



# Pathogenic Veticeps VT4



## BASIC INFORMATION SHEET – PLEASE READ

### REANIMATED BASE CAPABILITIES

The Reanimated have an identified baseline of abilities and traits that can be safely applied by default. While there are types that deviate from this, these basic assumptions hold true in the vast majority of encounters and cases.

These are the baseline:

- **Visual Identification:** Human in various states of decay, walking upright in a shambling fashion.
- **Movement:** A shambling gait, similar to a slow walk, though they can reach a normal human's fast walking pace when in pursuit of prey. Lack of coordination can make them trip or stumble when moving at a faster pace.
- **Resilience:** Reanimated seem to have a general resilience to damage, being seemingly unable to feel pain and survive what would be considered mortal injury on living humans.
- **Vulnerabilities:** Cranial damage and fire seem to be highly effective.
- **Hunting Behavior:** Reanimated use their numbers to swarm prey, trying to ambush, corner or outlast potential targets. Their strength – equivalent to a somewhat-trained human male – makes them dangerous even bare-handed. Their sharp hunting instincts give them an animal cunning at times.
- **Senses:** Able to see in the dark to a higher degree than living humans, vision generally limited to a middling distance (approximately 50 meters). Keen sense of hearing allows them to move towards prey much further afield.
- **Intellect:** Reanimated are barely sentient and seem to chiefly follow instinctual behavior patterns to sate base needs and nothing else.

### TYPE-01 – SHAMBLERS

The most common and basic type of Reanimated. Shamblers (named for their shambling gait, deceptive as it can be) form the common basis of Reanimated classification, having become the baseline to which other types are compared, and thus represent all the baseline parameters listed above.

### TYPE-02 – CRAWLERS

Crawlers are a rare weakened state of the Shambler type that seem to devolve into ambush predators.

- **Visual Identification:** Resembles a corpse in all aspects until it springs into action or is directly touched.
- **Movement:** Crawlers lie motionless until they lunge to attack, using their strength to propel themselves with their arms up and forward.
- **Hunting Behavior:** Ambush predator. They lie on the ground until they sense prey in proximity, lunging at it in a burst of speed, hoping to latch on and feast.
- **Senses:** Crawlers develop a liveness that unfailingly lets them identify a heartbeat nearby.





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### TYPE-03 – RUNNERS

Runners can be considered „fast attack“ hostiles, essentially faster and stronger than Shamblers.

- **Visual Identification:** Runners seem less ‚shambling‘ and more like living humans walking at a slow and uncoordinated pace. Close inspection might reveal their legs being highly tensed.
- **Movement:** Runners can perform bursts of speed resembling a sprinter’s pace, closing distances at great speed. They are much more coordinated in their movement than Shamblers. Outside of short-term sprinting, Runners can keep up a jogger’s pace for hours on end.

### TYPE-04 – SPORE CARRIERS

Spore carriers are a particularly dangerous variety of the Reanimated, hard to distinguish at first glance. These creatures carry a high volume of spores inside their bodies, serving as „walking colonies“ for the parasite’s expansion.

- **Visual Identification:** Spore carriers can appear to be ‚shedding‘ spores when walking. These spores may appear like skin flakes or voluminous dandruff.
- **Vulnerabilities:** Fire is incredibly effective against spore carriers, moreso than for other Reanimated.
- **Hunting Behavior:** Spore carriers don’t participate in hunting, instead carrying massive amounts of spores to new places.

### TYPE-05 – BRUTE

Brutes are a rare mutation of the parasitic fungus that takes a hold when a victim is first infected. The mutation makes the muscles of the victim swell up significantly, seeking out large amounts of prey (or cannibalizing other infected) to fuel the transformation into a taller and morbidly over-muscled beast.

- **Visual Identification:** Brutes are tall and disproportionately muscled, appearing almost bestial. Brutes usually grow to seven or eight feet height.
- **Movement:** Brutes have a stalking gait and can easily break down doors and sometimes even walls.
- **Resilience:** Brutes seem to be highly resistant to any physical damage, requiring great amounts of firepower or strength to bring down. High-caliber weaponry is recommended, as are any weapons that may inflict injuries that hinder the Brute (destruction of legs or arms).
- **Hunting Behavior:** Brutes are highly aggressive and direct in their behaviors.

