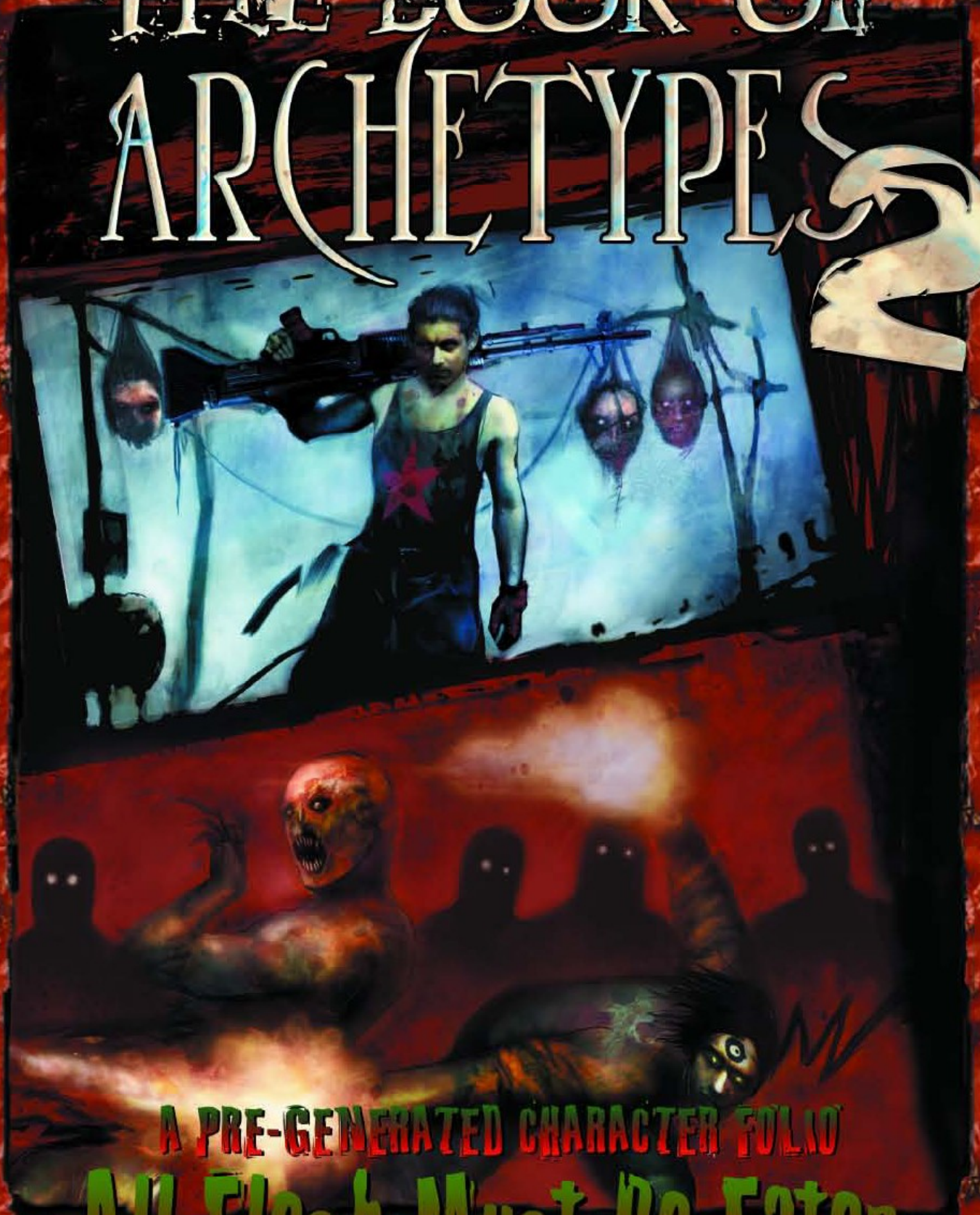
THE BOOK OF ARCHETYPES 2



A PRE-GENERATED CHARACTER FOLIO

All Flesh Must Be Eaten

EDEN STUDIOS PRESENTS A SHY/VASILAKOS PRODUCTION

The Book of Archetypes 2

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The material in this book was written by fans of the AFMBE RPG. As such, the rules and equipment contained herein may not be 100% compatible with other material published by Eden Studios, Inc. for use with the Unisystem.

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
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Administrative Assistant

Survivor

Str 2 **Dex** 3 **Con** 3
Int 4 **Per** 3 **Wil** 5
LPs 36
EPs 35
Spd 12
Essence 20

Qualities/Drawbacks

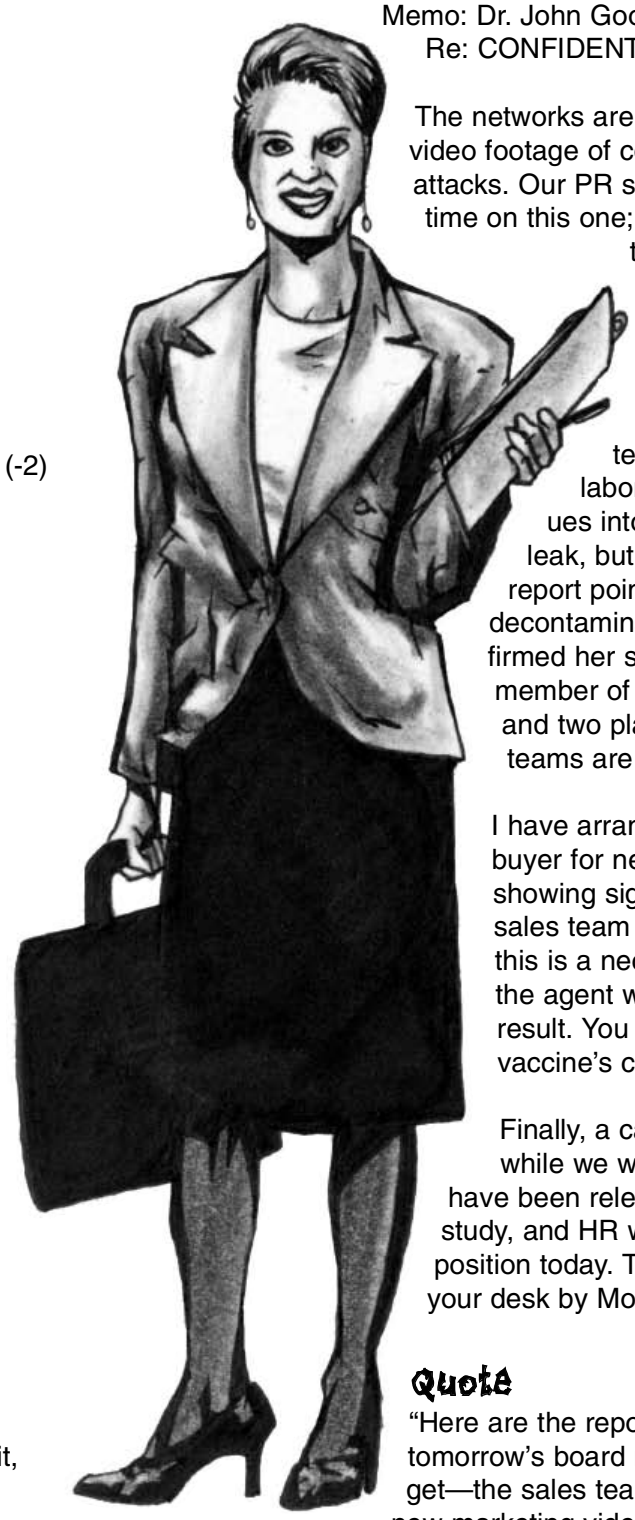
Attractiveness +1 (1)
Charisma +1 (1)
Contacts (Corporate) (2)
Contacts (University) (2)
Covetous (Corporate Ladder) (-2)
Cruel (-3)
Fast Reaction Time (2)
Hard to Kill (2)
Nerves of Steel (3)
Resources (Well-off) (4)

Skills

Acting 2
Bureaucracy 4
Computers 2
Dodge 2
Driving (Car) 2
First Aid 2
Guns (Handgun) 2
Haggling 2
Intimidation 2
Notice 3
Research/Investigation 4
Running (Marathon) 2
Sciences (Biology) 2
Sciences (Chemical Engineering) 1
Smooth Talking 3
Swimming 1
Writing (Advocacy) 2

Gear

PDA, Clipboard, Business Suit, Fashionable Attaché Case



Personality

Memo: Dr. John Goodwin, CEO
Re: CONFIDENTIAL

The networks are now running nonstop home video footage of contagion-carriers and carrier attacks. Our PR spin team is working overtime on this one; I'll let Johnson brief you on the particulars.

Company casualties have been contained to four members of Research Team Alpha and one junior technician from the radiation laboratory. Investigation continues into the origin of the contagion leak, but Dr. Hathaway's preliminary report points toward a malfunctioning decontamination unit. She has confirmed her suspicions that the fifth member of RT Alpha is patient zero, and two plainclothes, off-site security teams are tracking him.

I have arranged a meeting with the buyer for next Tuesday. They were showing signs of backing out, but our sales team has convinced them that this is a necessary "field test" to prove the agent will achieve the desired result. You might consider raising the vaccine's cost.

Finally, a carrier attacked Dorothy while we were at lunch Thursday. Both have been released to Dr. Hathaway for study, and HR will repost the secretary position today. The paperwork will be on your desk by Monday.

Quote

"Here are the reports you requested, and tomorrow's board meeting agenda. Don't forget—the sales team is previewing Romero's new marketing video after lunch."

Aging Decker

Survivor

Str 2 **Dex** 3 **Con** 4
Int 4 **Per** 4 **Wil** 3
LPs 40
EPs 32
Spd 14
Essence 20

Qualities/Drawbacks

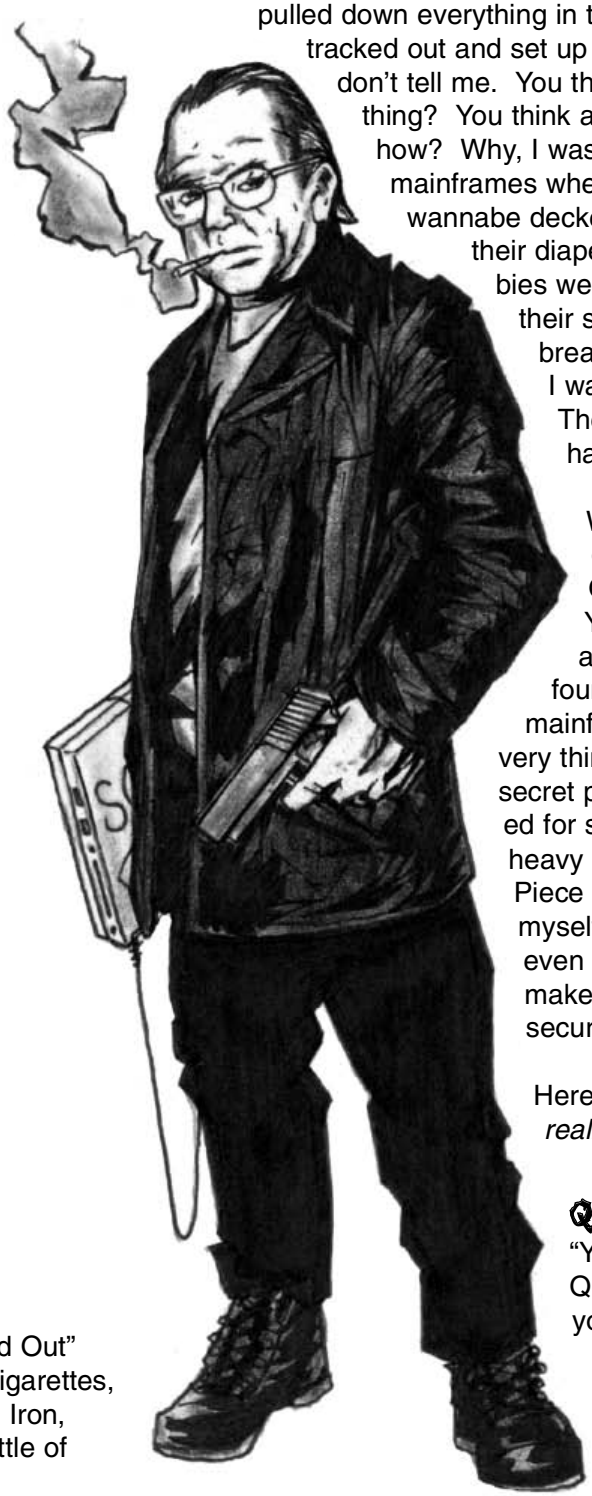
Addiction (Habitual Smoking) (-1)
Addiction (Caffeine) (-1)
Adversary (Government) (-3)
Attractiveness -1 (-1)
Contacts (Other Hackers) (3)
Hard to Kill (2)
Honorable (-1)
Secret (Notorious Hacker) (-2)

Skills

Brawling 2
Computer Hacking 5
Computer Programming 5
Computers 5
Dodge 2
Driving 1
Electronic Surveillance 2
Electronics 4
Guns (Handgun) 2
Hand Weapon (Club) 1
Humanities (Law) 2
Notice 3
Research/Investigation 3
Smooth Talking 2
Stealth 3
Streetwise 2

Gear

Rebuilt and Heavily Modified "Tricked Out" Laptop Deck, 9mm Pistol, Pack of Cigarettes, Electronics Repair Kit with Soldering Iron, Bottle of Caffeine Tablets, 2-Liter Bottle of Jolt Cola



Personality

So then, I just slipped through the back door and pulled down everything in their entire network, back-tracked out and set up blocks to...what? Oh, don't tell me. You think hacking is a new thing? You think a guy that's fifty can't know how? Why, I was hackin' into high security mainframes when most of these young wannabe deckers were still crappin' in their diapers. Hell, when these newbies were learning to hack into their school records I was breakin' through firewalls. And I was doin' it with the old tech. There ain't nothin' I can't hack.

Which is why I know the government is behind this. Oh don't give me that look! Yeah, I know you think I'm a conspiracy nut, but I found this file in the NSA mainframe that spoke of this very thing. It was some sort of secret project. Oh, it was protected for sure—triple encryption, heavy firewall, coded, the works. Piece o' cake for a veteran like myself. Don't know why they even bother. They should just make it public information if their security's going to be that lax.

Here, let me show you what *really* happened at Roswell . . .

Quote

"Yeah, the truth is out there. Question is, how badly do you wanna know it?"

Asylum Escapee

Survivor

Str 4 **Dex** 3 **Con** 3
Int 4 **Per** 4 **Wil** 3
LPs 47
EPs 35
Spd 12
Essence 33

Qualities/Drawbacks

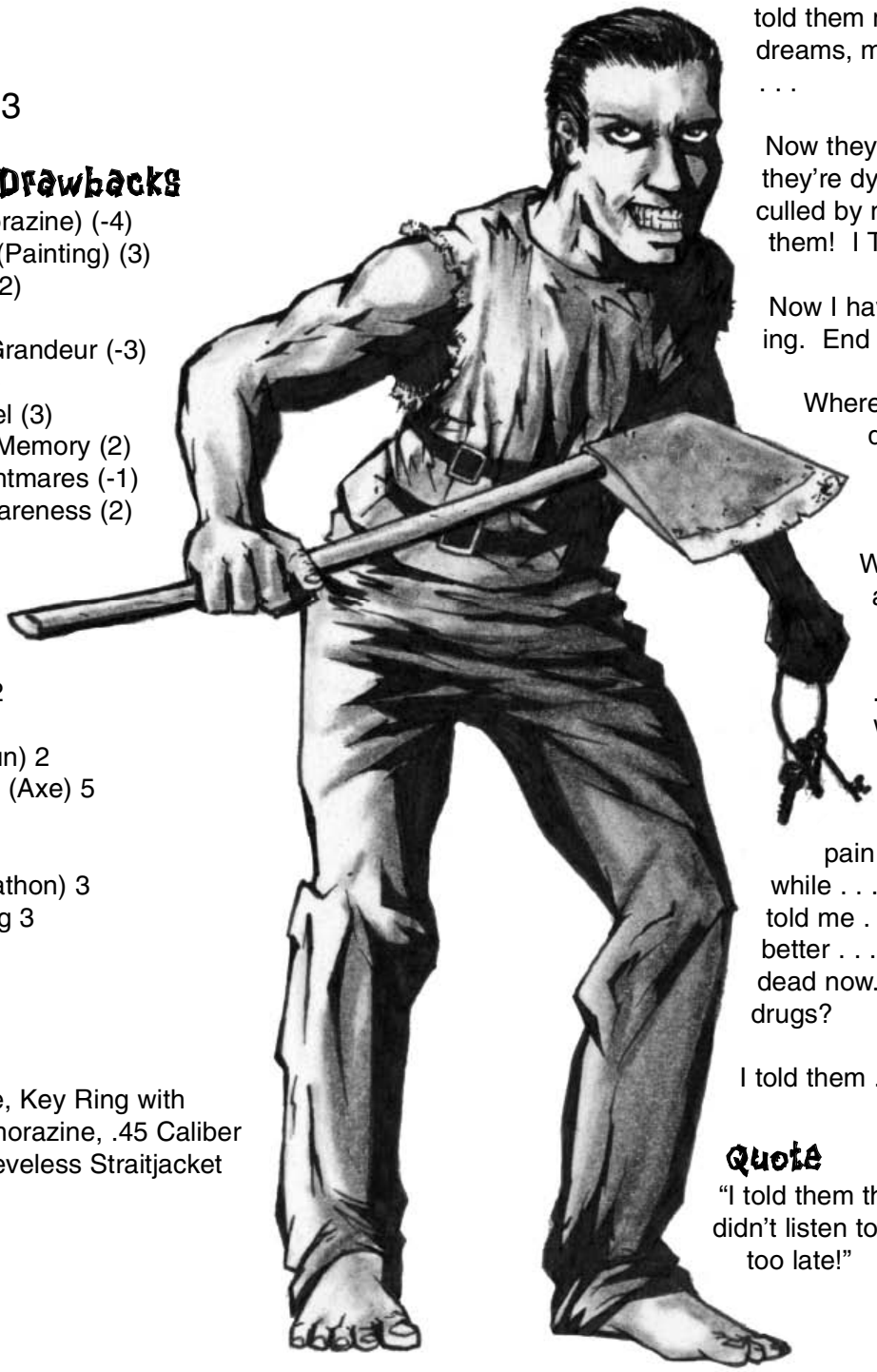
Addiction (Thorazine) (-4)
Artistic Talent (Painting) (3)
Charisma +2 (2)
Cruel (-3)
Delusions of Grandeur (-3)
Hard to Kill (3)
Nerves of Steel (3)
Photographic Memory (2)
Recurring Nightmares (-1)
Situational Awareness (2)

Skills

Brawling 4
Dodge 4
Driving (Car) 2
Escapism 3
Guns (Handgun) 2
Hand Weapon (Axe) 5
Intimidation 4
Notice 4
Running (Marathon) 3
Smooth Talking 3
Stealth 4
Streetwise 4

Gear

Well Worn Axe, Key Ring with Many Keys, Thorazine, .45 Caliber Handgun, Sleeveless Straitjacket



Personality

Oh . . . I was right! I was right all along! They didn't listen! Now they're dead! They didn't listen when I told them. When I told them my dreams. My dreams, my dreams, my dreams . . .

Now they're suffering. Now they're dying! Now they're being culled by nature! And I told them! I TOLD THEM!

Now I have to end their suffering. End their misery. END!

Where's my drugs? My drugs. Here druggy-druggies! Hee-hee! Here . . .

What was that? Just another of the fallen. They can't scare me. I've seen them before . . . all before. They were in my dreams, you see . . . Where's my Thorazine? I want to make the pain go away . . . just for a while . . . a little while. They told me . . . drugs will make you better . . . all better. But they're dead now. Who will give me my drugs?

I told them . . .

Quote

"I told them this was coming! They didn't listen to my dreams! Now it's too late!"

Bomb Squad Officer

Norm

Str 2 **Dex** 3 **Con** 2
Int 2 **Per** 2 **Wil** 3
LPs 26
EPs 26
Spd 10
Essence 14

Qualities/Drawbacks

Acute Senses (Sight) (2)
Addiction (Diazepam) (-4)
Nerves of Steel (3)
Situational Awareness (2)

Skills

Demolitions 6
Electronics 3
Engineer (Architecture) 2
Engineer (Electrical) 1
Engineer (Mechanical) 2
Guns (Handgun) 1
Humanities (Psychology) 3
-Specialty (Bomber Psychology) 5
Instruction 2
Notice 3
Research/Investigation 2
Running (Dash) 2
Traps 2

Gear

9mm Pistol, Blast Shield, Bomb Disarming Kit, Class III Helmet, Class III Vest and Arm Armor, Multitool, Toolkit



Personality

I used to work for the county disarming all those bombs that all those whackos out there set, and believe me I've seen them all. Electronic timers, radio detonators, plastic explosives, you name it, I've disarmed it. Still, I can't be everywhere at once. There are simply too many bombs out there, and too few of us left to disarm them. So I decided to devote myself to other pursuits.

What I mean is that years of looking at bombs has left me with some interesting skills. Which means I'm about as good at making bombs now as I was at disarming them. It's saved my ass more than once, and averted many a slaughter at rescue stations too. What I mean is, it's kind of hard for any number of zombies to storm a place, when half a city block is standing in the way. All you need to stop them dead is 24 pounds of plastic explosives and the brains to use it.

Quote

"[BOOM] That ought to hold the little bastards."

Camp Counselor

Inspired

Str 3 **Dex** 3 **Con** 4
Int 3 **Per** 3 **Wil** 4
LPs 38
EPs 38
Spd 14
Essence 35

Qualities/Drawbacks

Addiction
(Light Marijuana Use) (-1)
Attractiveness -1 (-1)
Gift (5)
Honorable (-2)
Impaired Senses
(Farsighted) (-1)
Increased Essence Pool (3)
Inspiration (5)
Obsession (-2)
Resources (Below Average) (-2)
Situational Awareness (2)

Skills

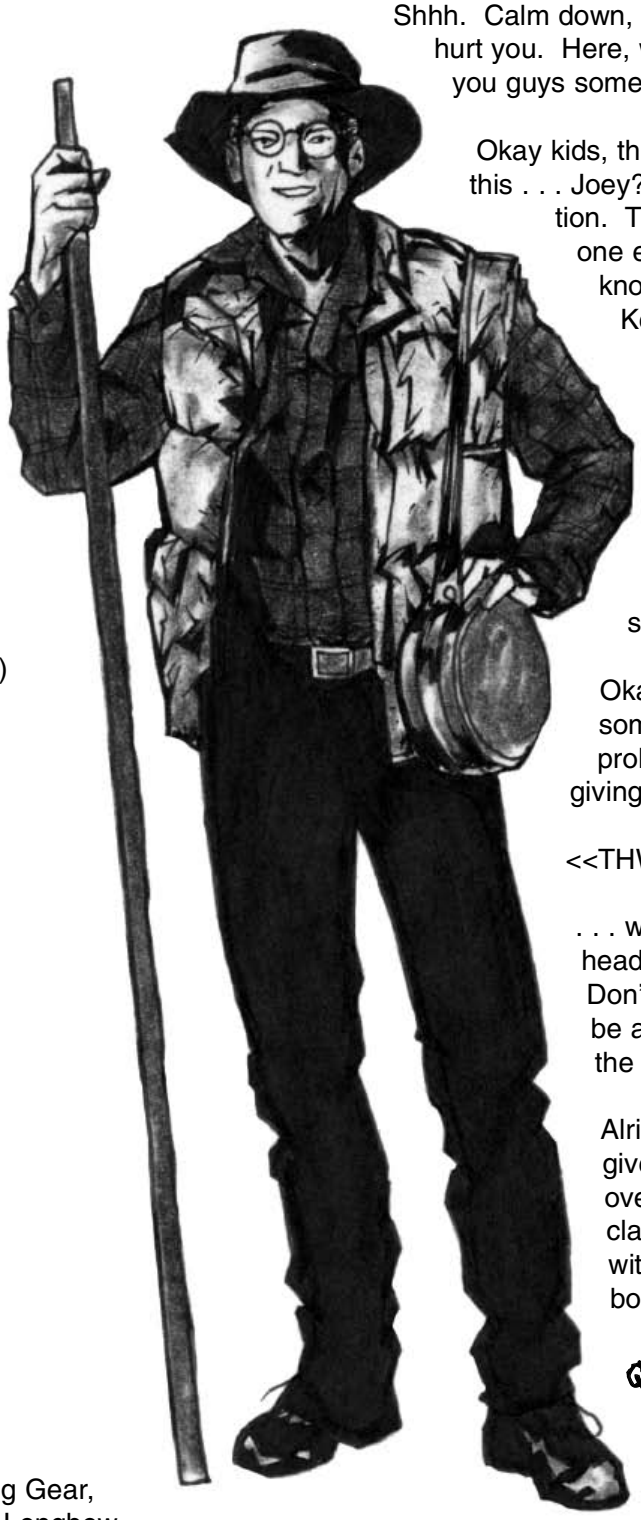
Climbing 3
Craft (Wood) 2
First Aid 2
Hand Weapon (Bow) 4
Hand Weapon (Axe) 3
Notice 2
Pilot (Small Watercraft) 2
Play Instrument (Guitar) 2
Riding (Horse) 2
Singing 2
Storytelling 2
Survival (Forest) 5
Swimming 3

Metaphysics

Touch of Healing
Eye of the Storm

Gear

Eyeglasses, Backpack, Camping Gear, Flashlight, Camera, Wood Axe, Longbow, Arrows, 3 Joints



Personality

Shhh. Calm down, Suzie. It's okay. It can't hurt you. Here, watch this. Let me show you guys something.

Okay kids, the best way to do this is like this . . . Joey? Joey? Joey!!! Pay attention. This may save you or someone else someday. Okay, first knock the arrow in the string. Keep your elbow cocked with you shooting hand by your cheek. Then extend your other hand . . . yes, the one with the bow . . . until your arm is straight. Good. Now, sight along the arrow shaft at your target and release the string.

Okay, once you pin them to something, there's usually no problem just walking up and giving them a . . .

<<THWAK>>

. . . with your axe to take off the head. That fixes 'em good. Don't worry; soon you guys will be able to just shoot them in the head to finish them off.

Alrighty, now why don't ya'll give me a hand dragging it over to the pit for our next class: "How to make a Bonfire with sticks and stones and bones of the dead."

Quote

"Kumbayaaa, my Lord . . . Kumbayaaa . . ."

Canary

Pulp Hero

Str 2 **Dex** 4 **Con** 3
Int 3 **Per** 3 **Wil** 5
LPs 30
EPs 35
Spd 14
Essence 38

Qualities/Drawbacks

Attractiveness +3 (3)
Artistic Talent (Voice) (3)
Charisma +2 (2)
Emotional Problems (Fear of Rejection) (-1)
Emotional Problems (Emotional Dependency) (-1)
Mentalism (2)

Skills

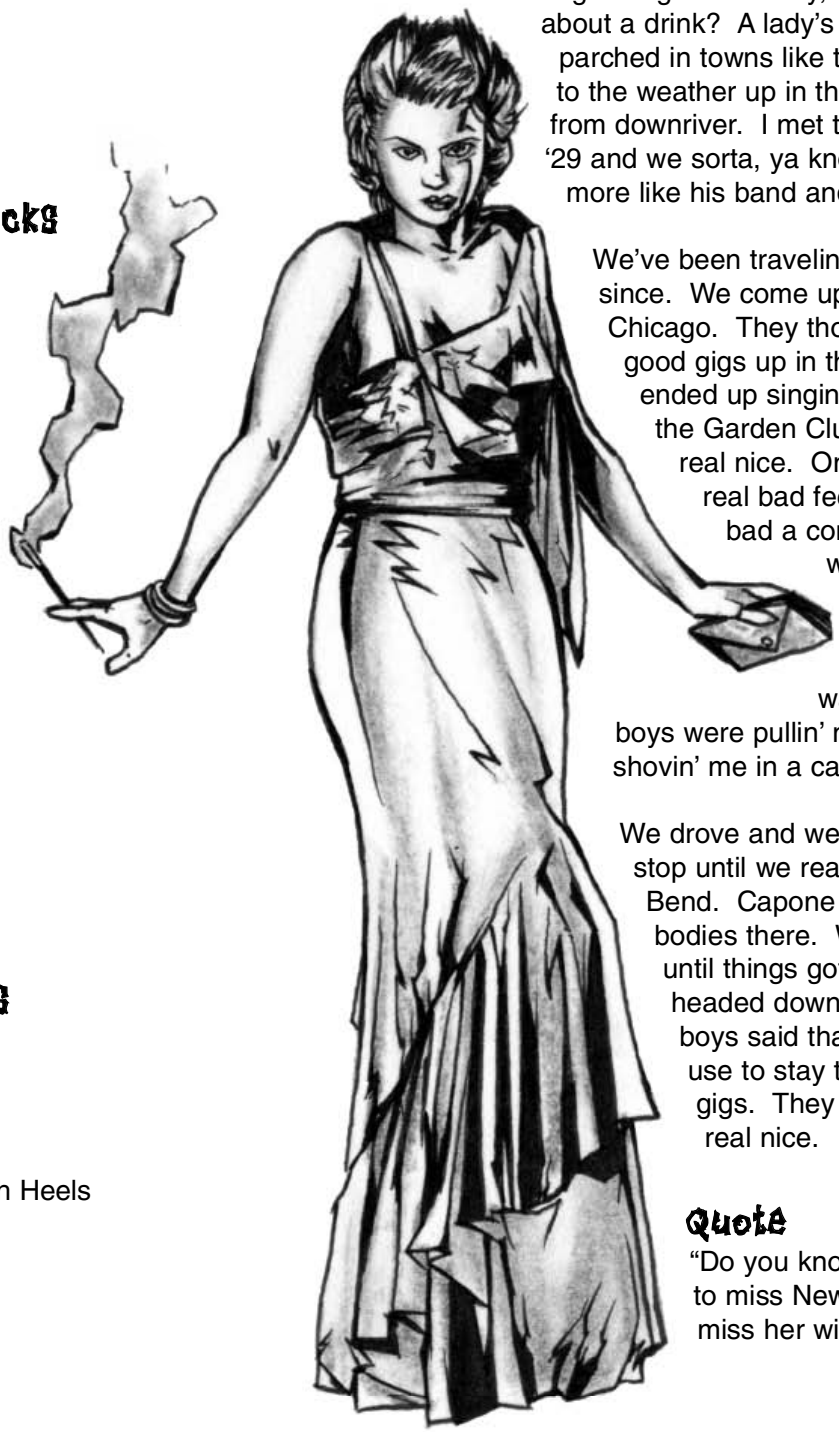
Acting 3
Beautician 4
Dodge 2
Escapism 2
Notice 2
Seduction 3
Singing 5
Smooth Talking 3
Streetwise 3

Mentalism Powers

Mind Control Strength 3
Mind Control Art 3

Gear

Fancy Dress, Purse, High Heels



Personality

You got a light for a lady, mister? No? How about a drink? A lady's throat sure gets parched in towns like this. I'm not used to the weather up in these parts. I'm from downriver. I met this feller back in '29 and we sorta, ya know, clicked. Well, more like his band and I clicked.

We've been traveling together ever since. We come up the Mississippi to Chicago. They thought we could get good gigs up in the Windy City. I ended up singin' in a place called the Garden Club. It was nice, real nice. One night, I had this real bad feelin' of something bad a comin' my way. Half way through the first set, a fight started. Before I knew what was happenin', the boys were pullin' me offstage and shovin' me in a car.

We drove and we drove. We didn't stop until we reached old South Bend. Capone used to dump bodies there. We stayed there until things got bad. Then, we headed down to Kokomo. The boys said that all the musicians use to stay there between gigs. They say the town's real nice.

Quote

"Do you know what it means, to miss New Orleans? To miss her with all your heart."

Club DJ

Norm

Str 2 **Dex** 3 **Con** 2
Int 2 **Per** 3 **Wil** 2
LPs 26
EPs 23
Spd 10
Essence 26

Qualities/Drawbacks

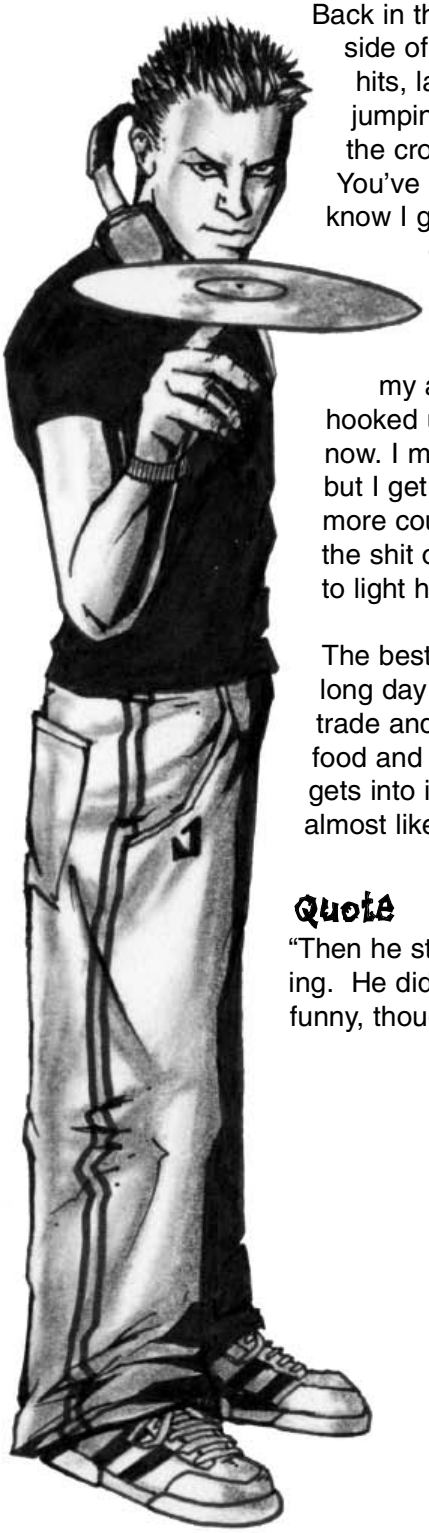
Addiction (Xtasy) (-2)
Artistic Talent (Music) (3)
Charisma +2 (2)
Contacts (Gang) (3)
Resources (Below Average) (-2)

Skills

Acting 1
Acrobatics 2
Brawling 2
Driving (Car) 2
Dancing (Breakdancing) 3
Engineer (Mechanical) 1
Haggling 3
Hand Weapon (Club) 3
Play Instrument (Turntables) 4
Singing (Rap) 3
Streetwise 3
Throwing (Sphere) 2

Gear

Chrome Plated .44 Pistol, 2 vials of Xtasy, "Hotfoot," Portable DJ equipment, Toolkit, CD/Record Collection



Personality

Back in the day I was the hottest DJ this side of the Mississippi. Bustin' out all the hits, laying down tracks to get the party jumpin', then lettin' loose the rap to let the crowd know who the man was! You've never heard of me? Whatever, I know I got the hyped skills. Always was good with my hands, ya know?

The DeadBoyz changed all that, though. They ate most of my audience, which is kinda why I hooked up with these gang kids I'm with now. I mean, not only do I get protection, but I get to have fun too. I mean, what more could I want than to be able to beat the shit outta a Deadboy, and then be able to light his ass on fire, too?

The best part though, is at the end of a long day I can break out the tools of my trade and lay down the beats. Once the food and beer get flowing and everyone gets into it, I feel great. Sometimes it's even almost like the old days, ya know?

Quote

"Then he steps on my CD and starts laughing. He didn't think the .44 in the chest was funny, though."

Criminologist

Norm

Str 2 **Dex** 2 **Con** 2
Int 3 **Per** 3 **Wil** 2
LPs 26
EPs 23
Spd 8
Essence 14

Qualities/Drawbacks

Clown (-1)
Nerves of Steel (3)
Recurring Nightmares (His first time in the field) (-1)
Resistance (Disease) (1)
Situational Awareness (2)

Skills

Bureaucracy 2
Brawling 1
Computers 2
Drive (Car) 2
Engineering (Mechanical) 1
Gun (Handgun) 2
Humanities (Criminal Justice) 2
Notice 4
Questioning 4
Research/Investigation 4
Science (Biology) 2
Science (Criminology) 4
Science (Physics) 1

Gear

Crime Scene Investigation Equipment, 9mm Handgun with 2 Extra Magazines, Handcuffs, Pocket Knife, Police Cruiser with Radio.



Personality

Criminology isn't really a science if you ask me. Sure, there's a lot of science involved: physics, biology, chemistry, and all that kind of stuff, but for me that's not important. Any college geek can sit in a lab and run tests on some item that was found at the crime scene, but you've got to be able to put it all together to be good at your job. You've got to take all the evidence, break it down, then put it back together before you can even think about knowing what *might* have happened at the crime scene. From there, it only gets harder. You've got to map out the crime minute by minute by minute, then hour by hour, precisely and meticulously.

A lot of people would probably find the whole thing either mind-numbingly hard, or mind-numbingly boring. For me though, it's a perfect job. I put my brains to better use than I think most people do. Most waste time trying to come up with the next big ad slogan or something idiotic like that for a big paycheck or something. Out here I make a real difference.

Quote

"It appears twenty assailants forced their way into the estate, ripped the victim to pieces, then fled. Weirdest homicide I've ever seen . . ."

Disillusioned Martial Artist

Zombie

Str 5 **Dex** 4 **Con** 5
Int 2 **Per** 3 **Wil** 3
DPS 50
EPS n/a
Spd 18
Essence 35

Qualities/Drawbacks

Age 1 (5)
Adversary (His Undead Lord) (-3)
Attractiveness (Pale/Dark Veins) (-1)
Essence Channeling 2 (4)
Gift (5)
Increased Essence Pool (2)
Obsession
(Stopping His Undead Lord) (-2)
Reckless (-2)

Skills

Acrobatics 3
Escapism 2
Hand Weapon (Sword) 4
Language (English) 1
Martial Arts 4
Myth & Legend (Chinese) 2
Notice 2
Stealth 3

Combat Moves

Punch 4, Kick 4, Jab 4, Counter Punch 3, Flip 2, Roll with Blow 2, Spin Kick 3, Trip 2

Chi Techniques

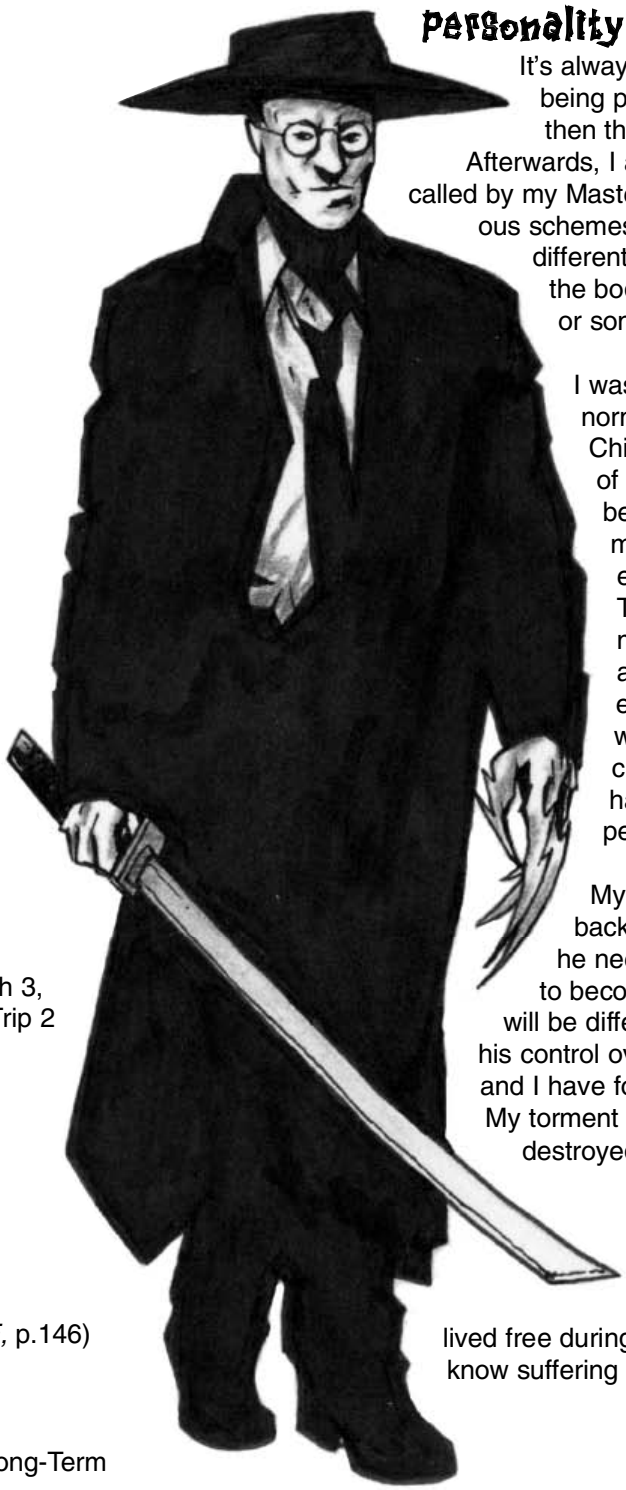
Bone Blade Kick (2)
Crimson Spray (1)
Finger Blade (1)
Regeneration (2)

Aspects

Starts with the Basic Zombie (*AFMBE,* p.146) with the following added:
Senses: Like the Living (1)
Sustenance: Who Needs Food? (8)
Intelligence: Problem Solving (15), Long-Term Memory (5), Language (1)

Gear

Katana, Long Dark Coat, Wide-Brimmed Hat



Personality

It's always the same. It starts with being pulled through darkness; then the searing pain begins. Afterwards, I awake in another body, called by my Master yet again for his nefarious schemes. Each time the body is different. I never know if it will be the body of some homeless man or some once-pretty college girl.

I was once a normal man with normal problems long ago in China. I served in the army of one who wished to become a God. He offered me a chance to be a powerful man in his army. Though when he spoke to me I was already dying of a sword wound I received earlier that day. I only wanted to see my wife and child again. I should never have accepted and died peacefully.

My eternal Master calls me back from the abyss whenever he needs a warrior for his plot to become a God. This time it will be different. I know the secret to his control over the body I possess and I have found a way to run away. My torment will never end until he is destroyed—once and for all!

Quote

"You who have only lived one lifetime and lived free during that time. You do not know suffering . . . not at all."

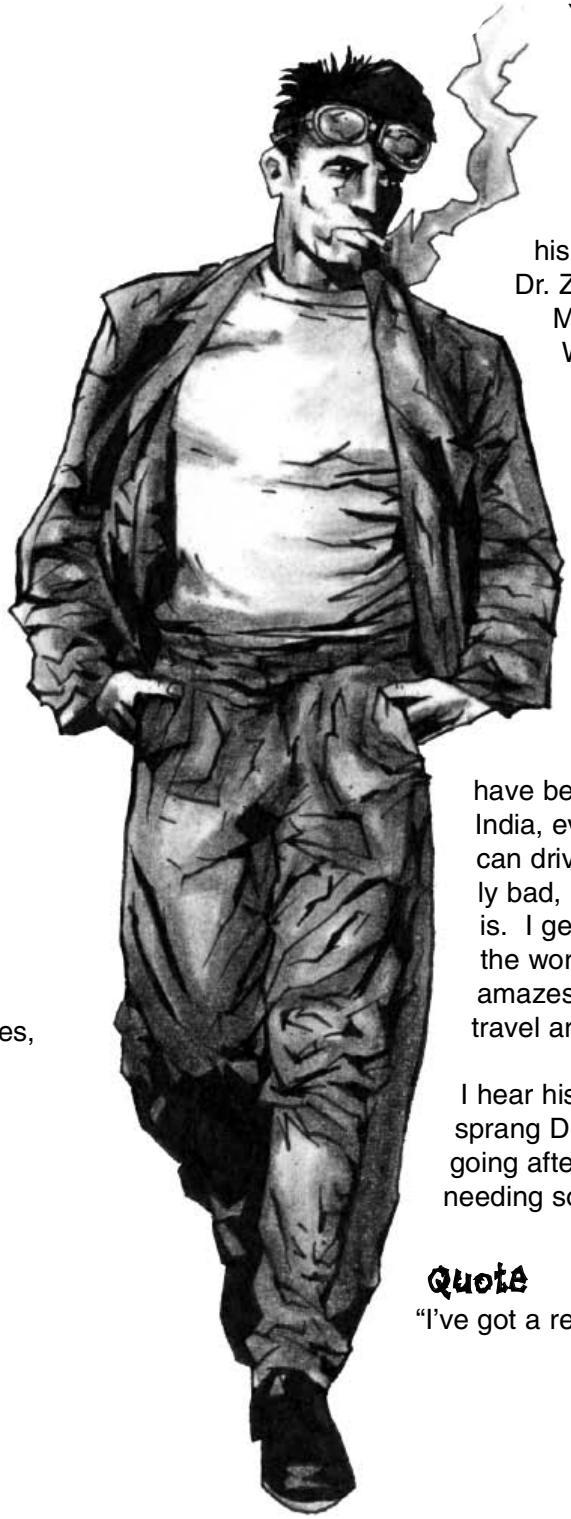
Driver
Pulp Hero

Str 3 **Dex** 6 **Con** 3
Int 2 **Per** 4 **Wil** 3
LPs 34
EPs 32
Spd 18
Essence 21

Qualities/Drawbacks
Addiction (Nicotine) (-2)
Contacts (Various) (5)
Danger Sense (3)
Delusions of Grandeur (-3)
Fast Reaction Time (2)
Humorless (-1)
Nerves of Steel (3)
Situational Awareness (2)

Skills
Dodge 5
Driving (Car) 5
Driving (Truck) 4
Driving (Motorcycle) 4
Guns (Handgun) 4
Martial Arts 4
Mechanic 5
Notice 3

Gear
Colt .45 Semi-Automatic, Automobile, Pack of Lucky Strikes, Zippo



Personality
You wanted the best and now you got it.

Me.

Do you know who drove the car that delivered the Captain and his band of heroes into the lair of Dr. Z and his minions back in '35? Me. Unfortunately, Dr. Z escaped. We tailed him to his secret lair in Rio, though. Again, I drove the Captain and his band of heroes to the lair. I even helped by mowing down Dr. Z's evil henchman with the truck I was driving. We seized Dr. Z that time but unfortunately, we lost the Captain. After that, the group disbanded.

Since then, I have traveled, going where there's work. I have been to Africa, Europe, China, India, even Tibet. See, not everyone can drive. And those that can are usually bad, real bad. Me, I'm the best there is. I get telegraphs from folks all over the world wanting to hire me. It simply amazes me how one's reputation can travel around the world.

I hear his right hand man, Thanatos, sprang Dr. Z from jail. I know you're going after them. I want in. You'll be needing someone to drive.

Quote
"I've got a real bad feeling about this."

Escape Artist

Survivor

Str 2 **Dex** 5 **Con** 2
Int 4 **Per** 4 **Wil** 3
LPs 26
EPs 26
Spd 14
Essence 20

Qualities/Drawbacks

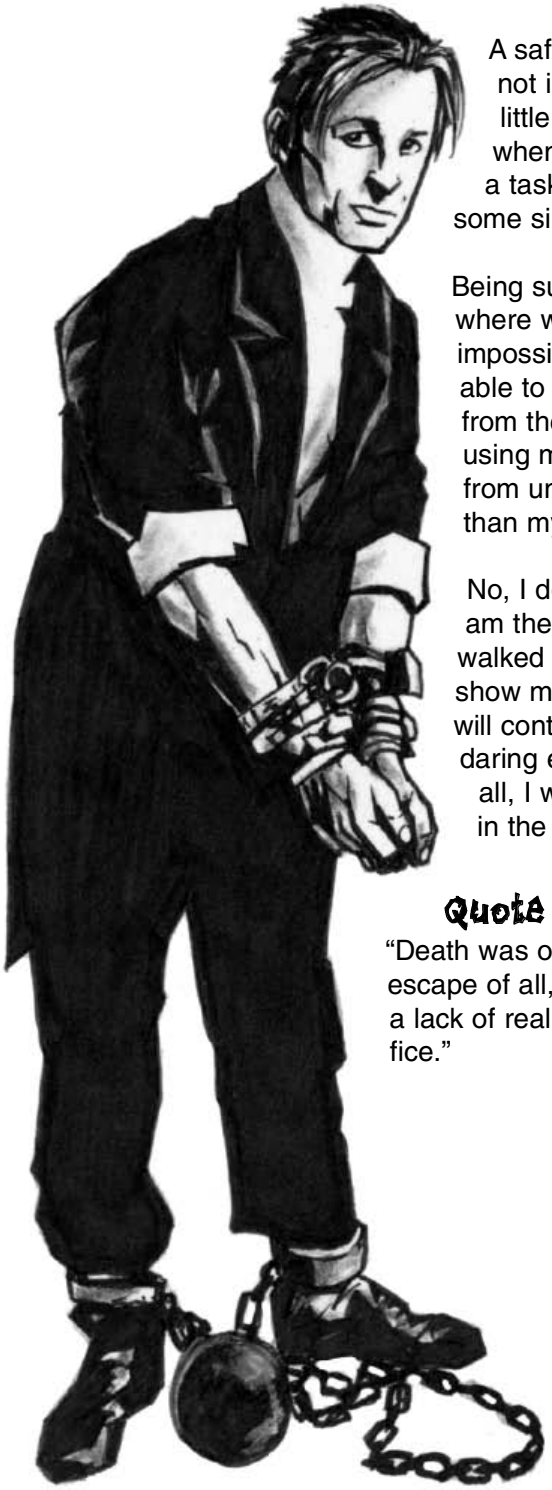
Attractiveness +1 (1)
Charisma +3 (3)
Good Luck (4)
Fast Reaction Time (2)
Nerves of Steel (3)
Showoff (-2)
Situational Awareness (2)

Skills

Acrobatics 3
Acting 3
Brawling 3
Cheating 1
Driving (Car) 2
Escapism (Rope Bonds) 5
Lock Picking (Mechanical) 5
Occult Knowledge 3
Sleight of Hand 6

Gear

Lock Picking Set



Personality

Think of it this way.

A safe is designed to keep people out, not in. Most people do not know that little fact, and it takes them by surprise when you are able to accomplish such a task, most often under water or under some similarly ridiculous situation.

Being surrounded by these beasts everywhere we go is almost the same thing, an impossible task that no man should be able to survive. That is only how it looks from the outside. I have lived this long, using my fair share of tricks to disappear from under the hungry noses of more than my fair share of those beasts.

No, I do not worry about getting caught. I am the best escape artist that ever walked these streets, and while I may not show my talents on the stage anymore, I will continue to amaze you people with daring escapes and near misses. After all, I wouldn't be able to look at myself in the mirror if I did not.

Quote

"Death was once said to be the greatest escape of all, but seeing as there seems to be a lack of real death these days, living shall suffice."

Fastest Gun In The West

Survivor

Str 3 **Dex** 5 **Con** 3
Int 2 **Per** 4 **Wil** 3
LPs 49
EPs 32
Spd 16
Essence 20

Qualities/Drawbacks

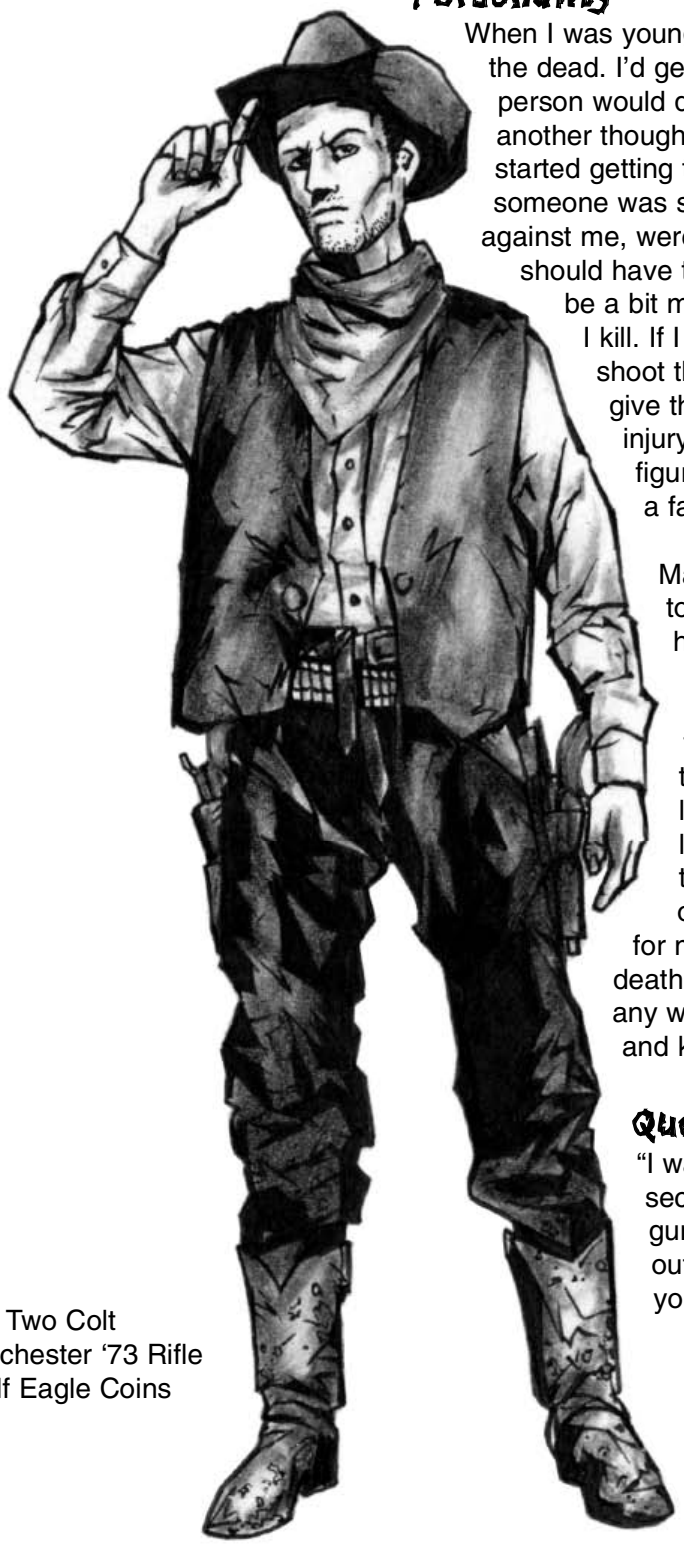
Attractiveness +2 (2)
Charisma +2 (2)
Fast As Hell (1)
Fast Reaction Time (2)
Hard to Kill (5)
Honorable (-2)
Number One with A Bullet (1)
Reckless (-2)
Showoff (-2)
Situational Awareness (2)

Skills

Brawling 3
Dodge 2
Escapism 1
First Aid 1
Gambling 1
Guns (Handgun) 7
Guns (Rifle) 4
Haggling 1
Intimidation 4
Language (Navajo) 2
Language (Spanish) 2
Riding (Horse) 3
Stealth 2
Survival (Desert) 2
Tracking 2

Gear

A Good Horse, Dusty Clothes, Two Colt Peacemaker Pistols (.45), Winchester '73 Rifle (.44), Saddle Bag with Ten Half Eagle Coins



Personality

When I was younger, I never worried about the dead. I'd get in a gunfight, the other person would drop, and I never gave it another thought. But after a while, it started getting to me. Just because someone was stupid enough to go against me, weren't no reason they should have to die. Nowadays, I try to be a bit more discerning about who I kill. If I can just scare them off, shoot their gun away, maybe give them a little limp or a hand injury to remember me by, I figure I've done the poor fool a favor.

Maybe that's just a case of too little too late though. I hear tale of the dead rising, heading towards this one horse town I now find myself in. With all of the men I've killed in my life, and to tell the truth I lost count of them a long time ago, I am sure some of those dead are coming for me. All that means is that death ain't made those fools any wiser. I'll just have to up and kill them again.

Quote

"I warn you right now, the second you draw that six-gun I'm just gonna shoot it out of your hands, make you look all greenhorn-like."

Homicide Detective

Norm

Str 2 **Dex** 2 **Con** 2
Int 2 **Per** 4 **Wil** 2
LPs 32
EPs 23
Spd 8
Essence 14

Qualities/Drawbacks

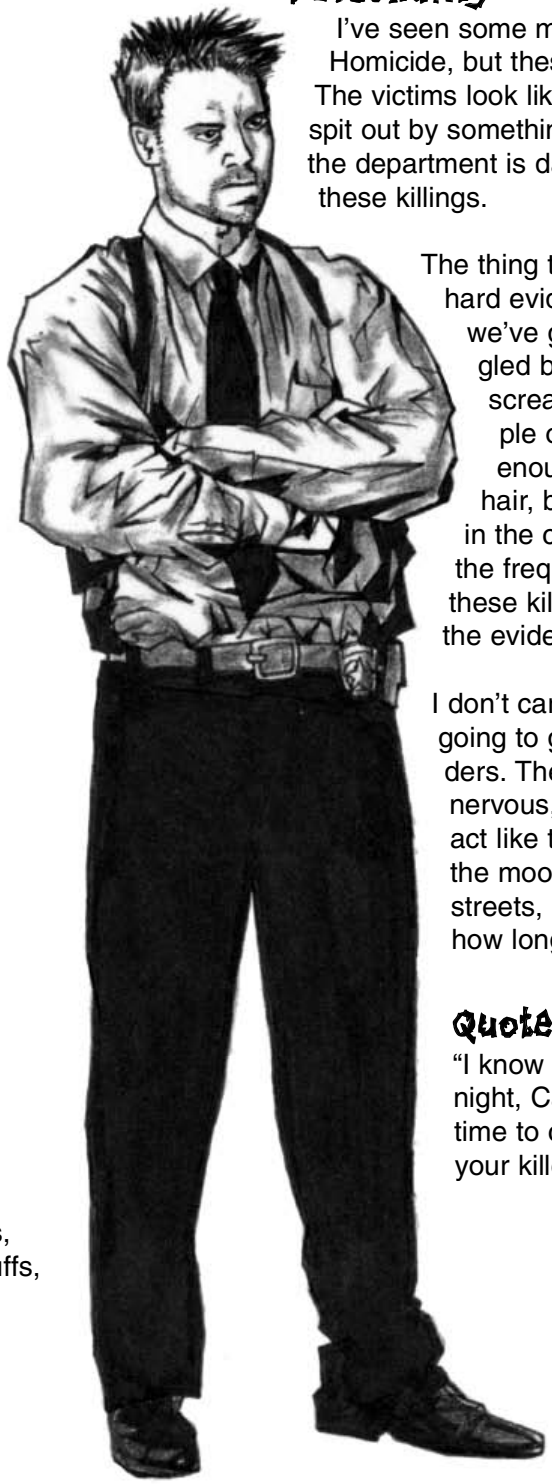
Addiction (Drinking) (-1)
Emotional Problems (Fear of Commitment) (-1)
Hard to Kill (2)
Nerves of Steel (3)
Photographic Memory (2)
Reckless (-2)
Situational Awareness (2)

Skills

Brawling 2
Dodge 2
Driving (Car) 3
First Aid 1
Gun (Handgun) 4
Humanities (Criminal Justice) 4
Intimidation 2
Notice 3
Research/Investigation 2
Questioning 3
Stealth 1
Streetwise 3

Gear

9mm Handgun, Two Extra 9mm Magazines, Badge, Street Clothes, Police Cruiser with Radio, Handcuffs, Flashlight, Plastic Evidence Bags, Disposable Surgical Gloves, Notebook.



Personality

I've seen some messed up things in my time with Homicide, but these murders really take the cake. The victims look like they've been chewed up and spit out by something big and nasty, but everyone in the department is damned if they know who's doing these killings.

The thing that scares me is the lack of real hard evidence. For most of these crimes, we've got literally nothing but a mangled body to work with, and a Chief screaming at us for results. In a couple of the murders, we got lucky enough for a footprint or a piece of hair, but they keep coming up a blank in the criminal database. Besides, with the frequency we're starting to see in these killings, there's no telling whether the evidence is from copycats either.

I don't care what I have to do, but I'm going to get to the bottom of these murders. They're making everyone in the city nervous, and more than a few people act like they are crazy. I don't know if it's the moon, or some new drug on the streets, but I'll put a stop to it no matter how long it takes me."

Quote

"I know there was another murder last night, Captain. I just need a little more time to crack the case. Then you'll have your killer."

Horn Player

Legendary Hero

Str 3 **Dex** 6 **Con** 5
Int 4 **Per** 5 **Wil** 5
LPs 45
EPs 44
Spd 22
Essence 65

Qualities/Drawbacks

Addiction (Marijuana) (-2)
Addiction (Alcohol) (-2)
Artistic Talent (Music) (3)
Artistic Talent (Singing) (3)
Charisma +5 (5)
Contacts (Various) (5)
Danger Sense (1)
Emotional Problems (Depression) (-2)
Hard to Kill (1)
Hyperlingual (1)
Mentalism (2)
Minority (-3)
Nerves of Steel (3)
Situational Awareness (2)
Status +3 (3)

Skills

Acting 3
Brawling 2
Dancing 2
Dodge 2
First Aid 3
Language (French) 2
Notice 3
Play Instrument (Trumpet) 5
Singing 2
Smooth Talking 3
Storytelling 3

Mentalism Powers

Clairvoyance Art 3 (6)
Clairvoyance Strength 4 (12)
Telepathy Art 3 (6)
Telepathy Strength 2 (6)



Gear

Hat, Suitcase, Suit, Trumpet

Personality

We had a gig in Ol' Chicago when the dead rose. We was playing at the Garden Club. The management paid nightly, smartly dressed women danced the evening away, and power-broking men made and broke politicians. I knew that gig was going to go bad. I don't know how I knew, I just knew.

When the dead rose, we cleared town. We hitched a ride as far as South Bend and hid out with some friends. When the dead reached that town, I figured we'd best head down to Kokomo.

Kokomo's a nice layover town. I used to stay there when I traveled between Indy and Chicago and Detroit. A bunch of musicians I knew from the way-back were already there. We set up in an old nightclub and brought the city to life!

Now, we jam every night and drink as much alcohol as we like. Women fill the dance floor at every gig I play.

The highlight is our singer, Melanie. We've known each other since '25. You could say we have a special "link."

Quote

"Baby, don't you want to go back to sweet home, Kokomo?"

Indentured Killer

Shooter

Str 3 **Dex** 5 **Con** 4
Int 2 **Per** 4 **Wil** 3
LPs 38
EPs 35
Spd 18
Essence 21

Qualities/Drawbacks

Addiction (Nicotine) (-1)
Adversary (Various) (-5)
Attractiveness +2 (2)
Essence Channeling 3 (6)
Fast Reaction Time (2)
Gift (5)
Honorable (-1)
Humorless (-1)
Nerves of Steel (3)
Obsession (-2)

Skills

Acrobatics 2
Brawl 1
Dodge 3
Drive (Car) 2
Guns (Handgun) 6
Guns (SMG) 2
Hand Weapon (Knife) 3
Stealth 3

Chi Techniques

Acrobatic Shooting (2)
Combat Sense (3)
Instant Reload (2)
Multiple Shooter (3)
Quick Draw (2)
Two-Fisted Firing (2)

Gear

2 large Caliber Automatic Pistols with 10 Magazines, 2 Medium Caliber Automatic Pistols with 6 Magazines, Knife, Quick Draw Holsters, Sports Car



Personality

My father died when I was a small child. After his death, a man came to my mother and made her an offer she couldn't refuse. In return for her oldest child, she and the rest of her children would be "taken care of" by Hung Shao. I was that oldest child.

When I began working for Hung Shao at age ten, I was a runner. When I was older, I became a driver. One of Hung Shao's henchmen took a liking to me and I became his personal driver. Together, we delivered thousands of packages throughout San Francisco.

One night, a deal went bad. The henchman stumbled out of the warehouse, clutching the goods. He collapsed from a chest wound. Fearing Hung Shao's reaction, I went into the warehouse and killed everyone inside. I even snatched the money meant for Hung Shao.

For five years, I have been a killer. That day in the warehouse elevated me to a position that street urchins can only dream to obtain. Hung Shao has been pressing me to become one of his zombie killers. I have resisted thus far. I am tired of this life and I want out.

Quote

"You owe Hung Shao fifty thousand dollars. You must pay now or I will be forced to kill you."

Iron Head

Martial Artist

Str 5 **Dex** 5 **Con** 5
Int 3 **Per** 3 **Wil** 4
LPs 65
EPs 47
Spd 20
Essence 35

Qualities/Drawbacks

Addiction (Nicotine) (-2)
Emotional Problem (Depression) (-2)
Emotional Problem (Fear of Commitment) (-1)
Essence Channeling 4 (8)
Fast Reaction Time (2)
Gift (5)
Hard to Kill (5)
Humorless (-1)
Increased Essence Pool (2)

Skills

Acrobatics 2
Martial Arts 4
Notice 3
Stealth 2

Combat Moves

Head Butt 4
Jab 4
Kick 4
Flip 2
Grab 3
Punch 3
Trip 4

Chi Techniques

Blind Strike (2)
Chi Shout (1)
Iron Head (2)
Golden Bell (3)
Wave of Chi (4)

Gear

Kung Fu Manual, Lighter, Cigarettes

Personality

Get out of here! You will get me fired. I have a wife and kids, now. I don't have time for your silly games. Why do you always bother me? Go away. Get a job or something.

Yes, I remember what Master said about kung fu and how we should always remember our path. I don't care. I have a real life, now. You go out there and be crazy. Not me. No way.

I haven't used my Iron Head technique in years. I don't even remember how. What good would I be to you and our brothers? You go out there and stop the zombies. I will stay here and work.

No, I don't care that first and second eldest brothers are helping you.

What?

Youngest brother is helping, too? Fine, let me go tell my boss to fire me and I will come with you.

Quote

"Kung fu is important and teaches us everything we need to know to stop the zombies. Fear my Iron Head!"

Librarian

Norm

Str 2 **Dex** 2 **Con** 2
Int 4 **Per** 2 **Wil** 2
LPs 26
EPs 23
Spd 8
Essence 14

Qualities/Drawbacks

Contacts (Libraries) (2)
Contacts
(Antiquarian Bookstores) (1)
Impaired Eyesight (-1)
Photographic Memory (2)

Skills

Bureaucracy 1
Computers 1
Dodge 1
Driving (Car) 1
Humanities (Anthropology) 3
Humanities (Archaeology) 3
Humanities (History) 3
Humanities (Theology) 3
Language (Latin) 3
Language (Greek) 2
Myth & Legends 3
Occult Knowledge 2
Research/Investigation 3
Writing (Academic) 1

Gear

Spectacles, Antique Book Collection



Personality

Pouring over musty old books may seem like a laughable waste of time to you, dear fellow, but I assure you, the wisdom they contain could be priceless.

Books are mankind's repositories of knowledge, and contain many esoteric references to the supernatural, including the Walking Dead. It may well be that these dusty old tomes, or texts like them, contain information vital to dealing with the zombie menace.

Battling with the horrors may be necessary for survival, but it is not a solution. Science may succeed or fail, but can we afford to stand idle when the answers may already exist in the mysterious past? I think not.

Quote

"Well, according to this treatise on Egyptian curses . . . What? Oh, yes, I'll shut up and run."

Lost Child

Norm

Str 1 **Dex** 3 **Con** 3
Int 3 **Per** 3 **Wil** 3
LPs 26
EPs 26
Spd 12
Essence 17

Qualities/Drawbacks

Attractiveness +2 (2)
Curious (-2)
Good Luck 5 (5)
Resources (Miserable) (-8)

Skills

Acting 2
Climbing 2
Computers 2
Dodge 5
Driving (Tricycle) 2
Escapism 2
Notice 3
Running (Dash) 2
Smooth Talking 2
Stealth 4
Swimming 2
Throwing (Sphere) 2

Gear

Teddy Bear, Pajamas, Warm Coat, Trainers, Tricycle.

Personality

I didn' mean to be naughty, but Mommy and Daddy wouldn' let me go outside and play, so I snuck out with Snuffles, my teddy, when they were makin' brekkie. It's not my fault, cos' it was Snuffles' idea really.

I climbed up to the tree house with Snuffles and played for a while. I don' know what happened next, but I think I musta' been kinda' tired, cos' I woke up, and there was a lot of screaming.

Snuffles hugged me real hard cos' he was scared, but I was brave and didn' cry much.



Me an' Snuffles hid, and it all went quiet, and we watched ugly men walkin' funny along the street.

When they had gone, we snuck down again, and ran to find Mommy and Daddy, but they were gone! Snuffles cried and cried, and he was very sad and lonely, but he had me, so we went lookin' to find Mommy and Daddy.

We've had to be brave, an' hide from the ugly men, but we still haven't found Mommy and Daddy, and it's long past my bedtime.

Quote

"Have you seen my mommy?"

Mafia Hood

Survivor

Str 4 **Dex** 3 **Con** 3
Int 3 **Per** 3 **Wil** 4
LPs 47
EPs 38
Spd 12
Essence 20

Qualities/Drawbacks

Adversary (Law Enforcement) (-4)
Adversary (Rival) (-2)
Charisma +1 (1)
Contacts (Mafia) (3)
Covetous (Ambitious or Greedy) (-1)
Cruel (-1)
Fast Reaction Time (2)
Hard to Kill (3)
Honorable (-1)
Nerves of Steel (3)
Resources (Middle Class) (2)
Situational Awareness (2)

Skills

Brawling 3
Cheating 2
Dodge 2
Driving (Car) 2
Gambling 2
Guns (Handgun) 3
Guns (Shotgun or SMG) 2
Haggling 2
Hand Weapons (Club) 2
Humanities (Law) 2
Intimidation 3
Language (Italian) 2
Lock Picking (Mechanical) 2
Notice 3
Questioning 2
Smooth Talking 2
Stealth 1
Streetwise 5
Surveillance 1

Gear

Handgun, Brass Knuckles, Baseball Bat, Cell Phone, Sedan.



Personality

I always wanted to be a wise guy, a made man. Da kinda man dat inspires fear in his enemies, and has real respect, y'know?

I started as a runner, workin' with da Family's "communication network," y'know? So everythin' seemed legit.

Turned out I was also real good at workin' wit' da public, so I offered da Family's "protection services" to a variety of local interests. Course, if dey refused, we asked dem to reconsider. Nice-like. But, well, sometimes "accidents" happen, capice?

Den dese new guys move in, aiming to take a bite outta our territory in a very real sense. And I ain't gonna let dat happen. Dead or not, no one moves in on da Family.

Quote

"You lookin' at me? Maybe ya think yer gonna eat me or somethin'? I put concrete boots on ya once, I can do it again."

Mercenary

Survivor

Str 2 **Dex** 3 **Con** 4
Int 4 **Per** 3 **Wil** 4
LPs 43
EPs 44
Spd 14
Essence 20

Qualities/Drawbacks

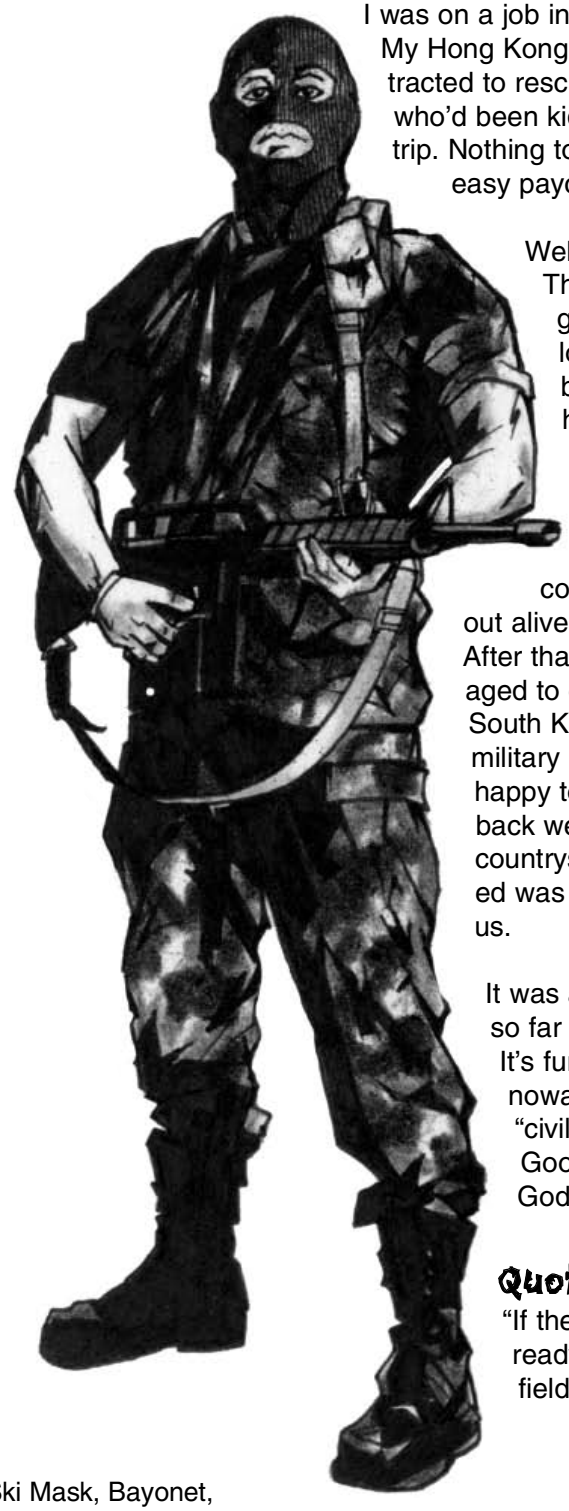
Adversary (South American Rebel Group) (-2)
Clown (-1)
Contacts (Mercenaries) (3)
Contacts (Local Officials) (2)
Fast Reaction Time (2)
Hard to Kill (3)
Multiple Identities (American Businessman) (2)
Resources (Well-off) (4)
Tireless (2)

Skills

Brawling 2
Demolitions 1
Dodge 2
Drive (Motorcycle) 2
Gambling 1
Gun (Assault Rifle) 3
Gun (Handgun) 2
Gun (Shotgun) 1
Haggling 1
Hand Weapon (Knife) 3
Language (Spanish) 2
Language (Chinese) 1
Notice 2
Questioning 1
Smooth Talking 2
Survival (Desert) 1
Survival (Jungle) 2
Stealth 2
Streetwise 2
Tracking 2

Gear

Camouflage Fatigues, Boonie Hat, Ski Mask, Bayonet, .45 Handgun with 2 Extra Magazines, 12-gauge Shotgun with 12 Extra Shells, CAR-15 Assault Rifle with 8 Extra Magazines, $500 US Dollars, $300 US Dollars in Local Currency, Survival Gear, Survival Rations



Personality

I was on a job in Thailand when it happened. My Hong Kong crew and me had been contracted to rescue some electronics mogul who'd been kidnapped while on a business trip. Nothing too bad, I thought it'd be an easy paycheck.

Well, as my old mentor Flip Thomas would say, "You always get screwed when the weather looks the sunniest." That old bastard never knew how right he was.

Long story short, some "zombies" jumped my team about half a click out of the compound, and we barely got out alive, let alone with the Package. After that we headed north and managed to catch a ride back home from South Korea. Seems the whole U.S. military was pulling out, and we were happy to tag along. When we got back we were set to take off for the countryside. The last thing we expected was a pile of job offers waiting for us.

It was almost too good to be true, but so far I haven't been disappointed. It's funny, but I've had more work nowadays than I ever did when the "civilized world" was still intact. Good ol' Murphy's Law, I guess. God Bless that man!

Quote

"If they give us the dough, we're ready to go! Yee-haw, the battlefield is my playpen!"

Miraculous Survivor

Inspired

Str 2 **Dex** 2 **Con** 4
Int 4 **Per** 3 **Wil** 5
LPs 34
EPs 38
Spd 12
Essence 25

Qualities/Drawbacks

Fast Reaction Time (2)
Gift (5)
Honorable (-3)
Increased Essence Pool (1)
Inspiration (5)

Skills

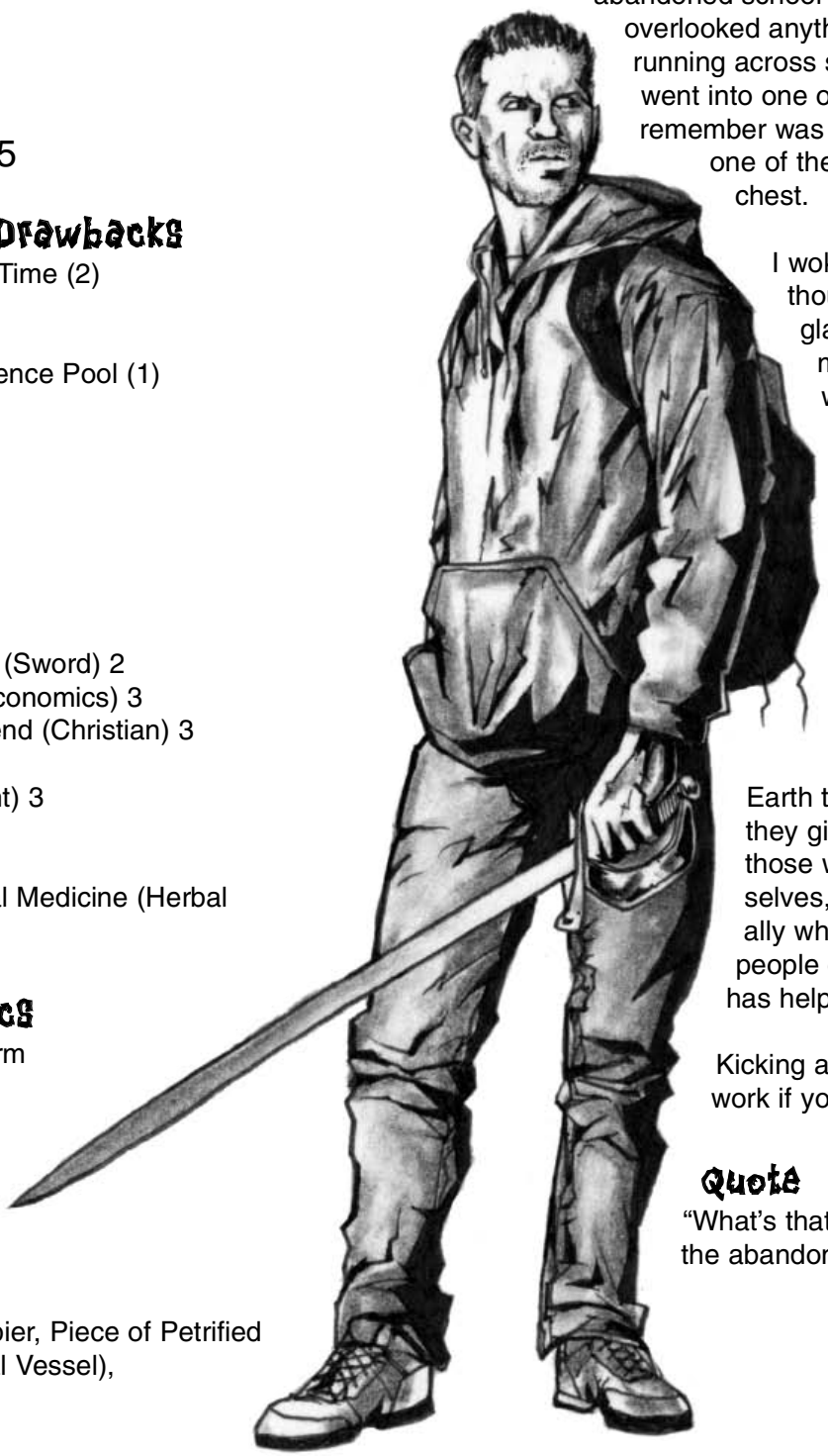
Brawling 2
Computers 1
Drive (Car) 2
First Aid 1
Hand Weapon (Sword) 2
Humanities (Economics) 3
Myth and Legend (Christian) 3
Notice 2
Running (Sprint) 3
Storytelling 2
Tracking 2
Unconventional Medicine (Herbal Medicine) 2

Metaphysics

Eye of the Storm
Spirit Armor
Spiritual Ally

Gear

Backpack, Rapier, Piece of Petrified Wood (Spiritual Vessel), First Aid Kit



Personality

I can still remember it. I was checkin' out this old abandoned school to see if scavengers had overlooked anything. I had the bad luck of running across some other survivors when I went into one of the classrooms. All I remember was a blinding flash coming from one of them, then a dull throb in my chest.

I woke up later and at first, I thought the bullet must have glanced off a bone, knocking me unconscious. After a little while though, I began to notice things had changed. I started feeling very weird, as if I was energized and guided by an invisible force. I found could do things that I thought no person could ever do.

Then finally it hit me. I had died that day in the school, but I came back down to Earth to help others. Not only did they give me powers to protect those who could protect themselves, but they also sent me an ally who I like to call Mickey. Most people cannot even see him, but he has helped me out more than once.

Kicking ass for the Lord. Not bad work if you can get it, eh?

Quote

"What's that Mickey? Trouble down at the abandoned shopping mall? Let's go!"

The Missilatrix

Pulp Hero

Str 2 **Dex** 5 **Con** 3
Int 4 **Per** 3 **Wil** 3
LPs 39
EPs 29
Spd 16
Essence 20

Qualities/Drawbacks

Adversary (Various) (-3)
Attractiveness +2 (2)
Charisma +1 (1)
Fast Reaction Time (2)
Hard to Kill (3)
Showoff (-2)
Situational Awareness (2)

Skills

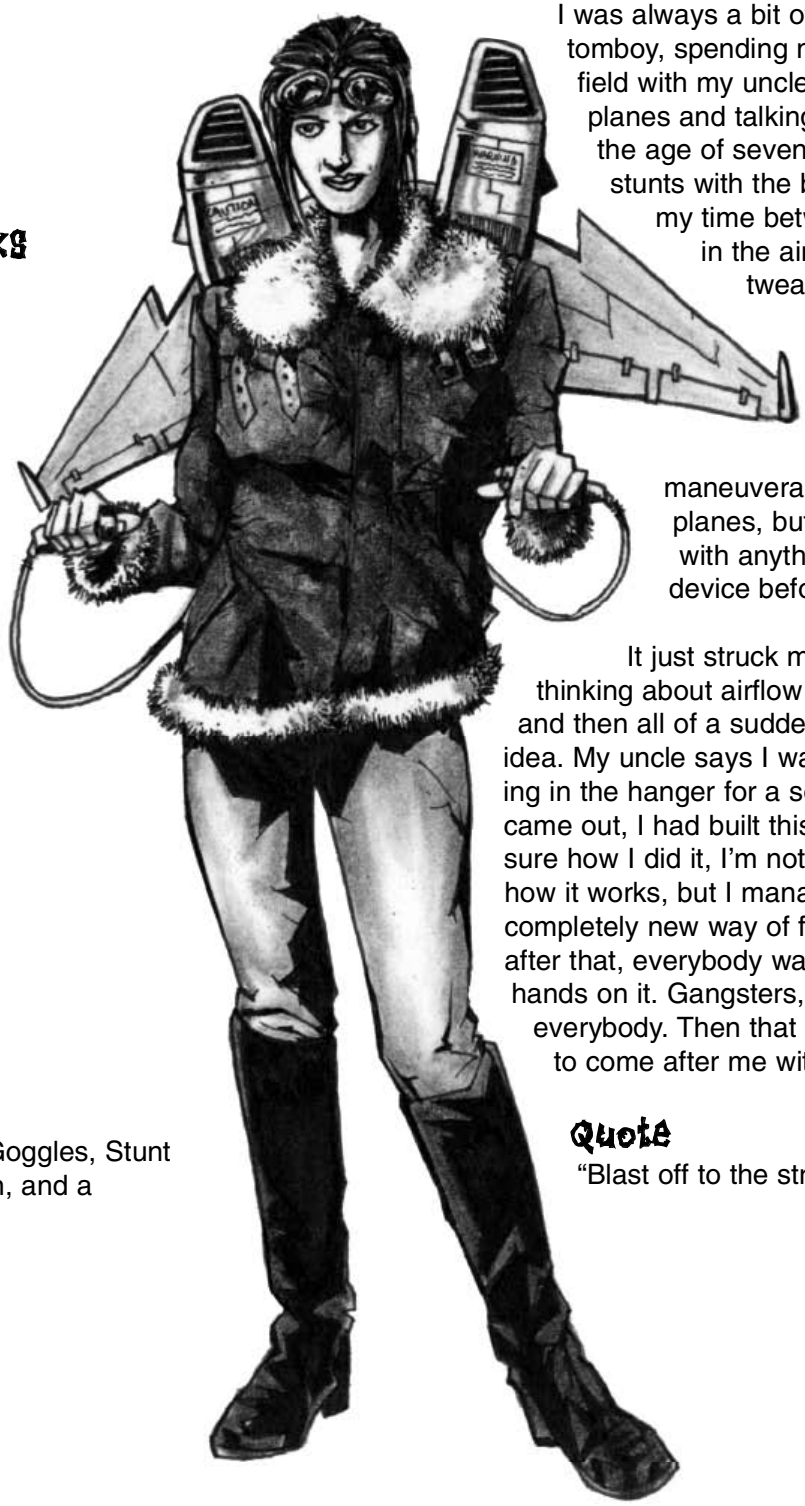
Brawling 3
Dodge 2
First Aid 2
Guns (Handgun) 3
Mechanic 4
Pilot (Prop Plane) 6
Pilot (Jetpack) 5
Smooth Talking 2
Stealth 2
Streetwise 2

Powers

Gadgetmaster 4 (12)

Gear

Leather Flight Jacket and Goggles, Stunt Plane, .38 Caliber Handgun, and a Futuristic Jet Pack



Personality

I was always a bit of a grease monkey tomboy, spending my days at the airfield with my uncle, tinkering with planes and talking to the pilots. By the age of seventeen, I could fly stunts with the best of them. I split my time between doing stunts in the air and trying to tweak the most out of my planes on the ground. I could always get just a little more speed or maneuverability out of the planes, but I never came up with anything like this jetpack device before.

It just struck me one day. I was thinking about airflow and how things fly and then all of a sudden I get this crazy idea. My uncle says I was in a daze, working in the hanger for a solid week. When I came out, I had built this. I'm not quite sure how I did it, I'm not even all that sure how it works, but I managed to create a completely new way of flying. Of course, after that, everybody wanted to get their hands on it. Gangsters, Nazis, rival pilots, everybody. Then that weird guy started to come after me with the zombies. . .

Quote

"Blast off to the stratosphere!"

Old Crone

Zombie

Str 2 **Dex** 2 **Con** 2
Int 2 **Per** 5 **Wil** 5
DPS 26
EPS n/a
Spd 8
Essence 23

Qualities/Drawbacks

Gift (5)
Inspiration (5)
Age 1 (5)
Cruel (-1)
Lazy (-2)
Delusions of Grandeur (Pagan Priestess) (-2)
Crippled Foot (Walks With Cane) (-2)
Zealot (Follow Old Ways) (-3)

Skills

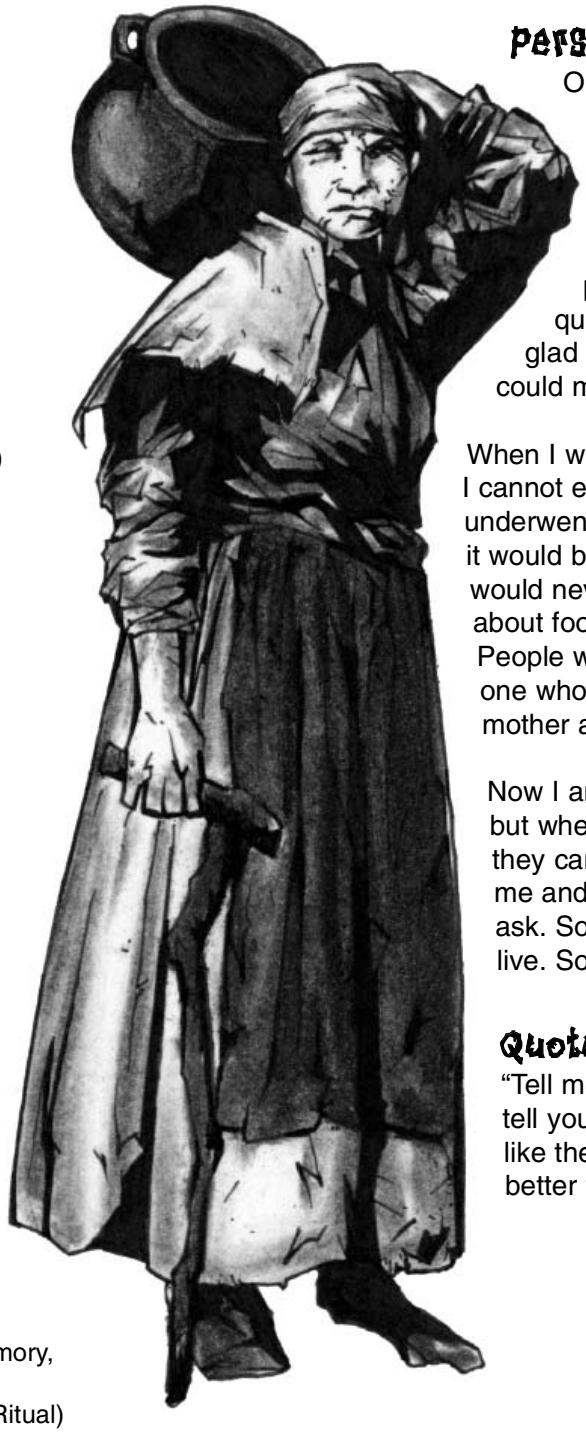
Brawling 2
Hand Weapon (Axe) 2
Intimidation 4
Myth & Legends 2
Occult Knowledge 2
Rituals (Rus Pagan) 2
Trance 2
Traps 2
Unconventional Medicine (Herbalism) 2

Aspects

Attack: Bite D4 x 2 (4) Slashing, Teeth 6/Turn until removed, Claws D6 x 2 (6) armor-piercing/Slashing
Weak Spot: All
Getting Around: Slow And Steady
Strength: Dead Joe Average, Teeth, Claws
Senses: Like The Dead
Sustenance: Weekly, All Flesh Must Be Eaten
Intelligence: Language, Long Term Memory, Problem Solving
Spreading The Love: Bury The Body (Ritual)
Special: Regeneration (+2)
Power: 90

Metaphysics

Binding
Blessing
Visions



Personality

Once, I would have been respected, cared for by the community. Once, all would have come to me for advice. They would have paid the price for my help without question, and have been glad that such a small thing could make their lives better.

When I was younger, so long ago I cannot even remember it, I underwent the ritual gladly. I knew it would bring me respect. I knew I would never again have to worry about food, clothing or care. People would come to the only one who understood our cruel mother and seek protection.

Now I am hated and feared. Still, but when there is a problem they cannot solve, they come to me and pay whatever price I ask. Sometimes I even let them live. Sometimes.

Quote

"Tell me what you want, and I'll tell you what it'll cost. You don't like the price? Some meat's better than no meat I suppose."

Olympic Marksman

Shooter

Str 2 **Dex** 6 **Con** 3
Int 3 **Per** 2 **Wil** 2
LPs 30
EPs 26
Spd 18
Essence 20

Qualities/Drawbacks

Acute Senses (Sight) (2)
Adversary
(Rival Shooter) (-2)
Clown (-1)
Contacts (Mercenaries) (3)
Emotional Problems
(Depression) (-2)
Essence Channeling 4 (8)
Gift (5)
Obsession (-2)
Showoff (-2)

Skills

Disguise 2
Drive 3
Guns (Handgun) 5
Guns (Rifle) 5
Language (Japanese) 3
Notice 4
Smooth Talking 3
Surveillance 3

Powers

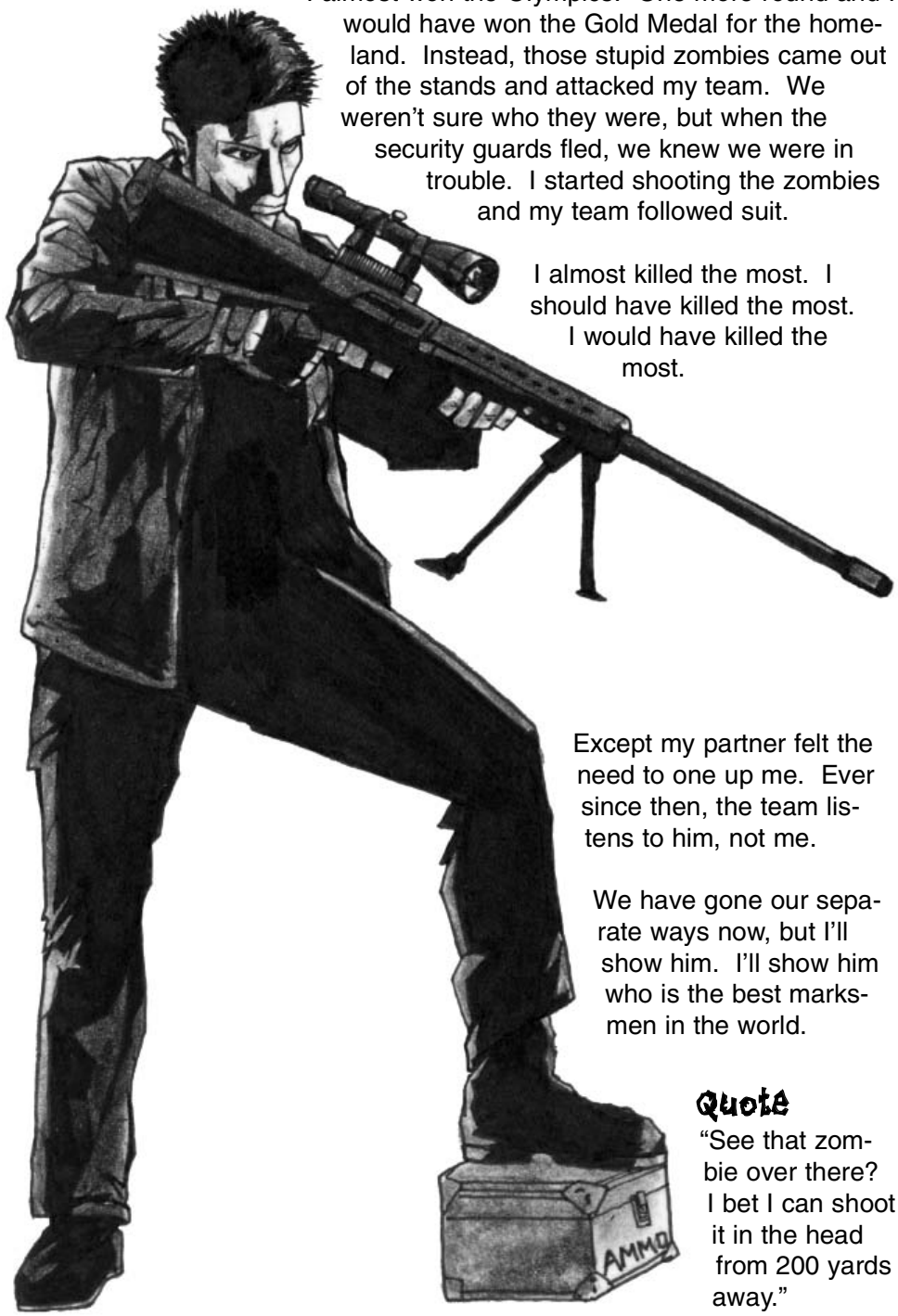
Blind Firing (3)
Eagle Eye (2)
Instant Reload (2)
Penetrating Shot (3)
Trick Shot (3)

Gear

High-powered Assault Rifle with 5 Magazines, x20 Scope, x20 Starlight Scope, Target Pistol with 5 Magazines

Personality

I almost won the Olympics. One more round and I would have won the Gold Medal for the homeland. Instead, those stupid zombies came out of the stands and attacked my team. We weren't sure who they were, but when the security guards fled, we knew we were in trouble. I started shooting the zombies and my team followed suit.



I almost killed the most. I should have killed the most. I would have killed the most.

Except my partner felt the need to one up me. Ever since then, the team listens to him, not me.

We have gone our separate ways now, but I'll show him. I'll show him who is the best marksmen in the world.

Quote

"See that zombie over there? I bet I can shoot it in the head from 200 yards away."

Pinkerton

Survivor

Str 3 **Dex** 4 **Con** 3
Int 3 **Per** 4 **Wil** 3
LPs 34
EPs 32
Spd 14
Essence 20

Qualities/Drawbacks

Delusions
(Prejudice against Southerners) (-1)
Fast Reaction Time (2)
Honorable (-2)
Nerves of Steel (3)
Resources (Middle Class) (2)
Situational Awareness (2)
Status +1 (1)

Skills

Brawling 2
Bureaucracy 2
Dodge 3
Escapism 3
First Aid 3
Gun (Handgun) 5
Guns (Shotgun) 2
Hand Weapon (Knife) 1
Humanities (Law) 2
Intimidation 2
Notice 3
Questioning 2
Riding (Horse) 2
Surveillance 3
Tracking 2

Gear

Six Shooter with 36 Rounds, Shotgun with 12 Shells, Horse, $100



Personality

If rounding up scum like the James Gang wasn't bad enough, now I have to avoid zombies at the same time. The only bonus to these zombies is that if you need to kill a wanted man to bring 'em in, they can still be tried and hung. Of course, after they hang there for a few minutes, you have to put a bullet in their brain.

Some of the wanted men I hunt have already become "walkers." There isn't a thing to bringing those boys in. Heck, if'n you go slow enough, they will follow you all the way back to town. At that point, I just let the Sheriff and his Deputies round 'em up. I receive payment for doing a job, not bringing in bounties.

I can't wait until there's an opening at the Chicago branch. I sure am tired of dealing with these zombies. It would be nice to sit at home with Betty and the kids at night, instead of wondering which wanted man might stumble into camp looking for brains while I'm asleep.

Quote

"Zombie or no zombie, that Missourian Reb is coming in with me."

Reborn Druid Sage

Inspired

Str 1 **Dex** 3 **Con** 2
Int 5 **Per** 5 **Wil** 5
LPs 22
EPs 29
Spd 10
Essence 48

Qualities/Drawbacks

Gift (5)
Inspired (5)
Old Soul 2 (8)
Photographic Memory (2)
Increased Essence Pool (3)
Honorable (-2)
Humorless (-1)
Obsession (Find Truths) (-2)
Resources (Hurting) (-4)
Secret (-1)

Skills

Dodge 2
Language (Gaelic) 1
Notice 2
Occult Knowledge 2
Research/Investigation 2
Rituals (Druidic) 2
Stealth 1
Survival (Forest) 2
Tracking 2
Trance 2
Traps 1
Unconventional Medicine (Herbalism) 2

Metaphysics

Divine Sight
Visions

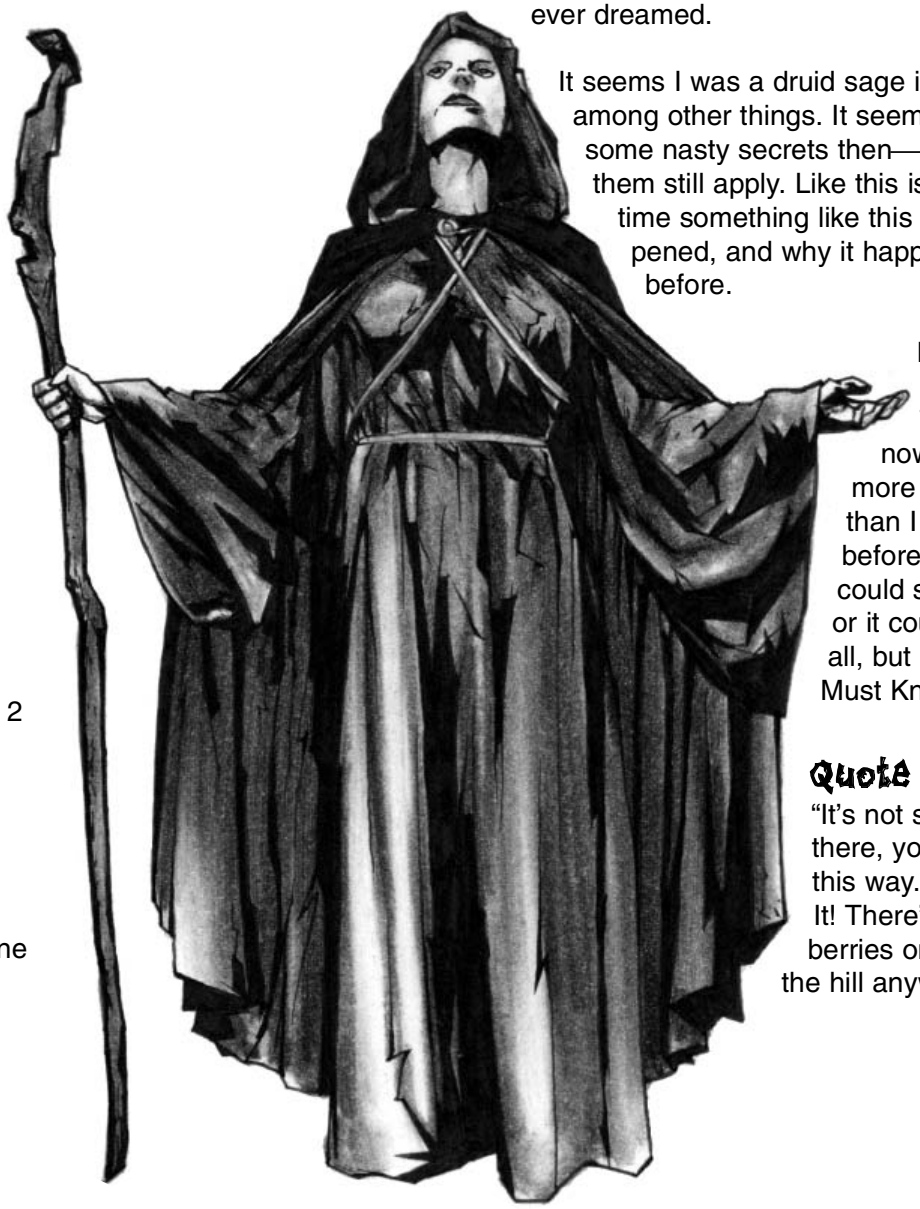
Gear

Regular Clothes, Ritual Equipment/Clothes, Occult Reference Manual, Backpack With Survivalist Gear, Bag of Herbs

Personality

I always was the curious cat. I had to be the one to know the all the information. Not just the facts though—what are facts worth if they aren't The Truth?

Then came that funny old man, who promised to show me the Real Truth. He showed me all right, he showed me there's a lot more out there than I ever dreamed.



It seems I was a druid sage in a past life, among other things. It seems I kept some nasty secrets then—and some of them still apply. Like this isn't the first time something like this has happened, and why it happened before.

I still need to find The Truth—but now I have more of a reason than I ever did before. The Truth could save us all, or it could kill us all, but either way I Must Know.

Quote

"It's not safe over there, you want to go this way. I Just Know It! There's better berries on this side of the hill anyway."

Reluctant Faith Healer

Inspired

Str 2 **Dex** 3 **Con** 3
Int 3 **Per** 4 **Wil** 5
LPs 30
EPs 35
Spd 12
Essence 20

Qualities/Drawbacks

Artistic Talent (Painting/Drawing) (3)
Attractiveness +3 (3)
Emotional Problems (Fear of Rejection) (-1)
Gift (5)
Inspiration (5)
Obsession (Fitting In) (-2)
Physical Disability (Crippled Hand) (-2)
Resources (Wealthy) (6)
Status +1 (1)

Skills

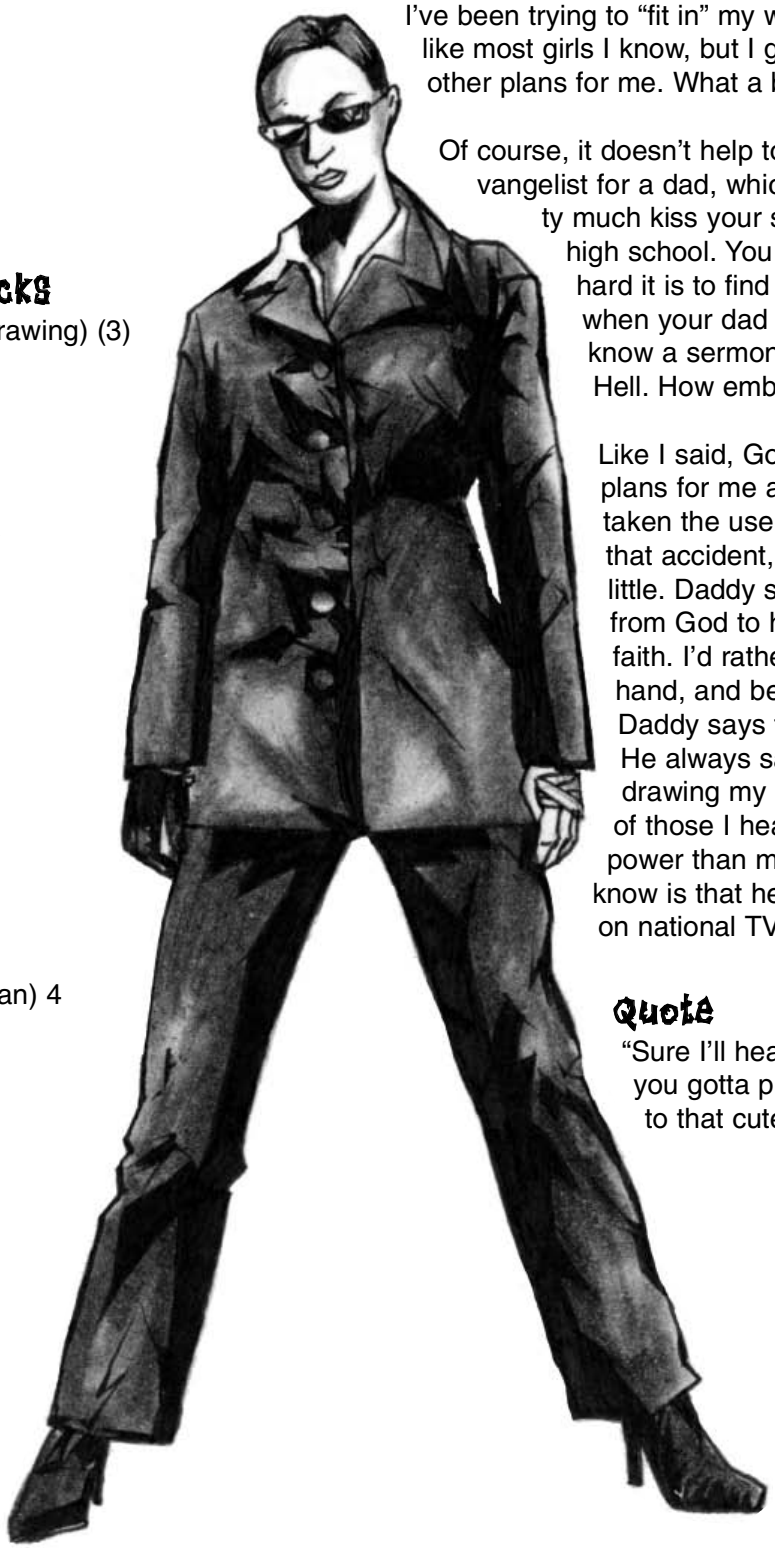
Acting 2
Driving 2
Beautician 2
Dancing (Ballet) 2
Fine Arts (Drawing) 3
Humanities (Religion) 2
Myth and Legend (Christian) 4
Notice 2
Riding (Horse) 2
Storytelling 3
Writing (Advocacy) 1

Metaphysics

Blessing
The Touch of Healing

Gear

Small Makeup Compact, Designer Clothing, Cell Phone, $200



Personality

I've been trying to "fit in" my whole life and I think I'm like most girls I know, but I guess the Lord had other plans for me. What a bitch.

Of course, it doesn't help to have a big-time televangelist for a dad, which means you can pretty much kiss your social life good-bye in high school. You wouldn't believe how hard it is to find a date to the prom when your dad gives every boy you know a sermon on premarital sex and Hell. How embarrassing!

Like I said, God must've had other plans for me anyway. He may have taken the use of one of my hands in that accident, but he's made up for it little. Daddy says the Touch is a gift from God to help people find their faith. I'd rather just use it to fix my hand, and be normal again, but Daddy says that's not how it works. He always says something about drawing my strength from the faith of those I heal, and serving a higher power than myself. Whatever, all I know is that healing a crippled man on national TV doesn't get you dates.

Quote

"Sure I'll heal his zombie bite. But you gotta promise to introduce me to that cute guy Brad."

Repentant Ninja

Inspired

Str 3 **Dex** 5 **Con** 2
Int 3 **Per** 4 **Wil** 3
LPs 30
EPs 29
Spd 14
Essence 30

Qualities/Drawbacks

Acute Senses (Sight) (2)
Acute Senses (Hearing) (2)
Fast Reaction Time (2)
Honorable (-2)
Humorless (-1)
Increased Essence Pool (2)
Photographic Memory (2)
Resistance (Poison) (2)
Zealot (-3)

Skills

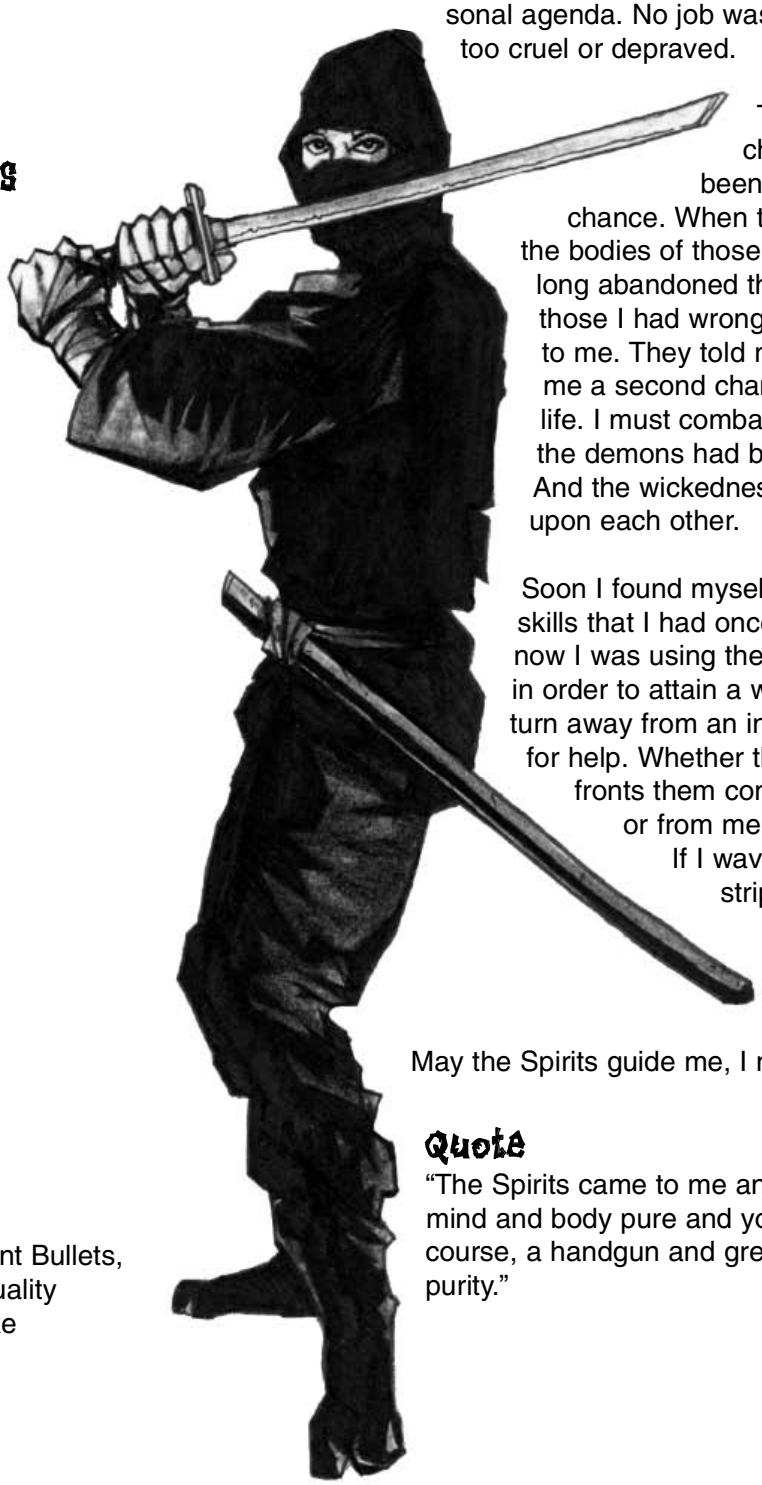
Climbing 2
Escapism 2
Dodge 4
Guns (Pistol) 2
Hand Weapon (Sword) 4
-Specialty (Katana) 6
Lock Picking (Mechanical) 3
Martial Arts 3
Notice 2
Stealth 3

Metaphysics

Invisibility
Strength of Ten
Visions

Gear

10mm Handgun, Hollow-Point Bullets, 50' Length of Rope, High Quality Katana, Lockpick Set, Smoke Grenades



Personality

I was once an evil man. I would lie, steal, kill, and betray, all in the pursuit of money and my own personal agenda. No job was below me, no job too cruel or depraved.

Today, I am a changed man. I have been given another chance. When the demons inhabited the bodies of those whose souls had long abandoned them, the Spirits of those I had wronged in the past came to me. They told me they came to offer me a second chance to live a worthy life. I must combat the wickedness that the demons had brought to this world. And the wickedness that men bring upon each other.

Soon I found myself using the same skills that I had once used for evil, only now I was using them to combat it. Now, in order to attain a worthy life, I cannot turn away from an innocent person's cry for help. Whether the danger that confronts them comes from the demons or from men, it does not matter. If I waver, my powers will be stripped and my chances at worthiness gone forever.

May the Spirits guide me, I must remain strong.

Quote

"The Spirits came to me and said, 'Keep your mind and body pure and you shall succeed.' Of course, a handgun and grenades can aid in purity."

Riverboat Captain

Survivor

Str 3 **Dex** 3 **Con** 3
Int 4 **Per** 4 **Wil** 3
LPs 49
EPs 32
Spd 12
Essence 20

Qualities/Drawbacks

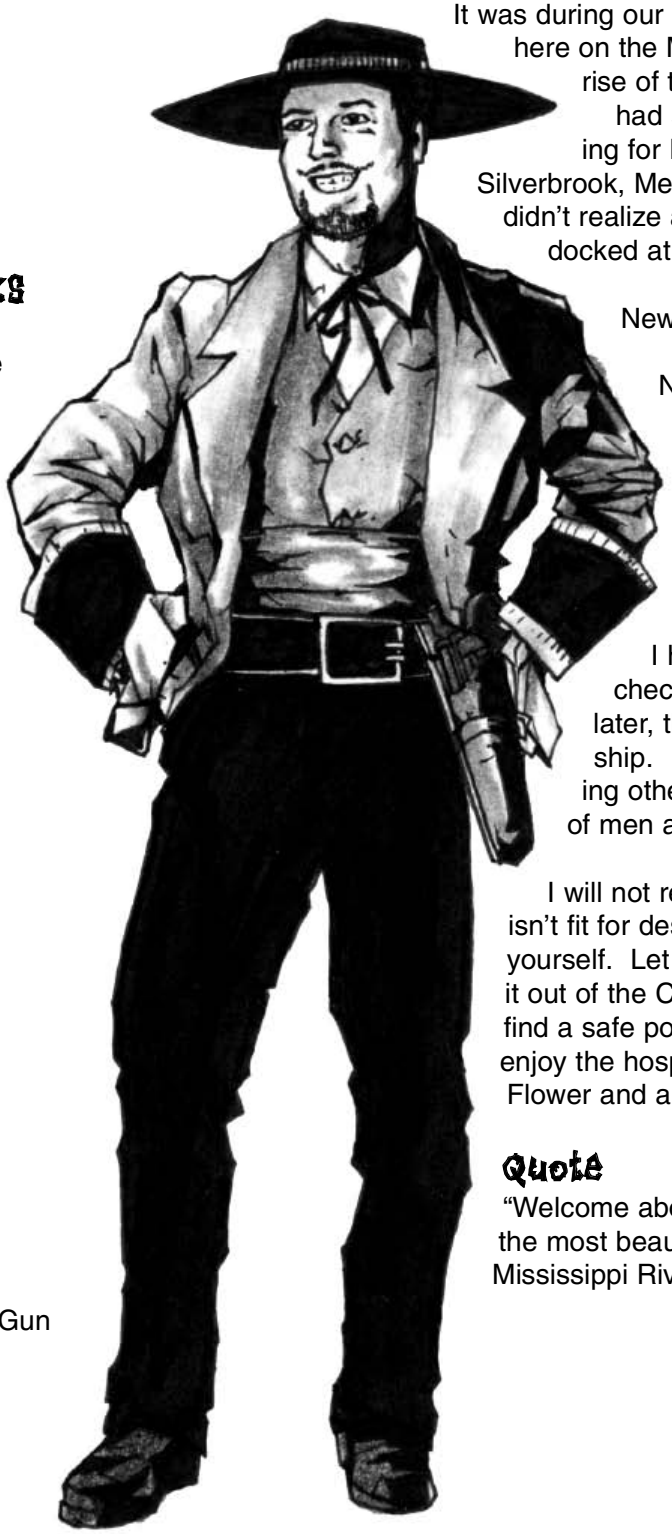
Acute Senses (Sight) (2)
Contacts (Various Riverside Communities) (5)
Hard to Kill (5)
Honorable (-1)
Physical Disability (Overweight) (-1)
Showoff (-2)

Skills

Acting 3
Beautician 3
Brawling 2
Dodge 2
First Aid 2
Gambling 1
Guns (Handgun) 2
Languages (English) 4
Mechanic 3
Notice 3
Piloting (Riverboat) 5
Riding 1
Singing 2
Smooth Talking 4
Storytelling 2

Gear

Revolver with 24 rounds in Gun Belt, Nice Suit of Clothing, Expensive Cane, Riverboat



Personality

It was during our annual poker tournament, here on the Mississippi Flower, that the rise of the zombies occurred. We had set out from St. Louis, heading for New Orleans, by way of Silverbrook, Memphis, and Naches. We didn't realize anything was amiss until we docked at New Orleans.

New Orleans was a ghost town.

Now, sometimes the folks in the small towns along Ol' Bloody Muddy don't come out to see you. They're just queer that way. But, not the folks in the Crescent City, it's always alive.

I had a couple of my men check out the city. Not an hour later, they came running back to the ship. It seems, they saw folks eating other folks. I gathered a handful of men and went to investigate.

I will not repeat what I saw that day. It isn't fit for description around nice folk, like yourself. Let me but say, we barely made it out of the Crescent City. So, until we find a safe port, may I suggest that you enjoy the hospitality of the Mississippi Flower and all that she has to offer?

Quote

"Welcome aboard the Mississippi Flower, the most beautiful riverboat upon the Mississippi River."

Sewer Dweller

Norm

Str 3 **Dex** 3 **Con** 3
Int 2 **Per** 2 **Wil** 3
LPs 34
EPs 32
Spd 12
Essence 16

Qualities/Drawbacks

Honorable (-2)
Minority (-1)
Nerves of Steel (3)
Resistance (Disease) (3)
Resources (Destitute) (-10)
Situational Awareness (2)

Skills

Brawling 2
Dodge 3
Driving (Car) 1
First Aid 1
Hand Weapon (Club) 2
Language (Creole) 4
Myth & Legend (Urban Folklore) 3
Notice 2
Pick Pocket 1
Running (Dash) 1
Stealth 3
Storytelling 3
Streetwise 4
Survival (Streets) 4
Throwing (Sphere) 2

Gear

Closed-Off Section of Sewer, Lead Pipe, Walking Staff with Totems Attached, Grubby Clothes, Assorted Junk, Lucky Mardi Gras Coin



Personality

I saw it wit' me own eyes. It was like dat time in Nawlins when dat ting came from out o' da swamp an ate dose poor men. No one evah found no part o' dem. Now I know somtin's up. Some people came down 'ere lookin' for somtin'. Dey was military types. Dey come down wit some big talk about somtin' dat got away from dem and dey want it back real bad. Dey tole me not to tell no one 'bout it, but you are in real need o' da truth. I tell you what I know. No, I don't need no payment. Look, I know you are in jus' as much trouble as anyone can be. Here. . . dat's a Mardi Gras coin. Da next time someone is in trouble you help dem out. You give dem dat coin an' tell dem to do da same. My payment is knowin' dat dat coin is still out dere, circulatin' around. As long as it is, I know dere's someone out dere doin' some good, helpin' others. Now, follow me.

Quote

"I haven't seen so many zombies since I left Nawlins! Come, I'll show a way past dem."

Shaolin Soccer Mom

Martial Artist

Str 4 **Dex** 5 **Con** 4
Int 3 **Per** 4 **Wil** 5
LPs 42
EPs 44
Spd 18
Essence 25

Qualities/Drawbacks

Attractiveness +2 (2)
Cruel (-1)
Emotional Problem (Fear of Rejection) (-1)
Essence Channeling 3 (6)
Gift (5)
Honorable (-2)
Humorless (-1)
Reckless (-2)

Skills

Driving (Sports Van) 1
Hand Weapon (Sword) 3
Hand Weapon (Staff) 2
Language (Mandarin, Native) 5
Language (English) 2
Martial Arts 4
Stealth 3

Combat Moves

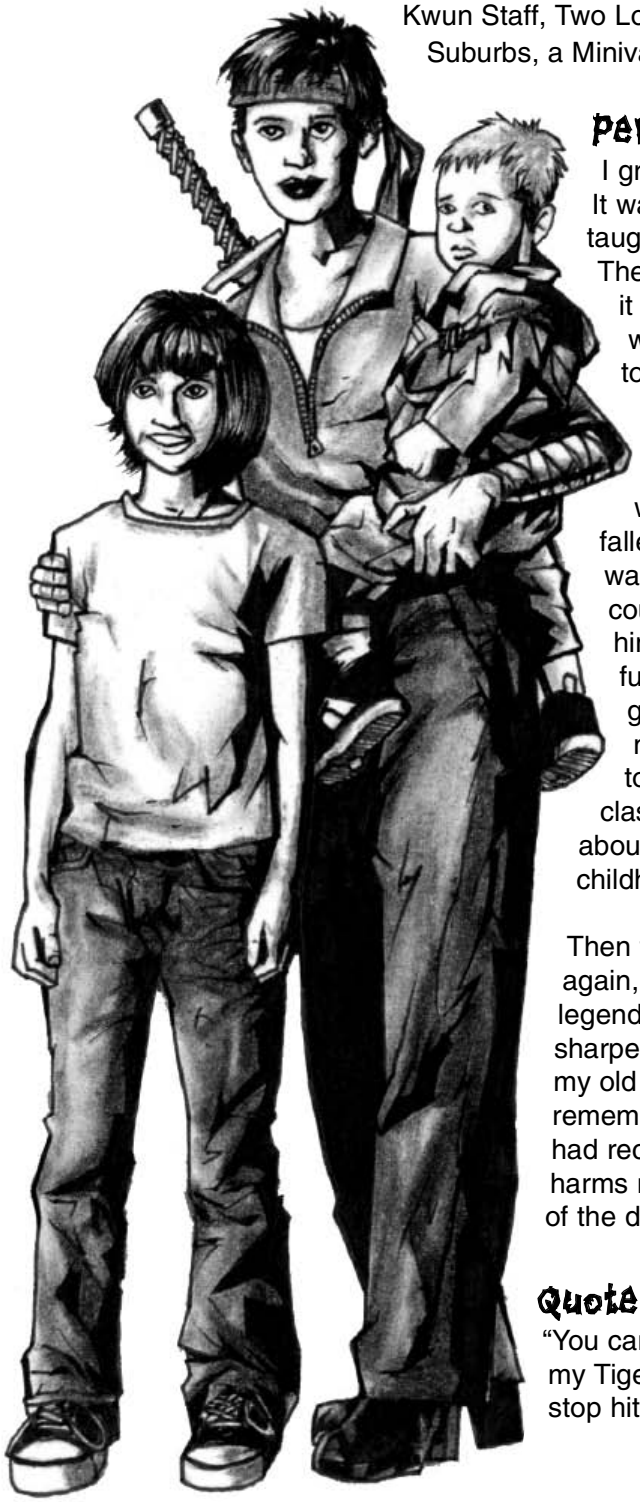
Kick 4
Roundhouse 4
Punch 4
Back Kick 3
Crescent Kick 3
Stabbing Hand 3
Spin Kick 3

Chi Techniques

Catch Bullets (3)
Chi Punch (3)
Combat Sense (3)
Flying (5)
Flying Chi Kick (2)
Great Leap (1)
Healing Touch (3)

Gear

A Darn Do Butterfly Sword, Two Jo Staffs, Sam Jie Kwun Staff, Two Lovely Children, House in the Suburbs, a Minivan.



Personality

I grew up in a Shaolin Temple. It was one of the last. They taught the ancient techniques. The temple was all I knew, until it was forced to close down when I was eighteen. I had to find my way in the world, with no idea of what I would do with my life, until I meet the American. He was the first man I had ever fallen in love with, and he wanted to take me back to his country to be his wife. I loved him and gave him two beautiful children. I shopped for groceries. I went to PTA meetings. I took the children to soccer games and dance classes. I hardly ever thought about the years of training in my childhood.

Then the dead started to rise again, like some nightmare out of legend. I put on my old robe. I sharpened my sword and took out my old weapons. I found that I still remembered all of the training I had received as a child. Nobody harms my family, not even an army of the dead.

Quote

"You can not hope to stand against my Tiger Style Kung Fu . . . Timmy, stop hitting your sister!"

Smuggler

Shooter

Str 3 **Dex** 4 **Con** 4
Int 3 **Per** 3 **Wil** 3
LPs 50
EPs 35
Spd 16
Essence 20

Qualities/Drawbacks

Adversary (Hung Shao) (-5)
Contacts (Criminal) (5)
Essence Channeling 3 (6)
Gift (5)
Hard to Kill (4)
Obsession (free immigrants) (-2)

Skills

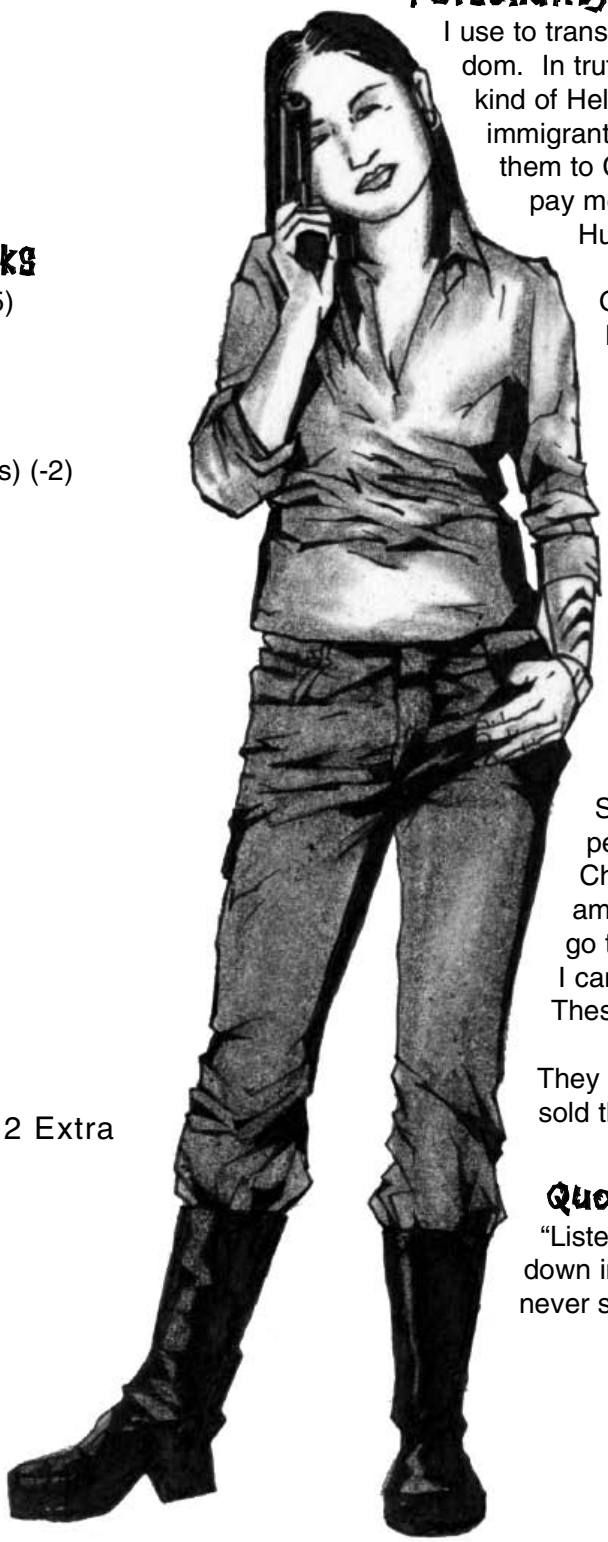
Guns (Assault Rifle) 3
Guns (Handgun) 6
Language (Cantonese) 4
Notice 4
Piloting (Ship) 4
Stealth 2

Chi Techniques

Acrobatic Shooting (2)
Balance of the Cat (1)
Blind Firing (3)
Combat Sense (3)
Trick Shot (3)

Gear

Automatic Pistol with 2 Extra Clips.



Personality

I use to transport people to their supposed freedom. In truth, I simply brought them to a new kind of Hell. I would pick up a boatload of immigrants in Hong Kong and then transport them to Chinatown. Those who could not pay me in cash without delay I sold to Hung Shao.

One night, the deal went sour. Hung Shao's men decided that they did not want to pay for the immigrants. I told them I would not give over my "cargo" for free. In return, they showed me what they were doing to the immigrants that I sold to them. I have never been so terrified in my life.

Over half of my crew died that night. I blew my ship up to protect those innocent people…and to sink the zombies into the bay.

Since then, I have begun smuggling people out of Hung Shao's Chinatown and into the free world. I am still "wanted" by the FBI and I will go to jail if they ever catch me. Maybe I can clear my soul's debt this way. These people deserve better than this.

They deserve better than the future I sold them into.

Quote

"Listen, I do this all the time. Just duck down into this trunk and the guards will never smell you."

Smuggler

Survivor

Str 2 **Dex** 3 **Con** 3
Int 5 **Per** 4 **Wil** 3
LPs 30
EPs 29
Spd 12
Essence 20

Qualities/Drawbacks

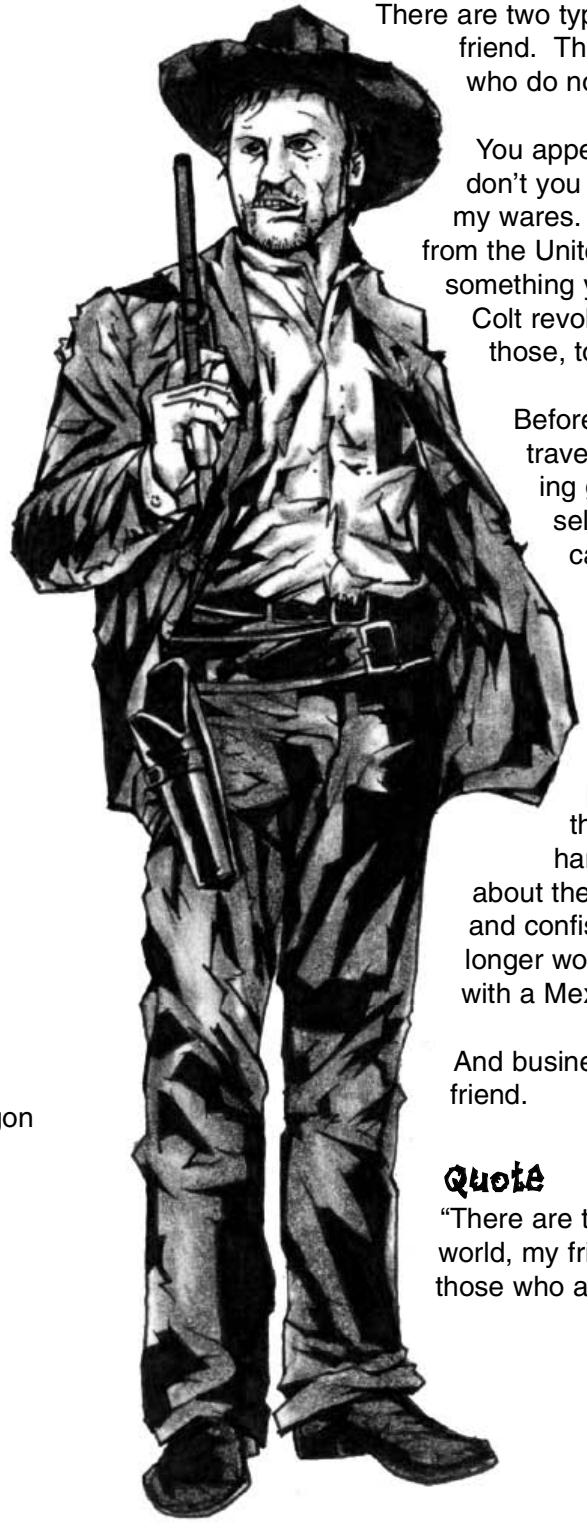
Addiction (Nicotine) (-1)
Charisma +3 (3)
Contacts (Buyers) (5)
Covetous (-1)
Resistance (Heat) (2)
Resistance (Poison) (2)

Skills

Brawling 2
Craft (Gunsmith) 2
Dodge 3
Guns (Handgun) 3
Guns (Rifle) 2
Guns (Shotgun) 2
Haggling 5
Hand Weapon (Knife) 3
Language (Mexican) 5
Notice 3
Smooth Talking 5
Survival (Desert) 3

Gear

Revolver, Big Knife, Horse, Wagon Filled with Goods



Personality

There are two types of people in this world, my friend. Those who own guns and those who do not.

You appear to be of the latter. Why don't you come to my wagon and look at my wares. I have the latest Winchesters from the United States. If rifles were not something you needed, perhaps a new Colt revolver would suit you? I have those, too.

Before the zombies came around, I traveled up and down this river, selling guns to the Mexicans. Now, I sell anything I can to everyone I can. Guns, blankets, food, it does not matter. Since the zombies came to roost, the Mex-Tex-American Wars have come to a halt. Surprisingly, it has actually become a bit safer for me out there on the prairie. I no longer worry about the U.S. Army finding me and hanging me. I no longer worry about the Texans coming up over the hill and confiscating my weapons. I no longer worry about a sale going south with a Mexican General.

And business is very, very good, my friend.

Quote

"There are two kinds of people in this world, my friend. Those who are alive and those who are dead."

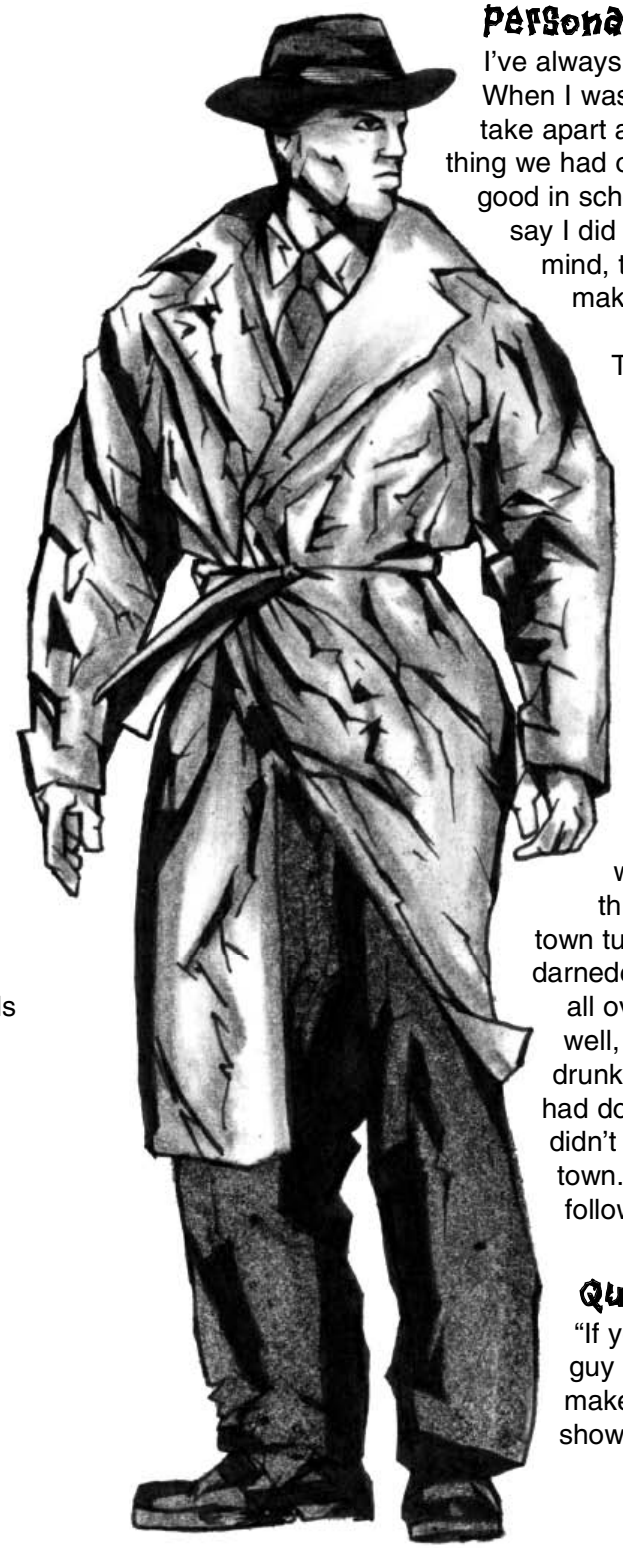
Smuggler
Pulp Hero

Str 2 **Dex** 4 **Con** 3
Int 4 **Per** 4 **Wil** 3
LPs 30
EPs 29
Spd 14
Essence 20

Qualities/Drawbacks
Adversary (Law) (-3)
Attractiveness -2 (-2)
Contacts (Various) (5)
Danger Sense (4)
Gadgetmaster 5 (15)
Resistance (Poison) (2)
Talentless (-2)

Skills
Brawling 3
Dodge 3
Driving (Truck) 3
Guns (Shotgun) 3
Haggling 3
Mechanic 5
Notice 3
Sciences 5
Streetwise 3

Gear
Truck, Shotgun, Suitcase, Tools



Personality
I've always been good with my hands. When I was little, I figured out how to take apart and put back together everything we had on the farm. I never did real good in school. In fact, you could even say I did real bad in school. I didn't mind, though. I could fix things and make new things.

Then, the government passed "Prohibition" and my abilities came in real handy. Before I knew it, my uncles and I were selling our home-made brew to every speakeasy in a ten-mile radius. My uncles, they explained to me what needed to be done to make the alcohol. It wasn't hard. It only took a week to get the equipment set up to their specifications.

Sales were going well, until we made a bad batch. Next thing you know, everybody in town turned into zombies. It was the darnedest thing. Folks were walking all over like they were drunk. And well, they were. But, they had drunk so much alcohol, that they had done turned into zombies. It didn't take long for us to move out of town. We're just hoping they don't follow us out this way.

Quote
"If you don't want to buy, I've got a guy up in Canada that will. Now, make up your mind before the law shows up."

Space Marine

Survivor

Str 4 **Dex** 4 **Con** 4
Int 3 **Per** 3 **Wil** 3
LPs 51
EPs 38
Spd 16
Essence 21

Qualities/Drawbacks

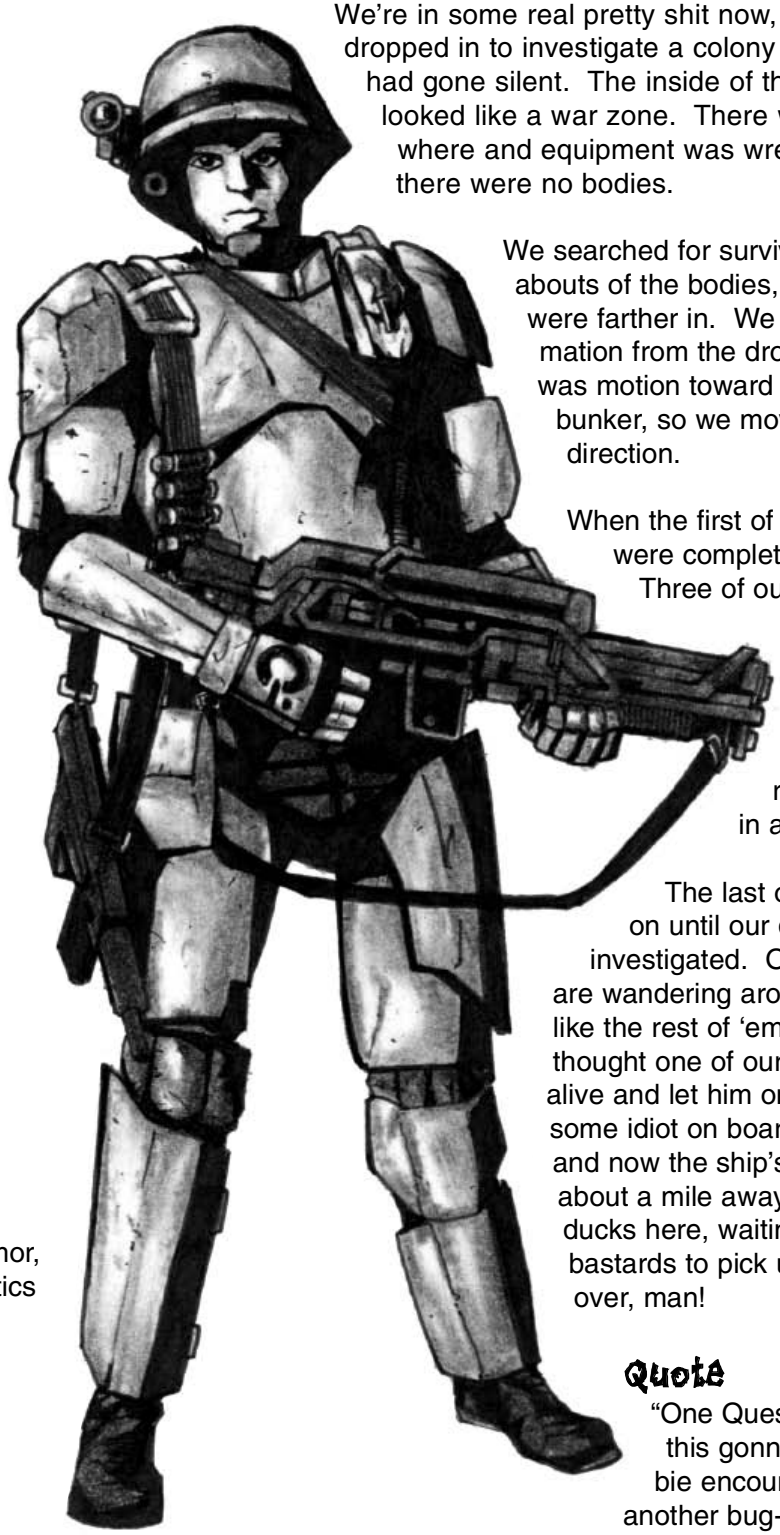
Cruel (-1)
Fast Reaction Time (2)
Hard to Kill (5)
Honorable (-1)
Nerves of Steel (3)
Reckless (-2)
Resistance (Weightlessness) (3)
Situational Awareness (2)

Skills

Acrobatics 3
Brawling 3
Demolitions 2
Guns (Handgun) 3
Guns (Assault Rifle) 5
Hand Weapon (Club) 2
Notice 3
Running (Marathon) 2
Survival (Jungle) 1
Survival (Desert) 1
Stealth 3
Throwing (Sphere) 2
Weight Lifting 3

Gear

Pulse Rifle, Class IV Body Armor, Class III Helmet with Multi-Optics & Video Camera, Hands-Free Radio



Personality

We're in some real pretty shit now, man! We were dropped in to investigate a colony on the fringe that had gone silent. The inside of the complex looked like a war zone. There was blood everywhere and equipment was wrecked . . . and there were no bodies.

We searched for survivors or the whereabouts of the bodies, figuring they were farther in. We received confirmation from the drop-ship that there was motion toward the core of the bunker, so we moved off in that direction.

When the first of 'em struck we were completely disoriented. Three of our team went down immediately. We thought they were people from the colony! After that, things really went to Hell in a handcart.

The last of us are holding on until our disappearance is investigated. Our dead buddies are wandering around the halls just like the rest of 'em. Our drop-ship thought one of our buddies was still alive and let him on-board. Then some idiot on board hit the throttle and now the ship's a smoking heap about a mile away. We're just sittin' ducks here, waiting for the zombie bastards to pick us off. Game over, man!

Quote

"One Question Sarge. Is this gonna be a real zombie encounter or is this just another bug-hunt?"

Stranded Aid Worker

Norm

Str 2 **Dex** 3 **Con** 2
Int 3 **Per** 2 **Wil** 2
LPs 26
EPs 23
Spd 10
Essence 14

Qualities/Drawbacks

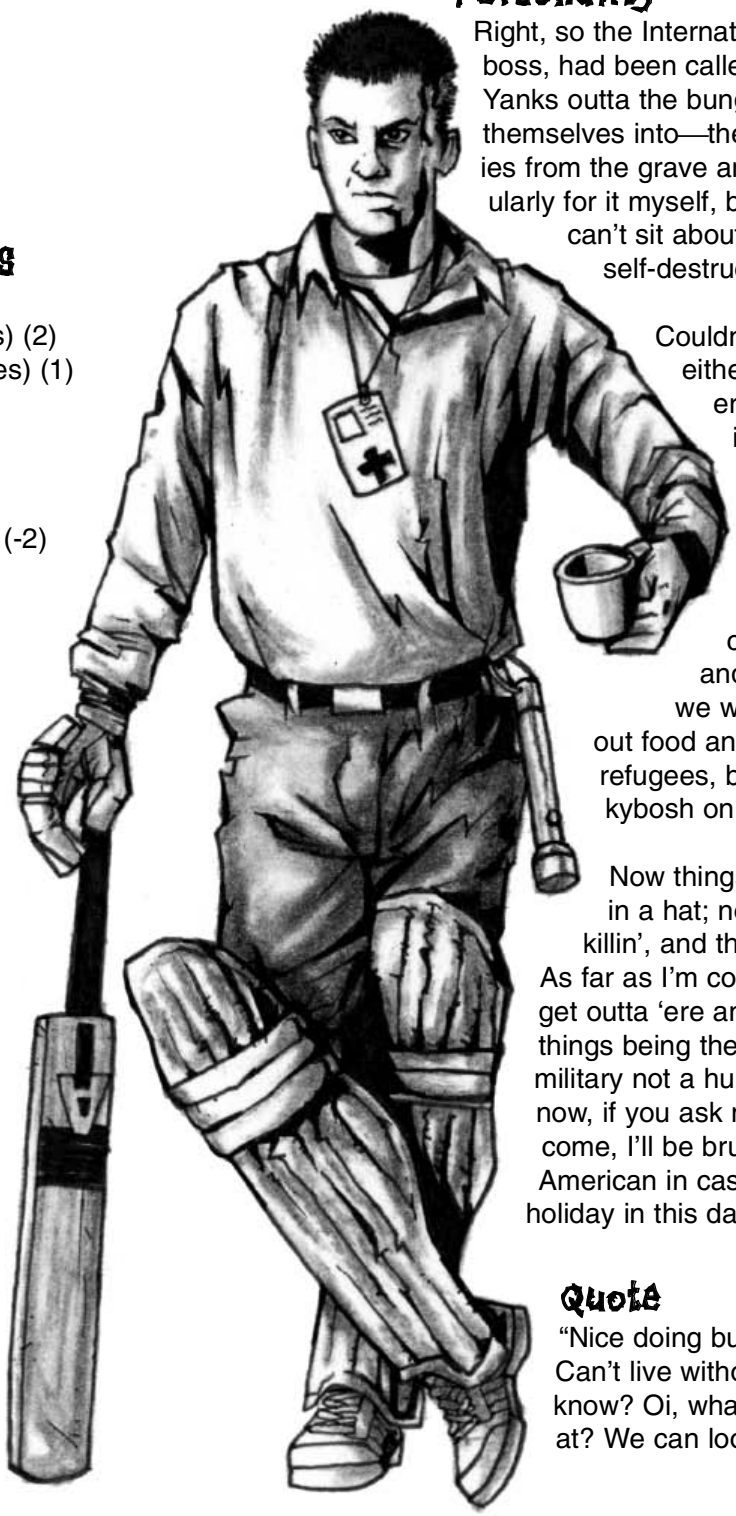
Addiction (Tea) (-1)
Contacts (Other Aid Workers) (2)
Contacts (American Refugees) (1)
Cowardly (-1)
Fast Reaction Time (2)
Honorable (-1)
Resistance (Disease) (2)
Resources (Below Average) (-2)
Situational Awareness (2)

Skills

Brawling 2
Bureaucracy 4
Computers 1
Dodge 3
Drive (Car) 2
Gun (Handgun) 2
Humanities (Political Science) 2
Language (French) 3
Lock Picking 1
Notice 3
Running (Sprint) 2
Smooth Talking 2
Stealth 2
Streetwise 2

Gear

British Passport, Backpack, Flashlight, Survival Rations, International Aid Coalition ID and Badge, Cricket Bat



Personality

Right, so the International Aid Co'lition, my boss, had been called upon to help the Yanks outta the bungle they'd managed themselves into—them raising the deadies from the grave and all. I wasn't particularly for it myself, but it's my job, and I can't sit about letting a country self-destruct while I 'ave tea.

Couldn't blame 'em much either. Seein' as the leadership we've been having over 'ere lately ain't much better, wouldn't be surprised if the same 'ad happened back 'ome. Anyway, over I came with a job to do, and I did it. For a while we was all right; handin' out food and medicine ta refugees, but bikers put a kybosh on that right quick.

Now things are Proper Fucked in a hat; nothing but lootin', killin', and the Army runnin' about. As far as I'm concerned, it's time to get outta 'ere and go back to the UK, things being the way they are. It's a military not a humanitarian ma'er 'ere now, if you ask me. But 'til the Para's come, I'll be brushin' up on my American in case I get an extended holiday in this daft country.

Quote

"Nice doing business with ya, mate. Can't live without my tea, you know? Oi, what're you lot gawkin' at? We can loot more ammo later."

Street Fighter

Survivor

Str 5 **Dex** 3 **Con** 4
Int 2 **Per** 3 **Wil** 3
LPs 58
EPs 41
Spd 14
Essence 20

Qualities/Drawbacks

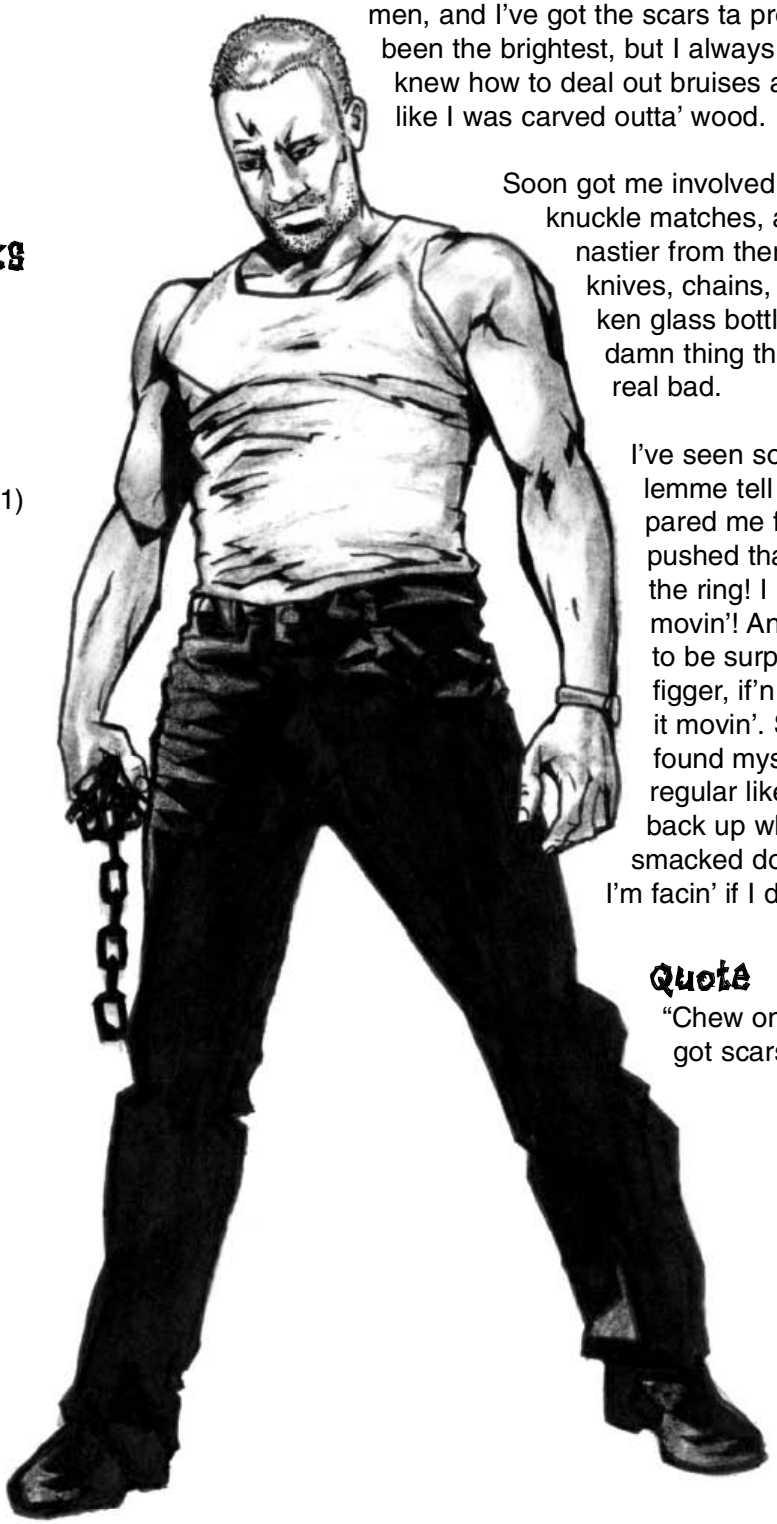
Contacts (Underworld) (3)
Fast Reaction Time (2)
Hard to Kill (4)
Honorable (1)
Nerves of Steel (3)
Situational Awareness (2)
Status (Skilled Fighter) +1 (1)

Skills

Brawling 5
Cheating 2
Dodge 4
Driving (Motorcycle) 2
First Aid 2
Gambling 2
Hand Weapon (Chain) 3
Hand Weapon (Club) 4
Hand Weapon (Knife) 3
Intimidation 3
Notice 1
Stealth 2
Streetwise 2
Weight Lifting 1

Gear

Knife, Baseball Bat, Chain, Motorcycle



Personality

I've lived the kind of life that would 'a killed weaker men, and I've got the scars ta prove it. I ain't never been the brightest, but I always wuz tough, and I knew how to deal out bruises an' take 'em. It was like I was carved outta' wood.

Soon got me involved in street-level bare-knuckle matches, and things sorta' got nastier from there—illegal bouts with knives, chains, baseball bats, broken glass bottles, practically any damn thing that'd put the hurt on real bad.

I've seen some real hard men, lemme tell ya, but nothin' prepared me for when they pushed that stinkin' corpse inta' the ring! I mean, it was still movin'! Anyways, I'm not one to be surprised fer long, and I figger, if'n it moves, I can stop it movin'. So I did. Now, I've found myself fightin' zombies regular like. Wonder if I'll get back up when I finally get smacked down? Pity the bastard I'm facin' if I do.

Quote

"Chew on this, meat boy! I've got scars uglier than you!"

Trail Boss

Survivor

Str 4 **Dex** 4 **Con** 3
Int 2 **Per** 4 **Wil** 3
LPs 53
EPs 35
Spd 14
Essence 20

Qualities/Drawbacks

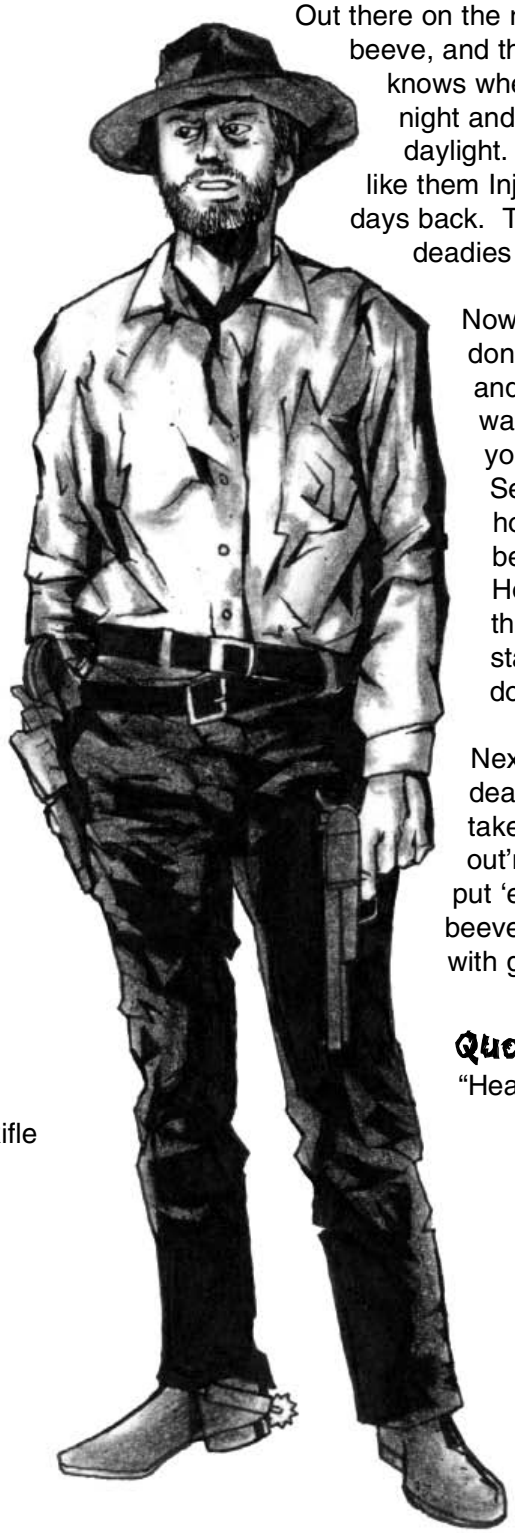
Addiction (Nicotine) (-1)
Attractiveness -2 (-2)
Fast Reaction Time (2)
Hard to Kill (5)
Resources (Hurting) (-4)
Status -2 (-2)
True Grit (3)

Skills

Brawling 4
Demolitions 2
Dodge 3
Guns (Handgun) 5
Guns (Rifle) 3
Hand Weapon (Knife) 3
Lasso 5
Notice 4
Play Instrument (Harmonica) 3
Riding (Horse) 5
Storytelling 2
Throwing 2
Tracking 3

Gear

Revolver with 48 Rounds, Big Knife, Rifle with 24 Rounds, Horse, Rope



Personality

Out there on the range, it's just you, the beeve, and the deadies. A smart man knows when to push on through the night and when to hole up during the daylight. Dumb men just walk around like them Injuns we passed a couple days back. There weren't nothing but deadies amongst the lot of 'em.

Now, when you get yer money, don't go wasting it all on wine and women. First off, I don't want to have and come drag you out of the local jail. Second, sometimes you lose a horse to the deadies and you'll be needin' to buy a new one. Horse deadies tend to spook the beeve and we don't want a stampede on our hands, now do we?

Next time we have a pack of deadies following us 'round, I'll take a couple of the new boys out'n away from the herd. We'll put 'em down out of earshot of the beeve. No sense in scarin' 'em with gunshots.

Quote

"Head 'em up, move 'em out!"

Voodoo Houngan

Inspired

Str 2 **Dex** 3 **Con** 2
Int 4 **Per** 4 **Wil** 5
LPs 26
EPs 32
Spd 10
Essence 35

Qualities/Drawbacks

Addiction (Marijuana) (-2)
Adversary (Evil Houngan) (-2)
Gift (5)
Increased Essence Pool (3)
Inspiration (5)
Minority (-1)
Nerves of Steel (3)
Resources (Below Average) (-2)

Skills

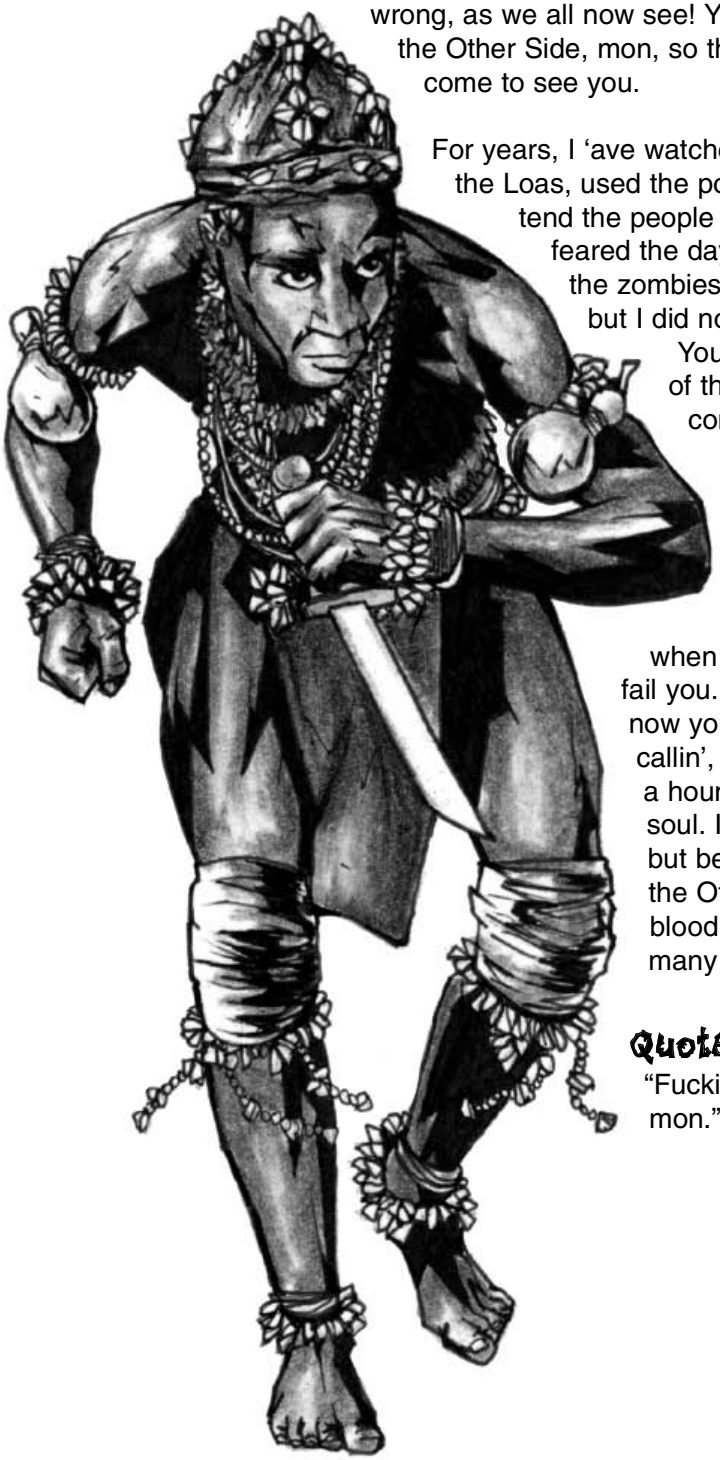
Hand Weapon (Knife) 2
Humanities (Voodoo) 3
Intimidation 2
Myth and Legend (Voodoo) 2
Notice 2
Occult Knowledge 2
Rituals (Voodoo) 3
Smooth Talking 2
Trance 2
Unconventional Medicine (Herbal Medicine) 2

Metaphysics

Binding
Blessing
Visions

Gear

Knife, Ritual Materials



Personality

The Other Side, it has always been there, but you, you 'ave been blin' to it. The foolish mon, he say voodoo is nuthin' but mumbo-jumbo, but 'e be wrong, as we all now see! You would not see the Other Side, mon, so the Other Side has come to see you.

For years, I 'ave watched the visions of the Loas, used the powers of voodoo to tend the people aroun' me, an' I feared the day would come when the zombies came unbidden, but I did not know the day. You can't see the eyes of the zombie, 'til he come callin'.

What do you want from me, mon? You come callin' to the mumbo-jumbo man now, when all your science, it fail you. You is scared, for now you see dead come callin', and you is wantin' a houngan to protect your soul. I will do this, mon, but be warned—fightin' the Other Side require blood and sacrifice of many kin's.

Quote

"Fuckin' voodoo magic, mon."

Wild West Retired Sheriff

Survivor

Str 3 **Dex** 3 **Con** 5
Int 4 **Per** 3 **Wil** 2
LPs 57
EPs 35
Spd 16
Essence 20

Qualities/Drawbacks

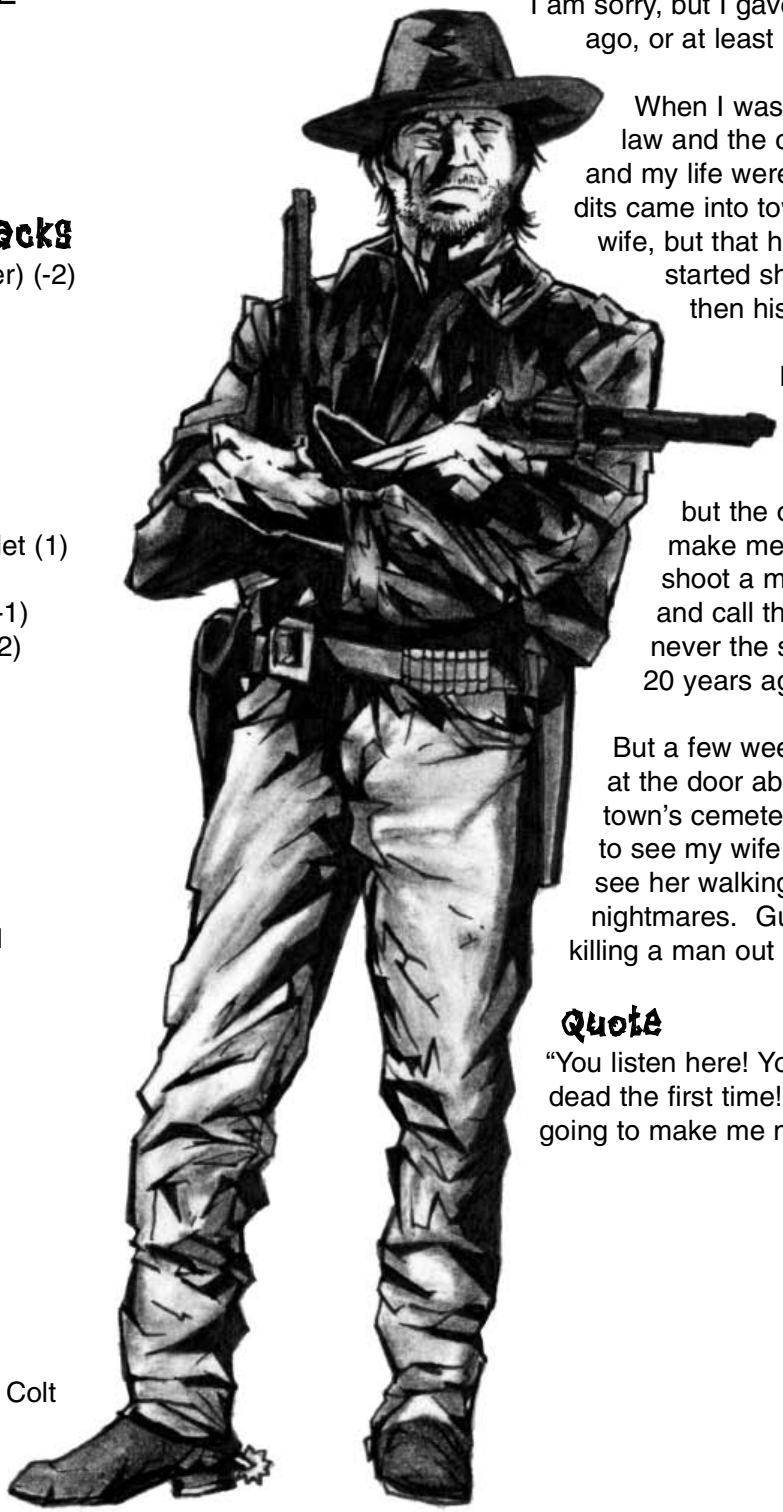
Addiction (Heavy Drinker) (-2)
Attractiveness -2 (-2)
Cruel (-1)
Fast as Hell (1)
Hard to Kill (5)
Honorable (-1)
Humorless (-1)
Nerves of Steel (3)
Number One with a Bullet (1)
Reckless (-2)
Recurring Nightmares (-1)
Situational Awareness (2)
True Grit (3)

Skills

Brawling 4
Climbing 2
Dancing (Square) 1
Dodge 4
Driving (Horse Drawn) 1
Escapism 2
First Aid 2
Guns (Handgun) 5
Guns (Rifles) 4
Hand Weapon (Knife) 2
Intimidation 4
Notice 4
Questioning 3
Riding (Horses) 4
Tracking 3

Gear

2 Bottles Of Bourbon, 2 Colt Lightning Pistols With 24 Shots Each, 2 Fast Draw Holsters, 30' Of Rope, Henry Repeater Rifle With 45 Shots



Personality

I am sorry, but I gave that life up a long time ago, or at least I thought I did.

When I was sheriff, the law was the law and the citizens knew it. My job and my life were secure until those bandits came into town. You see, I had a wife, but that head honcho low-life started shooting off his mouth, then his gun.

I am sorry my life and work had gotten so close. That bastard killed her to get to me, but the only thing it did was make me mad. I guess you can't shoot a man in the head six times and call that your job. My life was never the same, and that was over 20 years ago.

But a few weeks ago, I got this knock at the door about some trouble in the town's cemetery. It was bad enough to see my wife killed like that, but to see her walking around again gave me nightmares. Guess I deserve this for killing a man out of anger.

Quote

"You listen here! You should have stayed dead the first time! <BLAM> This is only going to make me mad!"

Wild West Reverend

Inspired

Str 3 **Dex** 2 **Con** 2
Int 4 **Per** 4 **Wil** 5
LPs 36
EPs 35
Spd 8
Essence 40

Qualities/Drawbacks

Adversary (Other Gamblers) (-2)
Contacts (The Church) (2)
Delusions (Prejudice against Non-Christians) (-1)
Gift (5)
Hard to Kill (2)
Honorable (Christian) (-3)
Increased Essence Pool (4)
Inspiration (5)
Obsession (-2)
Situational Awareness (2)
Secret (Former Gambler) (-2)

Skills

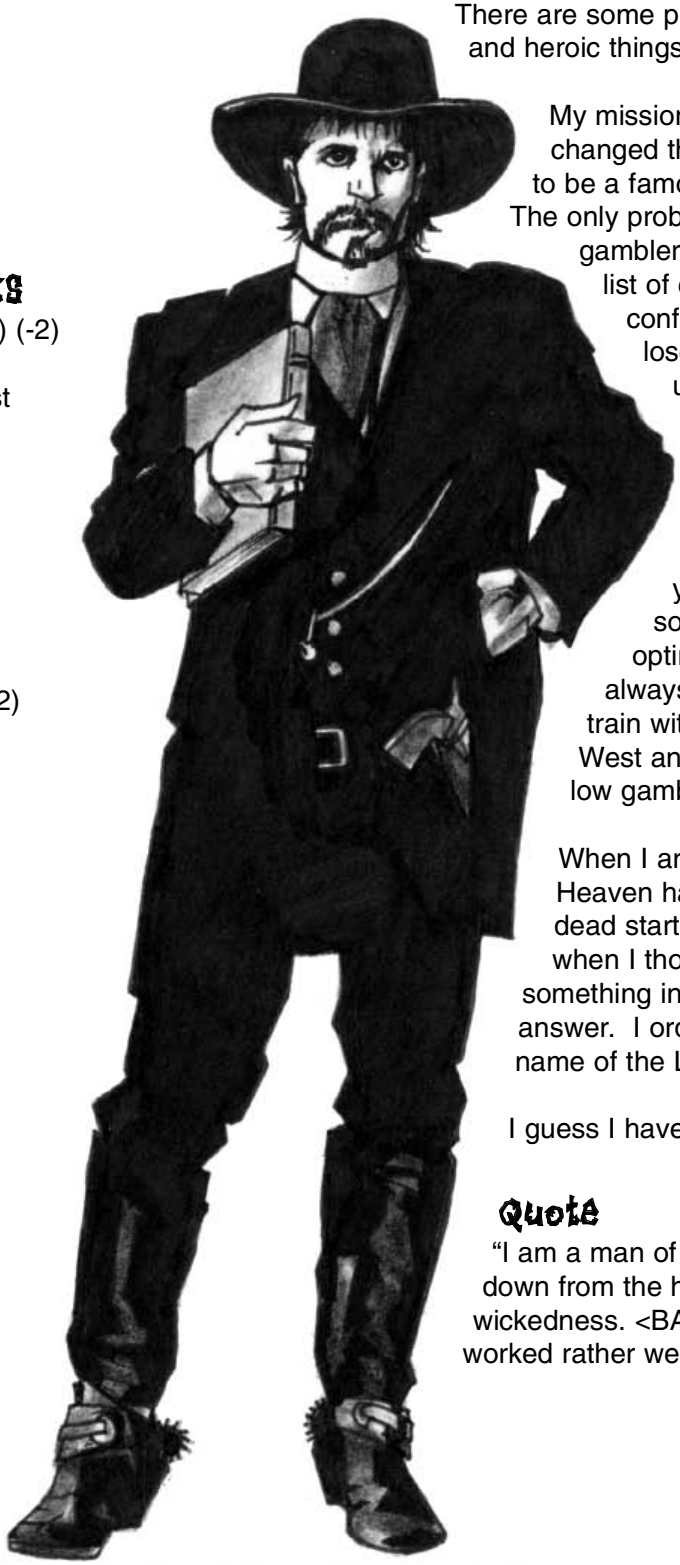
Cheating 5
Climbing 1
Dodge 2
First Aid 1
Gambling 5
Guns (Handguns) 4
Notice 2
Riding (Horses) 1
Sleight of Hand 4

Metaphysics

Holy Fire
The Binding
The Touch of Healing

Gear

Bible



Personality

There are some people born to do profound and heroic things.

My mission in life has certainly changed these last few years. I used to be a famous gambler and I loved it. The only problem with being a successful gambler is that you develop a long list of enemies. So, after a few confrontations with some sore losers I decided to give this life up and start a new one.

It was an easy transition for me. I went back East and devoted my life to the Lord. I studied for many years reading the good book, some chapters filled me with optimism but the last chapters always disturbed me. I boarded a train with the decision to return West and spread the word to my fellow gamblers.

When I arrived in Deadwood, I guess Heaven had filled up because the dead started to arise. First, I ran. But when I thought my life would end, something inside me gave me the answer. I ordered the dead to stop in the name of the Lord and they did just that.

I guess I have a purpose in life after all.

Quote

"I am a man of the Lord, so let fire come down from the heavens and annihilate this wickedness. <BA-BOOM, BA-BOOM> That worked rather well."

Wild West Zombie Rancher

Survivor

Str 4 **Dex** 3 **Con** 5
Int 3 **Per** 3 **Wil** 2
LPs 55
EPs 38
Spd 16
Essence 20

Qualities/Drawbacks

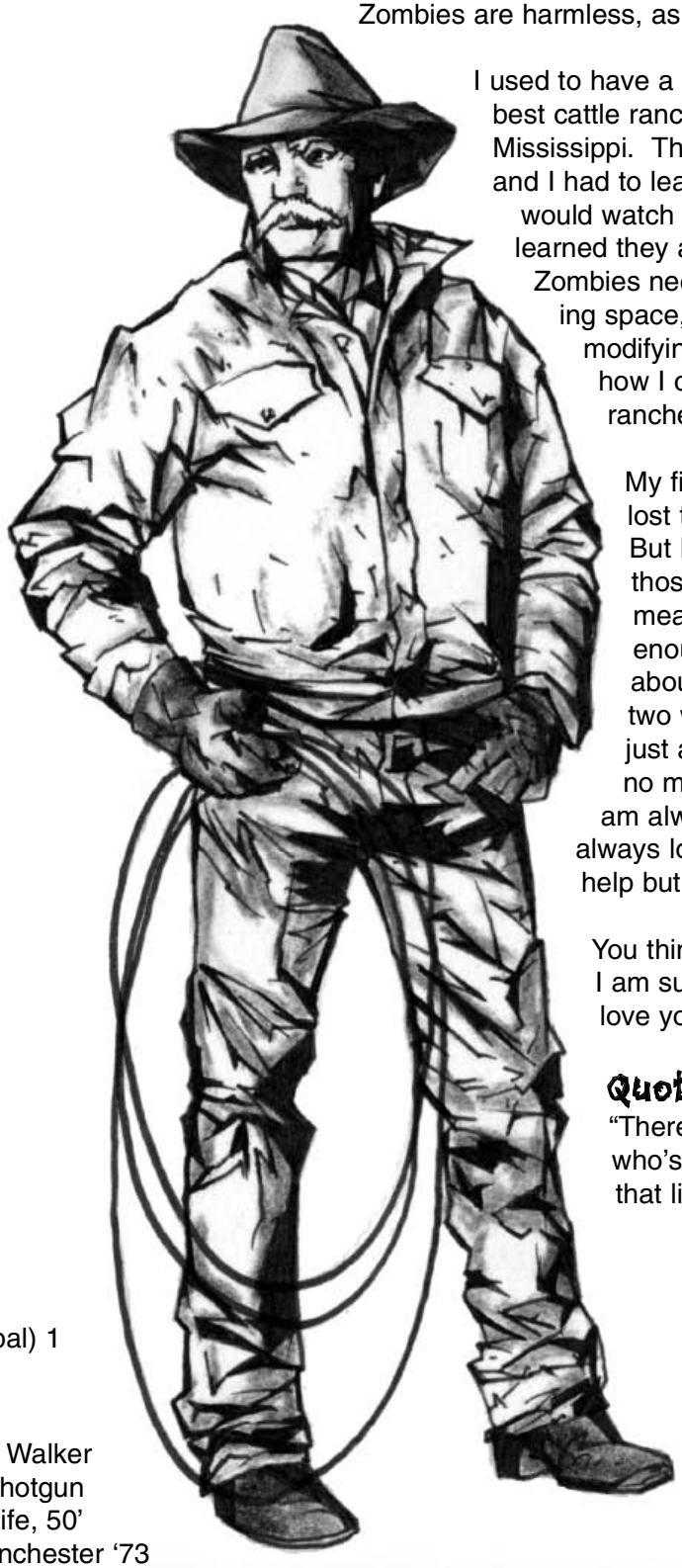
Adversary (Townsfolk) (-2)
Contacts (Cattle Ranchers) (2)
Cruel (-3)
Delusion (Zombies are Harmless) (-2)
Hard to Kill (3)
Nerves of Steel (3)
Resources (Well-off) (4)
Secret (Rustling Zombies) (-2)
Status +3 (3)

Skills

Brawling 3
Cheating 2
Climbing 1
Dodge 3
First Aid 2
Gambling 2
Guns (Handguns) 4
Guns (Rifles) 4
Guns (Shotguns) 4
Hand Weapon (Axe) 2
Hand Weapon (Knife) 2
Intimidation 2
Lasso 2
Notice 2
Questioning 2
Riding (Horses) 3
Surveillance 2
Traps 1
Unconventional Medicine (Herbal) 1

Gear

Axe, Beef Jerky, Canteen, Colt Walker with 24 Shots, Double Barrel Shotgun with 12 shots, Horse, Large Knife, 50' Rope, Saddle, Saddlebags, Winchester '73 with 30 Shots.



Personality

Zombies are harmless, as long as you feed them.

I used to have a different job. I was the best cattle rancher this side of the old Mississippi. Then they began to rise and I had to learn real quickly. So I would watch these zombies and I learned they are just like cattle. Zombies need food and some grazing space, that's all. I decided to modifying my fences and see how I could do as a zombie rancher.

My first attempt went badly, lost two workers that day. But I did learn something, those zombies love fresh meat. If they are hungry enough they will eat just about anything. Then those two workers rose and that just added to my stock, and no matter what happened I am always the winner. I am always looking for some strong help but not too strong.

You think you got what it takes? I am sure my deadstock will love you.

Quote

"There you go, show them who's boss. Play fair now, that little one wants a nibble."

Young Apprentice

Lesser Gifted

Str 2 **Dex** 2 **Con** 3
Int 4 **Per** 4 **Wil** 5
LPs 30
EPs 35
Spd 10
Essence 59

Qualities/Drawbacks

Adversary (Rival Sorcerers) (-2)
Artistic Talent (Music) (3)
Artistic Talent (Singing) (3)
Attractiveness +3 (3)
Charisma +2 (2)
Covetous (Power) (-1)
Cruel (-1)
Delusions of Grandeur (-3)
Essence Channeling 3 (6)
Gift (5)
Increased Essence Pool (3)
Minority (Female) (-1)
Showoff (-2)

Skills

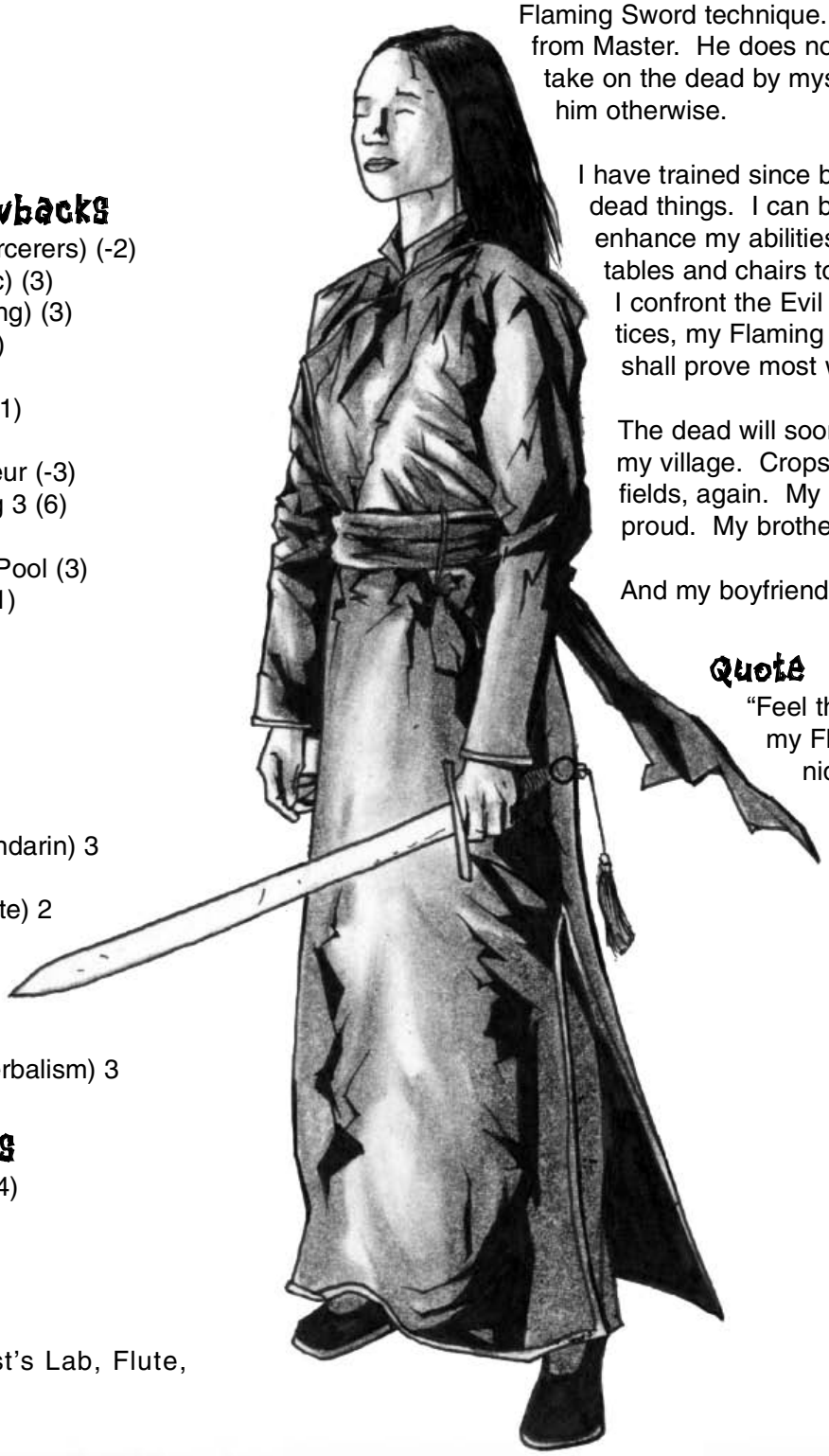
Acrobatics 2
Dodge 2
Martial Arts 2
Myth & Legend (Mandarin) 3
Notice 3
Play Instrument (Flute) 2
Rituals (Buddhist) 3
Science
(Alchemy) 3
Singing 4
Uncon Medicine (Herbalism) 3

Chi Techniques

Animate Objects 2 (4)
Brew Potion 3 (6)
Flaming Sword 2 (4)

Gear

Beginner Alchemist's Lab, Flute, Sword



Personality

They think that I am not as powerful as they are, because I am a girl. Just wait until they see my Flaming Sword technique. I have learned well from Master. He does not think I am ready to take on the dead by myself, yet. I will prove him otherwise.

I have trained since birth to fight evil dead things. I can brew potions to enhance my abilities. I can animate tables and chairs to protect me. When I confront the Evil Sorcerer's apprentices, my Flaming Sword technique shall prove most worthy.

The dead will soon cease to plague my village. Crops will grow in the fields, again. My parents will be proud. My brothers will be awed.

And my boyfriend will be jealous.

Quote

"Feel the biting flame from my Flaming Sword technique, Evil Apprentice Sorcerer!"

New Gear

Weapons

Brass Knuckles: Brass knuckles reinforce and add weight to a punch. Purpose-made fist loads, heavy rings, studded gloves, and rolls of quarters are included in this weapon type.

Damage: D6(3) x (Strength+1)

EV: N/A **Cost:** $10

Availability: C

Chain: Chains are vicious and impromptu weapons, and include any short lengths of stout, flexible metal, such as motorcycle drive chains, construction chain, or sections of thick, knotted wire.

Damage: D8(4) x Strength

EV: 4/2 **Cost:** N/A

Availability: C

Katana, High Quality: This sword is extremely well made, despite its unassuming appearance. Crafted by a true master, it has been sharpened to such an unbelievable degree that it can cut through a phonebook without even slowing down.

Because of this, every time the attacker targets a specific body part, roll D10. On a roll of 9-10, the extreme sharpness of the blade severs the targeted body part.

The Achilles heel of these swords is that they are overly sensitive. They can only sustain six impacts, whether hitting a door, body, or otherwise. After six uses, the sword should be cleaned, oiled, and sharpened. This requires an Intelligence and Hand Weapon (Sword) - 2 Task. If maintenance is not attempted, the sword suffers a cumulative 10% chance of becoming damaged or losing its severing ability with each subsequent impact. If the maintenance Task is failed, the severing ability is lost until a successful Task is performed.

These weapons are extremely rare and are unavailable for purchase. They are received as gifts, rewards, or as the spoils of war.

Damage: D10(5)x Strength

EV: 2/1 **Cost:** N/A

Availability: Rare

Pulse Rifle: This short but powerful assault rifle holds 100 rounds of high-velocity, armor-piercing flechette ammunition. It has a red digital counter on the side that keeps count of the remaining rounds in the weapon. The weapon is for Space Marine military use and is therefore not available to the public.

Damage: D8 x 4(16) **Cap:** 100

EV: 10/5 **Cost:** N/A

Availability: R

New Armor

Multi-Optics and Video Camera Class III Helmet: This is an optical enhancement system built into a helmet. This item is not available outside of the military. Optic systems include:

Targeting Sight (range 550 yards/meters)

Infrared Optics System (range 550 yards/meters)

Telescopic Lens (range 2 miles/3 kilometers)

Thermo-Imaging System (range 550 yards/meters)

The video camera can record up to one hour on a mini-CD or transmit to a remote screen in real-time. Transmission distance is 3 miles (4.5 kilometers).

The targeting sight adds a +1 bonus to aimed single shots, but not bursts.

EV: 4/2 **Cost:** N/A

Availability: R

See the M-16A4 entry in *Armageddon* (on p. 158) for more information.

New Vehicles

Jetpack

(Complexity +2, Utility +1)

The Jetpack is strapped to the operator's back like an ordinary backpack—if the backpack were made of metal and had twin jet turbine engines. Controls are located in the "buckle" of the belt strap and in two gloves connected by wire to the main engine. Flying with the jetpack takes a bit of practice, as it involves the use of a belt controller, the two hand controllers, and the pilot's own body movement. Once mastered, the jetpack can out maneuver anything else in the air.

Weight: 30	**DC:** 30
Speed: 160/40	**AV:** 2
Acceleration: 40	**Accuracy:** N/A
Range: 50 mi/km	**Cost:** N/A
Toughness: 1	**Availability:** R
Handling: 5	

Tricycle

The tricycle is the typical small, three-wheeled cycle, ridden by many small children until they are old enough and big enough to ride a bicycle.

Weight: 20/10	**DC:** 10
Speed: 5/3	**AV:** 0
Acceleration: Strength	**Accuracy:** N/A
Range: (see Bicycle)	**Cost:** $50
Toughness: 1	**Availability:** C
Handling: 4	

New Chi Techniques

Iron Head

Essence Cost: 2 per close combat attack

This Chi Technique operates as per Iron Palm (see *Enter the Zombie*, p. 43), but requires the use of one's skull, instead of palm.

New Qualities/Drawbacks

Curious

2-point Mental Drawback

The Cast Member has an insatiable sense of curiosity and is drawn to investigate anything remotely interesting, mysterious, or unusual. The character must succeed at a Willpower Test in order to bypass interesting subjects. The test should be Simple or Difficult according to the Zombie Master's discretion, depending on how "interesting" the object is. In the dangerous world of *All Flesh Must Be Eaten*, uncontrolled curiosity can be deadly.

Overweight

See the *Book of Archetypes*, p. 47.

Resistance (Weightlessness)

1-point per level Physical Quality

This version of the Resistance Quality is focused on performing in zero-gravity environments. Each time gravity is lost, or each time a violent maneuver is performed in zero-gravity (such as combat), the character must succeed at a Difficult Constitution Test or become nauseous.

Tireless

Variable Physical Quality

A Tireless character can handle a great deal less sleep than a normal person. The character is naturally resilient against sleep deprivation. Tireless gives the character a +1 per level to his Survival Test against falling unconscious (ONLY in relation to sleep deprivation), and adds 9 points per level to the character's Endurance Pool.

New Metaphysics

Spiritual Ally

People with this Miracle have a guide that is not of this Earth. This guide may come in the form of a restless spirit, guardian angel, or some other sort of supernatural being. This being is always with the person, and it can converse with the person at anytime, without anyone else hearing them.

The entity depends upon the Cast Member's Essence to perform actions on this plane of existence. As a result, the character must expend five Essence every time he wants the spirit to manifest on this plane for 5 turns. While here, the spirit can act as a normal person (pick things up, fight, open doors, etc.). However, since they are not normal people they can still do things that spirits can do while not on this plane of existence. No matter what plane of existence the spirits are on, they can pass through surfaces up to 10 feet thick, are always invisible (except to the person they are attached to), never make noise or give off a scent—unless they choose to do so. A spirit might be a ferocious supernatural being or some sort of heaven-

ly entity with a keen mind. The spirit's abilities, background, and disposition are entirely up to the ZM.

The spiritual ally is linked to its Earthly companion, and must have an Earthly vessel. The vessel is always some sort of inanimate object that has some significance to the spirit. For example, if a Cast Member has the ghost of a little girl for a spiritual ally, the vessel could be an old doll, or a piece of jewelry that the child had owned and cared for very much. When the spirit's vessel is destroyed, the spirit is banished forever. In addition, the person's link has been severed so violently the person suffers D10 damage and a permanent D4 Essence loss from the severe shock of losing the link.

Sample Spiritual Ally: "Mickey" Forest Spirit; Int 6; Wil 4; Essence 50; No attack; Metaphysics: Divine Sight; Skills: Instruction 2, Myth & Legend (English) 3, Survival (Forest) 4.

"Mickey" is actually a benevolent supernatural being who lived in a small forest in England until the late 1800s. The forest was turned into lumber at that time. Since then it has wandered the countryside helping lost, stranded, or hurt people. When the dead rose, it felt a great attraction to a man living in the United States. After finding the man, it has stuck by his side giving him advice and faith in his battle against the forces of evil.

Spirit Armor

Some people learn to harness spiritual energy into a protective form. Spirit Armor gives the person a natural Armor Value equal to one quarter their total Essence, but still allows the person to supplement this protection with normal armor. Since Spirit Armor is magical in nature, it protects against both mundane and metaphysical damage.

This Miracle costs 5 Essence to activate and 2 Essence per Turn to maintain. The armor begins to afford the Cast Member protection in the same Turn as the initial Essence is expended.

Invisibility

Through meditation, force of will, or some other method, this Miracle allows Inspired to become invisible. While invisible, anyone trying to see the character makes sight-based Perception Tests at -6. While invisible, Inspired characters get a +2 bonus to their melee combat and Dodge Tasks (you cannot hit or defend against what you cannot see).

The Divine Sight Miracle or Infrared Goggles will show invisible Cast Members. The Inspired still make noise, can be touched or smelled as per usual.

This Miracle costs 5 Essence per 5 minutes of invisibility.

Eye of the Storm

See the first *Book of Archetypes* p. 47.

New Cast Member Type

Lesser Gifted

Sorcerers for *Enter the Zombie* can be created using the *WitchCraft* rules for Lesser Gifted. They receive 20 points for Attributes, 15 points for Qualities (10 may be taken in Drawbacks), 30 points for Skills, and up to 15 points in Metaphysics. They must purchase the Gift Quality (5); Essence Channeling is highly recommended. Note that *WitchCraft* Character Types are built with 80 total points, 10 more than *AFMBE* Survivor and Inspired Character Types. This makes the Lesser Gifted somewhat more powerful at beginning levels. Download the *WitchCraft* corebook at the Eden Studios' web site for more details on Lesser Gifted!

Expand Your Game!

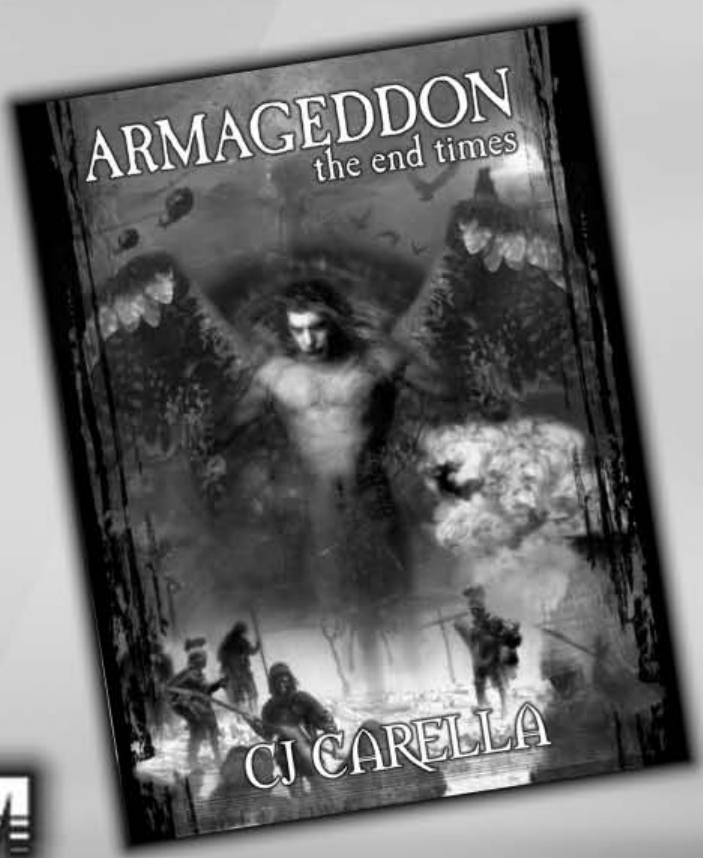




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EDN4000HC

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EDN5000



UNISYSTEM

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