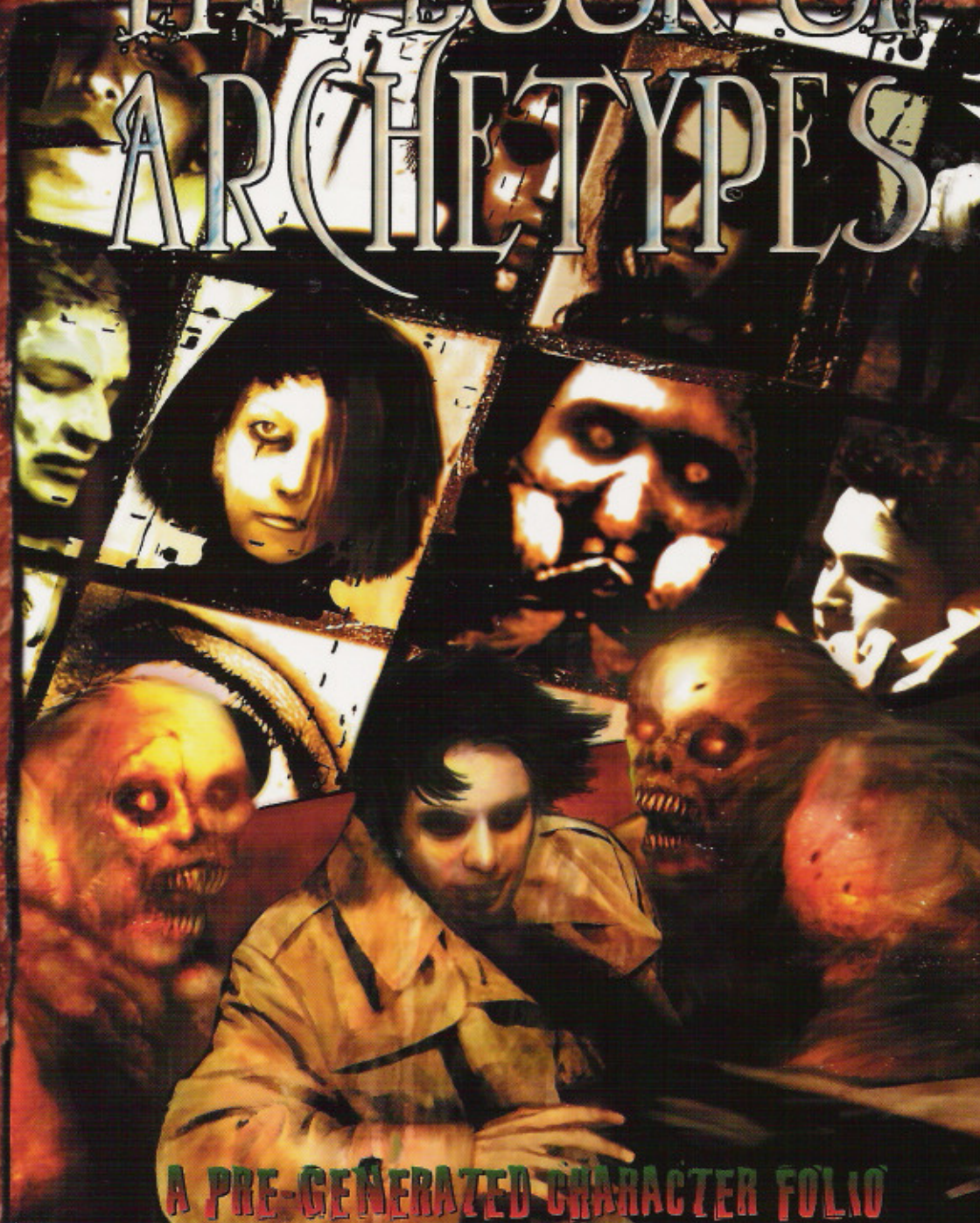


THE BOOK OF ARCHETYPES

A collage of horror movie characters and creatures, including a pale woman with dark eye makeup, a man with a wide, toothy grin, a skull with glowing red eyes, and a man with a wide, toothy grin.

A PRE-GENERATED CHARACTER FOLIO

All Flesh Must Be Eaten

EDEN STUDIOS PRESENTS A SHY/VASILAKOS PRODUCTION

The Book of Archetypes

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The Archetypes in this book were created for use in actual games. As such, their numbers may be off a little bit here and there. We'll let you figure out which Archetypes were not created "by the book."

Eden Studios

6 Dogwood Lane, Loudonville, NY 12211

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Reader discretion is advised.

Comments and questions can be directed via the Internet at www.allflesh.com, via e-mail at edenprod@aol.com or via letter with a self-addressed stamped envelope.

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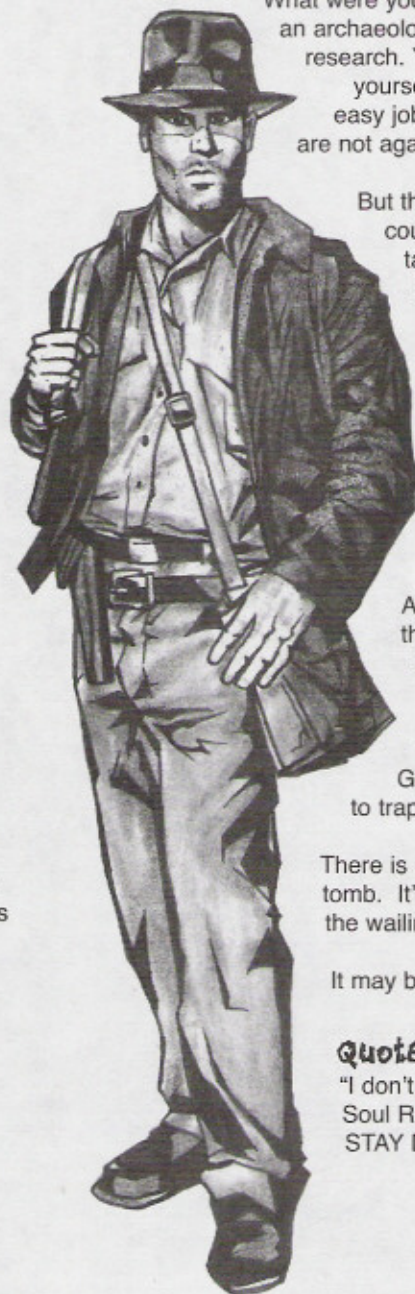
All Flesh Must Be Eaten™

Archaeologist

Norm

Personality

What were you expecting? A bookworm? Being an archaeologist is much more than library research. You have to be out there, getting yourself dirty. This is not a clean or easy job. When the weather conditions are not against you, the local authorities are.



Str 2 Dex 2 Con 2

Int 3 Per 3 Wil 2

Lps 26

Eps 23

Spd 8

Essence 14

Qualities/Drawbacks

Addiction (Habitual Drinking) (-1)

Humorless (-1)

Nerves of Steel (3)

Photographic Memory (2)

Situational Awareness (2)

Skills

Brawling 1

Driving (Cars) 2

Guns (Handgun) 1

Humanities (Archaeology) 4

Humanities (Ancient History) 4

Instruction 3

Language (Arabic) 4

Myths and Legends (Egyptian) 3

Notice 3

Occult Knowledge 1

Research/Investigation 3

Gear

Archaeologist's Toolkit, Shovel, Old Revolver, Books on Ancient Cultures

But things have changed now. How could we know the sealed tomb contained something as ridiculous as a still-living mummy? Come on, that's just movie stuff! But there it was, and in the space of a few minutes, half of Ahmed's digging team was dead. In less than three hours, half of our 80-man excavation team had been killed and...zombified—a Professor Kelly put it so nicely.

And what are we to do? We are in the middle of a hostile desert, 300 miles from the closest human settlement, with the strongest sandstorm I've ever seen raging for the past 24 hours. It's almost as if God Himself is angry and decided to trap us here with these . . . things.

There is a terrible wail coming from the tomb. It's like the sandstorm summoned the wailing.

It may be time to pay that mummy a visit.

Quote

"I don't care if this thing is Anubis the Soul Reaper! I'm going to teach it TO STAY DEAD!"

All Flesh Must Be Eaten™

Bitten Housewife

Norm

Str 2 Dex 3 Con 3

Int 2 Per 2 Wil 2

LPS 30

EPS 26

Spd 12

Essence 14

Qualities/Drawbacks

Attractiveness +2 (2)

Charisma 1 (1)

Resources 1 (2)

Skills

Beautician 3

Computers 2

Craft (Cooking) 3

Driving (Car) 2

First Aid 3

Guns (Handgun) 2

Notice 2

Piloting (Sailboat) 1

Running (Marathon) 2

Seduction 2

Singing 1

Sport (Tennis) 3

Swimming 2

Writing (Creative) 2

Gear

Box of Bullets, First Aid Kit, Flashlight, Kitchen Knife, Raincoat, Handgun, Suitcase Full of Canned Goods

Personality

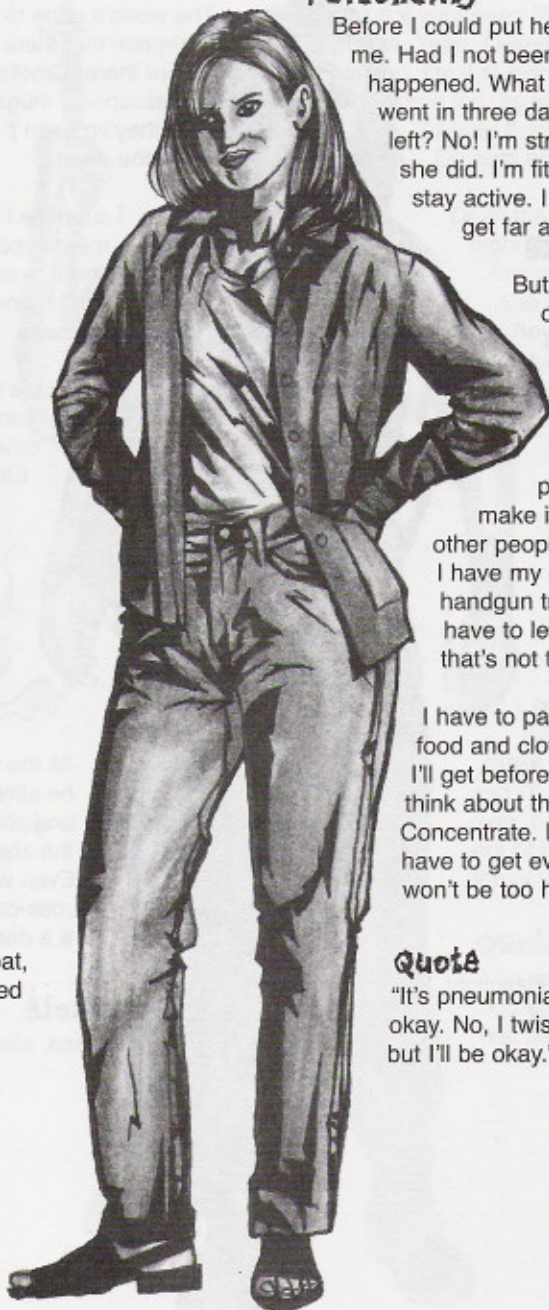
Before I could put her down, my little girl bit me. Had I not been weak, this wouldn't have happened. What do I do now? My baby went in three days . . . is that all I have left? No! I'm strong. I can't lie around like she did. I'm fit, I'm healthy, I just have to stay active. I have to keep moving and get far away from here.

But what if someone finds out? They can't, they'll kill me! I'll wear long pants and claim to have pneumonia to explain the fever. I can't show signs of injury. They can't suspect. The only way I can make it is if I'm strong! I'll avoid other people and stick to back roads. I have my gun. I've taken weeks of handgun training, I'll be fine. I just have to let them get close enough, that's not too bad.

I have to pack some stuff, I'll need food and clothes. I don't know how far I'll get before I run out of gas. Don't think about the bite. It's not a factor. Concentrate. I'm going to be okay, I just have to get everything together. This won't be too hard. Will it?

Quote

"It's pneumonia, I get it every year. I'll be okay. No, I twisted my ankle a while back, but I'll be okay."



All Flesh Must Be Eaten™

Bounty Hunter

Survivor

Str 4 Dex 2 Con 4
Int 3 Per 4 Will 4
LPS 42
EPS 41
Spd 10
Essence 20

Qualities/Drawbacks

Acute Senses (Vision) (2)
Addiction (Alcohol) (-2)
Contact (Bounty Hunter) (2)
Nerves of Steel (3)
Resources 2 (4)
Showoff (-2)
Situational Awareness (2)

Skills

Brawling 3
Drive (Car) 3
Escapism 2
First Aid 2
Guns (Assault Rifle) 5
Guns Specialty (Boom Stick) 7
Guns (Handgun) 4
Intimidate 3
Notice 3
Questioning 4
Streetwise 2
Tracking 3

Gear

"Boom Stick" Assault Rifle, Flashlight,
Handcuffs, Pistol, Trenchcoat

Personality

The world's gone to hell. I guess it should be no surprise that there are more and more scumbags out there. Crooked cops, smugglers, prison escapees, thugs, punks, and all the rest, they've been popping out of the woodwork, like the dead.

I suppose I shouldn't complain, it just means more money for me. A lunatic here, a rampaging biker there, and I've got money in my pocket or food in my pack.

It's a lucrative trade nowadays, too. There are a lot of people who want other people captured or dead. Either way, it doesn't really matter to me really. Although dead is usually easier . . . dragging the corpse back to where it needs to go, especially when the client wants the thing still kicking and snarling, is a pain in my ass, to say the least.

All the same I guess it's a good time to be alive, lots of work, lots of money, and plenty of excitement. I just wish the zombies weren't all over the place. Even when I don't have to drag 'em cross-country to collect a bounty, they are a damned nuisance.

Quote

"Dead, alive—as long as I get paid."



All Flesh Must Be Eaten™

Circus Knife Thrower

Norm

Personality

No, I'm not your hero! Wrong place, wrong time, that's all. Yeah, I killed it. I had to. I did it for me, not you. I'm just trying to get out of here. You can come too, as long as you don't slow me down. Go over there and get my knife out of that . . . Oh stop whimpering and get my knife!

Of all the towns to stop in for the night. I've seen all kinds of crazy things in the circus, but nothing like this. I've got to get out of here. After this I'm getting me a normal job! Washing cars or something, or boats, on an island. Yeah, that would work.

I hope you're fast, because I'm not fighting these things! I'll run like the wind. I'm faster than they are, and they can't follow me forever. You see that car up ahead, it looks like it still runs. There're two of those things standing near it. You make some noise over that way, and I'll get the car. I'll run them over, pick you up, and we can get out of here! No, I'm not going to leave you. Now get going!

Quote

"I've seen plenty of freaks, but nothing like this. I'm getting the hell out of this town!"

Str 3 Dex 4 Con 2

Int 1 Per 2 Will 2

Lps 33

Eps 26

Spd 12

Essence 14

Qualities/Drawbacks

Fast Reaction Time (2)

Hard to Kill 1 (1)

Resistance (Pain) (2)

Skills

Acrobatics 2

Acting 2

Brawling 2

Driving (Car) 2

Escapism 3

First Aid 1

Hand Weapon (Knife) 2

Pick Pocket 3

Sleight of Hand 2

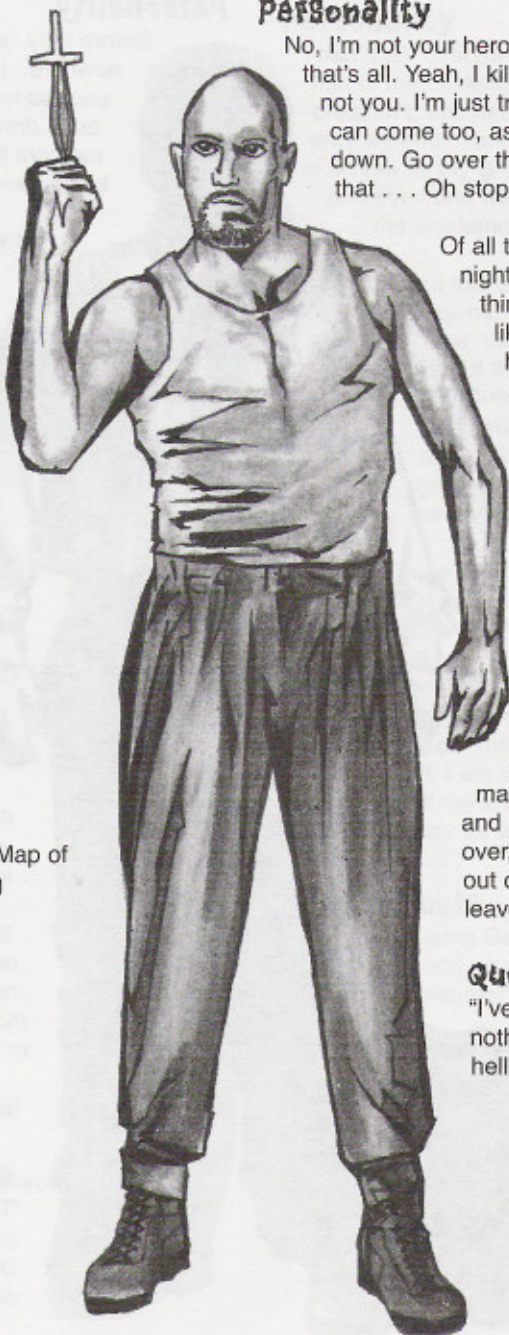
Stealth 2

Storytelling 2

Throwing (Knife) 5

Gear

Backpack Full of Clothes, Road Map of Common Circus Stops, Throwing Knives



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Courier

Survivor

Personality

Str 2 Dex 4 Con 3

Int 3 Per 4 Wil 4

Lps 45

EPs 32

Spd 14

Essence 20

Qualities/Drawbacks

Addiction (Smoking) (-2)

Charisma +2 (2)

Contacts (Various) 5 (5)

Delusions (Delusions of Grandeur) (-1)

Fast Reaction Time (2)

Hard to Kill 5 (5)

Recurring Nightmares (-1)

Showoff (-2)

Skills

Brawling 1

Bureaucracy 2

Dodge 2

Diving (Car) 4

Driving (Motorcycle) 4

Driving (Truck) 4

First Aid 2

Guns (Handgun) 2

Haggling 4

Humanities (Sociology) 1

Mechanic 3

Notice 3

Smooth Talking 3

Stealth 1

Streetwise 3

Surveillance 2

Gear

Minivan, Cell

Phone, Briefcase,

Handgun, Lead

Pipe, Knife

Before they came, I was nobody going nowhere. I worked as a courier for a now useless technology company. Day in, day out, I drove all over this territory. The moment they hit the scene, that all came to a screeching halt.

I was in the middle of a run when I noticed people starting to bite and feed on each other. I decided to call it a day and head for home. I had to run over a couple of them along the way. Since then, I have been traveling from community to community.

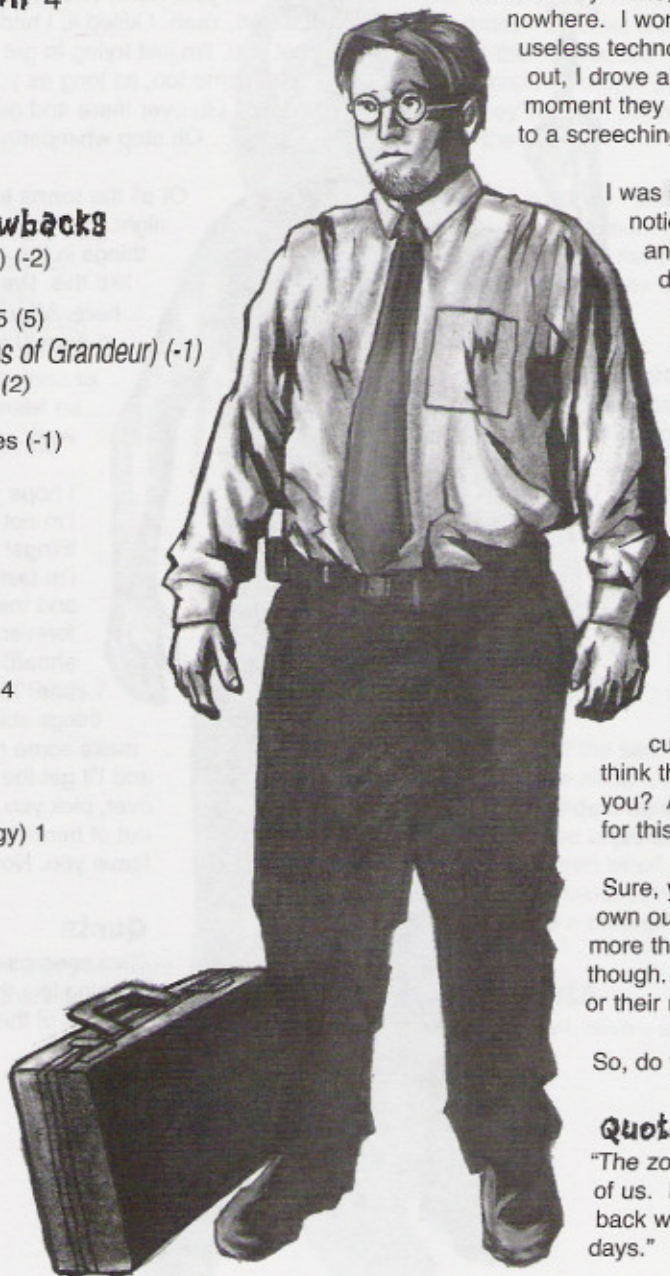
I'm the best, last hope you have. I can get to the town that has the vaccine. I can even make it back. The question is, do you have the goods that I need? I need gasoline and food for five days. I also want a cut of the vaccine. I don't think that's asking too much, do you? After all, I'm risking my life for this community.

Sure, you can send one of your own out there. They won't last more than a day against them, though. You don't know the terrain or their migratory patterns. I do.

So, do you have the goods?

Quote

"The zombies are two days south of us. If I leave tonight, I can be back with the trade goods in three days."



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Grazed Teen

Norm

Personality

I had it all. Everyone looked up to me; I was captain of the basketball team, Student Council president, and head of the French Club. My parents were rich, and I had the hottest cheerleader in school as my girl. Everyone was my friend, and everyone wanted me at their parties on the weekends.

But that all went down the tubes when it came. I mean the disease, or whatever, that caused the Geeks to come out of the ground.

I can still remember the first night I saw a Geek. I was at school for a game; it wasn't even the half and we were already up by 20 against Central.

These two Geeks wandered onto the court and that was it for our winning streak.

Soon enough, the whole town was crawling with them. I made my way home to find out that the Geeks ate my Mom my Dad. I felt something inside me snap, and I felt the anger well up. They were going to pay for what they did.

Quote

"Damn Geeks. I'll show 'em what happens when they mess with my dreams!"

Str 2 Dex 3 Con 3

Int 2 Per 2 Wil 3

Lps 30

Eps 29

Spd 12

Essence 15

Qualities/Drawbacks

Attractiveness +2 (2)

Charisma +2 (2)

Covetous 1 (-1)

Emotional Problems (Emotional

Dependency) (-1)

Reckless (-2)

Showoff (-2)

Status 1 (1)

Zealot (Must protect women) (-3)

Skills

Brawling 2

Cheating 2

Drive (Car) 2

Dodge 2

First Aid 2

Guns (Shotgun) 2

Humanities (English Lit.) 1

Language (French) 2

Melee (Knife) 2

Notice 2

Play Instrument (Drums) 1

Seduction 2

Smooth Talking 3

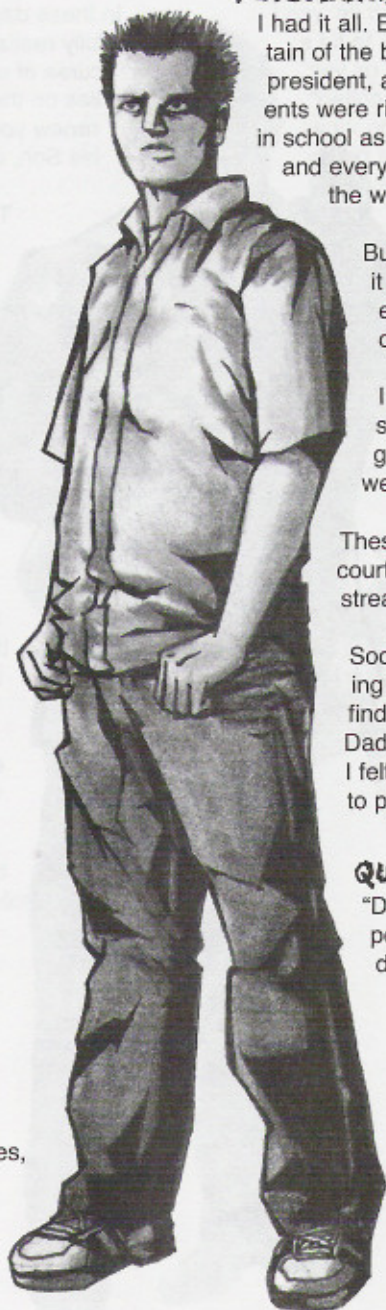
Sport (Basketball) 3

Stealth 2

Streetwise 1

Gear

Shotgun, Basketball, 2 Combat Knives,
Free Weights, Sports Car



All Flesh Must Be Eaten™

Drill Sergeant

Survivor

Str 3 **Dex** 2 **Con** 5
Int 2 **Per** 3 **Will** 5
LPS 51
EPS 44
Spd 14
Essence 20

Qualities/Drawbacks

Contacts (Government) 2 (2)
Contacts (Military) 4 (4)
Cruel 1 (-1)
Fast Reaction Time (2)
Hard To Kill 3 (3)
Humorless (-1)
Nerves of Steel (3)
Resistance (Cold) (2)
Resistance (Fatigue) (4)
Zealot (U.S. Government) (-3)

Skills

Brawling 3
Climb 2
Craft (Weaponsmith) 1
Craft Specialty (Gunsmith) 3
Demolitions 2
Dodge 2
Drive (Tracked Vehicle) 3
First Aid 1
Gun (Handgun) 3
Gun Specialty (Service Pistol) 5
Gun (Assault Rifle) 4
Hand Weapon (Bayonet) 2
Instruction 3
Intimidate 3
Stealth 3
Survival (Forest) 2
Survival (Desert) 1

Gear

Camouflage Fatigues, Class III Vest,
Class IV Helmet, DI Uniform,
Flashlight, 2 Fragmentation
Grenades, Assault Rifle, Handgun,
Web Gear

Personality

Oh my God! You are quite easily the sorriest lookin' assholes I have ever laid eyes on! There's not a stone-cold killer in the lot of you. Je-SUS!

Therefore, you will learn how to do three things and only three things. One, Survive!

Two, Kill Pusbags! Three, how to stay alive! Mark my words gentlemen: I plan for all of you to learn that one extremely well. If I find out that any one of you maggots has gotten yourself killed, I will track your bumblin', stumblin' ass down and put you out of your misery! Am I understood? I can't hear you! I SAID AM I UNDERSTOOD?

Right! I expect every one of you to work your ass off. You will shoot straight, run fast, and keep what's left of this great country safe for its citizens! Anyone I find goofing off, sleepin' late, or takin' more than their share I will personally feed to the rotten sonsabitches. We are a team and therefore we will think and act like one! Am I—

I saw that look, goddammit! All right pukes, Penderson here just earned all of you twenty laps around the barracks. Now move it!

Quote

"What are you doing, Johnson? Get over that wall before I send a pusbag to chew on your ass!"



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Ex-Goth Gal

Norm

Str 1 Dex 3 Con 2

Int 3 Per 4 Wil 3

Lps 22

EPs 23

Spd 10

Essence 28

Qualities/Drawbacks

Absent Minded (-1)

Artistic Talent (Singing) (3)

Obsession

(Caring for Stray Animals) (-2)

Reckless (-2)

Showoff (-2)

Skills

Acting 3

Brawling 3

Dodge 4

Driving (Car) 1

Fine Arts (Drawing) 4

Myth and Legend (Vampires) 3

Riding (Horse) 3

Running (Dash) 4

Seduction 2

Singing 3

Swimming 4

Gear

Drawing Pad, Drawing Utensils, Neil Gaiman Books, Random Abandoned Animal

Personality

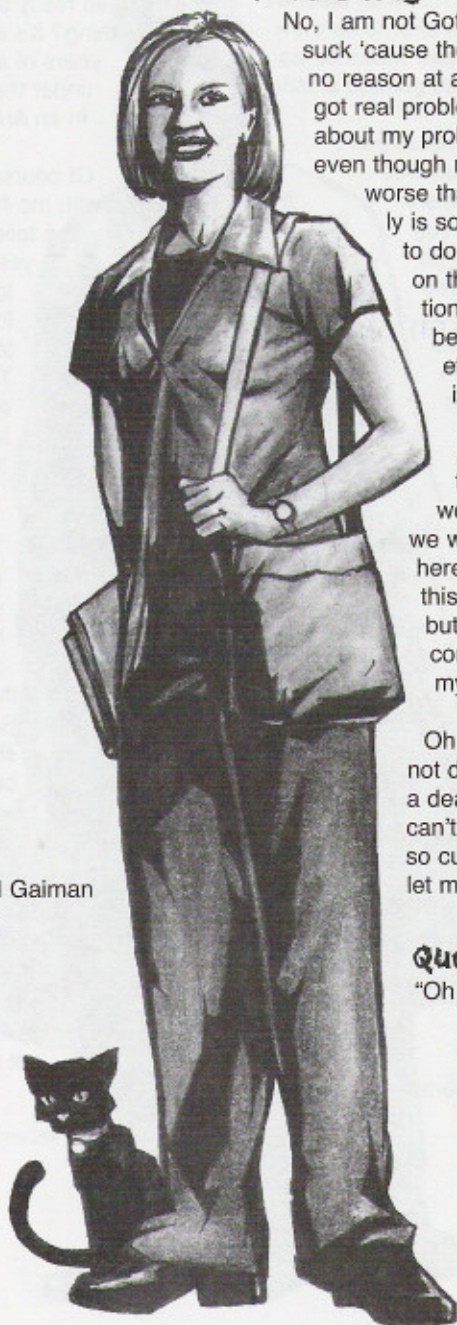
No, I am not Goth! I hate those people. They suck 'cause they're depressed all the time for no reason at all. I'm depressed because I've got real problems. I don't whine or bitch about my problems all the time like they do, even though my problems are so much worse than theirs are. I mean, my family is so messed up I don't know what to do half the time. Did you know I'm on three different kinds of medication for my depression? It's because I don't want any side effects so I take three to neutralize the side effects of them all.

Zombies? Who cares about them anyway? You know we wouldn't be having this trouble if we were someplace other than here. Nothing cool ever happens in this town. Yeah, I was born here, but I'm the only good thing to come out of this place other than my boyfriend.

Oh look! A little puppy! What? It is not dead. It's just been playing with a dead animal or something. That can't be its blood all over it. It looks so cute. I wonder if my boyfriend will let me keep it.

Quote

"Oh look! A stray kitty!"



Ex-Spy Survivor

Str 2 **Dex** 4 **Con** 4
Int 3 **Per** 4 **Will** 4
Lps 46
Eps 35
Spd 16
Essence 20

Qualities/Drawbacks

Contact (U.S. Intel. Agents) 4 (4)
Contact (Ex-KGB Officer) 4 (4)
Emotional Anchor (Teenage girl) (-1)
Hard to Kill 4 (4)
Multiple Identity (Salesman) (2)
Nerves of Steel (3)
Physical Disability
(Crippled Hand) (-2)
Recurring Nightmares
(Botched Operation) (-1)
Situational Awareness (2)

Skills

Acting 2
Disguise 3
Gun (Handgun) 3
Gun (Assault Rifle) 3
Language (German) 3
Language (Russian) 3
Martial Arts 2
Notice 4
Science (Cryptography) 2
Smooth Talking 3
Stealth 3
Streetwise 2

Gear

Binoculars, Briefcase Gun, Camera,
Class IIIa Vest, Disguise Kit

Personality

The dead really are walking, well isn't that something? It's so gratifying to know that all my years of sweeping this country's slip-ups under the rug were all wasted cuz some idiot in an Army lab couldn't follow procedure.

Of course I'm bitter. My 15 years of service with the Agency have just been flushed down the toilet. Granted, I retired over three years ago, but it was a matter of pride to me. Now my work's all gone, and for what? Some 8-dollar-an-hour lab tech who forgot to close a door? That's exactly why I turned the suits down when they came crawling, asking me to come back. I put in my time, let them clean it up.

Me? I'm only looking out for two people: the kid and me. Yeah, maybe I do have a soft spot, so what? What'd you expect me to do, leave her to get eaten by a bunch of corpses? I may be an ex-spook, but that doesn't mean I'm heartless. Sometimes she can be a pain, and she's getting to that wiseass stage, but I can't leave her behind.

My toughest assignment yet: raising a teenager.

Quote

"Hey shut up, I don't sound like a father. You say that again, I'll make sure you never eat solid foods again, get me?"



Fatalistic Corp Executive

Norm

Str 2 **Dex** 2 **Con** 3
Int 3 **Per** 2 **Wil** 2
Lps 30
Eps 26
Spd 10
Essence 14

Qualities/Drawbacks

Cowardly 1 (-1)
Charisma +2 (2)
Emotional Problem
(Feelings of Uselessness) (-1)
Emotional Problem (Stoicism) (-1)
Resources
(Multinational Exec) 2 (4)
Recurring Nightmares
(Dying) (-1)
Status +3 (3)

Skills

Brawling 1
Bureaucracy 4
Computers 2
Drive (Car) 2
Gun (Handgun) 1
Hand Weapon (Club) 1
Humanities (Business) 4
Intimidation 1
Language (French) 3
Notice 2
Science (Math) 2
Storytelling 2
Sport (Golf) 2
Writing (Advocacy) 2
Writing (Creative) 1

Gear

Briefcase with Business Papers, Limousine,
PDA/Phone Combination, Handgun

Personality

I should have seen the end coming. The signs were all around me, but I ignored them. All I cared about was money and power, and now that is coming back to haunt me.

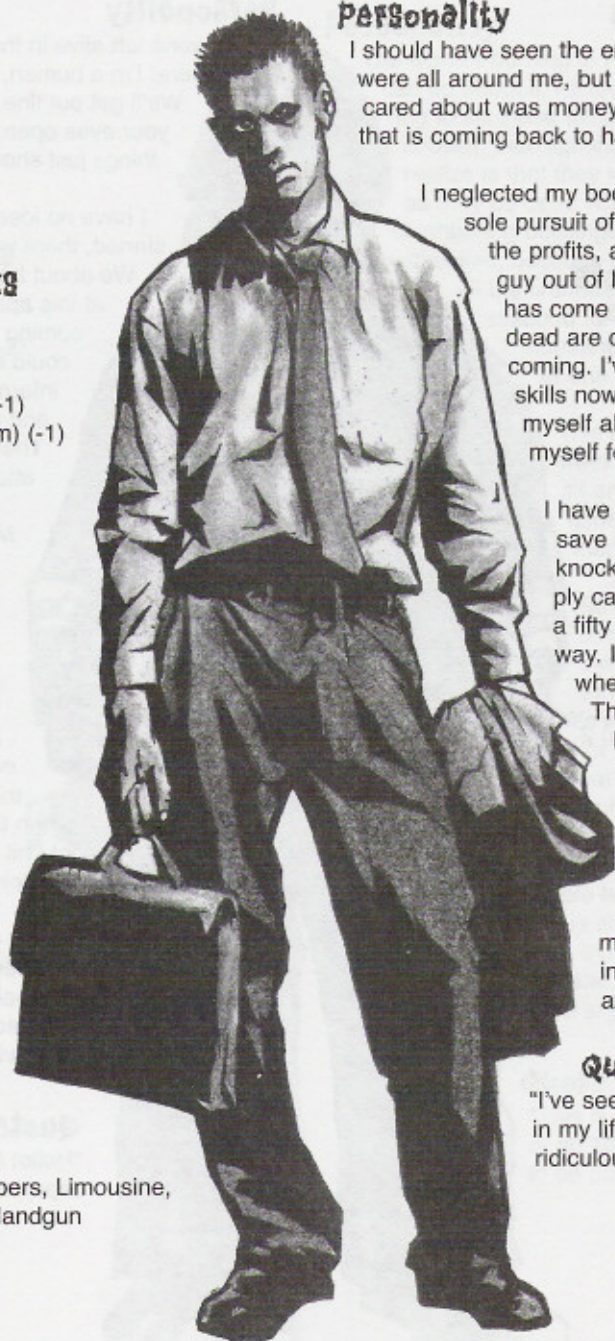
I neglected my body and my mind to the sole pursuit of increasing my share of the profits, and screwing the other guy out of his. Well, now the piper has come for his due, it seems. The dead are out there and they're coming. I've got no marketable skills now, nothing to keep even myself alive, let alone to keep myself fed and protected.

I have millions, but they won't save me when the dead are knocking at my door. You simply can't hand a rotting corpse a fifty and tell it to be on its way. I've got my own jet, but where can I run to be safe? They'll find me soon and kill me. Them, or a human who hasn't made the same mistakes as I have.

I guess it doesn't really matter which one. This is my bed and I'll have to lie in it . . . at least until I die and rise again.

Quote

"I've seen some hostile takeovers in my life, but these corpses are ridiculous!"



Fire Fighter

Survivor

Personality

Str 3 Dex 3 Con 4

Int 3 Per 3 Will 4

Lps 47

Eps 38

Spd 14

Essence 20

Qualities/Drawbacks

Contacts (Fire Fighters) (3)

Contacts (Paramedics) (2)

Contacts (Police) (2)

Hard to Kill 3 (3)

Nerves of Steel (3)

Resistance (Pain) (2)

Skills

Brawling 3

Climbing 3

Demolitions 1

Dodge 2

Driving (Car) 3

Driving (Truck) 3

Engineering (Construction) 2

First Aid 4

Hand Weapon (Axe) 4

Notice 3

Running (Marathon) 2

Sciences (Physics) 2

Weight Lifting 3

Gear

Fire Axe, Fireman Helmet,

First Aid Kit, Flashlight



Anyone left alive in there? We have to get out of here! I'm a human, not one of those things.

We'll get out fine. Stop shaking and keep your eyes open; if you see one of those things just shout.

I have no idea how this started. The calls started, there were fires and riots all over.

We about had the flames extinguished at this apartment when they started coming through the doors. No one could have lived through that inferno! They came out, charred and smoking, some still on fire. They walked right out front and attacked.

Most of the guys ran, but I couldn't leave anyone behind, so I took my axe and chopped those bastards down. The guys they killed stood back up! So I went to work with my axe again. I dragged my wounded buddies to the truck and took off. Imagine my surprise when they turned into those things too! I hit the gas and jumped, letting the truck smash into a building.

There's got to be a safe place somewhere. We'll find it. Keep your eyes peeled and if you see any real living people, we'll go get them. I'm not leaving anyone behind.

Quote

"Hello! Anyone alive in here? Fire department, come on out!"

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Fireman

Norm

Personality

The world's burning in Hell, and there's nothing I can do about it. All around me people are trying to kill those things by trapping them in houses, then lighting fires. What they don't realize is that they kill as many living people as they do dead when the fire spreads to neighboring buildings. These same fires burn unchecked, because the government has told all the firehouses in the city not to respond for their own safety—killing thousands. That's only one hour of one day.

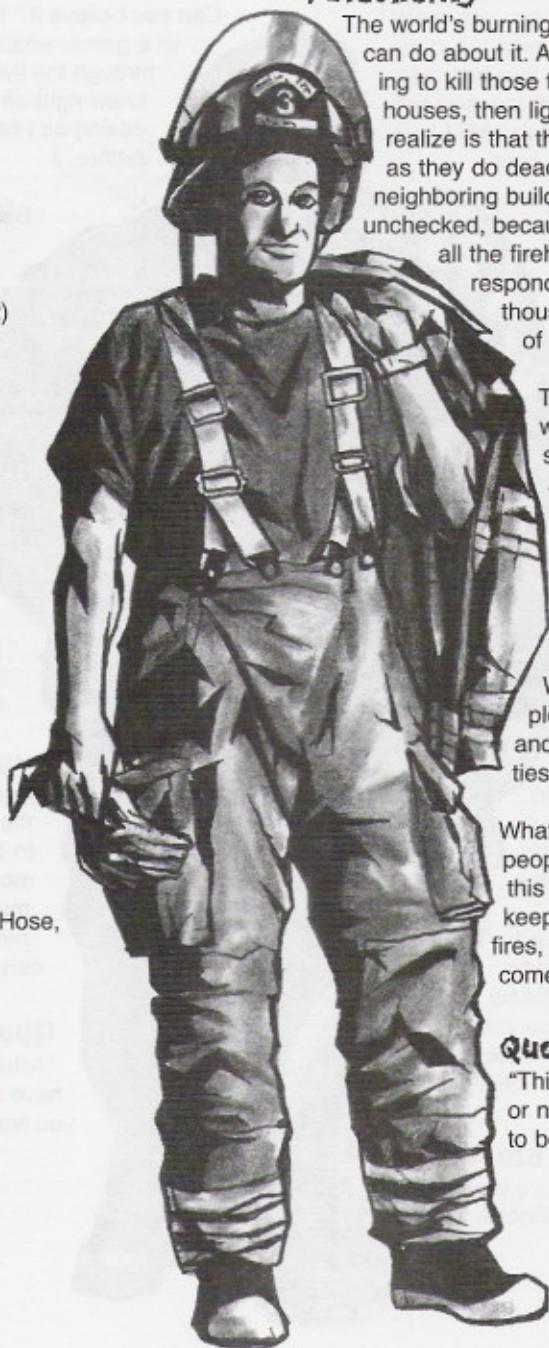
This has been going on for weeks, and all we could do is sit and watch the city burn to ashes around us. It was more than I could take.

So our house and a couple of others have started taking the engines out at night and fighting fire where we can. We've gotten attacked a couple of times by those things, and we've taken some casualties, but it's worth it.

What we do means a few more people left to help rebuild when this is all over. In the meantime, I keep trying my best to fight the fires, and I pray to God for rain to come and put this city out.

Quote

"This is my watch, and zombies or no zombies there are still fires to be put out."



Str 3 Dex 3 Con 2

Int 2 Per 2 Will 2

LPS 30

EPS 26

Spd 10

Essence 14

Qualities/Drawbacks

Acute Senses (Hearing) (2)
Fast Reaction Time (2)
Obsession (Fighting Fires) (-2)
Resistance (Heat) (2)
Recurring Nightmares
(Being Burnt Alive) (-1)
Situational Awareness (2)

Skills

Climb 2
Dodge 3
Driving (Truck) 3
Engineering (Architecture) 2
Engineering (Construction) 3
First Aid 3
Hand Weapon (Axe) 3
Language (Spanish) 3
Notice 2
Run (Sprint) 3
Science (Fire Fighting) 3

Gear

Fire Axe, Fire Truck with Fire Hose,
Gasmask, First Aid Kit, Fire
Extinguisher

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Gamemaster

Norm

Personality

Can you believe it? There we were, in the middle of a game, when a couple of zombies came through the living room window. I, of course, knew right off the bat what was happening, seeing as I had run many a zombie game before.

Before anyone could react, the zombies had one of my players in his jaws, gnawing on him like a dog with a chew toy.

Thankfully, I keep a sharpened sword handy for emergencies like this. Well, this and unruly players. I had the zombie chopped up in no time. We did lose Jerry, though. He was playing the cleric, too. Damn it! Now I have to create an NPC cleric for the group.

We jumped into the cars and headed for a friend's house in the boonies. We're back in town to stock up on supplies and get more weapons. I figure in ten, maybe twelve months we can have our own little kingdom carved out down here.

Quote

"Actually, we just lost one, so we have a spot open in the group if you want to play."

Str 2 Dex 2 Con 2

Int 3 Per 3 Wil 2

LPS 26

EPS 23

Spd 8

Essence 14

Qualities/Drawbacks

Addiction (Gaming) (-1)
Charisma +1 (1)
Contacts (Gaming Group) (2)
Gamer (0)
Photographic Memory (2)

Skills

Acting 1
Brawling 1
Computers 1
Dodge 2
Driving (Car) 3
Hand Weapon (Sword) 2
Humanities
(Anthropology) 3
Humanities (History) 1
Humanities (Ancient History) 3
Language (Latin) 1
Notice 2
Occult Knowledge (Obscure Religions) 1
Play Instrument (Tuba) 1
Sciences (Mathematics) 1
Sciences (Physics) 1
Storytelling 3
Throwing (Dice) 1
Throwing (Pencil) 1
Writing (Creative) 3

Gear

Sedan, Collection of Gaming Books, Sword, Flashlight



All Flesh Must Be Eaten™

Good Ol' Boy

Norm

Personality

T'other day, me an' Clem was out shootin' and ran out o' beer, so we reckoned we'd run inna town and pick up some at Frank's Carry-out. We was walkin' inna Frank's when we saw Earl Miller stumblin' up the street like he'd been up in his moonshine.

Clem and I reckoned we oughta help 'im find his house. We'lls got upta 'im and sees Earl all covered 'n blood, missin' a big chunk bit outta his neck. Earl just kinda looked at me all funny-like, his eyes all glazed over. Then he did the weirdest darn thing. Earl grabs me an' tries to bite a chunk outta me

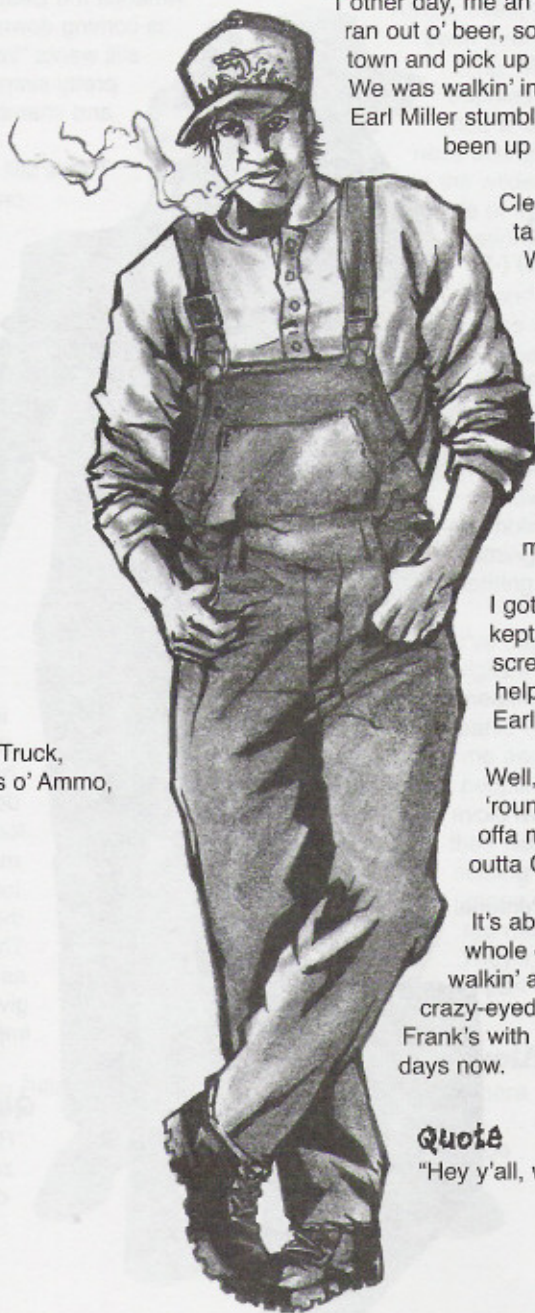
I got Earl offa me, but he jus' kept comin' back. I start a-screamin' at Clem, tellin' him ta help me, 'cuz there ain't no way Earl should be tryin' ta bite me.

Well, finally Clem gets 'is arm 'round Earl's neck and pulls 'im offa me. And Earl takes a bite outta Clem's arm!

It's about then, that we noticed the whole dang town's 'as got folks walkin' and weavin' about, lookin' all crazy-eyed. We been holed up in Frank's with some other folk for a few days now.

Quote

"Hey y'all, watch this!"



Str 4 Dex 2 Con 4

Int 1 Per 1 Will 2

Lps 57

Eps 35

Spd 12

Essence 14

Qualities/Drawbacks

Hard to Kill 5 (5)

Reckless (-2)

Skills

Brawling 3

Climbing 2

Dodge 2

Driving (Truck) 3

Gambling 1

Guns (Rifle) 4

Guns (Shotgun) 4

Hand Weapon (Club) 3

Mechanic 2

Stealth 4

Survival (Forest) 2

Gear

Shotgun, Hunting Rifle, Pick-up Truck, Cigarettes, 12-pack o' Beer, Lots o' Ammo, Lucky Fishin' Hat

Government Agent

Norm

Personality

America the Beautiful, what a joke. This country is coming down around our ears and the Brass still wants "intel" on those undead jokers. It's pretty simple; the Meatbags eat people, and shamble around, that's about it.

That's still better than dealing with the crazy rednecks who grabbed their shotguns and a six-pack as soon as they caught wind of the authorization of deadly force. I wouldn't care what the hell they did, except Command ordered me to organize them into search and destroy parties. Talk about a logistical nightmare! Do you know how hard it is to get a drunken man to fill out a death waiver?

Not that I'm complaining . . . too much. Even though those beer-swilling idiots are a major headache, the dead have made my job a hell of a lot easier. They've cut down the number of bureaucrats looking over my shoulder; asking me if I have the proper requisition forms, or whether I've filled out all the paperwork on my stakeout. That's all over now, no one cares as long as I do the job. I've been given the right to act with total impunity, and it feels good.

Quote

"Round the clock surveillance, zombies, psycho soldiers. They don't pay me enough for this!"

Str 2 Dex 2 Con 2

Int 3 Per 3 Will 2

LPS 35

EPS 23

Spd 8

Essence 14

Qualities/Drawbacks

Adversary (Rival Intel. Agents) (-2)

Contacts (CIA) 3 (3)

Cruel 1 (-1)

Hard to Kill 3 (3)

Multiple Identities (CDC Agent) (2)

Skills

Bureaucracy 2

Driving (Car) 3

Electronic Surveillance 2

Guns (Handgun) 3

Language (Spanish) 1

Lock Picking (Mechanical) 2

Martial Arts 1

Questioning 3

Research/Investigation 3

Science (Cryptography) 3

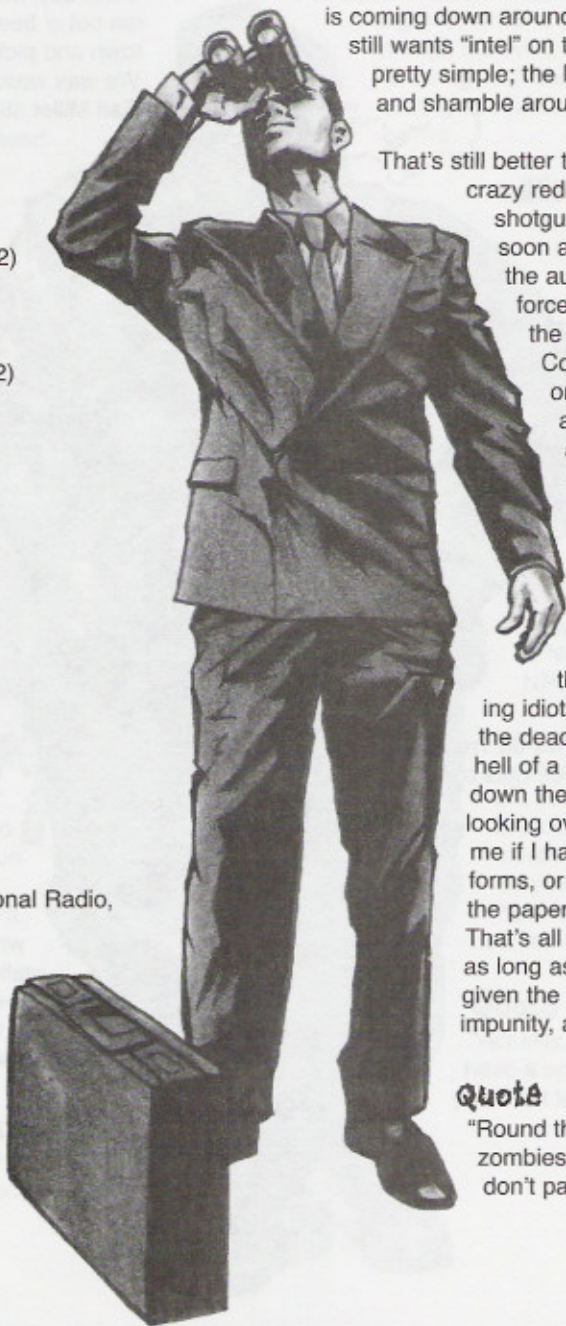
Smooth Talking 3

Surveillance 3

Gear

Binoculars, Class IIIa Vest, Personal Radio,

Camera, Sedan, Handgun



Great White Hunter

SURVIVOR

Str 4 Dex 4 Con 3

Int 3 Per 3 Will 3

Lps 44

Eps 35

Spd 14

Essence 20

Qualities/Drawbacks

Acute Senses (Vision) (2)

Attractiveness +2 (2)

Fast Reaction Time (2)

Hard to Kill 2 (2)

Nerves of Steel (3)

Obsession (Hunting) (-2)

Resources 1 (2)

Situational Awareness (2)

Status +1 (1)

Skills

Brawling 2

Climbing 3

Driving (Car) 3

First Aid 2

Guns (Rifle) 5

Hand Weapon (Bow) 4

Stealth 4

Survival (Forest) 3

Survival (Mountain) 2

Swimming 2

Tracking 3

Traps 3

Gear

Camouflage Fatigues, Compass, Compound Bow, First Aid Kit, Machete, Sleeping Bag, Sporting Rifle, Survival Knife, Trenching Shovel

Personality

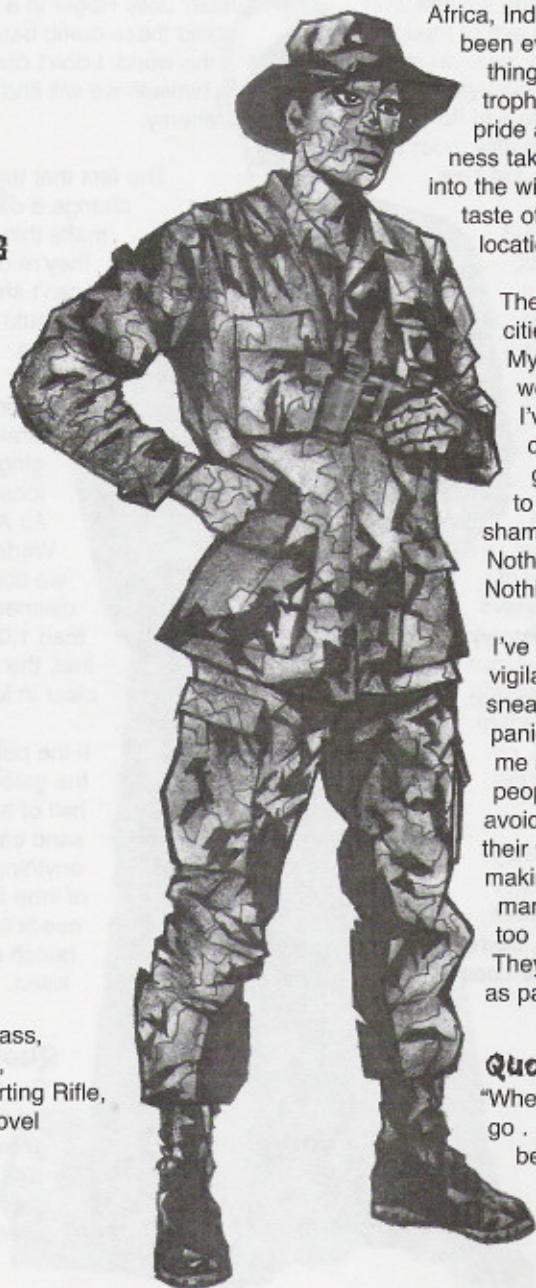
Africa, India, the Amazon, Australia, I've been everywhere and hunted everything. My home was filled with the trophies of a hundred hunts, my pride and joy. I used to run a business taking professional businessmen into the wilderness and letting them get a taste of the hunt. The more exotic the location, the more I got paid.

Then "they" came along. Entire cities were destroyed overnight. My home and my beloved trophies were lost as well. I will rebuild; I've started, right here, in this cave. My pile of "trophy" heads grows each day. I sneak close to town and lure some of those shambling corpses into the woods. Nothing beats me in the woods. Nothing.

I've dug pits, set snares, and kept a vigilant watch. No rotting carcass is sneaking up on me. Most people panic—not me, I'm patient. It's just me and my prey. Occasionally, real people pass through. I help them avoid my traps and send them on their way. I don't want amateurs making noise and attracting too many of those things. I've spent too much time to lose it all now. They'll learn. That or they'll end up as part of my collection.

Quote

"Where, oh where, did that zombie go . . . where, oh where, could he be . . ."



Ham Radio Jammer

Norm

Str 2 Dex 2 Con 2
Int 3 Per 2 Will 3
LPS 26
EPS 26
Spd 8
Essence 14

Qualities/Drawbacks

Acute Hearing 3 (2)
Adversary (Other Radio Hams) (-1)
Adversary (FCC) (-1)
Clown (-1)
Contacts (Other Radio Hams) 2 (2)
Photographic Memory (2)
Resources 0 (0)
Status 2 (Among Hams) (2)

Skills

Brawling 1
Bureaucracy 2
Computers 3
Computer Programming 2
Dodge 1
Driving (Car) 2
Electronics 3
Engineering (Electrical) 3
Haggling 2
Notice 2
Research/Investigation 3
Running (Dash) 2
Smooth Talking 4

Gear

Shortwave Radio Gear, Callbook, Tape Recorder, Other Gadgets

Personality

One night years ago, I was listening to late night radio, and there was some weird show on about ham radio. People were getting on and doing goofy things, even making channels unusable. They called it "jamming."

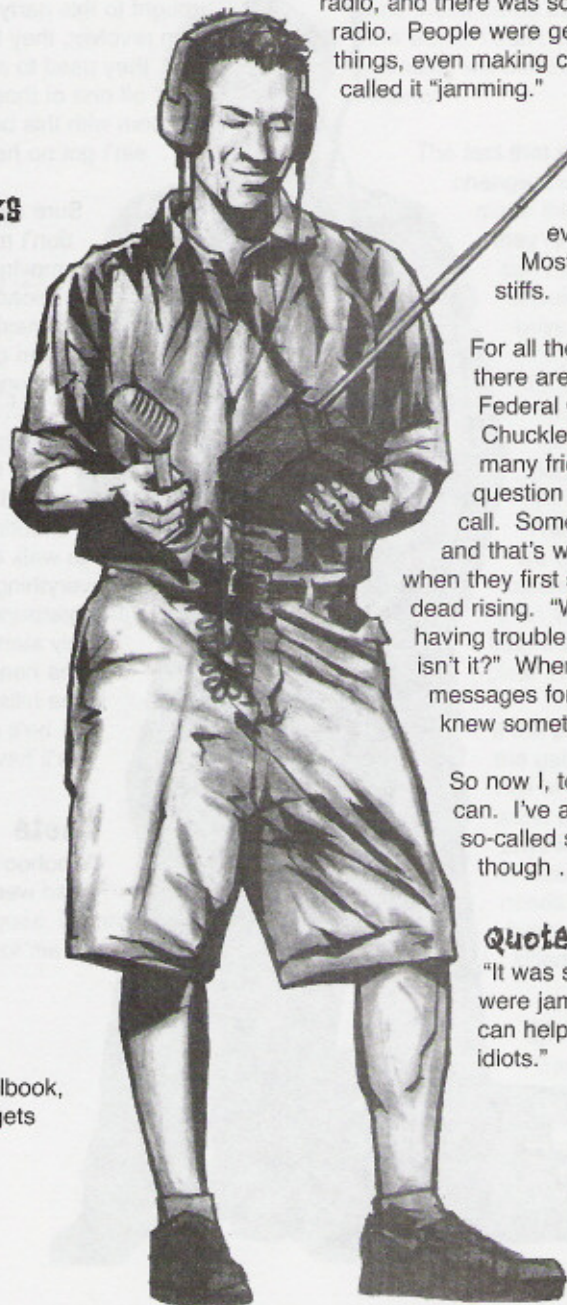
It sounded fun. I bought a radio set and gave it a shot. From time to time I've even been a licensed operator. Mostly, though, I've provoked the stiff.

For all the people I've pissed off (and there are many, including the local Federal Communications Chuckleheads office) I've gained as many friends, many who don't even question when I'm not using a legal call. Some of them are even jammers—and that's why I didn't believe the news when they first started telling us about the dead rising. "What? Just the usual people having trouble waking up in the morning, isn't it?" When the stiff started relaying messages for the Red Cross, though, I knew something was really up.

So now I, too, am helping out however I can. I've already heard of a couple of so-called safe zones being overrun, though . . .

Quote

"It was so much more fun when we were jamming repeaters. But now, we can help . . . somehow. Even the idiots."



High Class Thief

Survivor

Str 3 Dex 5 Con 3

Int 3 Per 3 Will 3

LPS 34

EPS 32

Spd 16

Essence 20

Qualities/Drawbacks

Attractiveness +2 (2)

Charisma +2 (2)

Contacts 3 (3)

Covetous (-3)

Delusions of Grandeur (-2)

Fast Reaction Time (2)

Reckless (-2)

Resources 2 (4)

Showoff (-2)

Situational Awareness (2)

Status +3 (3)

Skills

Acrobatics 3

Climbing 3

Craft (Gemworking) 2

Disguise 2

Driving (Car) 1

Electronics 2

Escapism 3

Haggling 2

Lockpicking (Electronic) 3

Lockpicking (Mechanic) 2

Notice 3

Research/Investigation 2

Smooth Talking 2

Stealth 5

Streetwise 2

Traps 1

Gear

Cell Phone, Climbing Gear, Lockpick Sets, Camera, Dark Clothing, Sunglasses

Personality

I am very good at what I do. Among the best of the best, if I do say so myself.

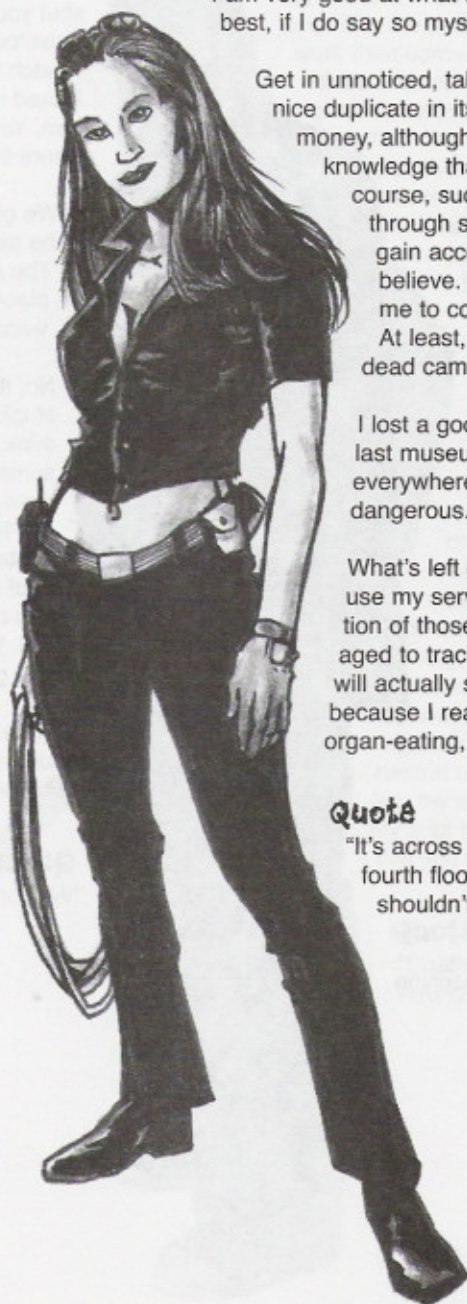
Get in unnoticed, take the target, and leave a nice duplicate in its place. I don't need the money, although I admit it is nice. It's the knowledge that I got the best of them. Of course, success feeds itself. I can move through so-called high society and gain access to places you would not believe. These people practically beg me to come in and case their places. At least, that's how it was until the dead came to life.

I lost a good couple of partners on that last museum hit. Pretty soon, they were everywhere, making my job a bit too dangerous.

What's left of the government wants to use my services, much to the consternation of those FBI fools who actually managed to track me down. If I'm lucky, they will actually send me with some backup, because I really don't want to become an organ-eating, walking tissue wrap.

Quote

"It's across the zombie filled street on the fourth floor, hmm? Impossible? No, I shouldn't think so."



Hispanic Gang Member

Survivor

Str 5 **Dex** 3 **Con** 4
Int 2 **Per** 3 **Wil** 3
LPS 61
EPS 41
Spd 14
Essence 20

Qualities/Drawbacks

Contacts (Black Market) (2)
Contacts (Drug Suppliers) (2)
Contacts (Gang Members) (3)
Cruel (-1)
Hard to Kill 5 (5)
Minority (-1)
Nerves of Steel (3)
Reckless (-2)

Skills

Brawling 4
Dodge 3
Driving (Car) 3
Guns (Handgun) 3
Guns (Submachine Gun) 4
Hand Weapon (Chain) 2
Hand Weapon (Club) 3
Intimidation 4
Language (English) 3
Notice 3
Streetwise 4
Weight Lifting 3

Gear

Baseball Bat, Handgun, Submachine Gun



Personality

I'm tired of hearing all that, shut up or I'll shut you up. How did I get stuck with you? Just 'cuz you my cousin? You just gotta watch your back. It's like when I was locked down, you can't let your guard down. You gotta be tough and hit them before they hit you.

We gots guns and bullets. We're gonna be okay. We just gotta get out of here. The Army is gonna rain bombs on this place. They'll kill it here, and I don't wanna be anywhere near.

No, it ain't like this everywhere, don't be stupid. Somethin' had to cause all this. I think it's some kind of spaceship or something. You know, like radiation. Area 51 and shit. They're gonna burn this town up! No more of these stinking bastards. Just shut up and do what I tell you! I'm gonna get you outta here. Now, you carry these, these are clips for the Uzi. When I tell you to give me a clip, you give me a clip!

Don't look at that! I told you I was sorry. I thought your mom was a zombie, it was self defense! Now move!

Quote

"Welcome to the jungle, bitch."

All Flesh Must Be Eaten™

Industrialite

SURVIVOR

Str 2 **Dex** 4 **Con** 2
Int 4 **Per** 4 **Will** 4
Lps 26
Eps 29
Spd 12
Essence 32

Qualities/Drawbacks

Addiction (Mood Drugs) (-1)
Artistic Talent (3)
Fast Reaction Time (2)
Photographic Memory (2)

Skills

Brawling 2
Computers 3
Computer Hacking 1
Computer Programming 1
Dodge 3
Driving (Car) 3
Fine Arts (Drawing) 4
Fine Arts (Computer Graphics) 4
Hand Weapons (Katana) 4
Language (German) 2
Notice 3
Stealth 2
Storytelling 2
Writing (Creative) 2

Gear

Sedan, Computer,
Katana, Art Supplies,
CD Collection

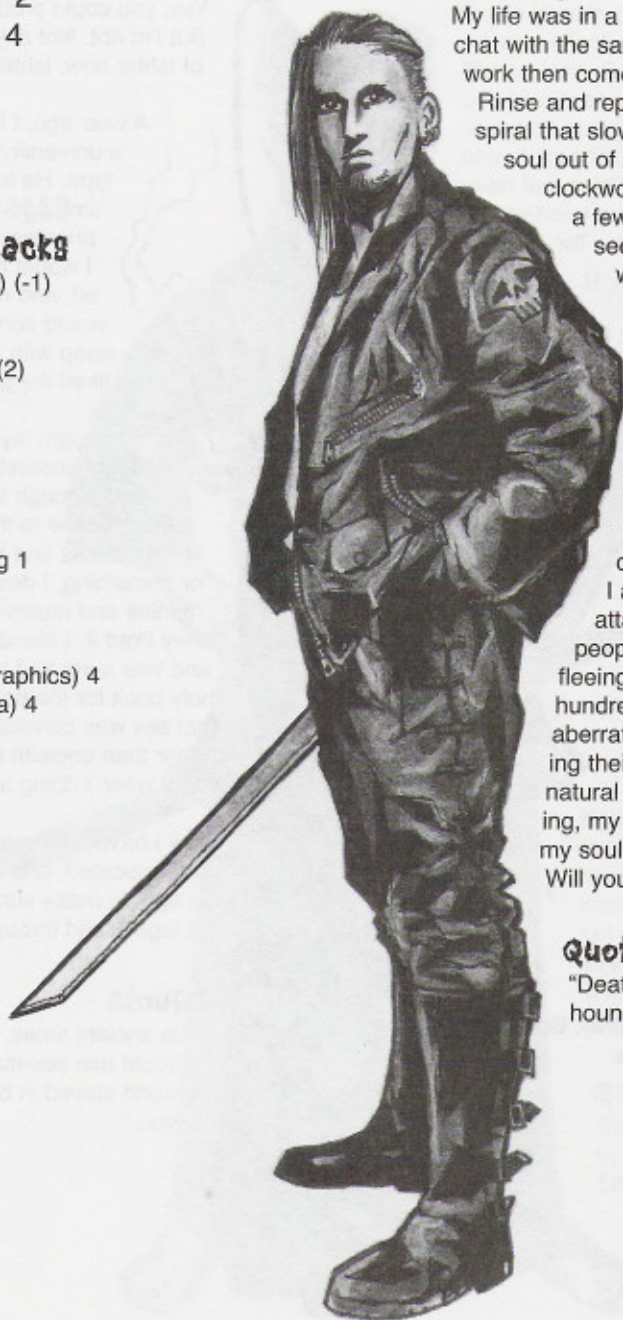
Personality

My life was in a rut. Get up and get online, chat with the same 10 people on IRC until work then come home and go to sleep. Rinse and repeat. An endless downward spiral that slowly but certainly sucked the soul out of me. Once a month like clockwork, I'd go to a concert with a few of my online friends and see a band. My whole life was an anticlimax, birth being the only high point.

I remember when the zombies came. Change came not with a sigh but a mighty roar of defiance and rage. Death and chaos ate up my old life and gave birth to a new one. At one of the concerts I attended, zombies attacked. I was one of six people who escaped that night, fleeing from an attack that killed hundreds. The zombies are an aberration of Nature. I am returning their unwashed souls to the natural order. It is a war I am fighting, my new purpose burned into my soul the night of that attack. Will you join me?

Quote

"Death is my weapon, chaos my hound. Let us hunt."



Ishtar Priestess

Inspired

Str 3 Dex 4 Con 3

Int 3 Per 3 Wil 4

LPG 34

EPG 35

Spd 14

Essence 20

Qualities/Drawbacks

- Addiction (Habitual Smoking) (-1)
- Attractiveness +3 (3)
- Contacts (Other Prostitutes) 2 (2)
- Delusion (Priestess of Ishtar) 2 (-2)
- The Gift (5)
- Inspiration (5)

Metaphysics

- Blessing
- Visions

Skills

- Acting 3
- Beautician 4
- Dancing (New Age) 2
- Escapism 2
- Guns (Handgun) 1
- Rituals (New Age) 2
- Seduction 4
- Singing 3
- Smooth Talking 3
- Streetwise 4

Gear

- Cell Phone, Can of Pepper Spray, Box of Condoms, New Age Priestess Paraphernalia

Personality

Yes, you could probably call me a whore. But I'm not. Not anymore. I'm a priestess of Ishtar now. Ishtar the love-goddess.

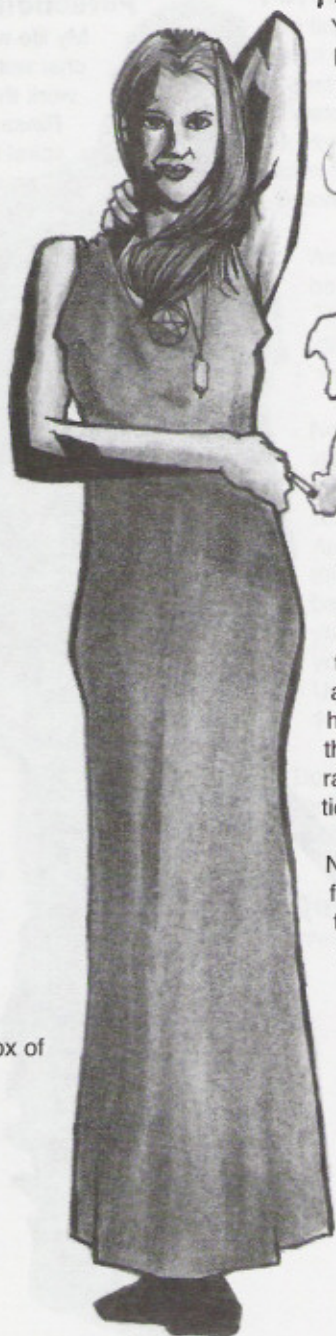
A year ago, I had this client. He was a university teacher, the talkative type. He told me that a very long time ago I would have been a priestess of the goddess Ishtar. I would have been fed, educated, and respected. People would come to the temple to sleep with me as a holy act. I liked the idea.

I bought myself a book on Ishtar. I didn't understand it all, but I gathered enough to build myself a persona. "Come to the priestess of the love-goddess and know holy pleasures" or something. I designed mock ceremonies and rituals for my customers, and they liked it. I found a used Kama Sutra and was surprised to read that it was a holy book for the people of India. To see that sex was considered something holy rather than unclean changed my perception. I wasn't doing anything wrong!

Now I have a temple where my girls are fed, educated, and respected. I continue to fight to make sure our religious practice is legalized throughout the country.

Quote

"In ancient times, Ishtar's priestess would use sex-magic to make sure the world stayed in balance. Let me show you."



Kendo Master

Survivor

Str 3 Dex 4 Con 3

Int 3 Per 3 Wil 4

Lps 46

Eps 35

Spd 14

Essence 26

Qualities/Drawbacks

Fast Reaction Time (2)

Hard To Kill 4 (4)

Honorable (-1)

Nerves of Steel (3)

Old Soul 1 (4)

Situational Awareness (2)

Skills

Driving (Car) 2

First Aid 3

Instruction 3

Intimidation 3

Language (Japanese) 2

Martial Arts (Aikido) 2

Martial Art (Kendo) 4

Notice 3

Sport (Kendo) 4

Stealth 3

Gear

Bokken,

Modified Kendo

Armor

Personality

Karate is quite powerful. Aikido is subtle, yet very effective. Kung-Fu can be a beautiful art form. But against zombies, what use are these martial arts? Is it very bright to punch something that will try to take a bite at your fist? Something that cannot even feel pain? Engage a zombie in hand-to-hand and it will either immediately kill you, or contaminate you.

Then why not use a baseball bat? One good blow to the head can crush any skull. What if crushing the skull is not enough? If it's the brain that animates the corpse, then a mere broken skull will not stop the monster. And while you are resetting after a blow, you will be defenseless. Even if you survive, a couple of blows will leave you winded. Easy catch.

Kendo doesn't have these weaknesses. A simple "men," or head strike, with a "bokken," or wooden sword, will make jelly out of its brain, and you won't even break a sweat. You must use your Ki, not your raw strength, to fuel your blows.

Quote

"Hold your weapon more gently. Your grip must become firm only upon impact. Put power into your blows, not strength."



Necrophiliac

Norm

Personality

Str 2 Dex 3 Con 2

Int 2 Per 3 Wil 2

Lps 26

Eps 23

Spd 10

Essence 14

Qualities/Drawbacks

Contacts (Morgue Attendant) (2)

Nerves of Steel (3)

Obsession (Necrophilia) (-2)

Paranoid (-2)

Reckless (-2)

Skills

Brawling 3

Climbing 3

Craft (Undertaker) 4

Dodge 3

Driving (Car) 2

Escapism 1

First Aid 3

Guns (Pistol) 2

Hand Weapons (Bat) 2

Lock Picking (Mechanical) 1

Notice 3

Running (Dash) 2

Smooth Talking 2

Stealth 2

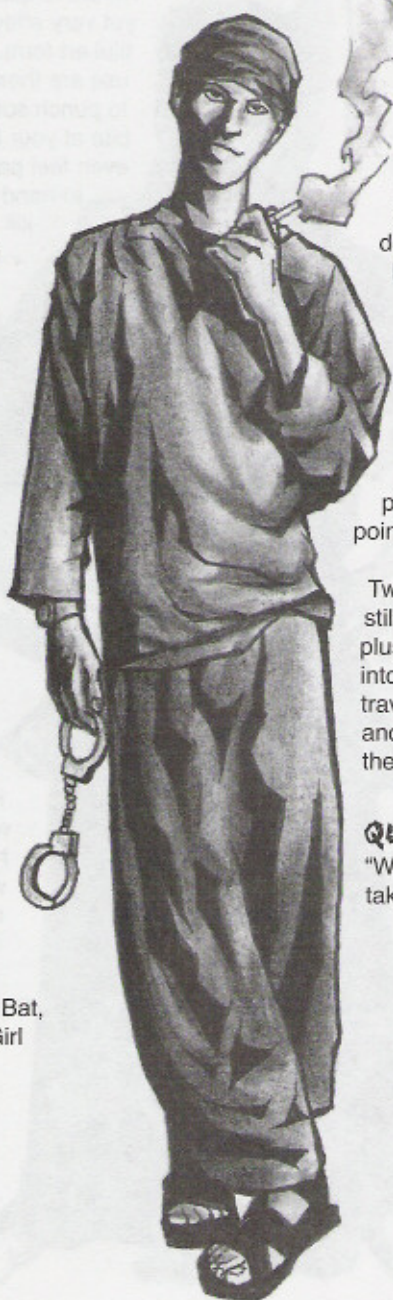
Streetwise 2

Tracking 1

Gear

Hand Cuffs, Condoms, Vaseline, Bat,

Pistol, VW Bug, Bound Zombie Girl



I screw dead people. What's so wrong with that? At least I'm still getting laid. Look at Mr. Muscles over there. Is he getting laid on a regular basis? No, he's not. Being a necrophiliac has its advantages. Hey, it's not like I had a choice. Being the son of the local undertaker tends to kill your love life. So, I started getting my jollies from the dead girls that came through the mortuary. No big harm in it, I say. I didn't hear any complaints from them.

Well, the first time I saw a zombie was when one of the girls woke up on me. I freaked and started apologizing, thinking someone had made a mistake. Then I remembered that I had already put the embalming fluid in her. At that point I ran the hell out of there.

Two days later, I was one of a few people still left alive. I packed everything I needed, plus some food and some survival books, into my Bug and then hit the road. I've been traveling ever since, fighting the undead and putting them into the ground where they belong.

Quote

"WHOA! Don't shoot that one. I'll, uhm, take care of her."

Obnoxious Lady

Norm

Personality

Mary, Mother of God, what have I ever done to deserve this? Why do you want to punish me by trapping your poor servant in the company of idiots? Yes, you two, I'm talking about you. Were you born stupid or did you just grow up that way?

All I wanted to do was to find a few good deals. It's hard to be a single mother, you know? Especially after your no-good husband has left you for that young skinny slut of a secretary. Abandoning his own son!

Get your fingers out of your nose, my darling. Good boy. Mamma loves you.

How dare you take the side of my husband? You think you impress me with your muscles and your big gun? You are nothing but a kid.

I said keep your fingers out of your nose, Nino. You never listen, just like your father.

No, you are no real man. Nor is any of you. Real men would save us from those . . . things. Real men would have put me in my place and taken me like real men. But no, Santa Maria, no! You are just a bunch of incompetent kids with guns.

Quote

"There is one there! Shoot it! Shoot it! What is that? You call that aiming? Santa Madonna, what have I done to deserve this?"

Str 2 Dex 2 Con 3

Int 2 Per 2 Wil 3

Lps 30

Eps 29

Spd 10

Essence 14

Qualities/Drawbacks

Delusions (Prejudice vs. Attractive Women) 1 (-1)

Dependant (Child) 2 (-2)

Emotional Problem (Nagging) 1 (-1)

Photographic Memory (2)

Physical Disability

(Overweight) 2 (-2)

Situational Awareness (2)

Skills

Brawling 2

Craft (Cooking) 3

Craft (Sewing) 2

Driving (Car) 2

Fine Arts (Painting) 2

First Aid 2

Haggling 4

Hand Weapon (Club) 2

Intimidation 4

Language (Spanish) 4

Notice 3

Questioning 2

Smooth Talking 2

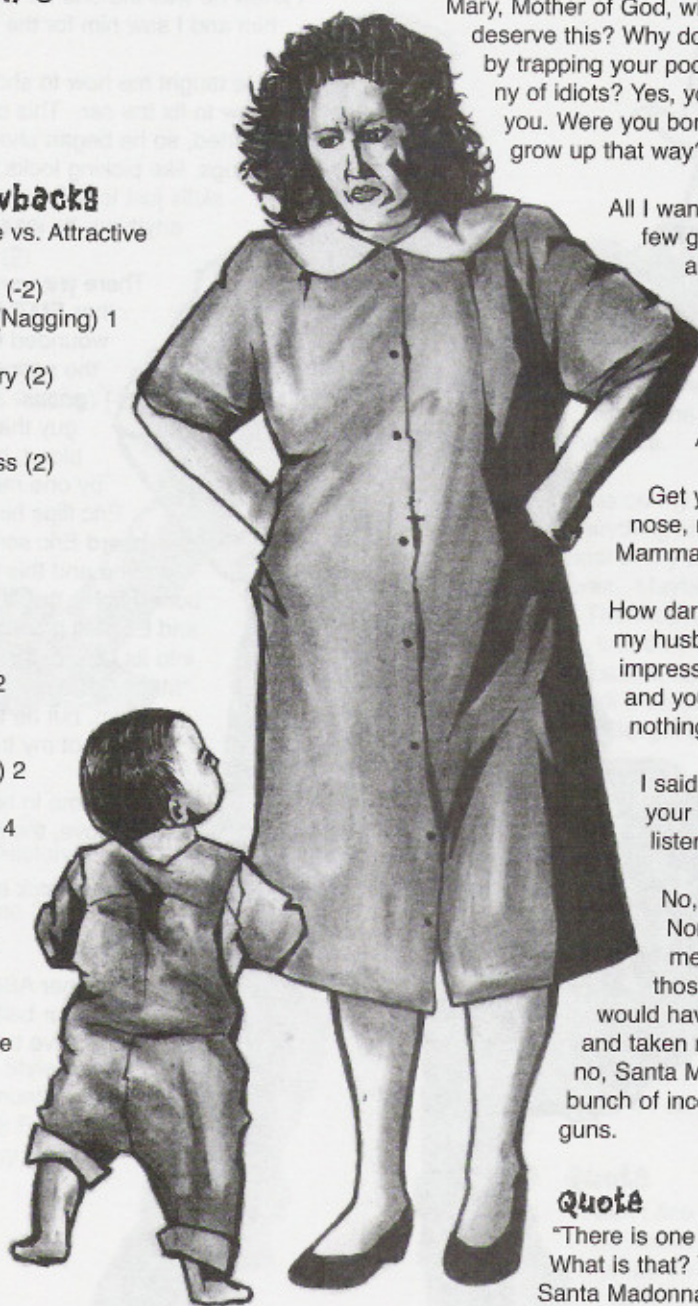
Throwing (Sphere) 2

Gear

Shopping Bags, Huge

Hand Bag, Very

Annoying Kid



Paramedic

Norm

Personality

I knew he was the one for me after that car hit him and I saw him for the first time.

He taught me how to shoot and a little about how to fix the car. This crazy shit had just started, so he began showing me other things, like picking locks. We'd need those skills just to survive, and if Antonio was anything, he was a survivor.

There we were, me an' Eric, the other EMT, trying to evac some wounded from a fight between the police, looters, and the goons. Eric's by this one guy that's totally covered in blood, his arm hanging on by one meaty thread, and Eric flips him over. I barely heard Eric scream. I turned around and this thing has it's teeth buried in his throat. I twisted it away and Eric fell down. I jammed the pistol into its face and I—I—Antonio! It said, "Maria," and my Antonio, I wanted to hold him, but he tried to . . . so I shot him. I shot my true love.

He held me in his arms after we'd made love, the night before

I've been sick since then.

Quote

"Evac her ASAP. Just tie that off with your belt, if we amputate, we may save this one."

Str 2 Dex 2 Con 3
Int 3 Per 3 Wil 2
LPS 30
EPS 26
Spd 10
Essence 15

Qualities/Drawbacks

Fast Reaction Time (2)
Honorable 2 (-2)
Nerves of Steel (3)
Talentless (-2)

Skills

Bureaucracy 1
Driving (Van) 4
First Aid 5
Guns (Handgun) 3
Hand Weapons (Knife) 2
Haggling 3
Lockpick (Mechanical) 1
Mechanic 2
Medicine (Surgery) 2
Notice 2
Running (Marathon) 3
Science (Chemistry) 2
Streetwise 2

Gear

Helmet, Radio,
Lockpick Set, Multi-
Tool, Duct Tape,
Medic's Kit, Pistol,
Shotgun



Paramilitary Geek

Norm

Str 2 Dex 3 Con 3

Int 3 Per 2 Will 1

LPS 33

EPS 23

Spd 12

Essence 14

Qualities/Drawbacks

Acute Sense (Vision) (2)

Contacts (Invaders) (2)

Emotional Dependency (-1)

Fast Reaction Time (2)

Hard To Kill 1 (1)

Resistance (Fatigue) (2)

Zealot (Conservative Politics) (-3)

Skills

Brawling 1

Bureaucracy 3

Computers 2

Dodge 2

Driving (Car) 2

First Aid 2

Guns

(Handgun) 1

Guns (Rifle) 2

Hand Weapon (Knife) 2

Humanities (Military History) 3

Notice 3

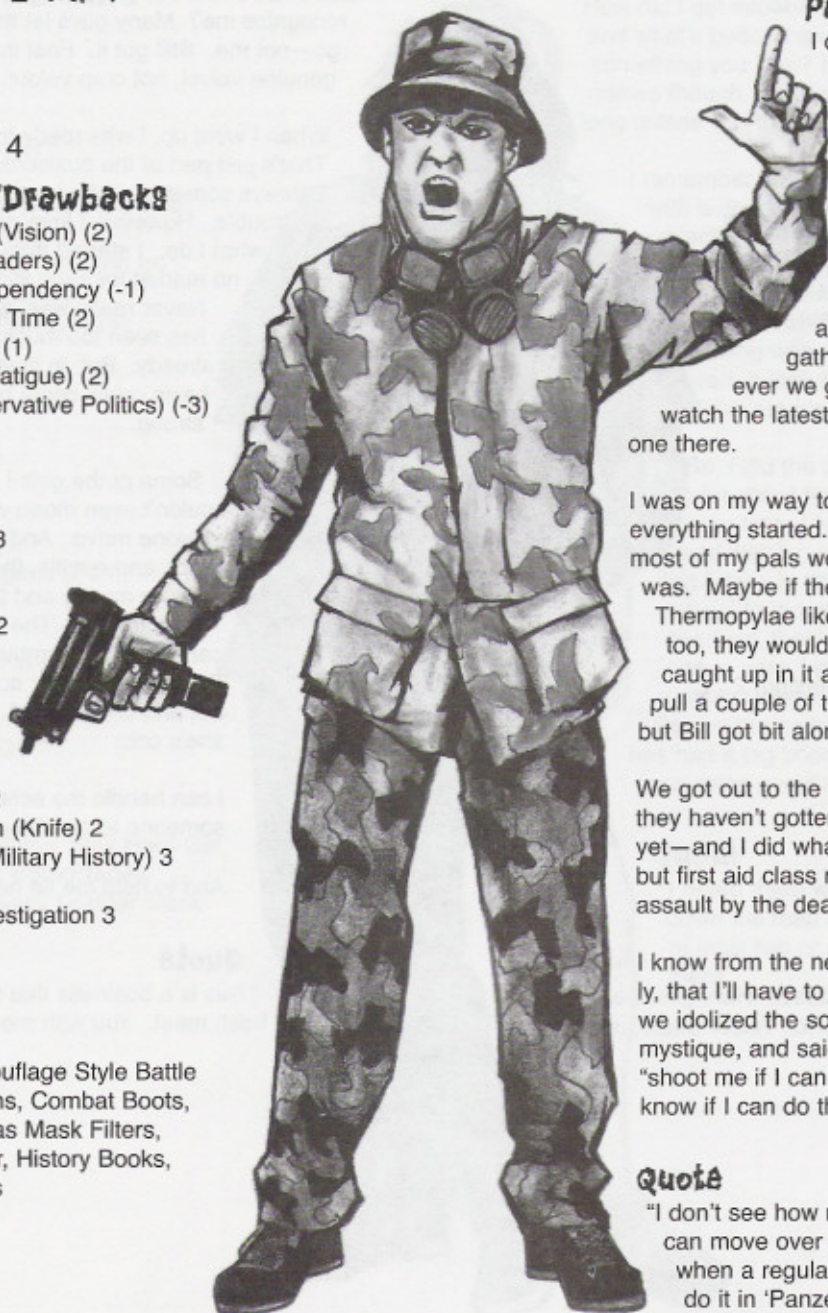
Research/Investigation 3

Stealth 3

Tracking 1

Gear

Various Camouflage Style Battle Dress Uniforms, Combat Boots, Gas Mask, Gas Mask Filters, Paintball Gear, History Books, Strategy Texts



Personality

I didn't have much to do at first. Then I met the other Invaders. Thanks to them, I've improved myself a lot, and paintball every weekend is a lot of fun. I make it to all the war gaming gatherings, and whenever we get together to watch the latest war, I'm the first one there.

I was on my way to PT the morning everything started. Unfortunately, most of my pals weren't as lucky as I was. Maybe if they'd war gamed out Thermopylae like I wanted them too, they wouldn't have gotten caught up in it all. I was able to pull a couple of them out, though, but Bill got bit along the way.

We got out to the paintball field—they haven't gotten out to the country yet—and I did what I could to help, but first aid class never covered assault by the dead.

I know from the news I've heard lately, that I'll have to kill him. But for all we idolized the soldiers, the warrior mystique, and said to each other, "shoot me if I can't go on," I don't know if I can do this.

Quote

"I don't see how moldering corpses can move over five miles an hour when a regular infantry unit can't do it in 'Panzergruppe.'"

Porn Producer

Norm

Personality

I used to be in front of the camera. You didn't recognize me? Many guys let themselves go—not me. Still got it. Feel that fabric—genuine velvet, not crap velour.

When I went up, I was ready to bug out. That's just part of the business; there's always somebody who wants to make trouble. However, I love my work. It's what I do. I started thinking. There's no market for snuff films, now.

Never really was, and Joe Public has seen too much of that crap already. But, in times of danger, basic urges come back real strong.

Some of the girls I directed couldn't even moan worth a shit, let alone move. And after boob-jobs and credits, they wanted more money and took too long to do the job. The dead, they can moan. And move. For free. So, I'm looking for someone who's hot and undamaged. Even though she's cold.

I can handle the acting, but I need someone to run the camera.

And to help me tie her down, first.

Quote

"This is a business that thrives on fresh meat. You with me or not?"



Str 3 Dex 2 Con 3

Int 2 Per 2 Wil 2

Lps 40

Eps 29

Spd 10

Essence 14

Qualities/Drawbacks

Addiction (Marijuana) (-2)

Contacts (Criminal) (2)

Delusions of Grandeur

(Vanity) (-1)

Hard to Kill 2 (2)

Nerves of Steel (3)

Skills

Acting 2

Bureaucracy 1

Cheating 2

Disguise 1

Dodge 2

Driving (Car) 2

Fine Arts (Movie Directing) 2

Guns (Handgun) 4

Intimidation 2

Notice 2

Seduction 3

Smooth Talking 2

Streetwise 3

Weight Lifting 2

Gear

Gold Chains, Sunglasses, Handgun, Sex

Toys, Mary Jane, Mirror, Razor Blade, Joints

Porn Star

SURVIVOR

STR 3 DEX 4 CON 5

INT 3 PER 2 WIL 3

LPS 42

EPS 38

SPD 18

ESSENCE 20

Qualities/Drawbacks

Charisma +3 (3)

Contacts (Porn Industry) (3)

Nerves of Steel (3)

Resistance (Fatigue) (3)

Status +3 (3)

Skills

Acrobatics 3

Acting 1

Brawling 2

Driving (Car) 3

Myth and Legend (Porn) 4

Notice 2

Seduction 3

Smooth Talking 3

Streetwise 2

Swimming 2

Weight Lifting 2

Gear

Sedan, Condoms, Stay Hard Gel,

Numb-it Gel, Porno Tapes,

Handcuffs, Black Leather Mask

Personality

How did I get into this? Easy. I like to hump and what's better than getting paid to do something you love? It's not all fun and games though. It's a job, and you don't last long unless you treat it as such.

I remember the first time we shot a film with a dead girl in it. I thought the director was talking about a snuff flick when he proposed the film to me. Imagine my surprise when I walked in and there's this pretty little thing with a huge hole in her head. It took them five minutes to revive me from my faint.

So, I did the shoot and found out a lot about the undead at the same time. I had heard about the dead walking over in the Bible Belt, but I thought that was just media hype. I found out from April, the dead girl, they've been walking for over a year. I still couldn't believe it until the cash started rolling in. Seems the undead porno film industry has had a big boom. So, now I'm out here doing guerilla-style porno.

Quote

"I heard there was a girl's school down the road and I'm sure to find at least two or three fresh ones there."



Sanitation Specialist

Survivor

Str 4 **Dex** 3 **Con** 4
Int 3 **Per** 4 **Will** 3
Lps 57
Eps 38
Spd 12
Essence 20

Qualities/Drawbacks

Addiction (Smoking) (-1)
Addiction (Alcohol) (-1)
Contact ('Nam Buddy) (1)
Cruel (-1)
Delusions (Asian Prejudice) (-1)
Emotional Problems
(Flashbacks) (-3)
Good Luck 4 (4)
Hard to Kill 5 (5)
Nerves of Steel (3)
Recurring Nightmares (-1)
Situational Awareness (2)

Skills

Bureaucracy 1
Brawling 4
Dodge 3
Drive (Truck) 4
First Aid 3
Guns (Handgun) 3
Guns (Assault Rifle) 4
Guns (Flamethrower) 2
Hand Weapon (Club) 3
Language (Vietnamese) 2
Notice 4
Stealth 2
Survival (Jungle) 3
Throwing (Sphere) 2
Traps 2

Gear

WW2-era Surplus Flamethrower, Handguns, Multi-tool, Rucksack, Duffle Bag, Canteens, Bayonet, Flashlight, Police Scanner, First Aid Kit, Rope, Binoculars, Fishing Gear, MREs, C-Rations, LuLu the Garbage Truck

Personality

Lemme tell ya sonny. This isn't the first time this kinda shit has happened, see? No sir, it's true. Oh, yeah, go ahead and laugh it up. "The old guy's a loon," I bet you're thinking. Well, it's true. It was back in the war, when we were in the A Shau Valley. You heard of Hamburger Hill, right? Why ya think it took us so long to beat the damned dinks off that hill?

What? Oh yeah. Hold on a second. Look out, there.

BLAM!!

Damn things just don't know when to stay dead, dontcha know?

Anyways. Lotsa folks used to say I was "just a garbage man," but I think of myself as a sanitation specialist. I've turned this into an art form of sorts. Sure it's a nasty, shitty job, but someone has gotta clean up all these dead pieces of shit, right? So that's what I do all day. Me an' LuLu.

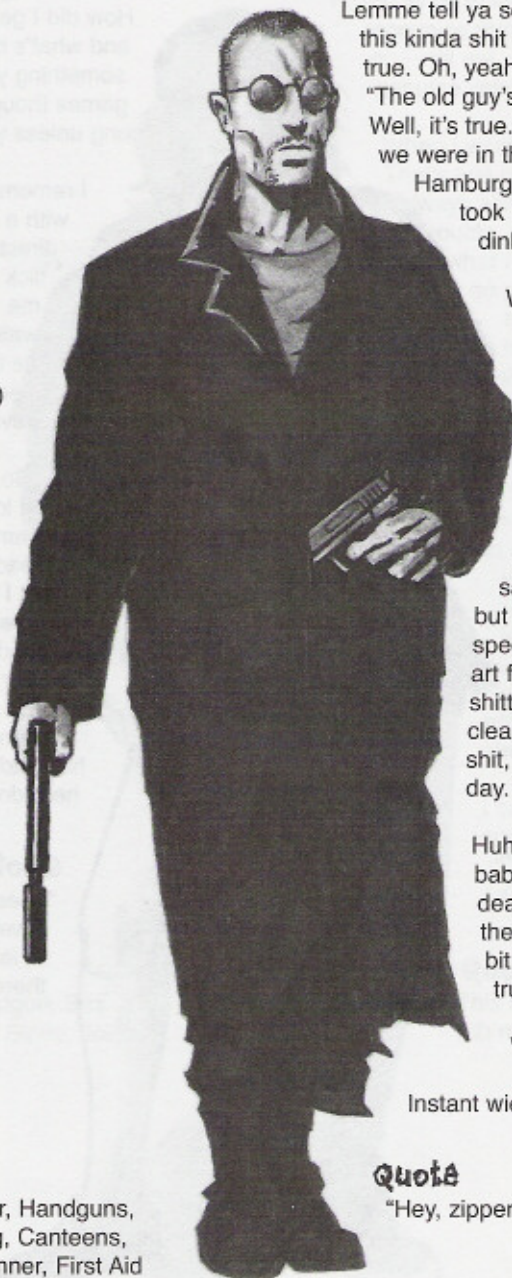
Huh? Naw. She's my truck, my baby. We go 'round pickin' up the deaders and crush 'em up good, then drop 'em off at the pit. Add a bit of gas and a light from my trusty zippo. Like this.

WHOOSH!!!!!!

Instant wienie roast.

Quote

"Hey, zipperhead! Need a light?"



Stripper

Norm

Str 2 **Dex** 4 **Con** 3

Int 2 **Per** 2 **Will** 2

LPS 30

EPS 26

Spd 14

Essence 15

Qualities/Drawbacks

Addiction (Marijuana and Acid) (-3)

Attractiveness +3 (3)

Delusions of Grandeur (-1)

Emotional Problem (Fear of Commitment) (-1)

Lazy (-2)

Showoff (-2)

Situational Awareness (2)

Skills

Acrobatics 3

Acting 2

Beautician 2

Dancing (Exotic) 4

Driving (Sports Car) 2

First Aid 2

Instruction 2

Running (Marathon) 3

Seduction 3

Smooth Talk 2

Stealth 2

Streetwise 2

Swimming 3

Unconventional Medicine 2

Gear

Gymbag with Dancing
Necessities, Cell Phone,
Schedule Cards, Jewelry,
\$230 in Cash, Jaguar
Sports Car

Personality

I was working a double at Skanky's Go-Go. I had one customer at my stage and it looked like he was trying to make his dollar bills last until closing time. I was stuck listening to him go on about his brand new Jag, and what a great car it was, when some new people came into the bar.

They walked right past the doorman and headed for the stages. They looked really out of it; they didn't even pay the cover charge. One of them went to the first stage, grabbed the dancer by the hair, and proceeded to bite that girl's nose off.

No touching the dancers!
Everybody knows that!

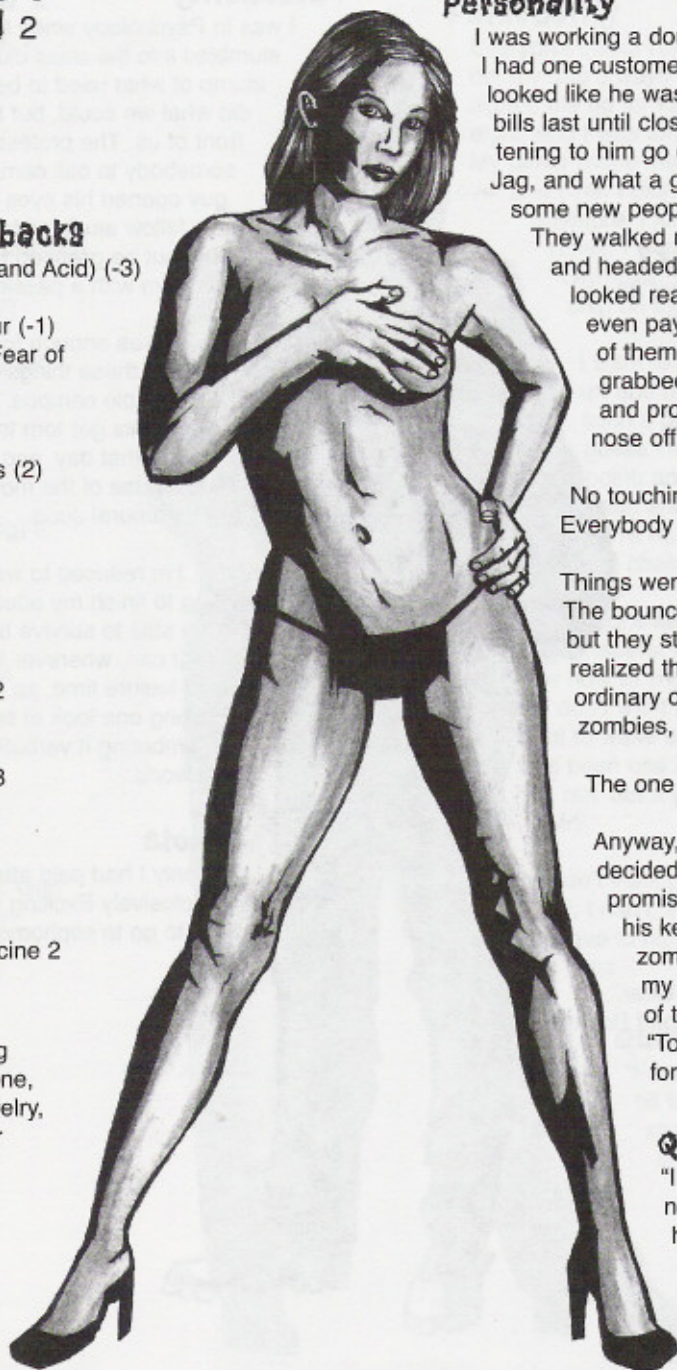
Things went downhill from there. The bouncer tried to kick them out, but they started biting his legs. I realized then that they were no ordinary customers. They were zombies, like in that movie.

The one with zombies.

Anyway, the bald guy at my stage decided to play shining knight and promised to protect me. I took his keys and pushed him at the zombies making their way to my stage. I was speeding out of town before the song, "Tootsie Roll" finished playing for the last time.

Quote

"I wasn't going to risk my neck for him. I danced for him all night and the waitress made better money. He had it coming."



Survivalist College Student

Survivor

Personality

Str 2 Dex 4 Con 4

Int 4 Per 4 Will 3

Lps 43

Eps 32

Spd 14

Essence 20

Qualities/Drawbacks

Contacts (College Students) (3)

Covetous (Knowledge) (-2)

Hard to Kill 3 (3)

Nerves of Steel (-3)

Photographic Memory (2)

Quick Learner (3)

Resistance (Cold) (3)

Skills

Climb 2

Dodge 3

Forage 4

Guns (Rifle) 2

Humanities (Psychology) 2

Martial Arts 2

Notice 2

Run (Dash) 3

Science (Biology) 3

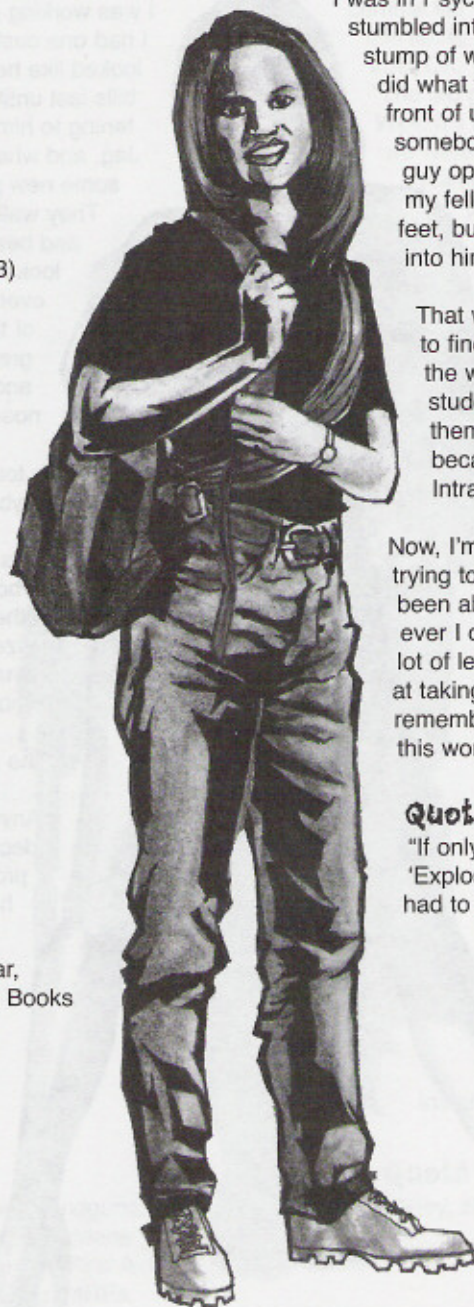
Stealth 3

Survive (Woodland) 4

Traps 3

Gear

Backpack, Rifle, Climbing Gear,
Combat Webbing, Scavenged Books
on Various Subjects



I was in Psychology when it happened. This guy stumbled into the class clutching the bloody stump of what used to be his left hand. We all did what we could, but he died right there in front of us. The professor had just sent somebody to call campus security when the guy opened his eyes and sat up. A few of my fellow students tried to help him to his feet, but he grabbed this one guy, and bit into him with a passion.

That was enough for me. I took off, only to find these things had already overrun the whole campus. I saw a lot of other students get torn to bits by mobs of them that day, and I only escaped because of the moves I learned in Intramural Judo.

Now, I'm reduced to wandering the country, trying to finish my education. In fact, I've been able to survive because I learn whatever I can, wherever I can. I don't have a lot of leisure time, so I've gotten really good at taking one look at something and remembering it verbatim. That's my edge in this world.

Quote

"If only I had paid attention during that 'Explosively Exciting Chemistry' seminar I had to go to sophomore year!"

Target Shooter

Norm

Str 2 Dex 4 Con 2

Int 2 Per 2 Will 2

LPS 26

EPS 23

Spd 12

Essence 14

Qualities/Drawbacks

Acute Senses (Vision) (2)

Fast Reaction Time (2)

Fear of Rejection (-1)

Situational Awareness (2)

Skills

Beautician 1

Computers 1

Craft (Weaponsmithing) 2

Driving (Car) 2

Fine Arts (Painting) 3

First Aid 2

Guns (Handgun) 6

Humanities (History) 2

Martial Arts 2

Notice 2

Riding (Horses) 2

Swimming 2

Gear

Canteen, First Aid Kit, Gun

Cleaning Kit, Handgun

Personality

Everyone thinks I'm a tomboy. It's not true, but my dad always wanted a boy. He signed me up for karate classes at age eight, and I was target shooting by age 10. My father made me practice every day, over and over. I didn't even think about it anymore, I just sight-acquire-fired by reflex. I won a bronze medal in the Olympics, which led to a scholarship on the college shooting team.

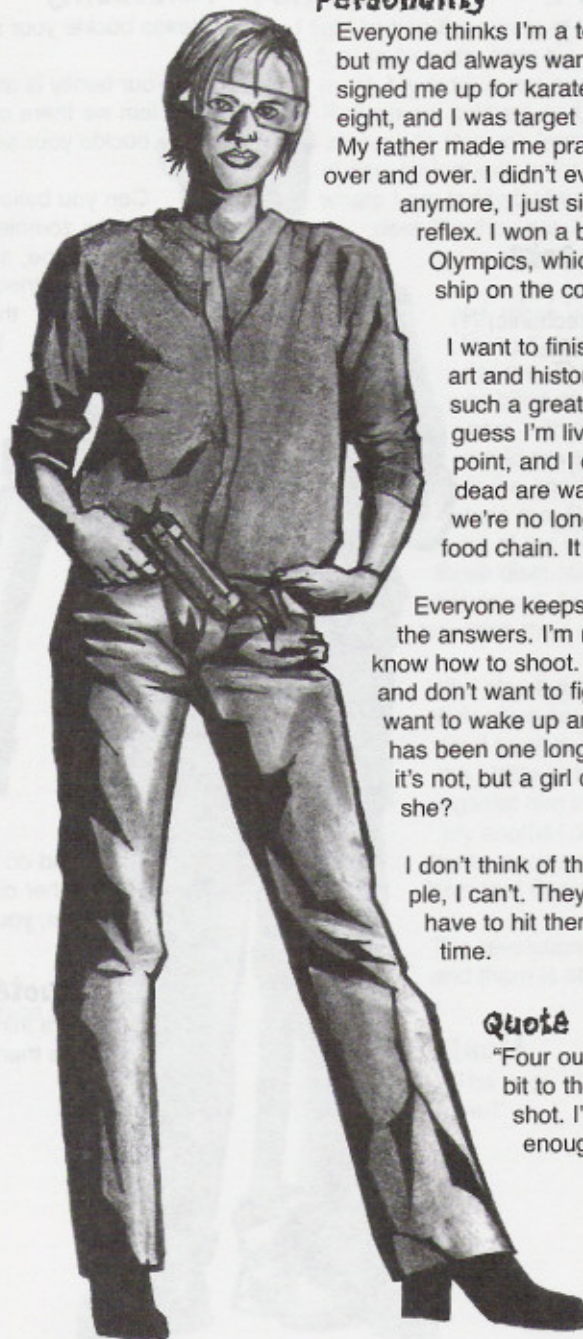
I want to finish college and teach art and history. That would be such a great job! I love history. I guess I'm living history at this point, and I don't like it. The dead are walking around and we're no longer the top of the food chain. It just isn't fair!

Everyone keeps looking to me for the answers. I'm no soldier. I just know how to shoot. I'm scared to death and don't want to fight anything! I just want to wake up and realize that this has been one long nightmare. I know it's not, but a girl can dream can't she?

I don't think of the zombies as people, I can't. They are targets, and I have to hit them perfectly. Every time.

Quote

"Four out of four, but I was a bit to the right on that last shot. I'm not practicing enough."



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Taxi Driver

Norm

Personality

Please buckle your seat belt, sir.

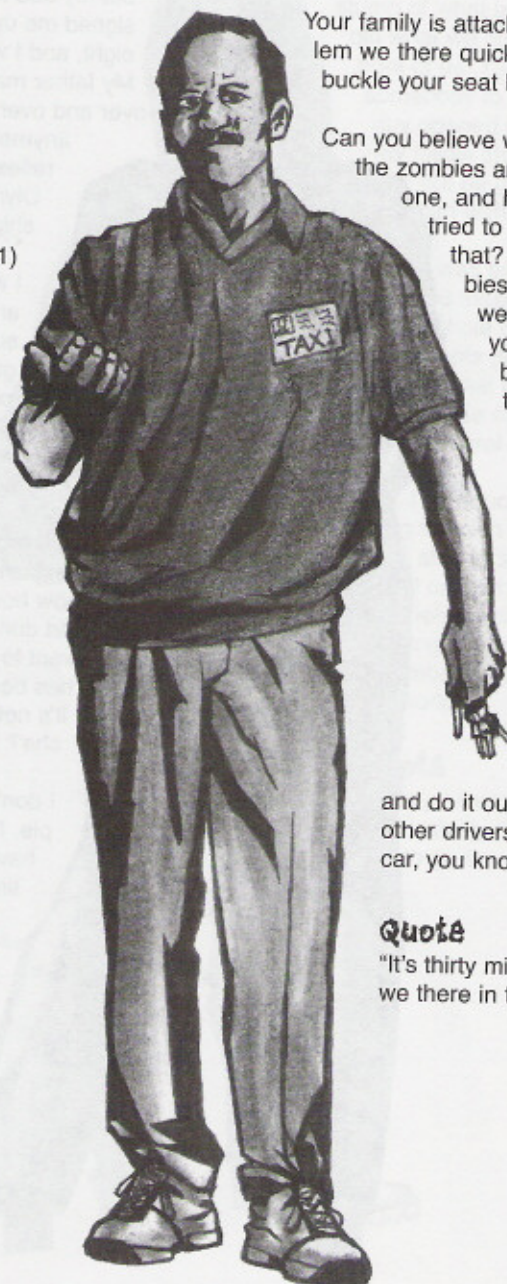
Your family is attacked by zombies, sir? No problem we there quick. We there quick. Please buckle your seat belt, sir.

Can you believe what is happening, sir? With the zombies and all? I swear one day I hit one, and he just get up on his feet and tried to eat me! Can you believe that? From now on, I no trust zombies anymore. What sir? You say we going too fast?! But it was you who said to go fast. Do not be afraid, sir. Before coming to America I was a racing car pilot. But here I was told there no place here for Lebanese car racer, so I drive taxi. I am the best taxi driver in this town, you know?

What, sir? You feel sick in your stomach? No worry, sir. You won't throw up now; we are going too fast. But when the car stop, please open the door and do it outside. I am not like those other drivers who don't take care of their car, you know? This is like my home.

Quote

"It's thirty miles from here. No problem we there in ten minutes."



Str 2 Dex 3 Con 2

Int 2 Per 4 Wil 2

Lps 26

Eps 23

Spd 10

Essence 14

Qualities/Drawbacks

Adversary (Local Police) (-2)

Contact (Racing Car Mechanic) (1)

Delusion (Prejudice against Cops) (-1)

Fast Reaction Time (2)

Good Luck 2 (2)

Minority (Lebanese) (-1)

Reckless (-2)

Situational Awareness (2)

Skills

Brawling 2

Dodge 2

Driving (Bike) 3

Driving (Cars) 5

Guns (Shotgun) 1

Mechanic 3

Notice 3

Questioning 2

Sport (Car Racing) 4

Storytelling 2

Streetwise 3

Gear

Shotgun, Taxi Cab

Terrorist

Survivor

Personality

I fight to free the minds of the common man. I fight to free him from his mental enslavement. My work is not easy, though. Policemen, soldiers and government agents all seek to stop me from performing my duties. Unfortunately for them, I did not get where I am today by being weak and decadent like they are. Let them come and try to stop me.

Yet, those very people that I am trying to free do naught but hinder me. The common man is as blind as he is stupid. Even now, with the evidence of the world governments' follies out in the open, the people still hate me. Perhaps the weeding out of the weak and stupid by those disgusting agents of the government, "zombies" if you will, will open their eyes.

Who else but the superpowers and their allies could have brought the dead back to life? Who else has the ability to turn one's own family against him in death? This is simply another one of their experiments, performed in the interest of "National Security."

The revolution has only begun, and there is still much to be done.

Quote

"The reign of terror will soon be over!"

Str 3 **Dex** 2 **Con** 3

Int 4 **Per** 4 **Will** 4

Lpg 43

EPG 35

Spd 10

Essence 20

Qualities/Drawbacks

Adversary (U.S. Government) (-5)

Contacts (Criminal) (1)

Contacts (Terrorist) (4)

Fast Reaction Time (2)

Hard to Kill 3 (3)

Multiple Identities 3 (6)

Nerves of Steel (3)

Zealot (-3)

Skills

Acting 3

Climbing 2

Demolitions 4

Disguise 4

Drive (Motorcycle) 3

Fine Arts 2

Guns (Handgun) 3

Guns (Submachine Gun) 4

Humanities (Business) 1

Intimidate 3

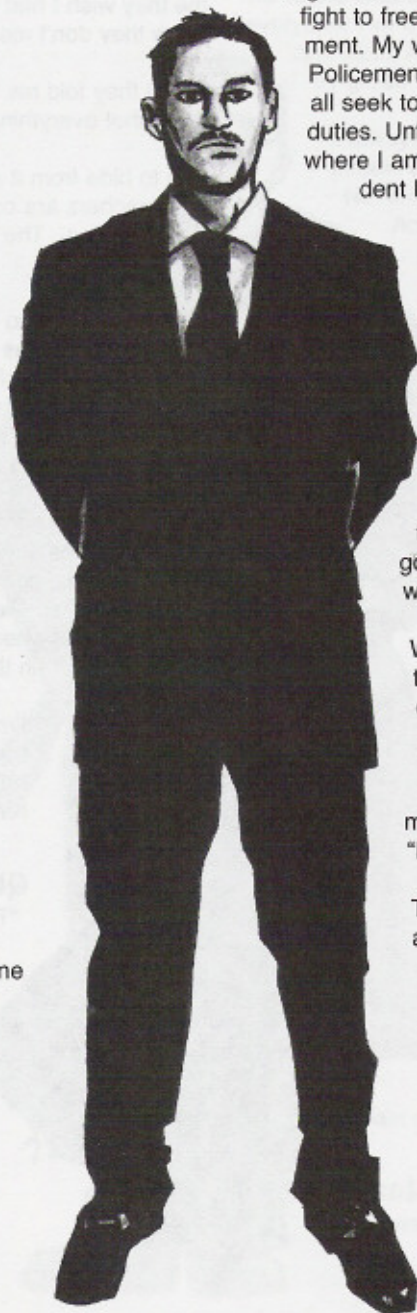
Language (English) 5

Smooth Talk 2

Stealth 2

Gear

Class IIIa Vest, Fake ID, Submachine Gun, Silencer, Motorcycle, Suit, Handguns



Tormented Grade School Student

Norm

Str 1 Dex 3 Con 2

Int 3 Per 3 Will 2

Lps 37

Eps 20

Spd 10

Essence 14

Qualities/Drawbacks

Accursed (-5)

Acute Senses (Hearing) (2)

Fast Reaction Time (2)

Hard to Kill 4 (4)

Situational Awareness (2)

Skills

Acting 1

Climbing 3

Dodge 4

Driving (Bicycle) 3

Escapism 2

Haggling 2

Notice 3

Play Instrument (Drums) 2

Running (Dash) 5

Smooth Talk 1

Stealth 2

Swimming 2

Gear

Backpack, Bicycle

Personality

I know my parents really love me. When they tell me they wish I had never been born or ignore me, I know they don't mean it.

When they told me we were moving to a new town, I knew that everything would get better.

I try to hide from it all at school. It doesn't happen. The teachers are constantly taunting me and making fun of me. The other students aren't much nicer to me.

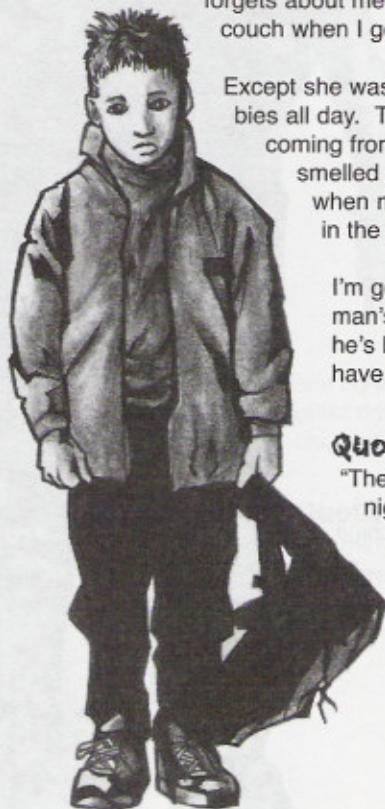
I finally got used to it and then the zombies came to town. I knew I was in for a long night when mommy didn't pick me up after school. It's not the first time it's happened. I usually just walk home when she forgets about me. She's usually asleep on the couch when I get home.

Except she wasn't. I hid inside from the zombies all day. That night, I heard chanting coming from the house next door. I smelled something funny, too. Like when mommy would burn something in the stove.

I'm gonna sneak into the crazy old man's house next door. I know he's behind the zombies. I just have to prove it!

Quote

"The zombies usually come out at night. Usually."



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Vigilante

Norm

Personality

The whole idea of justice is that the rules apply to everyone. I've always believed this with my heart and soul. After all, true justice made this country great.

I always wanted to be a cop, walking the streets and busting the bad guys.

Nevertheless, during the psych tests at the Academy they told me that I couldn't see everything in black and white in the real world.

Does Blind Justice follow her feelings or "extenuating circumstances?" I didn't give up after they rejected me. I began to train, to gain an edge. I took things into my own hands and gave those who deserved it punishment for their crimes. Some called me a sociopath or draconian for the sentences I dispensed, but criminals deserve no mercy.

The dead are the ultimate law-breakers. They have no respect for the common, law-abiding citizen. For this, I punish them. They kill, destroy property, and create mayhem wherever they go, and I will make it my duty to send them all to Hell. As expected, the authorities are powerless to stop these degenerates, and it's up to me to save those in need.

The monsters will pay. Every last one of them.

Quote

"Get away from her, you low-life brainsucker!"

Str 2 Dex 3 Con 2

Int 2 Per 2 Will 3

Lps 32

Eps 26

Spd 10

Essence 14

Qualities/Drawbacks

Contacts (Snitches) (2)

Contacts (Sympathetic Police) (2)

Cruel (-2)

Fast Reaction Time (2)

Hard to Kill 2 (2)

Obsession (Punishing Criminals) (-2)

Resources -1 (-2)

Situational Awareness (2)

Skills

Brawling 2

Driving (Motorcycle) 3

First Aid 1

Gun (Handgun) 3

Hand Weapon (Club) 2

Hand Weapon (Knife) 2

Intimidation 2

Lock Picking 2

Martial Arts 1

Notice 3

Running (Dash) 2

Stealth 2

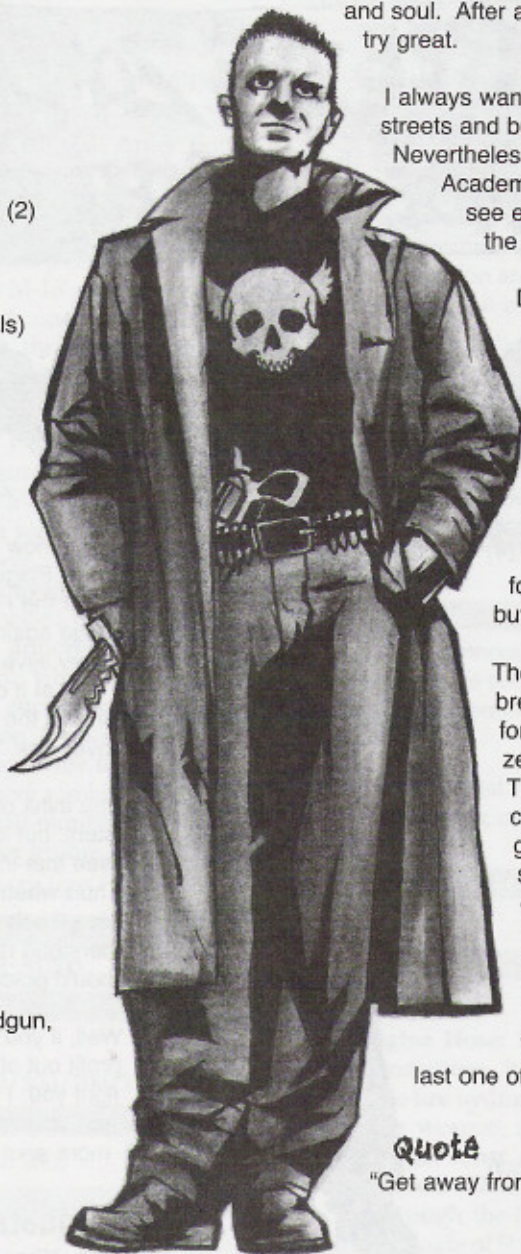
Streetwise 2

Surveillance 2

Tracking 1

Gear

Motorcycle, Trench Coat, Handgun, Bowie Knife



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Zombie Rights Activist

Norm

Str 2 Dex 2 Con 2

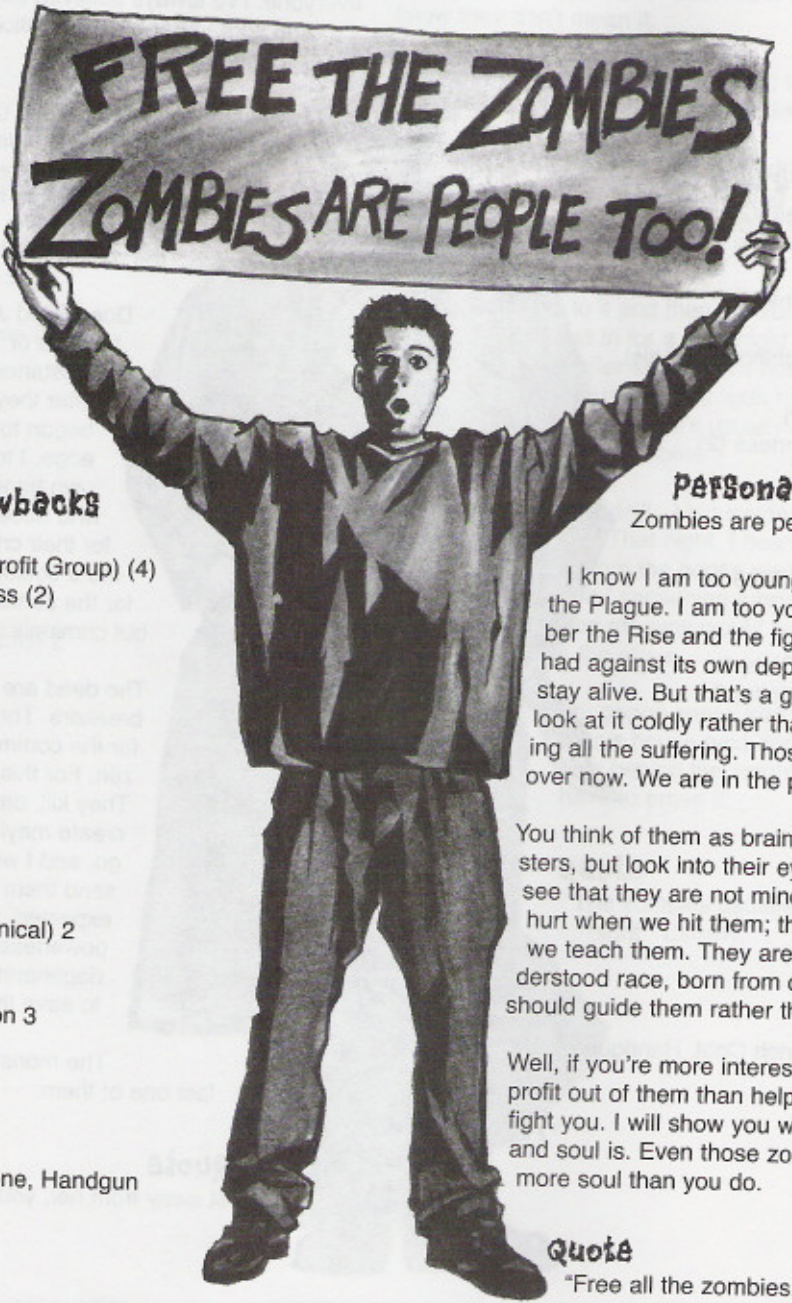
Int 3 Per 2 Will 3

Lps 26

Eps 26

Spd 8

Essence 14



FREE THE ZOMBIES
ZOMBIES ARE PEOPLE TOO!

Qualities/Drawbacks

Adversary (-2)

Contacts (Not-For-Profit Group) (4)

Situational Awareness (2)

Zealot (-3)

Skills

Brawling 3

Bureaucracy 3

Climbing 3

Computer Hacking 3

Dodge 2

Escapism 2

Gun (Handgun) 2

Lock Picking (Mechanical) 2

Notice 3

Questioning 2

Research/Investigation 3

Running (Dash) 3

Storytelling 3

Gear

Cell Phone, Megaphone, Handgun

Personality

Zombies are people too.

I know I am too young to remember the Plague. I am too young to remember the Rise and the fight humanity had against its own departed, just to stay alive. But that's a good thing. I can look at it coldly rather than remembering all the suffering. Those days are over now. We are in the present.

You think of them as brain-dead monsters, but look into their eyes. You will see that they are not mindless. They hurt when we hit them; they learn when we teach them. They are a new misunderstood race, born from ours, and we should guide them rather than harm them.

Well, if you're more interested in making profit out of them than helping them, I will fight you. I will show you what a heart and soul is. Even those zombies have more soul than you do.

Quote

"Free all the zombies! Zombies are people too!"

New Gear

Weapons

"Boom Stick" Assault Rifle: This M-16 Assault Rifle with an attached M-203 Grenade Launcher has been modified to utilize a single 20mm cannon shell instead of a high explosive grenade. The weapon gained the nickname "Boomstick" due to the loud "boom" the 20mm shell makes when fired, as opposed to the 40mm round's distinctive "thump."

The weapon was first used by U.S. Army units forced to improvise when they were in need of heavy weapons support but had none at their disposal. Soldiers used the weapon against both deserting units who had armored vehicles in their possession, and the living dead, against whom the M-16's 5.56mm NATO rounds were ineffectual and uneconomical. The weapon became renowned in the southern United States as an extremely effective manner of incapacitating zombified bull steers, which had thick hides too tough for the NATO rounds to penetrate.

Usually created by making simple modifications to the M-203 Grenade Launcher, a common companion to the M-16 Rifle, this weapon was popular not only for its superb stopping power, but also because ammunition was more readily available. Unlike the increasingly scarce 40mm grenades, the 20mm shells could be salvaged from light armored vehicles and AH-1 Cobra attack helicopters, which were largely grounded by heavy flight and support crew losses to zombies. Although the weapon is most commonly found among military units, especially in the western and southern United States, where zombified livestock can be a serious problem, a small number have found their way into the hands of other groups.

Assault Rifle Range: 10/50/150/600/1000

Damage: D8x4 (16) **Capacity:** 20-30

EV: 8/4 **Cost:** \$1200

Availability: U

20mm Cannon Range: 10/50/300/700/1200

Damage: D10x7 **Capacity:** 1 shell

EV: 2/1 **Cost:** \$800

Availability: R

Bokken: A bokken is a wooden version of the Japanese katana. It is usually made of high quality hardwood.

Damage: D8(4) x Strength&

EV: 2/1 **Cost:** \$13

Availability: U

Briefcase Gun: This innovative weapon combines power with discreetness. It is an extremely popular weapon among bodyguards, assassins, and other individuals who need to carry a serious amount of firepower without attracting attention. What makes the weapon so special is that it is a cut down but powerful assault rifle convincingly disguised within a briefcase shell. A Perception and Notice roll is required to spot the weapon while it is in the shell.

The weapon has been engineered so that it can be moved while loaded, cocked, and ready for action with no danger of the weapon going off. As such, the weapon requires two rounds to use: one to remove the gun from its shell, and the next to fire.

Range: 7/40/100/500/900

Damage: D8x4(16) **Cap:** 15

EV: 4/2 **Cost:** \$1000

Availability: R

Notes: Very concealable, but slightly (-1 to Guns Task) less accurate because of the weapon's pairing of a high-powered round with a short barrel.

Fire Axe: A typical fireman's tool, the fire axe can be used against living or dead opponents with tremendous efficiency.

Damage: (D8+1)(5) x Strength**&

EV: 4/2 **Cost:** \$40

Availability: U

Fire Engine Hose: This is a typical large fire hose used by firefighters. It must be properly connected to an available fire hydrant and fire truck to be operated. If used as a weapon, it does D6(3) damage per Turn and the target must make a Dexterity check or be knocked down. Due to the extreme water pressure directed through the hose, it must be manned by at least three people of Strength 3 or more while in use. If it is left unmanned, it will go wild and flail violently,

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striking the ground and/or nearby objects randomly until the water is turned off. Anyone hit by a flailing hose takes D8x3(12) damage.

Damage: D6(3) x 4*@

EV: 10/3

Cost: On Fire Engine

Availability: U

Hotfoot: This improvised weapon is rumored to have been developed by a traveling Minor League Baseball team who had stopped to rest in a small town the night zombies first appeared. Through a series of events the whole team became trapped in their hotel, which was soon surrounded by zombies. The players had no weapons, aside from their baseball bats. The team was about to admit defeat when an industrious player got an idea. He quickly tore a shirt into strips, then wrapped the strips around one of the team's aluminum bats and headed to the bar. There he doused the cloth in alcohol, and took a match to it. After the team escaped the hotel and made their way to the nearest city, word of these improvised, inexpensive, and effective weapons spread quickly. Along the way, the modified bat acquired the nickname "Hotfoot", and the name stuck. Today the weapon is a favorite among gang members, people without access to firearms, and sadists everywhere.

A Hotfoot acts as a normal bat until it's lit. When a Hotfoot comes into contact with something flammable, the object has a 20% chance of igniting. If a lit Hotfoot comes into contact with a person's clothes, the victim is subjected to an additional D6(3) damage per turn for D4(1) rounds or until the flames are extinguished.

A Hotfoot has enough "ammo" from one T-Shirt's worth of rags and 8 oz of alcohol for 5 Turns before it has to be "reloaded" with new rags and alcohol. A reload takes 2 turns.

Damage: D8 (4) x Strength*&

EV: 2/1

Cost: \$25

Availability: R

Shovel: A very common tool, featuring a sturdy wooden handle and a sharp metal head. Not the most practical of weapons, but good enough to bash zombies. An assault rifle is better, they are not found laying around . . . as much.

Damage: D8(4) x Strength&

EV: 2/1

Cost: \$10

Availability: C

New Armor

Fireman Protective Equipment: This equipment is designed to keep a firefighter safe from fire, heat, and knocks to the head.

Fireman's Coat, pants, boots, and gloves

Armor Value: D4 Reduce Fire Damage to 1/4

EV: 10/5

Cost: \$1250

Availability: U

Fireman's Helmet

Armor Value: D6 x 7

EV: 4/2

Cost: \$500

Availability: U

Kendo Armor: This armor is designed to give protection to the body in key strike points, including the head, versus another Kendo practitioner.

Armor Value: D6+7(10)

EV: 10/5

Cost: \$600

Availability: R

All Flesh Must Be Eaten™

Non-weapon Gear

Command Armored Personnel Carrier: This is a wheeled APC that has been modified into a mobile command post, allowing a military commander to direct his troops while on the move. The vehicle has been stripped of its normal weapons and a machine gun has been added to the top. The ceiling of the cabin has been raised to provide more comfort for the commander and his battle staff. The rear of the vehicle, where troops would normally sit, has been modified to hold a command console installed against one wall of the hull. The console contains everything from encrypted long-range radios and satellite communications gear, to computers databases linked real-time to the commanders' intelligence corps.

Crew: 2 + command crew **Weight:** 28,000 lbs

Speed: 62 mph **Acceleration:** 20

Range: 410 miles **Toughness:** 5

Handling: 2 **DC:** 330

AV: 100 +D10x2 (110) **Accuracy:** N/A

Cost: N/A **Availability:** R

Armament: 7.62mm machine gun

Fire Engine: Big, powerful, and usually red. Comes equipped with a fire engine hose (see p. 44).

Crew: 2 **Weight:** 25,000 lbs

Speed: 60 **Acceleration:** 15

Range: 350 **Toughness:** 4

Handling: 2 **DC:** 150

AV: 5 **Accuracy:** N/A

Cost: \$130,000 **Availability:** R

Night Vision Binoculars: These look much like a long-range camera lens attached to a pair of binocular eyepieces and operate just like normal binoculars, only they are meant for night instead of day use. These are often used by the military in a night situation, where normal binoculars are not be as effective. Many models are also available to the average citizen through mail-order military surplus catalogs or electronics and gadgets stores (assuming any of those still exist intact) and are useful for night hunting, bird watching, and similar activities. The binoculars have a 5x magnification and function just like normal night vision goggles, meaning they do not work well in daylight.

EV: 2/1 **Cost:** \$2000

Availability: U

Weight Lifting and Gym Equipment: A common sight in gyms around the country, this equipment allows people to increase their muscle mass and strength, and to get into shape. A typical set includes a full range of barbells in different weight sizes, and a dozen or more pieces of equipment for working specific muscle groups in the body. The available equipment may include separate machines or a few combined pieces, much like higher-quality versions of the equipment sold on television. Typically, a full set of weight equipment fills an entire 20 x 40 room; larger sets may include pieces like running and rowing machines, and physical therapy equipment, and take up even more room.

EV: N/A **Cost:** \$10,000

Availability: C

Notes: Anyone using this equipment for several months gains the following benefits as long as they continue to exercise on the equipment. Those using weight lifting equipment gain +1 to their Strength Attribute, unless the bonus brings the Attribute above the human limit. Those using running machines gain a +1 to their Running (Marathon) Skill. Physical therapy equipment allows people to perform related tasks without penalty.

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New Skills

Martial Art (Kendo)

This skill covers the use of the shinai, bokken, and katana. The benefit is the same as the Martial Arts Skill (+1 damage per level), but with kendo weapons. This skill counts as a Special Skill (double cost).

Science (Cryptography)

This is the study of making, breaking, and coding messages.

New Qualities/Drawbacks

Absent Minded

1-point Mental Drawback

Some people are a bit forgetful, especially in their old age. They periodically forget everything from appointments to names to daily rituals. At the Zombie Master's discretion, a character with this Drawback must pass a Simple Intelligence Test to remember the information he needs to complete a skilled Task ("Now do I have to cut the red wire or the blue wire?"). If he fails the Intelligence roll, he fails the skill check, as well. The character can attempt another Intelligence Test every two Turns. If he succeeds, he has recovered the information from the depths of his mind, and is free to try to make an unimpeded skill Task.

Flashbacks

3-point Mental Drawback

In situations of great stress, or prompted by appropriate stimuli, the character has a 2-in-10 chance of experiencing flashbacks, reliving a past traumatic event in his mind for D10 Turns. While experiencing these flashbacks, the character is generally incapable of action, but may make a Simple Willpower Test each Turn to snap back to reality. Additionally, strong stimuli, such as violent shaking, pain, loud noises, a friend's yelling, etc. may bring the character out of his flashback, at the Zombie Master's discretion. Of course, such stimuli may be exactly what caused the flashback in the first place.

Gamer

Variable Physical Quality or Drawback

Characters may only have one of the three aspects of this Quality/Drawback. The Zombie Master may make the character switch to a worse version of the aspect when appropriate (e.g., Godlike Endurance to Razor's Edge or Razor's Edge to Burned Out)

Burned Out: This gamer is an old-timer. The caffeine and the lack of sleep have finally caught up to him. Anyone with this level must sleep a full eight hours a day or else have a cumulative penalty of D4(2) to his Endurance Points per successive day without a full night's sleep. These penalties are negated after eight solid hours of uninterrupted sleep. This is a one-point Drawback.

Razor's Edge: This gamer is beginning to feel the effects of the addiction to his hobby. At this level, the gamer can stay up for extended amounts of time. He will and can crash hard if he pushes himself too much. The Zombie Master keeps track of the hours of sleep the character misses. Each block of three hours missed translates into one hour of sleep needed in order to feel rested. The character does not lose Endurance Points for the hours of sleep missed or for staying up longer than 24 hours unless he pushes himself. When the character finally goes to sleep, he must make a Willpower and Constitution Test with a penalty of -1 per hour missed to see if he can resist the siren song of sleep. If he is successful, he gets up at the original time, with a D6(3) penalty to his Endurance Points. If he fails, he sleeps the full time required unless awakened by an outside force. In addition, if he awakens before he has slept the full amount of time, he receives a -1 to all physical stats for his first waking hour. This is a one-point Quality.

Godlike Endurance: Either a relative newbie to the hobby or someone with an almost supernatural Constitution, this gamer can keep playing for days on end. This character does not lose Endurance Points for not sleeping or for staying up longer than 24 hours. Regular Endurance Point loss and penalties apply after being awake for 48 hours. This is a two-point Quality.

Narcolepsy

2-point Mental Drawback

This medical condition decreases a person's ability to resist the Sandman, even at inconvenient times. Every thirty minutes, a character with this Drawback must make a successful Simple Constitution Test (with modifiers as the Zombie Master desires) to stay awake when he is involved in a situation which does not require him to be particularly active or attentive, such as listening to a boring lecture, driving for a long period of time, or guard duty.

Physical Disability (Overweight)

1-point or 2-point Physical Drawback

This Drawback refers to the truly obese, not people with potbellies or who simply need to exercise a little more. As a one-point Drawback, the character weighs 50-pounds over his ideal weight and sees both his Endurance Points and Speed Attributes reduced by 25%. For two points, character weighs 100-pounds or more over his ideal weight and reduces both his Endurance Points and Speed Attributes by 50%.

Quick Learner

3-point Mental Quality

Some people just have a knack for noticing how to do things. People with this Quality are the kind who beat their friend at poker the first time they play, even though the friend has played poker every Friday night for the last eight years. As a result, when the character starts learning a new regular skill he gains one level or specialty free, up to level five. For levels higher than five or for Special Skills, reduce the cost by one point for the next level.

New Miracles

Eye of the Storm

This Miracle extends a calming aura around the wielder equal to Willpower x three feet (one meter) in diameter. The effect confers a +2 to all fear-resisting Willpower Tests for anyone within its sphere of influence. In the event of a failed Fear Test, it also confers a -1 bonus on the Fear Table (see *AFMBE*, p. 96). The Miracle lasts for Willpower x five minutes, unless a separate Fear-inducing incident occurs. Spending an extra five points of Essence adds an additional five minutes to the duration, and +1 to the Fear Test.

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