



BY L4D ANON

WITH THANKS TO THOSE ANONS THAT HELPED ME COME UP WITH THE  
DRAWBACKS FOR THE INFECTED

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What the hell happened?

Why is everything on fire?

And what is that moa-

Well, shitbaskets.

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Welcome to the world of Left 4 Dead. Half the country's been overrun by people infected with a virus that makes them act like crazed berserkers and has mutated other infected into horrible beast-like abominations. And you're being dropped smack dab in the middle of it. Not without a little gift, though.

**+1,000 cp**

Do what you wish with it. But first, let's set a few things straight.

Yes, you can keep your current set of junk or change it for 100 cp. Your call.

As for your age, that's 1d8 + 23.

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Starting locations: roll 1d8 or pay 100 cp to choose.

-1. Fairfield, PA

Your average white blue-collar town. Ground zero for the infection, and swarming with zombies. Who knows, you might run into a group of survivors.

-2. Savannah, GA

Standard American town (don't let the locals catch you saying that...if there are any left). Got bad when the Green Flu blew through here. Got even worse when CEDA pulled out. Maybe somebody's still alive. Probably not, though.

-3. Riverside, PA

Ah, Suburbia. Now infested with the infected. The Army might be here to come rescue you. Might.

-4. Village En Marais, LA

A redneck swamp town. Half flooded, and filled with jibbering mindless beasts. Then the infection hit.

-5. Newburg, PA

A well to do white collar town. It has seen much better days. On the bright side, the Air Force will evac you in a plane if you can get to the airport in time.

-6. Ducatel, MS

A former evac point for CEDA. Also holds a sugar mill that's full of...you'll find out. Also, the area is due for some nasty weather, so be mindful.

-7. New Orleans, LA

Ah, N'awlins! Great food and good parties! The last evac point east of the Mississippi river!

Bombed regularly thanks to the US Navy! Overrun with the infected!

-8.Free choice

You lucky bastard! You get to choose any one of the campaigns' start points!

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**Origins: Pick one!**

## **HUMANS**

*A note of warning: If you pick one of these origins, you become a carrier for the Green Flu.*

*What's a carrier, you ask? To make a long biology paper very short, a carrier is someone who is immune to the disease in question, but still spreads it. Yay.*

## **Drop-in**

-Cost: it's free!

-You wake up in your starting location with nothing more than your clothes, an M1911A1, and all your skills, and abilities. You hear moaning in the distance.

## **Veteran**

-Cost: 100 cp

-Maybe you were a 1st SFG dude in 'Nam, maybe you were a SEAL in Afghanistan. Whatever you were, combat and killing is as easy to you as eating and breathing are. 'Course, that isn't

including the PTSD, substance abuse, nightmares, getting fucked over by the VA\*, and generally shitty quality of life that comes with it. Now that the infected have declared war on humanity, you've finally gotten what you always wanted: an endless war.

\*The VA is actually pretty awful. Look it up.

### **Lowlife**

-Cost: 100 cp

-You weren't exactly the law abiding type, I'm afraid. You've killed, robbed, mugged, cooked, smuggled, and swindled most everyone and everything. And now zombies show up? Hell, this is the world's biggest bar fight! WOOOHOO!!!

### **Good 'ol Boy/Girl**

-Cost: 100 cp

-You showed up to work on time. You paid your taxes. You did good in school. You donated to charity. And how does the universe repay you for being a good citizen? By turning your life upside fucking down and turning nearly everyone into ravenous psychotic berserkers. Yet, you still maintain your optimistic outlook and cheery disposition. Manners are more important, after all, when the whole world's gone to shit.

### **INFECTED**

-Cost: 200 cp

-Are...are you sure? You realize what this means, right? You really want to become one of

those...things? Ok then. You automatically take the Die, My darling! and Freak drawbacks. You are now one of the horde, dedicated to infecting the rest of mankind with the Green flu. While your independence is curbed by a substantial amount, your senses of smell and hearing are raised by a large amount as well. You also have incredible stamina.

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## **Skills**

### **HUMANS**

*Notice: you cannot take skills from the infected tree if you picked a human origin, and vice versa.*

*The same also goes for drawbacks.*

### **DROP-IN**

Sorry, no freebies for you. But you do get a 50% discount\*!

\*excluding 800 cp skills

-Something ain't right (100 cp)

-You have a general sense of when shit's about to hit the fan. This isn't ESP or looking into the future, just a very trustworthy feeling that everything's gonna go FUBAR in a minute.

-Pills here! (200 cp)

-You always manage to find a helpful item or two in safe houses, stashes, and hoards, be they painkillers, a frag grenade, or an extra magazine. You won't find a BFG 9000 in a pile of

garbage, though.

-Just such an occasion! (600 cp)

-You have no trouble finding things you need in order to escape, such as gas cans to fuel a stock car or generator. Getting the items back to where they're needed, however, is on you.

-I have not come this far to die now (800 cp)

-You're a stubborn one, aren't you? When mortally wounded, you'll have a chance (1 in 20, mind you) to get right back up (this can only happen once per jump). In addition, you can now take a little bit more punishment than your average survivor as well as getting more health from medkits, painkillers, and adrenaline shots.

## **VETERAN**

You get a free skill and a 50% discount on this skill tree excluding 800 cp skills.

-Firearms expert (100 cp/free)

-You know how to use firearms extremely well, as one should after doing multiple tours in 'Nam.

-Frag out! (200 cp)

-Explosives are your bread and butter. You know how to make things go boom, when to make

them go boom, and where to make them go boom to cause the maximum amount of damage.  
Expect to find a few extra explosives during your stay here.

-Non-commissioned Officer (400 cp)

-You didn't go to West Point for nothing! You are good at organizing people, leading them through hazardous situations, and getting them out alive at all costs.

-Now we're cooking! (800 cp)

-Ah, napalm! The infantryman's best friend! If only you could call down an airstrike of the stuff on the damn horde. Ah well, you've got the next best thing: incendiary ammunition! Once per jump, you can give one firearm you own incendiary ammo for the duration of the jump. Be warned, however: fire does not care who or what it sets ablaze.

## **LOWLIFE**

You get a free skill and a 50% discount on this skill tree excluding 800 cp skills.

-If you're desperate enough...(100 cp/free)

-...anything's a weapon. During your criminal career, you've learned how to improvise with just about everything, weapons included. If it ain't nailed down, you can use it as a weapon.

Effectiveness may vary.

-Masterkey (200 cp)

-You're an expert at the fine art of breaking and entering. You can get a locked door open easily, though the method is up to you.

-I ain't going back to jail! ( 500 cp)

-The priorities of any break in is simple: get in, steal shit, get out. You've had your fair share of close calls, and you don't plan on having any more than absolutely necessary. You move faster when you see a safe house or a rescue vehicle.

-I know a guy (800 cp)

-During your time with the criminal underworld of modern society, you've made quite a list of contacts. Of course, almost all of them are infected, but you know where they did business, as well as where they stashed their important shit. Shit like guns, drugs, money, and gold.

## **GOOD 'OL BOY/GIRL**

You get a free skill and a 50% discount on this skill tree excluding 800 cp skills.

-My friends call me Coach! (100 cp/free)

-You always were a social butterfly. Making connections is easy for you, even with complete strangers! As long as you've got something to talk about, you can make conversation with anyone.

-HOLY SHIT!! KIDDIE LAND!!! (200 cp)



-You get excited about just about anything, be it a cookie that's still good, an extra medkit, or KiddieLand, making it easy to maintain high morale for long periods of time.

-Great communicator (400 cp)

-You were in advertising, so getting messages across comes naturally to you. When talking, you are never misunderstood, nor are your words garbled or lost in translation.

-Explosions! (800 cp)

-You're angry at the infected for wrecking your life, so you get even the only way you can: explosive ammunition! Once per jump, you can give one firearm you own explosive ammo for the duration of the jump. Try not to frag yourself.

## **INFECTED**

You pay full price, my friend. Sorry.

-Shutting up (100 cp)

-You have managed to learn how to be quiet and more stealthy by observing hunters. Don't go thinking you're Solid Snake, though.

-Braaaaains (200 cp)

-You gain back health by...let's not beat around the bush, you get back health by eating the flesh of the living.

-Mutations (600 cp)

-Congrats! You've become even more of a mutant zombie! You now have run faster, jump higher, hit harder, and can take more punishment. You aren't the tank, however.

-Specialist (800 cp)

-You get to pick a special infected to mutate into, excluding the witch. Have fun!

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## Equipment

*What? You think I'm gonna throw you to the mercy of the horde without giving you some items?*



-Handgun

-Cost: Free for human origin. Not available for the infected.

-An M1911A1 that has unlimited ammo, will not break or jam, and will always be by your side.

Of course, it won't accept modifications.

-Adrenaline shot

-Cost: 100 cp (discount drop in). Not available for the infected.

-A shot of adrenaline that increases the user's speed and stamina for about a minute.

-Pain medication

-Cost: 200 cp (discount for drop in). Not available for the infected.

-A bottle of pain pills that, when ingested, allows the user to ignore all manner of non-life-threatening injuries for a short period of time. It does not, however, treat said injuries. Refills once per week.

-Defib unit

-Cost: 400 cp (discount for drop in). Not available for the infected.

-A defibrillator unit, capable of restarting a human heart. It recharges once every 24 hours.

-Another handgun

-Cost: 100 cp (free for veteran). Not available for the infected.

-Exactly what you think it is. An exact duplicate of the handgun mentioned earlier.



-Assault rifle

-Cost: 200 cp (discount for veteran). Not available for the infected.

-An M16A3 assault rifle with a laser sight.



-M60

-Cost: 500 cp. Not available for the infected.

-Going for the big guns, eh? This beast of a weapon will kill any normal infected with one shot, and will make quick work of any special infected. The downside? It only has 150 rounds, so make them count. When used up, the weapon will respawn fully loaded in your warehouse in about a week or so.



-Machete

-Cost: 100 cp/free for lowlife. Not available for the infected.

-Exactly what it says on the tin.



-Shotgun

-Cost: 200 cp (discount for lowlife). Not available for the infected.

-A pump action shotgun. Works wonders in close quarters and unlike a standard FPS shotgun, can reach out and touch someone if needed to.



-Magnum

-Cost: 400 cp (discount for lowlife) Not available for the infected.

-A Desert Eagle. Thankfully, it only fires .44 bullets instead of the ohgodwhy .50, but it's still as loud as a semi-truck and hits just like one. Will never leave your side.

-Backpack

-Cost: 100 cp/free for good 'ol boy/girl. Not available for the infected.

-A stylish backpack that enables you to carry more stuff.

-Steel toed boots

-Cost: 200 cp (discount for good 'ol boy/girl). Not available for the infected.

-These things are damn near indestructable, enabling you to walk through most any hazard, such as acidic vomit.



-Chainsaw

-Cost: 500 cp. Not available for the infected.

-Ah, chainsaw! The great communicator! This handy device allows you to communicate to infected your desire to rip and tear their guts. Of course, it goes through gas like the Imperial Guard goes through men.

-Ear protection

-Cost: 200 cp

-This pair of comfy headphones allows any infected to ignore pipe bombs and car alarms.

-Racing jumpsuit

-Cost: 400 cp

-Pilfered from the corpse of Jimmy Gibbs Jr, this stylish jumpsuit gives the user an immunity to being set on fire. Doesn't stop bullets, though

-Riot gear

-Cost: 600 cp

-I guess riot gear ain't bite proof. On the other hand, it IS bulletproof.

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## **COMPANIONS**

-Import

-Cost: 100 cp each, maximum 3

-Survivor

-Cost: 100 cp. Not available for the infected.

-A fellow survivor who's immune to the Green flu. Knows how to fight.

-Witch

-Cost: 200 cp

-Somehow, you've met a witch who doesn't want to rip and tear you into bloody chunks and she won't spread the infection! Yay! Survivors will look at you funny, though.

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## **DRAWBACKS AND MUTATORS**

You can take a maximum of 600 cp's worth of drawbacks. If you really feel like suffering, check out the gauntlet options.



## **GENERAL**

-Freak: 200 cp

-Survivors no longer consider you human and will shoot you on sight.

-Die, My Darling!: 200 cp

-Your victory condition is no longer surviving for 10 years. Now, you have to make sure every zombie or human is dead or infected in North America.

## **HUMAN**

-Modded Game: 0 cp

-What's going on? Why does every survivor look like an anime schoolgirl? Why does the spitter look like Yoshi? And what on earth sounds like Randy Savage in the distance?

-I need ammo!: 100 cp

-Ammo doesn't go as far as it used to, and you seem to find less and less of the stuff. Hope you packed a melee weapon.

-I need health!: 100 cp

-Health giving items heal for less and are more hard to come by.

-Friendly fire isn't: 200 cp

-Your fellow survivors always seem to hit you instead of the giant horde of zombies.

-Murphy's bitch: 200 cp

-Bain would be proud of you. Every rescue vehicle you get in seems to crash, burn, or run out of gas. Fortunately, you and your companions always survive. The same cannot be said of anyone else riding along.

-Expert: 200 cp

-Things are a lot harder. The infected move faster, hit harder, can take more punishment, and let's not get into the special infected. You will need to work together and do your absolute best in order to survive.

-Last Man on Earth: 300 cp

-No companions. No other survivors. Just you and a shit-ton of zombies.

-Realism: 300 cp

-Everything behaves in a realistic manner, making you an easier target for the infected.

# INFECTED

-My Leg!: 200 cp

-You need to quite literally keep yourself together or else you start decaying rapidly. Arm get shot off? Go get it and stick it back on. Lose a finger or two to a pipe bomb? Best hope you have super glue.

-I got somethin' to say!: 200 cp

-All the survivors are now limited to having chainsaws with unlimited ammo or dual pistols.  
Good luck.

-Gibfest!: 300 cp

-All the survivors now have M60s and Desert Eagles with unlimited ammo. Godspeed.

-Miserable Failure: 300 cp

-You flat out suck at this. You always fall for pipe bombs and car alarms, you always miss and go through a window when pouncing, charging, or mounting, your bile/spit hits everything except what you were aiming at, you usually grab other infected with your tongue and your attacks are slow as shit.

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## GAUNTLET

*None of these are remotely fair. If you choose to undergo one of these torturous challenges, you will have no skills or powers other than what you purchased here. Any drawbacks taken will not give you any extra cp. Good luck.*

-Lone Gunman: 800 cp. Not available for the infected.

-All you have for weaponry is a Desert Eagle. In addition, the Last Man on Earth, Realism, Expert, and I need health! drawbacks are now taken. Why would you do this.

-Marked man: 800 cp

-Everyone hates you and will attack you on sight. And I do mean everyone. The military, the survivors, and the infected. If you take this option, you cannot take any companions with you during this jump.

-Hunted: 1000 cp

-The Director, the thing in charge of the hordes, knows who you are, what you are, and wants you dead. He will use everything at his disposal to try and kill you. He will not stop until you are dead.

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Welp, you did it. You managed to survive for 10 years. All your drawbacks are now gone. Now what?

-Stay here

Really? You wanna stay here? Alrighty, then. All your stuff back home is taken care of.

-Go home.

I don't blame you. You wake up in your house.

-Keep on jumping

Exactly what it says on the tin.