

PC2 IDEA: CAPTAIN ZOMBIE



Captain Zombie originates from the Roblox game, 'Survive and Kill the Killers in Area 51 !!!', created by Homermafia1. In the game, Captain Zombie is explained to be a 16th century pirate raised from the dead by radioactivity and experiments done by Area 51 scientists. In gameplay, Captain Zombie serves as a defensive killer, being able to deny areas to survivors using Zombie Bombs, as well as summoning two Zombies to back up groups of other killers, or to seek out survivors until he arrives to seal the deal.

Captain Zombie, if added to Pillar Chase 2, would serve as an ambush monster, similarly to Vapor or Uncle Samsonite. His abilities of area denial and prediction can be brutally punishing towards survivors.



ABILITIES:

- **X Marks the Spot (Passive):**
 - Captain Zombie's sword exudes a pillowing cloud of radioactive smoke behind him at all times.
 - This cloud takes a second to appear before lingering for five seconds. The cloud dissipates after this duration ends.
 - This ability allows Captain Zombie to effectively read his surroundings, being able to locate Survivors who wander into the cloud before it dissipates via a bright green highlight. The highlight disappears when the cloud dissipates.
- **Necromancy:**
 - Captain Zombie slams the edge of his sword against the floor, summoning a Zombie from the ground. He then orders the Zombie to go forth by pointing his sword forward. A loud audio cue can be heard when a Zombie is summoned. Zombies are visible through a green glowing highlight.
 - Only three Zombies can be summoned during a round to combat overuse of this ability. However, Captain Zombie can kill off a Zombie to make reserve for more summons.

- Zombies track down the nearest Survivor in their general vicinity. Zombies can get sidetracked by Survivors who wander closer to them than the Survivor they are currently chasing. Despite this, if there are more than five Survivors alive, only ONE zombie can chase a Survivor at a time. Zombies growl when they locate a new Survivor.
- Zombies are deceptively sluggish; a cleverly summoned Zombie can severely catch Survivors off guard.

- **BOMBS AWAY!:**

- Captain Zombie materializes a Zombie Bomb from his open hand and prepares to throw it. Attacking while this ability is active will cause Captain Zombie to throw the Zombie Bomb in the direction he is facing. He automatically throws the Zombie Bomb after five seconds.
- At max, Zombie Bombs last for three seconds before detonating. This is not definite, however, as they can detonate if they are either close enough to a Survivor, or directly hit a Survivor. Zombie Bombs are very bouncy, and rebound off of anything it hits, including Survivors. If a Survivor is directly hit by the Zombie Bomb, they will be afflicted with the “Poisoned” debuff, which chips away at their health for twelve seconds.
- Upon detonation, the Zombie Bomb explodes in a puff of radioactive smoke as the area below detonation spontaneously sprouts with zombie hands. These hands grab at Survivors in an attempt to halt their progress, by means of damaging and slowing them down.
- The hands deal seven damage per 0.75 seconds, and slow Survivors’ sprint speed down to 20. The zombie hands last for 30 seconds before descending back into the ground.

- A miniature radius stretches outside of the group of zombie hands; this radius is where the effects of the zombie hands stop. Survivors within this radius are highlighted in a bright green color.

GENERAL STATS:

- 27 DMG
- 21 Sprint Speed
- 110 Stamina

ZOMBIE STATS:

- 14 Walk Speed
- 12 DMG



ANIMATIONS:

- Introduction:

Captain Zombie stumbles towards the camera to pull his sword out of the ground before lurching forward and striking a menacing pose.

(See Gallery image #3 for pose reference.)

- Attack:

Captain Zombie heaves his arm toward his left shoulder and swings his sword in front of him.

- Necromancy:

Captain Zombie slams the edge of his sword against the floor, summoning a Zombie from the ground. He then orders the Zombie to go forth by pointing his sword forward.

- **BOMBS AWAY!:**

Captain Zombie materializes a Zombie Bomb in his open left hand. His entire left arm shakes during this process, as if to put strength in creating the Zombie Bomb.

- **Kill:**

Captain Zombie grabs the Survivor by their head and lets out a sonorous war cry before swinging his sword and beheading the Survivor. Captain Zombie wastes no time throwing the head to his feet before returning to his idle position. Note that when he swings his sword, he swings it opposite to his basic attack animation, swinging it right to left rather than left to right.



VOICE LINES:

I've created voice lines already, which use these written lines, but if by chance there's a better voice actor than myself, they can have the pleasure of voicing Captain Zombie.

Captain Zombie has a filtered, scratchy voice, akin to the announcers from COD Zombies, and a very heavy pirate accent.

- Intro:
“No one's gonna be jumpin' ship now!”
- Necromancy:
“LAY WASTE TO 'EM!”
- BOMBS AWAY!:
 - When creating Zombie Bomb:
Sinister laugh
 - When throwing Zombie Bomb:
“BLIGHT BE UPON YE!”
- Out of Stamina:
Sighs then slightly coughs
- Stamina Regenerated:
“You're mine!”
- Idle:
Strained breathing
- Chase:
“Ye can't run forever!”
- Kill:
Ravenous war cry
- After Kill (Randomized):
Triumphant cackling



SKINS:

Rare:

- **Stranded**

Captain Zombie takes on a mostly blue to beige gradient color scheme, resembling water and sand.

- **Brimstone**

Captain Zombie now dons a primarily red and orange color scheme, resembling flames/lava.

- **Hazardous**

Captain Zombie is now primarily vibrant green, resembling radioactive waste.

- **Gothic**

Captain Zombie's skin changes to a dark beige color to be more corpse-like, and his coat changes from a desaturated red and blue color scheme to a black and dark gray color scheme.

- **Spiffy**

Captain Zombie now sports a black coat with gold trim and black pants with a gold belt.

- **Bronze**

Captain Zombie's skin becomes a deep orange color, his clothes become a primarily brown and orange color scheme, and his sword is now bronze with an orange eye and orange fire. His eyes also become yellow.

- **Silver**

Captain Zombie's skin becomes a bluish silver color, his clothes become a primarily silver and aqua color scheme, and his sword is now silver with a blue eye and blue fire. His eyes also become blue.

Epic:

- **General**

Captain Zombie now takes on camo-patterned clothes, his coat is forest green while his pants are gray.

- **Gargoyle**

Captain Zombie's skin turns gray and appears much rougher, as do his clothes. His internal colors, such as bones and organs, remain the same texture and color.

- **Breached**

Captain Zombie's entire body, clothes included, is riddled with glowing green vein-esque shapes, and his clothes become much darker with what appears to be bullet wounds scattered across them.

- **Possessed**

Captain Zombie's entire body takes on a red and black gradient color scheme with his eyes now becoming white. This skin is a reference to Smile Dog's appearance in Survive and Kill the Killers in Area 51.

- **Whimsical**

Captain Zombie's entire body takes on a primarily dark purple color scheme with his eyes now becoming yellow. His belt and bandana still remain red.

- **Gold**

Captain Zombie's skin becomes a yellowed white color, his clothes become a primarily gold and brown color scheme, and his sword

becomes gold with a red eye and yellow fire. On top of this, his tricorne hat becomes much pointier, his peg leg has thorns erupting from it, his face is more skeletal with sharp teeth, and he now has black claws. His eyes also become yellow.

Legendary

- **Knight**

Captain Zombie is covered from the neck down in damaged and scratched knight's armor. A skull sits itself over Captain Zombie's previously exposed left shoulder, his left forearm is exposed and his hand's skeleton is exposed with shreds of tendon hanging from it. His right foot's boot is also missing. Captain Zombie's head lacks the tricorne, completely exposing his brain, and he now exhibits a metal mouth guard and a scratched-out left eye. His right eye is glowing white. Captain Zombie's voice lines are replaced with new ones that sound much more strained and breathy than the lines prior.

- **Experimental**

Captain Zombie's skin turns a much more sickly green color, his tricorne is missing, and his clothes are replaced with a dirty dark blue prison suit. His body is riddled with metal beams and wires, the latter of which glow blue at the tips. His eyes are also orange and his sword becomes a battered and bloodied pipe. This skin is a reference to Experimental Eddie, an animatronic character from Spirit Halloween in 2019.

- **Nightmare**

Captain Zombie is now dressed in black-aqua robes with a scaly blue face that lacks any features besides a gaping mouth with peeled back lips and long dagger-like fangs. His sword also exhibits monstrous

features; its blade is lined with teeth, resembling a long saw. Captain Zombie's voice lines are replaced with monstrous growls and roars.

- **Diamond**

Captain Zombie's skin becomes a dark blue color, his clothes become a primarily diamond and black color scheme, and his sword is now a dark steel and diamond color scheme with a blue eye and blue fire. Captain Zombie's skin bleeds in several places with a glowing blue substance, he now has a diamond skull on his left shoulder, and he keeps his claws from the Gold skin. His peg leg now resembles a thorn-bound tree stump with roots that stretch out in front of it, resembling toes. His eyes also become blue.

Ancient

- **Classic**

Captain Zombie's model is changed to strongly resemble his original appearance from *Survive and Kill the Killers in Area 51*, including his sword. His animations are also changed to replicate his animations in *Survive and Kill the Killers in Area 51*.

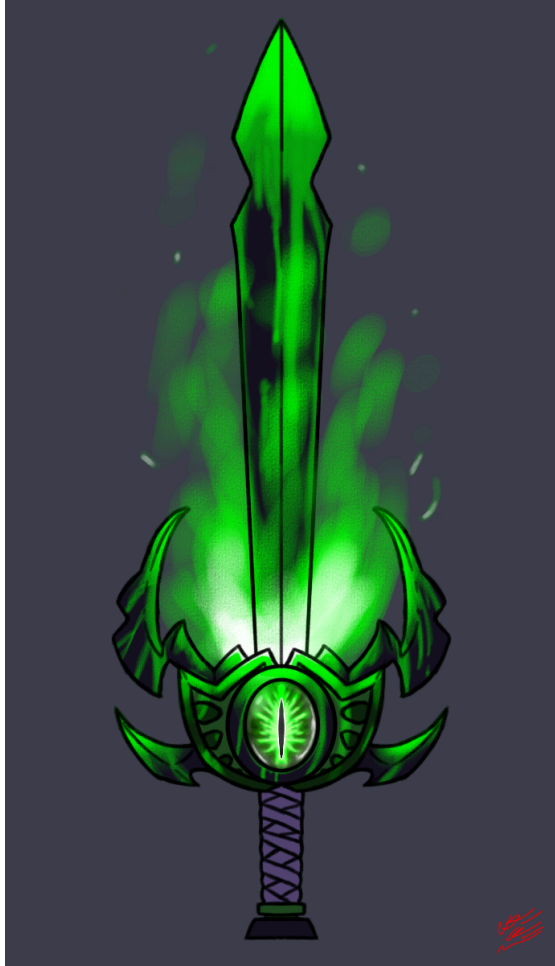
(See Gallery image #4 for reference.)



GALLERY



1. Captain Zombie's reference image with a side view, design note, and scale next to the average Roblox avatar.



2. Captain Zombie's Sword's reference image. Scale next to Captain Zombie in the thumbnail image for this document.



3. A cinematic of Captain Zombie. Also the reference for his introductory animation.



4. Captain Zombie's original appearance.

If anyone from the PC2 team would like to get in contact with me, friend and message me on Discord, 'dr.pester' is my user.

**MONSTER CONCEPT FOR PILLAR
CHASE 2 WRITTEN BY ME, DR.
PESTER. RIGHTS TO THE
ORIGINAL CAPTAIN ZOMBIE
CHARACTER BELONG TO
HOMERMAFIA1.**