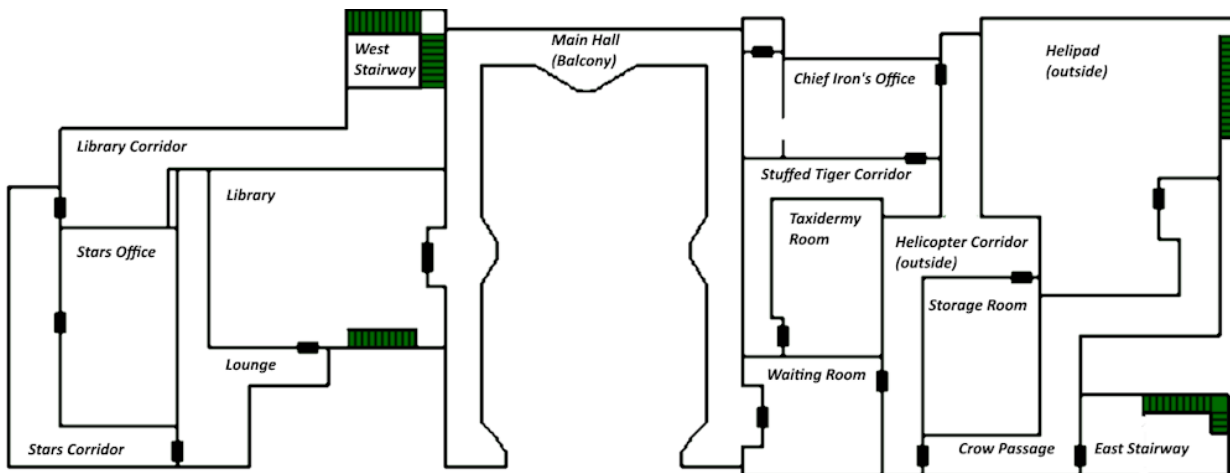
Examples : Throw a book, quickly grab an item, open a door

# Map

Floor 1:



Floor 2



# Rules

## Building a character

To make a character, simply distribute your four stat points amongst strength (STR), dexterity (DEX), intelligence (INT), and health points (HP). Strength, dexterity, and intelligence are all zero by default. HP is two by default. **For example, you could put two points in strength and two into HP, resulting in a character with +2 strength and 4 total HP.**

*Strength* helps you with melee attacks and general actions that may require athleticism. Examples: moving a large object, bracing a door.

*Dexterity* helps you aim and also helps with tasks that require finesse. Examples: sneaking, pickpocketing.

*Intelligence* helps you communicate with others, take in your surroundings, and interpret information. Examples: decoding a message, tricking a person, making a deal.

Each character starts with a handgun and 6 bullets.

## Gameplay

Players will work together moving around the map to gather items, solve puzzles, slay zombies, and ultimately accomplish some greater goal (finding a cure, escaping the police station, saving a person, etc.). Players will also be responsible for keeping track of important areas using their maps. Each player has their own map, inventory, weapons, etc. Players do not share resources unless they do so in character. For example, Character-A may find a key to a door only accessible by Character-B. Character-A would have to find a way to give their key to Character-B before Character-B could open the locked door. For this reason, ***it is important to keep close track of your inventory!***

## Combat

Combat is turn-based and players engaging in combat together will be able to take their turns together. During their turn, a player can choose to do any **one** of the actions listed on their character sheet. **Players cannot move and shoot on the same turn.** To perform an attack, roll a d20 to see if you hit your target, and then roll the appropriate damage die (usually a d6) for damage. After the players' turns are over, any zombies will then be able to move and attack.