

## TEXAS ZOMBIE'S BOOK OF AFMBE ARCHETYPES

You'll note a lack of calculated values in the Archetypes. This is due to two things: laziness, and because it makes the Archetypes less usable without a copy of the AFMBE core rulebook.

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Famous Actress (Survivor)

#### Attributes

Str: 2                    Dex: 4                    Con: 4  
Int: 3                    Per: 2                    Wil: 5

Life Points:                    Endurance Points:  
Speed:                        Essence:

#### Qualities

Attractiveness 4                    Artistic Talent (Acting)  
Resources6 (Multimillionaire)                    Charisma 3  
Status 6 (+3 due to Resources)

#### Drawbacks

Secret 1                    Minority (Alternative Lifestyle, tied to Secret)  
Showoff                    Depression (used to Reckless back in her Oscar days before the Rise of the Dead)  
Covetous 2 (Fame)                    Covetous 1 (Lecherous)  
Cruel 1

#### Skills

Acting: 5                    Storytelling 3  
Acrobatics 2 - Specialty (Fitness) 4                    Beautician 4  
Seduction 4                    Smooth Talking 3  
Singing 2                    Humanities (Cinematography)2  
Language (French) 4                    Rituals (New Age) 2  
Unconventional Medicine (New Age) 2                    Trance 1

**Gear:** Secluded mansion with shrinking staff, several cars, security systems and privacy wall with locked gate, personal assistant, assistant for the personal assistant, pretty much anything else money could buy

**Personality:** "I keep hoping I'll wake up and all this will be a movie, but I don't think that is going to happen. And I don't think protesting the walking dead will do any good. I can't believe how many years I spent protesting this, protesting that, outraged and outrageous. Now it comes down to the end of the world and there's nothing left to do, nothing to protest, and no one to protest to.

My agent called from his car last week. He was trapped out on the highway behind a pileup and the dead people were about to get in. How can I deal with that? I asked Juan to go and find John, but Juan just went home to his family instead. Before he left, Juan showed me how to chlorinate the pool and said I could use it for drinking water. He also planted vegetables for us in the rose garden. I gave him money and a credit card and a gun. I hope he made it home to his family. I think he had the right idea. I'm already home, and I hope Penelope and Whitney stay. Whitney wanted to go look for her boyfriend, but she gave up and came back after a couple of hours. She said the dead people were all around the freeway trying to break into cars that had run out of gas. She won't say what else she saw, but the television shows how bad it is out there.

No one answers their phones anymore. I think maybe there's no one left to talk to. Maybe - *maybe* - their cell phone batteries are all dead. Maybe they're all dead and just left their cell phones with their credit cards and contracts and scripts and now they're out there somewhere, killing and eating. For the first time in my life I'm afraid someone will remember me and they'll make their way out here. Or worse, all those looters and murderers and rapists might find us. I'm afraid, so terribly afraid..."

**Quote:** "Don't leave me. *Please?*" or "Hello? Hello? Is anybody there?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Astronaut (Survivor)

#### Attributes

Str: 3                      Dex: 3                      Con: 3  
Int: 4                      Per: 4                      Wil: 3

Life Points:                      Endurance Points:  
Speed:                              Essence:

#### Qualities:

Nerves of Steel                                      Quick Reaction Time  
Contacts (Space program)(2)                      Status (4)  
Hard to Kill (4) - represents fitness and endurance training                      Situational Awareness

#### Drawbacks:

Showoff  
Delusions of Grandeur (-1) - represents the extreme level of self-confidence that might freak some people completely out; it also represents latent jealousy/insecurity on the part of others rather than a problem with the astronaut

#### Skills:

Bureaucracy - 2 (government employee)  
Computers - 3  
Computer Programming - 2  
Pilot(Spacecraft) - 2 (most spacecraft are self-piloted)  
Electronics - 3  
Gun (Handgun) - 1 (left over from former Air Force Officer training)  
Zero-G Operations - 3 (new skill - see below\*)  
Survival (Pick one area) - 1 (left over from former Air Force Officer training)  
Pilot (EVA Suit)- 4  
Sciences - 4 points total, recommend: engineering, astrobiology, geology, physics, etc.  
Electronic Surveillance - 4 (represents use of spacecraft instruments)  
Pilot (Jet) - 3  
Pilot (Prop) - 3

Gear: EVA pack, space suit and helmet, mission patches

Personality: "I was ready for space junk. I was even halfway ready for alien contact. The last thing I expected was the dead rising from their graves and overrunning the earth. We watched from orbit in the Freedom 1 space station until our supplies started to run low. When it was obvious that there would be no more resupply, we had to make a decision. And we decided to abandon ship. We brought the space plane down and ended here up here, over the rainbow in Kansas.

I suppose Freedom 1 is still up there, circling endlessly around this pale blue dot in space. That is, until her orbit decays. I hope the observation module lands on some of the zombies. But don't worry, kid. We'll get back up there someday. Someday."

Quote: "Ah, roger Houston. We are go for launch."

#### New Skill:

\*Zero-G Operations - Available only to current and former astronauts. This skill represents the character's ability to get around in the absence of gravity or in the presence of micro- or reduced gravity environments (such as the lunar surface). This skill also indicates that the character is experienced in high-G operations such as vehicle acceleration and lift-off, as the only way to practice low- or Zero-G operations in the first place is to get into space or at least low orbit.

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Blind War Veteran (Survivor)

#### Attributes

Str: 3                   Dex: 3                   Con: 3  
Int: 3                   Per: 5                   Wil: 3

Life Points:                   Endurance Points:  
Speed:                        Essence:

#### Qualities:

Nerves of Steel (3)  
Fast Reaction Time (2)  
Resistance (Fatigue) (2)  
Photographic Memory (2)  
Situational Awareness (2)  
Acute Senses - Hearing (2)  
Acute Senses - Touch (2)  
Contacts (5)- Totally devoted sighted friend

#### Drawbacks:

Impaired Senses - Blind (4)  
Attractiveness, negative (4) - (disfigured by the same wounds that took his sight)  
Clown - 1 (but refuses to let life get him down)  
Honorable - 1

#### Skills:

Martial Arts: 5 (Master of multiple styles)  
Hand Weapon(Sword): 5  
Notice: 7 (borders on the supernatural)  
Craft (Wood carving) - 5  
Hand Weapon (Staff)- 5

**Gear:** Zato-Ichi-type (straight-bladed)katana in wooden sheath (used as walking stick)

**Personality:** "I wouldn't say Charlie's little trick in the Nam ruined my life. I was always pretty ugly, and as far as I know, that hasn't changed. It forced me to focus. Focus allowed me to master Kendo, Kemp, Tai Kwan Do, Aikido, and a dozen other styles you'll never know about now. If I hadn't had the martial arts, I would've went mad. Not that I wasn't crazy before and not that I'm not crazy now. Aw, hell, it doesn't matter. Life is what it is. Now there's no more Charlie, and no more hippies spitting on me for serving my country. Life is what it is, and my life has more freedom now that it every had before.

I can't say I find the dead to be particularly scary. They're easier to kill than the living because they seem unable to move silently, and they always walk in a straight line. No problem. I hear these walking dead are ugly enough to scare the devil into church on Sunday. Ugly? Everyone looks the same to me, dead or alive. Besides, fear is just a state of mind. Focus. Listen. Breathe. Let your *chi* flow. That's what I do. That's how I know when they are getting close. Just stay out of my way and I'll take care of things. But by all means sing out if you see more than a dozen."

**Quote:** "Shhh! Listen! I thought I saw something. *Tee hee hee!* Let's get 'em!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Bush Pilot (Survivor)

#### Attributes

Str: 3            Dex: 4            Con: 4  
Int: 3            Per: 4            Wil: 3

Life Points:                    Endurance Points:  
Speed:                        Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Photographic Memory 2  
Hard to Kill 4  
Acute Vision 2  
Nerves of Steel 3

#### Drawbacks:

Honorable 2  
Reckless 2

#### Skills:

Pilot (Light Plane)4  
Craft (Fishing)4  
Electronics 3  
Tracking 4  
Mechanic 3  
Stealth 3  
Notice 4  
Survival (Arctic Wilderness) 4  
Gun (Rifle) 4  
Hand Weapon (Axe) 2

**Gear:** Light plane with floats/wheels (single engine), hunting rifle, case of ammunition, axe, camping gear, binoculars

**Personality:** "I'll say this for the zombies. Business has sure picked up since they started running around and eatin' folks. Now *everyone* wants a quick ride out back of nowhere. Just one more pick up and I'm done. Then I'm findin' my own spot to do some fishin' until this all dies down. I don't care how many people are offering their jewelry and gold and stuff. Just one more pick up, then I'm done."

**Quote:** "Yeah, yeah, I see the trees. No, no, they're not too high to clear. Just hang on to your seat real tight. No, tighter than that. Okay! Hold on to your drawers, folks. Here. WE. GO!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Undergraduate College Student (Norm)

#### Attributes

Str: 2                  Dex: 2                  Con: 2  
Int: 3                  Per: 2                  Wil: 3

Life Points:                  Endurance Points:  
Speed:                          Essence:

#### Qualities:

Contacts (dorm) 1                  Contacts (Fraternity or Sorority) 2  
Resistance (Fatigue/Sleep) 2                  Pick 2 points of Attractiveness, Charisma, Resistance, or Hard to Kill

#### Drawbacks:

Addiction (Habitual Drinking -Alcohol) 1  
Addiction (Habitual Drinking - Caffeine) 1

#### Skills:

Drive (Car): 2  
College Major (pick a skill at level 3) 3  
Humanities (General) 2  
Fine Arts (General) 2  
Science (General) 2  
Research/Investigation 3  
Smooth Talking 2  
Seduction 1  
Computer 2  
Cheating 2  
Swimming 1  
Notice 2  
Streetwise 2  
Dodge 2  
Running (Dash) 3  
Hand Weapon (Club) 2

#### Gear:

travel bag with personal items and clothes, cell phone, portable battery-powered radio, camping gear, beat-up family van with 5 gallons of gas, map, CD player and CDs, 3' piece of iron rebar (club), \$30 in various bills and small change

#### Personality:

"Like, they cancelled all classes today until further notice, and posted those "No Unnecessary Travel" restriction notices all over campus. It wouldn't be so bad, I mean, if we could have, like, an End of the World Party or something, but the Campus Police tossed all the dorm rooms last night looking for drugs, alcohol, and weapons. By the time the riot was over, a lot of the windows got smashed and some zombies managed to get in. We locked them in the rear wing of the first floor and everyone moved to the A and B wings. Now we're crammed three and four to a room.

Like, whatever. I'm out of here. It's getting too weird for me. Several of us are going to make a run for it - just try to get out of town and see if things are any better in the countryside. Anything would be better than the crap they've been rationing in the student center cafeteria."

#### Quote:

"Oh well, so much for Spring Break."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Modern Day Cowboy (Survivor)

#### Attributes

Str: 4           Dex: 5           Con: 4  
Int: 2           Per: 3           Wil: 3

Life Points:                    Endurance Points:                    Speed:                    Essence:

#### Qualities:

Fast Reflexes 2                    Situational Awareness 2                    Hard to Kill 2  
Nerves of Steel 3                    Contacts (Ranchers or Rodeo) 2

#### Drawbacks:

Honorable 2                    Reckless 2                    Showoff 2  
Addiction (Habitual Alcohol)1                    Emotional Anchor (horse)1

#### Skills:

Ride (Horse)4                    Ride(Wild Bull)2  
Drive (Pickup Truck) 2                    Craft (Animal Trainer)2  
Tracking 3                    Stealth 2  
Craft (Ranching) 3                    Dancing 1 (Specialty - Two-step)3  
Mechanic 2                    Notice 2  
Craft (Branding)2                    Survival (Prairie) 2  
Gun (Rifle) 3                    Gun (Handgun) 4  
Humanities (History) 1 (Specialty - Old West) 3                    Thrown Weapon (Lasso) 3

#### Gear:

Cutting horse (see AFMBE rulebook, but equivalent of level 3 skill in cutting cattle from the herd and rounding them up), saddle and tack, .30-30 Marlin rifle, lasso, camping gear, flashlight, hat, boots, chaps, spurs, walkie-talkie radio (8 miles range), sun glasses, bandana, camping trailer, horse trailer, battered 4-wheel drive pickup truck, blue heeler hound

#### Personality:

"Not many of them zombies out here in the boonies. Just me and Pistolero, my horse, and the cattle. We get along just fine. People still have to eat, and they still like to eat steak, so there's plenty of work for the likes of me. 'Course, the rodeos are a lot more interesting nowadays, especially the Dead Roping contests. Y'know what I'm talking about, right? The idea is to rope 'em and heel 'em, then string 'em up. The rider that gets the most zombies in ten minutes wins the pot.

I reckon we do all right out here. Not many folks make it out this far, dead or alive. Gas is getting pretty hard to come by, so Pistolero is worth his weight in gold. Good ol' pony there. Smart too. Between me and Pistolero and Dog, we just about got ourselves a tribe. All I need now is a woman!"

#### Quote:

"Well howdy there, ma'am! Hope them zombies didn't give you a scare. Say! You wouldn't happen to be married would you?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Crazed Survivor (Norm)

#### Attributes

Str 3                      Dex 3                      Con 2  
Int 2                      Per 3                      Wil 1

Life Points:                      Endurance Points:  
Speed:                              Essence:

#### Qualities

Fast Reflexes 2  
Situational Awareness 2  
Nerves of Steel 3  
Resistance (Fatigue) 3

#### Drawbacks

Obsession (Kill Zombies) 2  
Delusions (God spared me to kill zombies) 3

#### Skills

Drive (Car) 2  
Craft (Mechanist) 2 (Specialty)Welding 4  
Gun(Rifle 3)  
Hand Weapon (Club) 3  
Notice 5  
First Aid 2  
Tracking 2  
Stealth 4  
Gun (Handgun) 3  
Gun (Shotgun) 3

#### Gear

Duffle bag, double rifle case, .270 bolt action rifle with scope, 400 rounds ammo, Pump 20-gauge shotgun, 300 rounds ammo, .45 Revolver (5-shot), 200 rounds ammo, leather jacket, 4 days of canned food, 2 liter soda bottle filled with water, 3-foot length of plumbing pipe (1" diameter), first aid kit, blow torch, welder and solder, 4 acetylene and 2 oxygen tanks, 2-door metro economy car with armor bars welded over the windows and spikes welded to the front and rear bumpers

#### Personality

"They killed them. They killed my wife, my kids, my neighbors. The police didn't come. EMS didn't come. Nobody came to help. The jerk at the gun shop didn't understand, so I helped him understand. *Heeheehee*. I *beat his head in* with a piece of pipe! But I'm *not* a thief! I'm NOT! He was helping them, don't you see he was hoarding those guns while those...things...were killing people. KILLINGPEOPLERIGHTACROSSTHESTREETFROMHISSHOP!

I'm gonna kill 'em all. All of those, *those*, things! And if anyone gets in my way, I'll help *them* understand *too*."

#### Quote

"Move."\*click-click\* "Now."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Rural Deputy Sheriff (Norm)

#### Attributes

Str: 3            Dex: 2            Con: 3  
Int: 2            Per: 2            Wil: 2

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities:

Contacts (County Sheriff's Office): 3 (will come to aid of character)  
Nerves of Steel  
Situational Awareness

#### Drawbacks:

Obsession (Uphold the law)  
Honorable (1)

#### Skills:

Brawling: 2  
Bureaucracy: 2  
Drive (Car): 3  
Guns (Handgun): 3  
Guns (Shotgun): 3  
Hand Weapon (Club): 3  
Intimidation: 3  
Notice: 3  
Questioning: 3  
Smooth talking: 2  
Research/Investigation: 3

**Gear:** Service Pistol, Pump Shotgun (12-gauge), Night Stick/Cosh/Tonfa, Kevlar Vest, Police Car (Sedan, 8 years old, 159,000 miles on the odometer), confiscated beer

**Personality:** "Drug runners? No problem. Ignorant, drug cowboys that slice each other up in the parking lot of the Desert Oasis? No problem. The dead rising from their graves? No problem. They're all perps. Living or dead, they better watch it or I'll have their heads on spits. Now you just follow me into town and I'll introduce you to the Crisis Relocation Manager."

**Quote:** "Now y'all just step outta that car nice and slow, thank'ee kindly."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Drifter/Handyman (Norm)

#### Attributes

Str: 3                   Dex: 2                   Con: 3  
Int: 2                   Per: 2                   Wil: 2

Life Points:                   Endurance Points:  
Speed:                        Essence:

#### Qualities:

Situational Awareness (2)

Talent (Handcrafted Items) (3)

Hard to Kill (3)

Multiple Identities (2) - one is from before the Rise; the other is taken from a corpse the Handyman found along the side of the road and whose physical appearance was very similar to the Handyman's own

#### Drawbacks:

Reckless (-2)

#### Skills:

Brawling: 3

Mechanic: 3

Craft (Millwright/Machinist): 4

Craft (Woodworking): 3

Drive: 3

Electrician: 3

Gun (Handgun): 3

Gun (Shotgun): 3

Swimming: 2

Running(Dash):2

Survival (urban): 3

Lock Picking (Mechanical): 3

Haggling: 2

**Gear:** Battered car, 9mm handgun, 40 rounds ammunition, tool kit (mechanical), tool kit (electrical), tools (woodworking)

**Personality:** "Harder than ever to make a living these days. I thought things was bad when Ingot laid off from the automotive plant up t' Pampas, but there was work t' be found if ya was willin' to get sweaty and get calloused hands. But now...zombies? One o' those sumbitches nearly got me while I was stringin' barbed wire up t' Canadian at the feed lot. Well, Ingot it first.

There ain't many things I cain't fix or just build up from scratch, so I'll get by. Folks'll pay a pretty penny for a good strong fence these days."

**Quote:** "Sure. I can fix that."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Barfly/Lounge Lizard (Norm)

#### Attributes

Str: 2                Dex: 3                Con: 3  
Int: 2                Per: 2                Wil: 2

Life Points:                                Endurance Points:  
Speed:                                        Essence:

#### Qualities:

Attractiveness (4)  
Contacts (Bar/Club regulars)(2)  
Resistance(Alcohol)(2)

#### Drawbacks:

Addiction (Habitual Drinking)(1)  
Addiction (Habitual Smoking)(1)  
Emotional Problem (Emotional Dependency - Barfly; Controlling - Lizard) (1)

#### Skills:

Acting - 4  
Beautician - 3  
Brawling - 3 (Specialty: Catfights - Barfly; Bar fights - Lizard)  
Disguise - 2  
Dancing - 4  
Seduction - 4  
Gambling - 2  
Notice - 2  
Smooth talking - 3  
Streetwise - 2

#### Gear:

Barfly - Makeup kit, cigarettes, wigs, Fredericks of Hollywood catalog, costume jewelry  
Lizard - Binanca breath freshener, cheap suit, imitation Rolex watch, gold chains

**Personality:** I thought Billy was really nice, and I couldn't believe when he actually showed up to see me the next night. The only problem was, Billy was dead! Dead! Dead as Elvis and Hank Williams, Sr. Danged ol' shame. I really liked that boy. But I didn't like him enough to let him bite *this* tight little tush! Oh, go ahead, silly! It's okay. I like it when you do that. Mmmmm. Say, why don't you and me find someplace more private?"

**Quote:** "Really! I feel like I've known you my *entire* life!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Traffic Reporter Helicopter Pilot (Norm)

#### Attributes

Str: 2            Dex: 2            Con: 2  
Int: 3            Per: 2            Wil: 3

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Photographic Memory 2  
Hard to Kill 2

#### Drawbacks:

Reckless 2  
Cowardly 1

#### Skills:

Pilot (Helicopter) 5  
Instruction 2  
Electronic Surveillance 4  
Mechanic 3  
Electronics 3  
Notice 5  
Smooth Talking 2  
Gun (Rifle) 1  
Hand Weapon (Club) 2  
Pilot (Light Plane) 3

**Gear:** News helicopter (as Huey Helicopter, minus machine gun), hunting rifle, travel bag with personal items and clothes

**Personality:** "We had to run for it. Things were falling apart faster and faster. It was just me and Frances, an excellent Reporter and my lovely fiancé, at first. Thank goodness those two SWAT troopers joined us. The firepower will help. Now if we can just find someplace safe to wait this out. Maybe someplace closer to one of the larger cities. It's just too dangerous to try to get to Canada right now."

**Quote:** \*BANG\*"Ooops! Sorry! I didn't know-I mean-I wasn't shooting at *you*! OUCH! Hey you didn't have to hit me! Okay! Okay. I'll let you shoot the zombies from now on."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Girl Next Door (Norm)

#### Attributes

Str: 2                    Dex: 2                    Con: 3  
Int: 2                    Per: 2                    Wil: 3

Life Points:                    Endurance Points:  
Speed:                         Essence:

#### Qualities:

Contacts (friends) 3                    Attractiveness 1                    Charisma 3

#### Drawbacks:

Emotional Anchor (Family) 1                    Honorable 1

#### Skills:

Drive (Car): 3  
Bureaucracy: 3 (Specialty - Insurance Clerk) 5  
Craft (Sewing) 3  
Craft (Painting) 2  
Fine Arts (pop culture) 2  
Smooth Talking: 3  
Computer: 1  
Humanities (Theology) 1  
Swimming: 1  
Notice: 3  
Brawling: 1  
Gun (Rifle): 1  
Dodge: 2  
Running (Dash) 3  
Beautician 2

#### Gear:

travel bag with personal items and clothes, cell phone, fireplace poker (club), portable battery-powered radio, camping gear, compact car, map, .22 caliber pump-action rifle, 39 rounds of ammo, CD player and CDs (pop and C&W)

#### Personality:

"I've got to chance it. Mom and Dad never came home. The phone lines are down and the television and radio just keep repeating the same emergency announcements. I know Mom and Dad aren't coming home unless they come home with more of those, those, dead people. I'm afraid that will happen. The television announcer says it happens a lot. The announcer also said that a lot of the rescue centers the government set up are full of dead people now and anyone who goes there will be killed.

Sorry. I duck every time I hear guns shooting. That one was close. Someone down the block must have seen one. Or it was a robbery. Usually there's more shooting if it's a robbery.

I heard from Grandpa the day before the phones went dead. He said they were safe out on the farm. But since he doesn't have a cell phone, I don't know how they are making do. The farm's not far, just a few hours away. I'm sure I can make it if I have enough gas in the car. I'll just have to do my best. And pray. I-I don't know what I'll do if they're not okay. They HAVE to be okay."

#### Quote:

"Closed? How can the highway be closed? I've got to get to my grandparents' house!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Herald of the Apocalypse (Inspired)

#### Attributes

Str: 2            Dex: 2            Con: 5  
Int: 3            Per: 3            Wil: 5

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities:

Increased Essence 3  
Strong Stomach  
Nerves of Steel

#### Drawbacks:

Obsession (Warning the Unbelievers) 2  
Resources (Miserable) -4

#### Metaphysics

Gift  
Inspiration  
Visions  
Divine Sight  
Walk Through the Valley

#### Skills:

Humanities (Theology, Christian, Apocalyptic) 5  
Storytelling 4  
Trance 3  
Notice 3  
Questioning 2  
Survival (Urban) 4  
Streetwise 4

**Gear:** Sackcloth, ashes, crucifix, cow bell

**Personality:** "Hear me! O ye unbelievers! Hear me! The end is night! The sea and the grave have given up their dead! Now is the time to cleave to the Holy Rock and place your faith in the Almighty! The end is here! Repent lest ye be cast into the Lake of Fire!

"There is nothing to do now, brother, but turn to God and His infinite mercy. Nothing else will save you. Fear not that which crawls from the grave. Fear not the teeth of the dead. Fear God and dread naught! Come, brother. Come with me to the river and be saved. I will baptize you in the name of the Lord and you will be saved. Lay aside your weapons. Weapons are the tools of Satan. Lay aside your weapons and come with me. Take my hand and I will lead you to God's Kingdom. Come. Let us go."

**Quote:** "REPENT!!! THE END IS EXTREMELY WELL DARNED NIGH!!!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Homeless Drifter/NeoPrimitive (Survivor)

#### Attributes

Str: 3            Dex: 4            Con: 4  
Int: 3            Per: 3            Wil: 3

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities

Hard to Kill 5  
Resistance(Disease)5  
Contact (other homeless) 4 (will fight to protect other members of their tribe)

#### Drawbacks

Resources -4  
Honorable 1  
Cruel 1

#### Skills

Survival (Urban) 4  
Hand Weapon (Knife) 3  
Hand Weapon (Club)4  
Gun (Handgun) 2  
Brawling 3  
First Aid 2  
Notice 5  
Haggling 2  
Running - Dash 2  
Streetwise 3  
Stealth 3  
Surveillance 3

**Gear:** Rucksack, winter coat, large knife, baseball bat, .25 caliber handgun and 30 rounds of ammunition, sack of canned food and bottled water

**Personality:** "One thing about the end of the world - ya can't lose what ya didn't have can ya? HAH! That oughtta teach y'all somethin'. Here we all are, nice and cozy around a fire in a nice and cozy storm drain. I'm the guy that you tossed some change to last week. Yep. You're the guy - I recognize your wristwatch. And you're the lady who wouldn't look at me and Mabel when I was helping her pick up her stuff when those lil' skateboardin' pukes kicked over her shoppin' cart and roughed her up.

No, no. Don't get jumpy now. I don't want nothin' you got. Ingot all I need right here. \*taps forehead\* I'm gonna do fine. Yep yep yep. Gonna do fine.

Hey! What's wrong! That there's perfectly good rat! Eat up, folks! Millions ain't got nothin' to eat tonight."

**Quote:** "Whatcha got in trade, pal?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Varmint Hunter (Norm)

#### Attributes

Str 2                    Dex 3                    Con 3  
Int 2                    Per 2                    Wil 2

Life Points:                    Endurance Points:  
Speed:                        Essence:

#### Qualities

Hard to Kill 3                    Resistance (Disease) 2  
Acute Senses (Vision) 2                    Situational Awareness 2

#### Drawbacks

Resources -1                    Addiction (habitual chewing tobacco) 1                    Addiction (habitual drinking)1

#### Skills

Drive (Pickup Truck) 2 (Specialty)Off-Road 4  
Gun (Rifle) 4  
Gun (Shotgun)3  
Craft (Animal Training) 3 (Specialty)Dog 5  
Craft (Tanning Hides) 2  
Swimming 1  
Notice 2  
Tracking 3  
Stealth 3  
Survival (Forest) 2  
Surveillance 2 (Specialty) Hunting 4

#### Gear

.30-06 bolt-action rifle (magazine 5) with 3X9 scope, 5 boxes of ammunition, single-shot 12-gauge shotgun, 20 buckshot rounds, hunting cap, camouflage outfit, safety red vest (in truck), battered pickup truck, pouch of "chaw" (chewing tobacco), hip flask of whiskey, "the Boys": 2 trained large hunting dogs (will track target and hold it at bay until the Varmint Hunter arrives).

#### Personality

"Well, no more protesters complainin' 'bout me shootin' varmints and critters and such. No more folks tellin' me where I can and cain't hunt. Not much of nothin' no more. Just zombies.

Truth be told, there ain't much sport in huntin' them zombies. They slow, stupid, and noisy. Cain't see how come they're able to catch reg'lar folks. Heck, them zombies cain't sneak up on nothin' 'cept maybe a rock. Heheheh.

Me and my hounds, we're doin' just fine. In fact, the gov'ment men come by occasional and pay me bounty money for showin' 'em my zombie heads. Yeah, I keep the heads on posts out back o' my place so when them gov'ment boys come by they pay me for shootin' 'em, and sometimes they bring me ammunition and food and stuff. Not a bad livin' now.

Kinda borin' though. Wish the honkeytonk was still open."

#### Quote

"Go git 'im, boys!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Regular Joe/Jane (Norm)

#### Attributes

Str: 2                   Dex: 2                   Con: 3  
Int: 3                   Per:                    Wil: 3

Life Points:                    Endurance Points:  
Speed:                         Essence:

#### Qualities:

Contacts (Neighbors) (2)  
Contacts (Coworkers) (2)  
Contacts (Friends/Hobbyists) (2)

#### Drawbacks:

Honorable (1)

#### Skills:

Drive(Car): 2  
Bureaucracy: 2 (stands in a lot of lines to pay bills and apply for credit/loans)  
Craft/Fine Art/Other (job skill):4  
Craft/Fine Art/Other (job-related skill): 3  
Craft/Fine Art/Other (hobby): 3  
Computer: 2  
Swimming: 2  
Notice:3  
Sports/Movie/Sitcom/Soap Opera Trivia: 3  
Acting: 2(dealing with the boss he/she can't stand)  
Brawling: 2 (took a few knocks growing up in the old neighborhood)  
Dodge:2 (from crossing lots of busy parking lots)  
Gun (choose): 1(held one a couple of times, seen them on TV and in the movies)  
Hand Weapon (club): 1(played a little baseball over the years)

**Gear:** Aging car, modest apartment or small home, spouse, 2.5 children, dog, etc. - you get the picture...

**Personality:**"What do you mean by "living a life of quiet desperation"?I'm doing alright. I mean, I'm doing as well as anybody can these days. When's the government going to get busy and take care of this zombie problem? I wish they'd get the streets fixed too. All the tanks and armored cars that've been driving through the neighborhood have really torn things up. One of these days I'm going to get fed up and give my selectman a piece of my mind!"

The **Regular Joe/Jane** is one of the faceless millions of people that live from check to check, week to week, struggling to balance debt against income and trying desperately to get ahead. Skills are generic enough to allow for a good chance of survival with the right insight and a lucky break or two. Taking a few more Drawbacks would allow for greater variety in Qualities and Skills.

**Quote:** "Hey! Did you see the game last night?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Private Trainer (a.k.a. Kept Man) (Norm)

#### Attributes

Str: 2                    Dex: 3                    Con: 3  
Int: 2                    Per: 2                    Wil: 2

Life Points:                                            Endurance Points:  
Speed:                                                    Essence:

#### Qualities:

Charisma 2  
Attractive 4  
Resources 2 (from his current Trainee)

#### Drawbacks:

Covetous (sleep with wealthy married women) 3  
Obsession (appearance and personal grooming) 2  
Emotional Problem (Fear of Commitment) 1  
Lazy 2  
Cruel 1  
Cowardly 1

#### Skills:

Sport (Tennis) 3- Specialty(Training) 5  
Instruction 2  
Unconventional Medicine (Massage Therapy) 3  
Seduction 4  
Smooth Talking 4  
Beautician 4  
Fine Arts (Etiquette) 2  
Fine Arts (music, arts, and "chick flicks") 1  
Hand Weapon (Club/Tennis Racket) 2  
Drive (Car) 2- Specialty (Sports Car) 4

**Gear:** Tennis outfit, tennis racket in Corinthian leather carrying case, personal grooming supplies, BMW sports coupe convertible, GQ wardrobe

**Personality:** "I'd be in real trouble if it wasn't for the Randolph's walled estate. Mrs. Randolph has been kind enough to let me sleep in her guest house, and both she *and* her daughter have been most accommodating. Poor Mr. Randolph hasn't made it back from his office for over a week, and his wife has needed quite a bit of....support. We fear the worst.

"In the meantime, however, the staff is very obedient, but I noticed that the *pate* tasted almost like Vienna sausage this morning. It must be hard for Cook to make it into town to purchase groceries. Come to think of it, just where *is* Cook, anyway? And I haven't seen the gardeners this morning either.

"Oh, wait. Here comes Cook now with the gardeners. How disgusting - they're filthy. And drunk! Just look at the way they're staggering and drooling. Bloody hell! Is that Mr. Randolph with them? He looks just as bad as the help, and he must be drunk too...Oh, \$hit! They're dead and they're coming for us! Quick! You run to the mansion for help and I'll get the car ready!"

**Quote:** "Oh, you're getting sore, M'lady? Let's make ourselves more comfortable and I'll work out all of your kinks."\*wink\*

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Postal Carrier (Survivor)

#### Attributes

Str: 3                      Dex: 4                      Con: 3  
Int: 3                      Per: 4                      Wil: 3

Life Points:                                      Endurance Points:  
Speed:                                              Essence:

#### Qualities:

Fast Reflexes 2                                      Situational Awareness 2  
Contacts (other mail carriers) 2                                      Hard to Kill 4  
Resistance (Fatigue/Sleep) 4                                      Nerves of Steel 3  
Resources 2 (abandoned government supply depot)

#### Drawbacks:

Honorable 2  
Delusions 3 (the US Postal Service still exists in full along with a fully functional government and bureaucracy)

#### Skills:

Drive (Armored Car) 4  
Bureaucracy 3  
Mechanic 3  
Stealth 2  
Notice 5  
First Aid 3  
Gun (Rifle) 5  
Hand Weapon (Club) 4  
Brawling 2  
Gun (Air Cannon) 4

**Gear:** Armored mail delivery truck, .223 caliber semi-automatic carbine, 6 30-round clips of ammo, 4 smoke grenades, mail bag, packages and letters, 10-lb engineering hammer, camping and survival gear, extra compressed air tanks for air cannon (good for about 20 shots each)

#### Personality:

"There's a lot of folks out there who just gave up when the reanimates started to overrun the cities. But not me. It's important to have standards, and it's important to hold on to whatever we can salvage. I'm not giving up. I'm hauling the mail.

I like it best when I can tag along with a National Guard convoy. I take a lot less gunfire that way. As for the reanimates, they're too stupid to be much of a threat as long as you are careful. That's what the air cannon is for.

I just pull up to the addressee and give a shout out to let them know I'm here, then I shoot their mail onto their roof or over their fence. Most times I can get a bull's-eye. When I miss, well, that's when I have to chamber a round, grab the hammer, and go the front door to hand the good citizens their mail. I mean, why shouldn't I? They paid their taxes all those years, and now they get free postage!

What do you mean there's no US Postal Service anymore? You want a mouthful of hammer, pal? Of COURSE there's a US Postal Service! If there wasn't, why would I be doing this? Now are you going to accept delivery of this parcel or not?"

#### Quote:

"Neither rain, nor sleet, nor snow, nor hail, nor zombies, nor nothing will stop the mail!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Mean Little Kid (Norm)

#### Attributes

Str: 1                   Dex: 4                   Con: 3  
Int: 2                   Per: 2                   Wil: 2

Life Points:                                    Endurance Points:  
Speed:                                         Essence:

#### Qualities:

Fast Reflexes 2                   Situational Awareness 2                   Resistance (Disease) 3                   Hard to Kill 3

#### Drawbacks:

Cruel 3 or 3 points of Emotional Problems to represent extreme ADHD, sociopathy, and lack of ability to emotionally bond with others without chemical alterations (one could say "Highly disturbed from an emotional and relationship standpoint.")

Reckless 2

#### Skills (adjusted -5 for age):

Drive (Bicycle): 2	Hand weapon (slingshot) 4
Hand weapon (club/baseball bat)2	Thrown weapon (rock/baseball)1
Notice 2	Sports (Baseball)2
Fine Arts (Comic Books)1	Fine Arts (Professional Wrestling) 2
Fine Arts(Monster Movies) 2	Brawling 1
Drive (Skateboard)2	Stealth 2
Cheating 2	

#### Gear:

Backpack, Wrist Rocketeer High Powered Sling Shot, bag of marbles and steel ball bearings and rocks, baseball bat, baseball, skateboard, bicycle, comic books, wrestling magazines, padded armor (hind catcher's breastplate), hind catcher's mask, baseball glove, box of sugar-coated cereal, 6-pack of soda pop

#### Personality:

"This whole Zombie thing is pretty cool. The stuff on Current News Television Now is way better than any of those old movies. But I'm not afraid! I'm way faster than any Zombie. I saw one walking down the street last night. It was all slow and stumbly and gross and stupid, like Mom's sucky-turd boyfriend. Really stupid. I shot it with three rocks and it fell down and couldn't hardly stand back up. I could'a shot it again, but I had to try to call my Real Dad again. Isa another Zombie this morning. I shot it with my Wrist Rocketeer and it started crying and bleeding and ran down the street like a 'fraidy cat girlie kid. I found another one trying to get in the front door. It looked just like a real person, but I knew it was a Zombie, so I yanked open the door and hit it with my bat until it ran away. They're either slow or wimps.

I'm so not afraid of Zombies. I'm gonna ride my bike out to the lake and live there with my Real Dad. I'm smart and quick. I don't need grownups to get there. And now I don't have to take my medicine anymore. It sucked! I hated it! And I hate Mom, 'cos Mom wouldn't take me anyway. She never takes me to see my Real Dad.

Besides, Mom and her boyfriend, Mr. Rich-Guy-Jerk-Wad, are already somewhere else, because they haven't been home for two days now. I bet they went on a vacation and didn't wanna take me with them. So now me and my Real Dad are going to have our own vacation and we're gonna do whatever we want. It'll be great!"

#### Quote:

"I don't know where my dad is! Quit asking me that! You're not my dad!" \*WHACK!\* "That's what you get, you butthead!" \*WHACK\* "And there's another one for you, butt-face! I'm out of here, lamer! Go feed a zombie!" \*WHACK!WHACK!WHACK!\* "You bleed like a sissy!"

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Archetype for "All Flesh Must Be Eaten" Roleplaying Game

**Apocalyptic Minister (Survivor)**

**Attributes**

Str 3                Dex 3                Con 3  
Int 4                Per 4                Wil 3

Life Points:                                Endurance Points:                                Speed:                                Essence:

**Qualities:**

Contacts 4 (Congregation/Survivalists)  
Jack of All Trades  
Photographic Memory  
Nerves of Steel  
Fast Reaction Time  
Charisma 2  
Hard to Kill 3  
Situational Awareness  
Resistance (Poison) 2  
Resistance (Disease) 2

**Drawbacks:**

Zealot  
Delusions (Satan is Everywhere!) 2  
Obsession (Spreading the gospel) 2  
Cruel 1  
Paranoid

**Skills:**

Humanities (Theology, Christian, Apocalyptic) 5  
Storytelling 3  
Hand Weapon (club/crucifix/bible) 3  
Brawling 3  
Gun (Handgun) 3  
Hand Weapon (Sword) 3  
Dodge 2  
Questioning 3  
Survival (Choose local area) 3  
Streetwise 2  
Stealth 3  
Notice 3  
Gun (Shotgun) 2

**Gear:**

Huge, tattered, stained, leather-bound Bible; wide floppy black hat; black leather duster coat; large, stained, chipped, wooden crucifix; .44 Magnum revolver, 13 bullets; sawed-off pump shotgun (8-shot), 25 shells; large machete

**Personality:** "Verily, my brothers and sisters, I say unto thee that the Beast walks among us! Yeah, even until the ends of the earth does the Beast hold sway. He and the Prince of the Air, the Deceiver, LUCIFER walk among us. They hath made a mockery of death, and they seek to scourge the faithful and drive us from our Lord! But they shall NOT succeed! No, my brothers and sisters, they shall not. The Day of the Lord is nigh, and His Kingdom is at HAND! So gird up thy loins and take up the Sword of the Lord and let us go forth! KILL! KILL! KILL!"

**Quote:** "SMITE THE HEATHENS!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Neo-Barbarian (Norm)

#### Attributes

Str: 3  
Dex: 2  
Con: 3  
Int: 2  
Per: 2  
Wil: 2

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Nerves of Steel 3  
Hard to Kill 3

#### Drawbacks:

Cruel 3  
Reckless 2

#### Skills:

Drive (Motorcycle): 3  
Drive (Car) 2  
Hand weapon (pick one) 3  
Brawling 3  
Gun (Shotgun) 3  
Gun (Crossbow) 2  
Notice 3  
Hand Weapon (knife) 2  
Mechanic 2  
Tracking 2  
Stealth 3  
Survival (pick area) 2

#### Gear:

Motorcycle, padded leather armor, hand weapon, .12 gauge pump shotgun (1D6 X1D6 shells), light crossbow with 4D6 bolts in quiver, 1D6 knives of various sizes, camping and survival gear in saddlebags

#### Personality:

"Only the Strong survive! We take what we want, and we want it *all!* Who ya gonna call, zombie-bait? The soldiers are all gone. There ain't no cops no more either.

Are you done with the chit chat now, Farmer John? No? Too bad!"\*BOOM\*

#### Quote:

"AAAARRRRGGGGHHHH!!!!DIE!DIE!DIE!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Neo-Barbarian Chieftain or Champion (Survivor)

#### Attributes

Str: 5            Dex: 4            Con: 4  
Int: 3            Per: 2            Wil: 2

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Nerves of Steel 3  
Hard to Kill 5  
Charisma 4  
Contacts (tribe) 4 (will fight to the death for each other)

#### Drawbacks:

Cruel 3  
Delusions (Megalomania, extreme) 2

#### Skills:

Drive (Motorcycle): 4  
Drive (Car) 3  
Hand weapon (pick one) 4  
Brawling 5  
Gun (Shotgun) 5  
Storytelling 2 (Specialty) - Rabble Rousing 4  
Notice 3  
Hand Weapon (knife) 3  
Tracking 2  
Stealth 3  
Survival (pick area) 2

#### Gear:

Motorcycle, padded leather and chainmail armor, hand weapon, .12 gauge semiautomatic shotgun (1D6 X1D10 shells), 1D6 knives of various sizes, camping and survival gear in saddlebags, impressive fur cloak,

#### Personality:

"If those worthless scouts hadn't found the valley where these dirt farmers have hiding, I would have had them skinned alive. But they came through for us this time. I hope this bunch of diggers tries to fight. My boys have been restless lately. Too much fighting back at the camp. They need to blow off some steam, and a bunch of dumba\$\$ farmhands will be perfect.

"We saw the tractor, so we know they have gasoline. They shot at Stumpy, so we know they have guns and ammunition. And a couple of them were wearing skirts, so we know they have women.

"Well, it's time. SOUND THE CHARGE!"

#### Quote:

"KILL! KILL! BLOOD MAKES THE GRASS GROW!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Neo-Barbarian Scout (Norm)

#### Attributes

Str: 2  
Dex: 2  
Con: 2  
Int: 2  
Per: 4  
Wil: 2

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Acute Senses (Vision) 1  
Acute Senses (Hearing) 1  
Situational Awareness 2  
Hard to Kill 4

#### Drawbacks:

Cruel 3

#### Skills:

Drive (Motorcycle): 3  
Hand weapon (pick one) 3  
Brawling 3  
Gun (Crossbow) 4  
Notice 5  
Tracking 4  
Stealth 5  
Survival (pick area) 2

#### Gear:

Motorcycle, padded leather armor, hand weapon, light crossbow with 4D6 bolts in quiver, big a\$\$knife, camping and survival gear in saddlebags, camouflage netting

#### Personality:

"I find things. I was always good at finding things. And I'm really good at finding people. And tools. And gas. And all the other good things. I find 'em and go back to the Chief and tell him about what I've seen, what I've heard. Then I wait until the fight's over and usually get a decent piece or two of loot, at least a couple gallons of gas for my hog.

It's better than waiting around for people like us to show up. And it's better than being the first poor SOB over the wall. Yep. Finding things is a pretty good job, I'm thinking."

#### Quote:

"Shhhhh..."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Neo-Barbarian Tribe Member (Norm)

#### Attributes

Str: 2  
Dex: 2  
Con: 3  
Int: 2  
Per: 2  
Wil: 3

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Fast Reflexes 2  
Hard to Kill 3

#### Drawbacks:

None

#### Skills:

Drive (Motorcycle or Car): 3  
Hand weapon (pick one) 2  
Brawling 2  
Craft (pick one) 3  
Craft (Weaponsmith, Gunsmith, or Armorer) 3  
Gun (Crossbow) 2  
Notice 3  
Hand Weapon (knife) 2  
Mechanic 3  
Survival (pick area) 2

#### Gear:

Motorcycle or car, hand weapon, light crossbow with 4D6 bolts in quiver, 1D6 knives of various sizes, camping and survival gear, tools for Craft Skills

#### Personality:

"Why not go back to the beginning? The government cratered out on us, society fell apart, so we made our own society, the Tribe. The difference between us and the other people left alive is that we stick together and keep moving. If you stay in one place too long, the vampires will find you. If you keep moving, they don't accumulate as quickly. We stay outside the cities and towns unless we need something. Then we go in shooting and take it."

#### Quote:

"Anybody got an extra crescent wrench? I need to tighten up this crossbow."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Career Outlaw (Survivor)

#### Attributes

Str: 5          Dex: 4          Con: 4  
Int: 3          Per: 3          Wil: 3

Life Points:                                          Endurance Points:                                          Speed:                                          Essence:

#### Qualities:

Fast Reaction Time 2                                          Situational Awareness 2  
Hard to Kill 5                                                          Nerves of Steel 3  
Attractiveness 2                                                  Contacts (Fences)1

#### Drawbacks:

Cruel 3  
Reckless 2  
Delusions (People are Prey, Only the Strong Survive)2  
Addiction (Habitual Smoking)1  
Addiction (Heavy Drinking)2

#### Skills:

Drive (Car)3  
Lockpicking (Mechanical) 2  
Streetwise 2  
Surveillance 2  
Weight Lifting 3  
Intimidation 3  
Dodge 2  
Notice 3  
Mechanic 2  
Gun (Handgun) 4  
Brawling 5  
Stealth 2  
Gun (Shotgun)3

**Gear:** Stolen car, hostage, .45 ACP, 48 rounds of ammo, 12-gauge pump shotgun, 25 rounds of ammo, tattered leather jacket, steel-toed boots, lockpicks, big knife, bandana, prison tattoos

**Personality:** "YEEHAWWW!!IAMTHEMIGHTANDTHEVENGENGE, SENTTOSTRIKEDOWNTHEUNWORTHY! Did you see the way that motherf\*\*ker bounced over the windshield? DID YOU? WOEEEE!!!

The hell with those dead things! I did want I wanted before, and I do what I want now. Nice car by the way. How many folks'd you f\*\*k over to get it? Worked for it? Yeah, right. AND STOP CRYING! Shut the f\*\*k up or I'll smack you again. Just sit there and smile at the soldierboys when we drive past that roadblock. 'Cause if you don't, I know where there's a basement full of those dead things that would just *love* to meet you.

You just don't know how good you got it. You're takin' a ride with the meanest motherf\*\*ker around.. Don't nobody f\*\*k with me, dead or alive. You see, I know what it takes to survive. Just sit back and watch and see what you can learn."

**Quote:** "@#\$\$\*)!!\$#)#COPS!!!Looks like we're goin' to MEXICO, lady!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Party Girl (Norm)

#### Attributes

Str: 2  
Dex: 2  
Con: 3  
Int: 2  
Per: 2  
Wil: 3

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Attractiveness 5  
Charisma 3

#### Drawbacks:

Emotional Dependency 1  
Covetous (Lecherous) 2  
Addiction (Occasional mild drugs) 1

#### Skills:

Drive (Car): 2  
Seduction 4  
Smooth Talking 4  
Craft (Painting) 1  
Fine Arts (pop culture) 2  
Fine Arts (alternative lifestyles) 2  
Beautician 4  
Computer: 1  
Swimming: 1  
Notice: 4  
Martial Arts 2 (Tai-Bo)  
Dodge: 2  
Running (Dash) 3

#### Gear:

travel bag with personal items and clothes, cell phone

#### Personality:

"Too bad about Pete. He was nice to me, and great in the sack. Now he's dead and locked in the garage. Yeah, that's him banging around in there. Yeah! Still banging, just not the same kind of banging, and he's not very good at his new style of banging.

There's a little food and wine left, and a sleeping bag, so I'm taking it. Pete won't need his convertible, but I don't want to fight him for it. One of those dead people bit him and he died. I have NO intention of ending up the same way, so I'll take my car. I'll call you when I'm almost there. Be ready to open the gate and let me in, girlfriend!"

#### Quote:

"Oops! Party's over!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Rat Catcher (Survivor)

Attributes Str: 3 Dex: 4 Con: 4 Int: 3 Per: 3 Wil: 3

#### Qualities

Hard to Kill 4

Resistance (Disease) 4

Acute Senses (Hearing) 2

Acute Senses (Smell) 2

Status 3

#### Drawbacks

Impaired Senses (Vision) 2

#### Skills

Survival (Urban) 4

Tracking 3

Hand Weapon (Club) 3

Gun (Handgun) 1

Brawling 2

First Aid 1

Science (Chemistry) 2 (Specialty) Pesticides 4

Notice 5

Craft (Trapping) 4 (Specialty) Rodents 6

Running - Dash 2

Streetwise 3

Stealth 3

Surveillance 3

Gear: Rucksack, winter coat, large knife, baseball bat, various rat/small mammal traps, small caliber handgun and 3D6 rounds of ammunition

Personality: "Hey! What's wrong! That there's perfectly good rat! Eat up, folks! Millions ain't got nothin' to eat tonight."

Quote: "Whatcha got in trade, pal?"

---

### Rat Catcher (Norm)

Attributes Str: 2 Dex: 3 Con: 3 Int: 2 Per: 2 Wil: 2

#### Qualities

Resistance (Disease) 2

Hard to Kill (3)

Status 2

#### Drawbacks

Impaired Senses (Vision) 2

#### Skills:

Survival (Urban) 3

Craft (Trapping) 4, Specialty (Rodents) 6

Brawling 2

Science (Chemistry) 3

Notice 3

Weapon (Club) 3

Streetwise 3

Running (Dash) 2

Stealth 3

Surveillance 3

Gear: As above

Personality: As above

Quote: As above

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Reluctant Hero (Norm )

Attributes Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 3

#### Qualities

Contacts (Family/Friends - will actively assist) (4)

Contacts (Coworkers) (2)

#### Drawbacks

Honorable (1) Will not betray friends or loved ones

#### Skills

Drive (Car) 2

Bureaucracy 1

Choose 1 skill (job skill) 2

Fine Arts (Horror Movies) 3, Specialty, Zombie Genre 5

Computer 2

Swimming 2

Notice 3

Acting 1

First Aid 1

Brawling 2

Dodge 2

Gun (Handgun) 2

Gun (Shotgun) 2

Hand Weapon (club/baseball bat) 2

Research/Investigation 2

Questioning 2

Gear: .22LR semi-automatic target pistol, 250 rounds, baseball bat, backpack, laptop computer, cell phone, various zombie movie DVDs, battered car with wire mesh welded over windows, case of *BUZZ* cola

Personality: "I never wanted to be a hero. I mean, we *all* used to talk about it. About what we'd do if the dead rose to devour the living. But I never *wanted* it to happen. No way.

No way, but tough \$hit anyway, right? Yeah, I hear you. Guess I'm the closest thing to an expert on the current topic of the day. Just wish I had a bigger pistol."

Quote: "@#\$@#\$\$!!! That worked in *Zombies of the Living Dead!* We'll have to try what they did in *The Dead Eat the Living!* GET ME SOME GASOLINE AND A CARROT!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Street Preacher (Inspired)

#### Attributes

Str: 2                      Dex: 2                      Con: 4  
Int: 4                      Per: 5                      Wil: 3

Life Points:                      Endurance Points:                      Speed:                      Essence:

#### Qualities:

Increased Essence (2) – 2                      Resistance (Fatigue)- 2                      Charisma - 3  
Contacts (Congregation) - 4 (The flock will aid the shepherd with extreme prejudice.)

#### Drawbacks:

Zealot – 3                      Delusions of Persecution – 1                      Addiction (Heavy drinker)- 2  
Recurring Nightmares – 1                      Obsession (Spreading the gospel)- 2

#### Metaphysics

Gift                      Inspiration                      Visions                      Divine Sight

#### Skills:

Humanities (Theology, Christian, Apocalyptic) - 5 (REPENT!THEENDISUPONUS!)  
Storytelling - 4 (And the Lord spake unto them, saying...)  
Hand Weapon (club/crucifix/bible) - 3(To smite the heathens!)  
Brawling - 3 (To meet out justice with his good right hand!)  
Gun (Handgun) - 3 (The good shepherd protects his flock!)  
Dodge - 2 (To turn the other cheek!)  
Questioning - 3 (Confession is good for the soul!)  
Survival (Urban) \* - 3 (He leadeth the flock unto feast in the midst of famine!)  
Streetwise - 2 (He guideth the flock among the wolves!)

\*Survival (Urban): Survival (Urban) functions like any other type of Survival skill, allowing knowledge of where to find food and shelter, avoiding predators (muggers instead of bears), and finding useful tools (scavenging rubbles, ruins, dumps, landfills, wrecking yards, etc.). Typically available only to fringe people in the early days of an AFMBE campaign, by the time the Fall is well underway, most survivors will have to possess this skill in order to find desperately needed supplies and parts in the ruined cities that have been overrun by the dead. If anyone remembers the old "Twilight 2000" RPG from the mid-1980s by GDW, Inc., Survival (Urban) is equivalent to T2K's "Scrounging" skill.

#### Gear:

Huge, tattered, stained, leather-bound Bible; wide floppy black hat; shabby black vestments; large, stained, chipped, wooden crucifix; .45 ACP

**Personality:** "Verily, my brothers and sisters, there have been times when I doubted myself. There have been times when I doubted the Word. But hallelujah, brothers and sisters! Hallelujah! No more do I doubt! No longer am I weak! The Lord has shown me the way. He hath lifted me up before my enemies, and restored my soul. And now, brothers and sisters, the Lord calls for you! He calls for you to join Him in this dark hour! He calls for you to plant your feet on His Rock and take up His Holy and Righteous Word! The Lord calls for you to strike down the unclean things and the worldly servants of the Beast with great wrath and fury, even as He strikes down upon the earth in His Good and Right Justice! Verily, my brothers and sisters, the sea and the grave have given up the dead but the Lord is WITH YOU! The Lord will strengthen YOU! The Lord will PROTECT YOU and hold you to His bosom forever and ever, amen! HALLELUJAH!"

**Quote:** "Repent, brothers and sisters! Repent before it's too late! Behold! The day of the Lord cometh as a thief in the night and none may know the hour! Repent while you still can, brothers and sisters!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Psycho/Stalker/Maniac/Serial Killer (Survivor)

#### Attributes

Str: 4

Dex: 4

Con: 3

Int: 4

Per: 3

Wil: 2

Life Points:

Endurance Points:

Speed:

Essence:

#### Qualities:

Attractiveness (2)

Photographic Memory (2)

Nerves of Steel (3)

Fast Reaction Time (2)

Situational Awareness (2)

Charisma (2)

Resources - 3 (6)(Trust fund from deceased parents; or huge stash of barter goods if after the Fall)

Multiple Identities - 2(4)

Hard to Kill (2)

#### Drawbacks:

Cruel (2)

Adversary (3) - Police Department (or local militia if after the Fall)

Covetous(3)- Victim type

Obsession (2) - Current intended victim

#### Skills:

Computers- 1

Brawling - 3

Acting - 2

Dodge - 3

Stealth - 4

Craft (restraining devices) - 4

Craft (abusing others/torture) - 4

Surveillance - 4

First Aid - 2

Hand Weapon (club) - 4

Hand Weapon (knife) - 3

#### Gear:

Cage and restraints, violent pornography, hidden dungeon in basement

**Personality:** The person no one wants to meet, for use as an NPC/antagonist in darker games only. This individual's personality is best left to the imagination.

**Quote:** "Shhhh. Hush now. This is going to hurt you a lot worse than it hurts me. Save your strength."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Stock Car Racer (Survivor)

#### Attributes

Str: 3                   Dex: 5                   Con: 3  
Int: 2                   Per: 3                   Wil: 4

Life Points:                                   Endurance Points:  
Speed:                                        Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Hard to Kill 5  
Nerves of Steel 3  
Artistic Talent (Driving) 3 or Resistance (Fatigue)3  
Resources 2

#### Drawbacks:

Reckless 2  
Showoff 2

#### Skills:

Drive (Car) 6 Specialty (High Speed) 8  
Mechanic 4  
Notice 4  
Gun(Handgun) 2  
Brawling 2  
Hand Weapon (Club/Tire Iron)2  
Computer 1 Specialty (Diagnostics) 3  
Dodge 3  
Escapism 3  
Streetwise 2  
Electronics 2

#### Gear:

REALLY fast car, tool kits, laptop computer with engine diagnostic software, 2 spare tires, crash helmet, leather jacket, 9mm semiautomatic pistol, 40 rounds of ammo, tire iron

#### Personality:

"Dead, you say? Slow and uncoordinated, you say? Then what's the problem? You need a driver, I'm it. Those deadheads won't be a problem. Neither will Johnny Lawman or G.I. Joe. They might as well be driving riding lawn mowers. No problems.

See my ride there? That's real American steel. 1971 Mustang Fastback, supercharged. 650 horsepower without the nitro injectors. You want out of town, I'm your ride. Got room for one more. Just fasten your seatbelt and hang on."

#### Quote:

"Hear that?"\*revs engine\*"7.9 on the Richter Scale! Let's go!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Redneck (Norm)

#### Attributes

Str: 3                      Dex: 2                      Con: 3  
Int: 2                      Per: 2                      Wil: 2

Life Points:                      Endurance Points:                      Speed:                      Essence:

#### Qualities:

Contacts (Neighbors) (2)                      Contacts (Kinfolk) (4) - willing to take up feuds to defend kin  
Hard to Kill (2)                      Resistance (Alcohol)(1)

#### Drawbacks:

Delusions (Prejudice - non-Rednecks) (-1)                      Talentless (-2)  
Addiction (Smokeless tobacco - snuff or chew, pick one)(-1)                      Addiction (Habitual alcohol drinker)(-1)  
Emotional Problem (Aggressive, short fuse) (-2)                      Reckless(-2)  
Cruel (-1)

#### Skills:

Brawling: 3  
Craft:3 (job skill; or hobby if unskilled laborer)\*  
Drive (Pickup truck): 3  
Dancing:2(Specialty - C&W Line dancing)  
Gun(Handgun):3  
Gun (Shotgun):3  
Gun (Rifle):3  
Pilot (Bass boat): 2  
Thrown Weapon:2 (Beer can)  
Sport(Football):2  
Swimming: 2  
Survival (local rural area): 3 (Deer hunting, mostly)  
Craft (Fishing): 3  
Haggling:2

\*Craft and Talentless might not seem to go well together, but they do. If you've ever stopped to take a very close look at the crap in most rural "craft" shops, you know exactly what I mean.

**Gear:** Snuff or chewing tobacco, spit can, battered pickup truck with gun rack in rear window, 12-gauge shotgun, .30-06 rifle, spotlight(runs off cigarette lighter in truck), three bales of hay in back of pickup truck along with 30-odd pounds of rusty hand tools, sagging trailer house

#### Personality:

"Whole \$%^#\$%#@ world's gone to hell in a hat basket, and that's for sure and for certain. The zombies were bad enough, but now we got out of towners AND the army clogging up the roads. The city folks are more fun to shoot at if you can get away with it. The zombies mostly just stand there and look stupid. Be danged glad when everything gets back to normal. Say, Bubba! Hand me another one o' them coldbeers\*\*."

\*\*Yes, I'm sad to say that "coldbeer" is a word in many rural areas. This differentiates the beer in a cooler full of ice from beer in a cooler full of melted ice. In the former case, one drinks "coldbeer." In the latter, one drinks "rodeo beer".

#### Quote:

"Hey, Bubba! Hold my beer and watch this!"

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Archetype for "All Flesh Must Be Eaten" Roleplaying Game

**Cub Scout Den Mother, Boy/Girl Scout, Cub Scout/Brownie (2-point dependent)**

**Cub Scout Den Mother (Norm)**

**Attributes**

Str: 2

Dex: 2

Con: 2

Int: 3

Per: 3

Wil: 2

Life Points:

Speed:

Endurance Points:

Essence:

**Qualities:**

Contacts (other scout moms) (2)

Attractiveness (2)

Resources (1)

**Drawbacks:**

Obsession (Keep the kids safe)

Dependents 3 (Scout troop)

**Skills:**

Drive (Car) 3

Mechanic 2

Humanities (Scout Rules) 2

Beautician 2

Bureaucracy 2 (Scout rules)

Craft (job skill or hobby) 3

First Aid 3

Science (Biology) 3

Tracking 2

Notice 3

Instruction 3

Survival (pick area) 3

**Gear:** SUV, first aid kit, Scout Manuals, cell phone, list of parents' phone numbers, paperback novel, camping gear, tent, sleeping back, .38 Special Revolver with 28 rounds of ammunition.

**Personality:** "What do I tell them? Nothing. I mean, how do you tell a nine-year-old boy he can't go home because his parents are dead and waiting to kill him? We have to stay out here in the mountains where it's safe for the moment, but I don't know what we'll do when winter comes."

**Quote:** "Okay, Troop, very quietly, I want you to walk back into the cave. Be quiet or they'll hear us. Oh Christ, they did. They're coming!. RUN! RUN! RUN!""

## Boy Scout/Girl Scout Norm

### Attributes

Str: 2                      Dex: 2                      Con: 2  
Int: 3                      Per: 3                      Wil: 2

Life Points:                      Endurance Points:                      Speed:                      Essence:

### Qualities:

Fast Reflexes                      Situational Awareness                      Hard to Kill 2

### Drawbacks:

Covetous (Peer status) 1                      Covetous (Girl/Boy Crazy) 1                      Covetous (Merit Badges) 1

### Skills:

Drive Bicycle 3                      Humanities (Scout Rules) 2  
Haggling: 3                      Swimming: 2  
Survival (pick one) 3                      First Aid: 3  
Sports (pick one): 2                      Notice: 2  
Running - Dash 2                      Hand Weapon - Club 2  
Science (Biology) 1                      Tracking 1

**Gear:** Scout Uniform with merit badges, Scout Manual, Swiss Army Knife, Camping gear, sleeping bag, heavy club/walking stick

**Personality:** "Wow! This is like, like Lord of the Flies or something! We can live out here in the woods and do whatever we want to!"

**or**

"I hope everyone back home is okay. I understand that we have to stay up here until its safe, but I miss my folks, and I miss electricity and toilet paper!"

**Quote:** "Keep rubbing those sticks together! It's getting cold out here!"

## Cub Scout/Brownie 2 point dependent

**Attributes** Str: 1 Dex: 3 Con: 2 Int: 2 Per: 2 Wil: 1

Life Points: Endurance Points: Speed: Essence:

**Qualities:** Hard to Kill 2, Fast Reflexes

**Drawbacks:** Emotional Dependency, Cowardly 2

**Skills:** Drive Bicycle 1, Survival (pick one) 2, Stealth 2, Haggling 2 (Specialty - Adults) 4, Running - Dash 3, Cheating 2, Swimming 2, Notice 3

**Gear:** Scout Uniform with merit badges, camping gear, pointed stick, slingshot, marbles

**Personality:** "Ms. Wells says we have to hide here in the woods for a while longer. I hope we get to go home soon, but one of the big kids said we can't. He said monsters had eaten everybody. I hate big kids. They're liars!"

**Quote:** "I'm COLD! I WANNA GO HOME!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Skinhead (Norm)

#### Attributes

Str: 3                   Dex: 3                   Con: 3  
Int: 2                   Per: 2                   Wil: 2

Life Points:                                   Endurance Points:  
Speed:                                        Essence:

#### Qualities:

Charisma 3 (Recruiter) or Situational Awareness +1 additional level of Hard to Kill (Trooper)  
Contacts (Other skinheads)3  
Fast Reaction Time 2  
Hard to Kill 1

#### Drawbacks:

Addiction (Habitual Drinker)1  
Cruel 1  
Obsession (Aryan Purity)2  
Resources (Below Average)1  
Delusions(Racist)2

#### Skills:

Brawling 4  
Computers 1  
Dancing (Slam/Mosh)2  
Drive (Car)2  
Drive (Motorcycle)1  
Guns (Handgun)2  
Hand Weapon (Club)3  
Humanities (Political Science) 3(Specialty - National Socialism)5  
Intimidation 3  
Story Telling 2  
Streetwise 3  
Fine Arts (Comic Book Trivia) 2  
Myth &Legend (Northern European)1  
Humanities (History) 1 (Specialty - Revisionist History)3

**Gear:** Baseball bat, 9mm pistol, copies of "Mein Kampf" and "The Turner Diaries", Aryan Nation and National Alliance leaflets and pamphlets, Dodge 4-wheel drive pickup truck with off-road suspension (made in USA), Red Doc Martin boots, No. 1 shears/clippers

**Personality:** "You know who led us to this. YOU KNOW who invented the chemicals that made the dead rise up against the living. YOU KNOW who set the white race against itself..." blah blah blah yadda yadda yadda interspersed with various racial and ethnic slurs

**Quote:** "Stand up, White Man! Stand up and FIGHT!"

**Author's note:** In NO WAY does this archetype indicate that I support such ideas. It is an example of a character type, not an endorsement of political belief.

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Soccer Mom (Norm)

#### Attributes

Str: 2

Dex: 2

Con: 2

Int: 2

Per: 3

Wil: 3

Life Points:

Endurance Points:

Speed:

Essence:

#### Qualities:

Contacts (other soccer moms) (2)

Attractiveness (2) or Contacts (business associates) (2)

Resources(1) (Solidly middle class)

#### Drawbacks:

Covetous (Keeping up with the Jones') (1)

#### Skills:

Drive(Car): 3 (Specialty - Minivan)

Acting: 2

Beautician:3

Bureaucracy: 2(schools, little league soccer league, neighborhood association)

Craft (job skill or hobby):3

First Aid:3(from years of tending to sprained ankles and skinned knees)

Sports (Soccer):2

Intimidation:1 (Specialty - kids)

Notice: 4(Specialty - kids getting into mischief)

Questioning 3(Specialty - kids)

**Gear:** Minivan, first aid kit, little league soccer manual, cell phone, list of parents' phone numbers, paperback novel

**Personality:** "Of course we're worried. I stay up all night crying some nights. But what can we do but try to make the best of it. The shop says they'll have the safety bars welded over the windows on the van tomorrow, so I'll need a ride over to the Ford house if it's not too much trouble. Thanks. I knew I could count on you. The bars were expensive, but we have to take care of the kids, right?"

**Quote:** "All RIGHT! Everyone into the van! NOW!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Submariner - Nuclear Engineer (Survivor)

#### Attributes

Str: 3            Dex: 3            Con: 3  
Int: 4            Per: 4            Wil: 3

Life Points:                      Endurance Points:  
Speed:                              Essence:

#### Qualities:

Nerves of Steel  
Quick Reaction Time  
Resistance (Fatigue)(3)  
Hard to Kill (4)  
Situational Awareness

#### Drawbacks:

None

#### Skills:

Bureaucracy - 2 (specialty: Navy) - 4  
Computers - 3  
Computer Programming - 2  
Pilot(Submarine) - 1  
Electronics - 3  
Gun (Handgun) - 2  
Swimming - 3 (specialty: Scuba)- 5  
Pilot (Boat)- 2  
Sciences (Nuclear Engineering) - 5  
Electronic Surveillance - 4 (represents use of submarine instruments)  
Electronics - 3  
Craft (Electrical Systems) - 3

#### Gear:

Wetsuit, Geiger counter, radiation exposure patch, electronic and electrical tool kit, .45 automatic Colt pistol with pearl handles and engravings

#### Personality:

"I was certain when we had to put in to port that I'd never have a decent job again. Every day fewer and fewer volunteers returned from foraging expeditions. By the time it was my turn, there were so few of us left that the captain relieved us of duty and sent us out with what was left of the supplies. The captain even gave me his sidearm. We stood at attention on the beach and watched while the captain and the executive officer took the Bullshark out and scuttled it. Then there was no reason to stick around. We headed inland, and it was to looters and other scum that the others were killed.

I'm the last member of the crew of the USS Bullshark (decommissioned), and I miss my brothers-in-arms.

I was ready to throw in the towel until I saw the reactor cooling towers on the horizon. The surviving technicians were trying their best to keep it running and I decided to throw in with them. I haven't regretted it. For a bunch of civilians and longhairs, this is a fine bunch of men and women. We'll keep the lights on for whoever is left alive out there."

Quote: "Try it now! NO! NO! Stop! Someone check the cooling system for leaks again. I think we missed a few."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Exhausted Surgeon (Survivor)

#### Attributes

Str: 2  
Dex: 4  
Con: 3  
Int: 5  
Per: 4  
Wil: 2

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Fast Reflexes 2  
Situational Awareness 2  
Photographic Memory 2  
Acute Vision 2  
Nerves of Steel 3  
Artistic Talent (Surgery) 3  
Artistic Talent (Sculpture) 3

#### Drawbacks:

Honorable 2

#### Skills:

Medicine 5 - Specialty (Surgery) 7  
Science (Pharmacology) 5  
Science (Biology) 3  
First Aid 4  
Science (Chemistry) 2  
Research/Investigation 5

**Gear:** Stained lab coat, latex gloves, goggles and flash shield, surgical tools, medical bag, first aid kit, military-issued 9mm sidearm with one clip that has never been drawn

**Personality:** "Being a surgeon. Healing the sick. That's why I signed up. Now I'm working on the dead, trying to find out why they reanimate and attack the living. When I can find time off shift I do what I can for the survivors. Not that there are very many of them. I've only seen three people brought in since yesterday morning, and they were all in critical condition. I suspect I'll see them again soon here in the laboratory. Laboratory! Dreadful! This used to be the premiere teaching surgical suite in the world. Now it's a cross between a zoo and a morgue with a little bit of homicide thrown in.

"Nurse. Nurse? Don't stand too close. They can be fast and they're stronger than they look. Sometimes the straps break. You do NOT want one of them to grab you. No, no, it's quite alright. Just give it a few days and you'll get used to it. No? Have faith in yourself. It'll be alright. Now hand me the bone saw, please."

**Quote:** \*yawn\* "I need coffee. And a vacation. Along vacation. Along vacation with student nurses. Lots of them."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Professional Survivalist (Norm)

#### Attributes

Str: 2  
Dex: 2  
Con: 3  
Int: 2  
Per: 3  
Wil: 2

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Situational Awareness  
Hard to Kill 3  
Resources 1  
Contacts (other survivalists)1

#### Drawbacks:

Obsession (Privacy)1  
Delusions (Prejudice - Unprepared people) 1

#### Skills:

Drive (Jeep) 2  
Gun (Rifle) 3  
Gun (Shotgun) 3  
Swimming: 2  
Survival (pick one) 3  
First Aid: 3  
Thrown Weapon (Sphere) 2  
Notice: 2  
Running - Dash 2  
Hand Weapon - Knife 2  
Mechanic 2  
Stealth 2  
Craft (Civilian Profession)2 (pick one)

**Gear:** Military Fatigues; Combat helmet, LBE, ALICE pack, survival and camping gear, COLT AR-15 Carbine, 120 rounds of ammunition, M4 bayonet, gasmask, hidden shelter, cache of supplies with enough food, ammo and equipment for at least one year, big pickup truck with off-road suspension

**Personality:** "Some days I almost pity those fools who didn't see something like this coming. Not that I expected it to be *zombies*, mind you, but something. Nuclear war. Economic collapse. Famine and disease. Something like that. Well, I guess we do have most of those now. I'm not sure about the nuclear war, but the radiation meter was spiking last week when we got that storm front from out over the Pacific. All the people who just went about their daily lives like nothing could ever go wrong... I guess I do feel sorry for them. But that doesn't mean I'm going back into town anytime soon to hand out MREs. I'm making my own way and they have to make theirs."

**Quote:** "There's nothing here for you. Just back down the trail and go somewhere else. Why? Because if you don't my son is going to shoot one of you. Understand? Good. Don't come back."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### **B-Movie Teenager (Norm)**

#### **Attributes**

Str: 2 (For a Jock, maybe add 1 point here and take 1 point from Wil)

Dex: 2 (For a Cheerleader, maybe add 1 point here and take 1 point from Wil)

Con: 3

Int: 2 (For a Nerd, maybe add 1 point here and take 1 point from Con)

Per: 2

Wil: 3

Life Points:

Endurance Points:

Speed:

Essence:

#### **Qualities:**

Contacts (Peers, buds) - 2

Attractiveness - 3 or Artistic Talent - 3

Fast Reaction Time - 2 or Resources (1) (from generous parents)

#### **Drawbacks:**

Emotional Problem(Fear of Rejection)- 1

Covetous (Peer status)- 1

#### **Skills:**

Drive (car) - 2

Drive (bicycle or skateboard)- 3

Sport (pick 1)- 2

Sport (pick 1) or Weight Lifting or Brawling (if a Bad Kid)- 2

Smooth Talking - 3

Running (Dash)- 2

Beautician - 2

Computers - 1(Nerd)or Seduction - 1(Cool Kid)

Dancing - 2 (Cool Kid)or Research/Investigation - 2 (Nerd)

Cheating - 2

Dodge - 3

Haggling - 3(Specialty - Parents - 5)

Fine Arts (Pop Culture) - 2

**Gear:** Cool clothes, Walkman CD player and CDs, Mom's/Dad's car or own bicycle or skateboard, backpack

**Personality:**"So he was like, 'You did not!' and I was like, 'Oh yes I did, loser!' and then he said, 'So what did you do then?' and I was all like, 'So then I said "Oh yes, I did, loser!" and they could not *believe* it! Can you believe that? Ohmygod! Is that Skip's grandfather? I thought he died last wee-AAARRRRGGGHHH!!!!..."

**Quote:** "Oh, *gross!* Where did all that blood come from? You wait here and I'll take the last candle to see what's making that scratching sound down in the cellar..."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Japanese Sarariman/Tourist (Norm)

#### Attributes

Str: 2  
Dex: 2  
Con: 3  
Int: 3  
Per: 2  
Wil: 2

Life Points:  
Speed:

Endurance Points:  
Essence:

#### Qualities:

Situational Awareness 2  
Photographic Memory 2  
Hard to Kill 2

#### Drawbacks:

Covetous (Job Success) 1

#### Skills:

Drive (Car): 2  
Bureaucracy: 3  
Craft/Fine Art/Other (job skill): 4  
Craft/Fine Art/Other (hobby): 2  
Language (English):1  
Smooth Talking: 2  
Computer: 2  
Swimming: 2  
Notice: 3  
Sports/Movie/Manga/Contest Show trivia: 3  
Acting: 2  
Brawling: 1  
Dodge: 2  
Running (Dash)2  
Hand Weapon (golf club): 1

**Gear:** travel bag with personal items and clothes, laptop computer, cell phone, golf bag, golf clubs, other golf equipment

**Personality:** "Komarimashita. Okuremashita. Kamaimasen. Kuruma kosho desu. Stato shimasen. Nan desu-ka? Our car. Broken. Please, you help, yes?"

**Quote:** "Sumimasen, kudasai, ii 'rescue station' doko desu ka? Wakarimasu-ka? 'Rescue station'? 'Rescue Station' iki-tai desu. Dozo, hyaku. Ikimasho! We must hurry. *They* are coming this way, yes? You understand. *They* two blocks. That way. Abunai! Dangerous!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Japanese Sarariman/Tourist's Wife (Norm)

#### Attributes

Str: 2

Dex: 2

Con: 3

Int: 2

Per: 3

Wil: 2

Life Points:

Speed:

Endurance Points:

Essence:

#### Qualities:

Situational Awareness 2

Charisma 2

Attractive 2

#### Drawbacks:

Covetous (Keeping up with the Nozawa's)

#### Skills:

Drive (Car): 1

Bureaucracy: 1

Craft/Fine Art/Other (job skill): 3

Craft/Fine Art/Other (hobby): 3

Smooth Talking: 3

Computer: 2

Swimming: 2

Notice: 3

Sports/Movie/Manga/Contest Show trivia: 3

Acting: 3

Beautician: 2

Language (English) 1

Seduction: 2

Dodge: 2

Running (Dash)2

**Gear:** travel bag with personal items and clothes, cell phone, bag full of souvenirs.

**Personality:** "Tasukete, kudasai! Kinkyu desu! 'Rescue station' doku desu-ka? Where is Rescue Station? Police are there?"

**Quote:** "Nihon-no taishikan wa doko desu-ka? Japanese embassy? You know how to find?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Truck Driver (Survivor)

#### Attributes

Str: 5                      Dex: 4                      Con: 4  
Int: 2                      Per: 3                      Wil: 3

Life Points:                      Endurance Points:                      Speed:                      Essence:

#### Qualities:

Fast Reflexes 2                      Situational Awareness 2  
Contacts (other truckers) 2                      Hard to Kill 2  
Resistance (Fatigue/Sleep)4                      Nerves of Steel 3  
Resources 1 (truck/trailer)

#### Drawbacks:

Honorable 2                      Reckless 2                      Emotional Anchor (Cap\* - see below) 1                      Cruel 1

#### Skills:

Drive (Semi) 4                      Drive (Car) 1  
Craft (Fishing) 1                      Hagglng 3  
Mechanic 3                      Craft (Electronic Repair) 3  
Stealth 2                      Notice 2  
Electronic Surveillance 2 (Specialty - CB Radio) 4                      Hand Weapon (Knife) 3  
Gun (Shotgun) 4                      Hand Weapon (Club) 3  
Brawling 3

**Gear:** Customized Semi with sleeper cabin, trailer currently converted into a mobile home, sawed-off double-barreled 20-gauge shotgun, 2 boot knives, steel-toed boots, crowbar, tools, **\*well-worn baseball cap "Meatloaf Express" (custom hat - the only one like it in the world)**, CB radio and repair kit, 2 spare radios

#### Personality:

"Too bad about that last run. It was on commission - no delivery, no pay. Problem was all those zombies crawling around the loading docks at Fort Stockton. There was NO way I was going to move all that furniture myself, and the dead boys weren't inclined to help.

So I ended up at a truck stop outside of Pyote. You know that place? *Phil's Gas and Grub*? Yeah, I miss it too. Bunch of those dead boys showed up and killed damned near everyone before me and some other drivers stopped 'em. We talked it over and decided maybe we'd be better off workin' for ourselves. Got me a nice cozy place behind the cab, and a nicer one in back. Even had a feller cut hatches in the top of the cab and the top of the trailer. I don't even have to touch the ground to change rooms.

It's never lonely out here on the road. Got my pals on the CB. Got my regular customers that need freight hauled now and again. Gold is nice, but I usually ask for bullets, which are nicer. Hard to shoot one of them dead boys with a Golden Eagle Twenty-dollar coin, right?"

#### Quote:

"Yeah, well, you just take the advice of the ol' Meatloaf Express on a dark and stormy night. Stay inside your ride. Lock your doors. And run over the f\*\*kers if they stand in the road."

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Weirdo/Loser (Norm)

#### Attributes

Str: 2                  Dex: 3                  Con: 3  
Int: 2                  Per: 2                  Wil: 2

Life Points:                          Endurance Points:                  Speed:                          Essence:

#### Qualities:

Contacts (Other weirdoes) - 2  
Photographic Memory - 2  
Hard to Kill - 2 (schoolyard beatings toughened him up)

#### Drawbacks:

Delusions of Grandeur (BAD) - 2 (gonna get 'em all back someday)  
Fear of Rejection - 1  
Emotional Dependency - 1  
Cowardly - 1  
Charisma - 2(basically doesn't know how to be likeable and has little concept of personal hygiene)  
Obsession (the Girl Next Door) - 2  
Recurring Nightmares - 1 (of being tormented in years past)

#### Skills:

Acting - 2 (Specialty - acting sincere - 4)  
Cheating -2 (Specialty - dice - 4) (Wow! get a critical hit with my+5 Vorpal Sword!)  
Computers - 2  
Dodge - 4 (the only way this individual has survived this long)  
Brawling - 2 (picked up a few pointers over the years of getting beaten up)  
Fine Arts (Monster Movies)- 4  
Fine Arts (Pornography) - 4  
Storytelling - 3  
Myth &Legend(Mainstream Sword &Sorcery)- 4  
Hand Weapon (Sword)- 3  
Running (Dash)- 2  
Questioning - 2 (To get people to admit they're not busy so they can give him a ride)  
Surveillance - 2 (Peeping Tom)  
Stealth - 2(Peeping Tom)

#### Gear:

"Demon Slayer Hero Sword" knockoff of name brand (made with pride in Pakistan) bought on eBay, gaming books and dice, stash of nudie magazines and videos, dark clothes and imitation leather trench coat, prescription drugs for "Personality Disorders", acne cleansing pads

**Personality:** Doesn't really have a personality. Acts haughty and superior while being snively and wheedling. Another character for a darker campaign. This is the guy everyone picked on (and still does). One day he'll snap, but it won't make the headlines because the zombies will be a better story.

**Quote:** "Nobody understands me, but I think you do. Do you? You do, don't you? Please? PLEASE???"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Bored Middle-Aged Housewife

#### Norm

##### Attributes

Str: 1            Dex: 2            Con: 2  
Int: 3            Per: 3            Wil: 2

Life Points:                            Endurance Points:  
Speed:                                    Essence:

#### Qualities:

Contacts (other wives) (2)  
Attractiveness (4)  
Resources (3)

#### Drawbacks:

Covetous (Keeping up with the Jones') (1)  
Emotional Problem (Sexually Repressed) (1)  
Emotional Problem (Fear of Rejection) (1)  
Obsession (Looks) (2)

#### Skills: (optional age rule)

Drive (Car): 2  
Acting: 3  
Beautician: 3  
Fine Arts: 3  
Craft (hobby): 3  
Gun (Hand Gun): 4  
Seduction: 3  
Occult Knowledge: 1 (Specialty - Tantric)  
Notice: 3  
Dancing: 2  
Smooth Talking: 3  
Acrobatics: 1 (Specialty - Flexibility): 3

#### Gear:

Sedan (Lexis), cell phone, Gothic Romance paperback novel, classy clothes, Valium, huge purse, makeup kit

#### Personality:

"After dealing with the lame duck Henry all these years, dealing with the living dead isn't all that different. They're just as nasty as Henry was, and just as brain dead and just as spontaneous as he was.

Sometimes I wonder if they ate Henry. The news reports say the living dead don't attack each other, so Henry's probably still alive. But it's too bad the economy collapsed. The alimony payments were nice. So now I've got to move and Henry's probably holed up somewhere with his 24 year old secretary. Damn it.

If I could only find a real man, things would be better. Are you a real man?"

**Quote:** "So, what's next?"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Pagan Wildlife Biologist (Survivor)

#### Attributes

Str: 3                   Dex: 3                   Con: 3  
Int: 5                   Per: 5                   Wil: 3

Life Points:                                    Endurance Points:  
Speed:                                         Essence:

#### Qualities:

Photographic Memory(2)  
Situational Awareness (2)  
Resources 1 (2)  
Nerves of Steel (3)  
Old Soul 2 (8)

#### Drawbacks:

Honorable (2)  
Clown (1)  
Showoff(2)  
Reckless (2)

#### Skills:

Science (Biology) 5  
Science (Chemistry)2  
Humanities (History) 2  
Computers 1  
Survival (Desert)3  
Drive (Car)3  
Brawling 2  
Gun (Handgun)2  
Gun (Rifle)3  
Hand Weapon (Sword/Machete)2  
First Aid 2  
Swim 1  
Tracking 2  
Notice 4  
Mechanic 1  
Research/Investigation 2  
Rituals (Wiccan)1  
Stealth3

**Gear:** 4-Wheel drive 3/4 ton pickup truck, .30-06 rifle, .357 Magnum Colt revolver, field and camping gear, catch poles, cages, traps, tent

**Personality:** "I know. I know. I'm a scientist, and I'm not supposed to take the supernatural seriously. That's cool, man. That's cool. You have your way. I have mine. At least I haven't been killed yet in *this* life. Now shut up and go over there and make some noise. That cadaver doesn't look like the other ones and I need a closer look. Take the rifle. I've got the capture pole. If it gets too close, pop it and we'll try for another one later."

**Quote:** "See this? This is a Western Diamondback Rattler. It's deadly, but not as deadly as Mr. Zombie in Cage # 3. WHAT a specimen that one is! WOOHOO!"

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## Archetype for "All Flesh Must Be Eaten" Roleplaying Game

### Reclusive Horror Writer (Survivor)

#### Attributes

Str: 1                   Dex: 2                   Con: 2  
Int: 5                   Per: 5                   Wil: 5

Life Points:                                   Endurance Points:  
Speed:                                        Essence:

#### Qualities:

Contacts (Publishing industry) - 1  
Multimillionaire (6) - 12  
Status - 6  
Artistic Talent (Writer)- 3  
Contacts (Fanatically loyal staff and assistants)- 4

#### Drawbacks:

Addiction (Occasional recreational drug use)- 1  
Addiction (Smoking)- 1  
Cowardly (Painfully shy) - 2  
Obsession (Privacy)- 2  
Emotional Problem (Fear of Rejection)- 1  
Delusions (Afraid his ideas have unleashed the dead)- 2  
Recurring Nightmares - 1

#### Skills:

Writing (Creative/Horror Fiction) - 5  
Storytelling - 4  
Occult Knowledge (Death) - 3  
Myth & Legend (Modern urban) - 2  
Research/Investigation - 3  
Humanities (Theology)- 4  
Humanities (History) - 3  
Computers - 2  
Language (Classical Greek)- 2  
Language (Classical Latin)- 2  
Rituals (Christian)- 2  
Rituals (Wiccan)- 2

**Gear:** \$10,000,000 in properties, income of \$400,000/month before the Fall; pretty much anything he or she wants. Secluded mansion. Fanatically loyal staff. Bodyguard. Personal assistant.

**Personality:** "I used to say, 'Oh, man, if you could only see what I see.' But that's so *passé* now. Now *everyone* sees what I see. Now everyone sees the dead walk. Now everyone can live the horror. Oh, man. What did I do?"

But I digress. All of that is really beside the point isn't it? You can relax. We're quite safe here. Nothing can get over the security wall, and the gates are securely locked. Cook will fix you whatever you like, and Smyth will show you to your room."

**Quote:** "Oh, man. This is just like my book."

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By TexasZombie

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**WARNING:** Some language and ideas herein may be offensive to some. Exercise personal responsibility and read at your own risk.

The following Eden Studios Books are recommended for this guideline: *Core Rulebook*, and *One of the Living*.

**Skill Packages (10 and 20 Point)**

The following are examples of skill packages that can be used to shorten the character generation process for All Flesh Must Be Eaten, a must when you're running a game with a high casualty rate.

<p><b>Actor/Actress</b> <b>10 Point</b> Acting 3 Storytelling 3 Research/Investigation 2 Dancing 2</p>	<p><b>Actor/Actress</b> <b>20 Point</b> Acting 5 Storytelling 4 Research/Investigation 3 Dancing 3 Smooth Talking 3 Bureaucracy 2</p>	<p><b>Athlete</b> <b>10 Point</b> Sport (Type) 3 Running (Type) 3 Weight Lifting 2 First Aid 2</p>	<p><b>Athlete</b> <b>20 Point</b> Sport (Type) 5 Sport (Type) 4 Running (Type) 3 Weight Lifting 3 First Aid 3 Acrobatics 1</p>
<p><b>Biker</b> <b>10 Point</b> Drive (Motorcycle) 3 Mechanic 3 (Specialty) Motorcycle 5 Brawling 1 Intimidation 1 Streetwise 1</p>	<p><b>Biker</b> <b>20 Point</b> Drive (Motorcycle) 5 Mechanic 3 (Specialty) Motorcycle 5 Brawling 4 Intimidation 4 Streetwise 3</p>	<p><b>Boxer</b> <b>10 Point</b> Brawling 4 Weight Lifting 2 Run (Marathon) 2 Acrobatics 1</p>	<p><b>Boxer</b> <b>20 Point</b> Brawling 5 Weight Lifting 3 Run (Marathon) 3 Acrobatics 2 Sport (Type) 3 Notice 2 Dancing 2</p>

<p><b>Bureaucrat</b> <b>10 Point</b> Bureaucracy 4 Computers 2 Humanities (Type) 2 Research/Investigation 2</p>	<p><b>Bureaucrat</b> <b>20 Point</b> Bureaucracy 5 Computers 2 Humanities (Type) 3 Research/Investigation 3 Questioning 2 Acting 2 Surveillance 3</p>	<p><b>Carpenter</b> <b>10 Point</b> Craft (Woodworking) 4 Craft (Type) 3 Craft (Type) 3</p>	<p><b>Con Man</b> <b>20 Point</b> Smooth Talking 4 Seduce 3 Disguise 3 Cheating 4 Notice 3 Streetwise 3</p>
<p><b>Construction Worker</b> <b>10 Point</b> Craft (Type) 3 Craft (Type) 3 Engineer (Type) 2 Weight Lifting 2</p>	<p><b>Construction Worker</b> <b>20 Point</b> Craft (Type) 5 Craft (Type) 4 Engineer (Type) 4 Weight Lifting 3 Mechanic 2 Demolitions 2</p>	<p><b>Cop</b> <b>20 Point</b> Guns (Handgun) 3 Guns (Shotgun) 2 Humanities (Law) 3 Drive (Car) 3 Notice 2 Surveillance 2 Streetwise 3 Questioning 2</p>	<p><b>Cowboy</b> <b>20 Point</b> Guns (Handgun) 2 Guns (Rifle) 2 Ride (Horse) 4 Drive (Pickup Truck) 2 Survive (Type) 3 Craft (Cowboy) 4 Veterinary Medicine 2 First Aid 1</p>
<p><b>Deputy Sheriff</b> <b>20 Point</b> Guns (Handgun) 3 Gun (Shotgun) 2 Humanities (Law) 3 Drive (Car) 2 Ride (Horse) 2 Surveillance 3 Questioning 3 Tracking 2</p>	<p><b>Desk Jockey</b> <b>10 Point</b> Bureaucracy 3 Computers 2 Research/Investigation 2 Fine Arts 2 Questioning 1</p>	<p><b>Doctor</b> <b>20 Point</b> Medicine 4 Science (Type) 3 Questioning 3 Smooth Talking 3 Computers 2 Bureaucracy 1</p>	<p><b>Driver</b> <b>10 Point</b> Drive (Type) 4 Drive (Type) 2 Drive (Type) 1 Mechanic 3</p>
<p><b>Farmer</b> <b>10 Point</b> Agriculture 4 Drive (Tractor) 2</p>	<p><b>Freebooter</b> <b>20 Point</b> Smooth Talking 4 Haggling 3</p>	<p><b>Fringe Person</b> <b>10-Point</b> Fine Arts (Type) 3 Humanities (Type) 3</p>	<p><b>Government Agent</b> <b>20 Point</b> Gun (Handgun) 3 Humanities (Law) 3</p>

<p>Mechanic 2 Guns (Shotgun) 2</p>	<p>Seduction 3 Acting 3 Beautician 3 Disguise 4</p>	<p>Streetwise 2 Computers 2</p>	<p>Bureaucracy 3 Research/Investigation 2 Streetwise 3 Surveillance 2 Electronic Surveillance 2 Notice 2</p>
<p><b>Hacker</b> <b>20 Point</b> Computers 4 Computer Hacking 4 Computer Programming 4 Electronics 3 Research/Investigation 3 Electronic Surveillance 2</p>	<p><b>Hunter</b> <b>10 Point</b> Guns (Rifle) 3 Tracking 2 Stealth 2 Notice 2 Survival (Type) 1</p>	<p><b>Hunter</b> <b>20 Point</b> Guns (Rifle) 4 Guns (Shotgun) 2 Tracking 3 Stealth 3 Notice 3 Survival (Type) 3 Surveillance 2</p>	<p><b>Kung Fu Hero</b> <b>20 Point</b> Martial Arts 5 Acrobatics 3 Trance 2</p>
<p><b>Mechanic</b> <b>20 Point</b> Mechanic 5 Drive (Truck) 3 Engineer (Mech.) 3 Repair (Type) 3 Repair (Type) 3 Craft (Welding) 3</p>	<p><b>Musician</b> <b>10 Point</b> Play Instrument 4 Singing 2 Fine Arts (Compose) 2 Storytelling 2</p>	<p><b>Paramedic</b> <b>10 Point</b> Drive (Type) 3 First Aid 5 Electronics 2</p>	<p><b>Preacher</b> <b>10 Point</b> Humanities (Theology) 4 Acting 4 Smooth Talking 2</p>

<p><b>Preacher</b> <b>20 Point</b></p> <p>Humanities (Theology) 5 Storytelling 5 Smooth Talking 3 Research/Investigation 3 Acting 4</p>	<p><b>Professor</b> <b>20 Point</b></p> <p>Science (Type) 4 Instruction 3 Research/Investigation 3 Bureaucracy 3 Questioning 2 Notice 3 Computers 2</p>	<p><b>Rocker</b> <b>20 Point</b></p> <p>Play Instrument (Type) 5 Singing 4 Acrobatics 2 Storytelling 2 Play Instrument (Type) 3 Humanities (Compose) 2</p>	<p><b>Scientist</b> <b>10 Point</b></p> <p>Science (Type) 4 Science (Type) 2 Research/Investigation 2 Computers 2</p>
<p><b>Scientist</b> <b>20 Point</b></p> <p>Science (Type) 5 Science (Type) 4 Research/Investigation 3 Computers 2 Instruction 3 Language (Type) 3</p>	<p><b>Slacker</b> <b>10 Point</b></p> <p>Fine Arts (Cartoons) 3 Fine Arts (Video Games) 3 Fine Arts (Movie Trivia) 2 Computers 2</p>	<p><b>Slacker</b> <b>20 Point</b></p> <p>Fine Arts (Cartoons) 4 Fine Arts (Video Games) 5 Fine Arts (Movie Trivia) 3 Computers 3 Computer Hacking 3 Haggling 2</p>	<p><b>Shooter</b> <b>20 Point</b></p> <p>Guns (Type) 5 Guns (Type) 5 Guns (Type) 5 Craft (Gunsmith) 5</p>
<p><b>Soldier</b> <b>10 Point</b></p> <p>Guns (Assault Rifle) 3 Running (Marathon) 2 Weight Lifting 2 Thrown (Grenade) 1 Guns (Handgun) 1 Hand Weapon (knife) 1</p>	<p><b>Soldier</b> <b>20 Point</b></p> <p>Guns (Assault Rifle) 3 Running (Marathon) 3 Weight Lifting 2 Thrown (Grenade) 2 Guns (Handgun) 2 Hand Weapon (Knife) 2 Demolitions 2 Notice 2 First Aid 2</p>	<p><b>Street Fighter</b> <b>20 Point</b></p> <p>Brawling 5 Acrobatics 3 Streetwise 5 Hand Weapon (Club) 4</p>	<p><b>Thief</b> <b>20 Point</b></p> <p>Pick Pocket 3 Lock Picking (Mech.) 3 Streetwise 3 Cheating 3 Haggling 3 Notice 3 Gambling 2</p>

<b>Thug</b> <b>10 Point</b> Brawling 3 Streetwise 3 Intimidate 3 Weight Lifting 1	<b>Thug</b> <b>20 Point</b> Brawling 4 Streetwise 5 Intimidate 3 Weight Lifting 2 Surveillance 3 Notice 3	<b>Veterinarian</b> <b>20 Point</b> Veterinary Medicine 5 Science (Type) 4 Medicine 3 Computers 2 First Aid 3	<b>Wanderer</b> <b>20 Point</b> Survival (Type) 4 Survival (Type) 4 Scavenging 4 Notice 3 Stealth 2 Streetwise 3
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## LATENT HEROES

One could argue that many people never live up to their full potential until placed in situations of great stress. This can be reflected in AFMBE games in the following manner:

1. Cast Members are generated as Norms. They are going to become heroes, but don't know it yet.
2. Once the game starts, the Cast Members have the ability to "add" points to their characters in order to bring out their Latent abilities as Survivors and/or Inspired.
3. In the following example, Average Bob, a Norm, discovers he is actually a Survivor who is better at fighting zombies than he first believed:

Average Bob has spent all his character creation points and is caught off guard as zombies attack his home town. During the course of his adventures he:

1. Discovers he is Stronger than he realized (adds 2 points to Str) and somewhat quicker (adds 1 to Dex). Over the course of the next two weeks, Bob also realizes he is more Perceptive (adds 1 to Per) and stronger willed (adds 2 to Wil) than he realized. This brings him up to 20 points for Attributes for a Survivor.
2. In the same manner, Qualities and Skills can be added to reflect things Average Bob didn't know about himself. Perhaps he discovers he has a knack for using Guns and can put 5 points of skills into various points.
3. This is done, of course, with the ZM's guidance and input. It allows Cast Members to start out relatively weak, but progress quickly to a bit tougher status without gratuitous overuse of experience points.

## TEMPORARY QUALITIES AND DRAWBACKS

This option allows the ZM to build some interesting situations into the start of a game. The following "Qualities" and "Drawbacks" aren't recorded with regular ones, as they are temporary and are subject to sudden change once play begins. What it does is allow a ZM to set up a group of Cast Members with various positive and negative starting aspects while still keeping everyone more or less on a level playing field. ZM's – Feel free to inflict these on your Cast Members without their full knowledge (i.e. giving one "Thinks S/He knows a Safe Place" and telling the Cast Member they have "Has a Safe Place" instead).

Some examples are shown below:

These do not count against a Cast Member's normal number of Quality/Drawback points. There is no limit on these, but this author recommends no more than 2 or 3 of each for each Cast Member at the start of a game.

### Temporary Qualities

**At Home** (3 points) – the Cast Member begins the game at home and has access to all their personal belongings.

**In a Gun Shop** (5 points) – the Cast Member begins the game in a gun or sporting goods shop and has access to firearms, ammunition, and perhaps other weapons (assuming they can purchase or otherwise acquire them). They'll also be surrounded by other armed people, which might or might not be a good thing.

**Has a Safe Place** (3 points) – the Cast Member knows of a safe and secure location to ride out some of the zombie attack. The location is actually safe and relatively secure, at least at first.

**Lots of Friends** (4 points) – the Cast Member happens to be in a place where they have a LOT of friendly and reliable support; friends, family, coworkers, Army buddies, etc.

**Lucky Strike** (2 to 5 points) – the Cast Member is in immediate possession of a very useful item such as a riot gun, armored car, large truck, etc. The Cast Member should know how to use it unless the ZM is a real bastard. The more useful the item(s), the more points this Temporary Quality is worth.

**No Ties** (3 points) – the Cast Member knows that they have no immediate worries other than their own survival. All their significant others and pets are safe, and their possessions are in no immediate danger.

**Good Tip** (2 to 4 points) – the Cast Member is in possession of some very useful information that happens to be completely truthful and accurate. That key the guy gave you? Is DOES unlock the weapons' vault, or that survivalist hangout you heard about? It's really there. The Cast Member still has to actually get there, but isn't likely to be disappointed, even after a hard struggle.

### **Temporary Drawbacks**

**Away from Home** (-3 points) – the Cast Member begins the game somewhere besides home and does not have access to all their personal belongings.

**On the Road** (-5 points) – the Cast Member is far from home and possess only what they have in their personal luggage (which probably doesn't include any sort of weapons, actual or improvised).

**Thinks S/He Has a Safe Place** (-3 points) – the Cast Member *thinks* he or she has a safe and secure hiding place, but it is in fact compromised or otherwise made undesirable. They won't know this, however, until they get there. A good example would be a secluded cabin in the woods that a group of heavily armed looters has already occupied.

**Nobody Loves Me!** (-4 points) – for whatever reason, the Cast Member is in hostile territory before the zombies attack and must contend with not only undead but living enemies.

**Injured** (-1 to -5 points) – the Cast Member starts the game suffering from an injury or illness that somehow inhibits their abilities. Having a bad case of the flu might be worth 1 point. Being in 4-point traction or having temporarily lost the use of their eyes might be worth 5 points.

**Bad Luck!** (-2 points) – the Cast Member starts out in a less-than-good situation. Maybe they are caught in the shower covered in soap with no clothes and must escape the undead hordes. Maybe they're wearing a Halloween Costume and makeup and look like a zombie. Or in formal wear with really uncomfortable shoes. Either way, they're in for a rougher time than might ordinarily be the case.

**Cut Off** (-3 points) – the Cast Member has been caught separated from someone or something that they must try to rescue or acquire as part of the game. This could be a family member or other loved one, medication, substances for addicts, or something important from work. At any rate, they must try to get to their goal before attempting other storylines.

**Bad Tip** (-4 points) – the Cast Member is in possession of some information that s/he believes to be very useful and accurate, but in reality is complete bull\$hit. The Cast Member still has to fight his or her way to the goal, but will find out that there's either nothing there, or nothing is as it seems. The key doesn't work, or the cache is empty, or the helicopter has already left town (and possibly left a time bomb behind in its wake).

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## ALTERNATE AND SPECIALIZED ARCHETYPES

### SUB-NORMS (NPCs)

	SUB-NORMS		
	Norm	Zombie Fodder	Born Victim
<b>Attributes</b>	14	12	10
<b>Qualities</b>	5	4	4
<b>Drawbacks</b>	10	8 – at least two of the following must be taken <ul style="list-style-type: none"> <li>• Clown</li> <li>• Emotional Problems (Overcompensation)</li> <li>• Obsession</li> <li>• Reckless</li> <li>• Showoff</li> <li>• Zealot</li> </ul>	8 – at least two of the following must be taken <ul style="list-style-type: none"> <li>• Covetous</li> <li>• Cowardly</li> <li>• Emotional Problems</li> <li>• Lazy</li> <li>• Obsession</li> </ul>
<b>Skills</b>	30	10	8
<b>Totals</b>	59	34	28

#### Descriptions:

Sub-norms are those people in the world that are just not quite up to speed due to age or just plain lack of common sense. They don't gain extra points for selecting mandatory Drawbacks. Mandatory drawbacks for Sub-Norms are just a way of describing emotional baggage that the character doesn't notice or is incapable of counterbalancing. Sub-Norms are designed to be used to fill in groups of player characters without adding full-blown well-balanced NPCs. Some of these Sub-Norms have useful skills, some don't. It may simply depend on what the characters are looking for in companions at the moment. In all cases, however, the party may end up wishing they'd left the Sub-Norm(s) wherever they found them.

**Zombie Fodder** – These are those wild-eyed scary folks that like to swing sharp things without shouting “Clear!” and enjoy cleaning loaded guns. They may be able to make a dent in the zombie hordes, but will not last long without a lot of support and guidance. If you've ever seen someone who, after watching an action movie, began to emulate the lead character in dress and attitude, but who make no effort to learn the skills or develop the attributes that the lead character possesses, chances are they are Zombie Fodder. Example Quote: “Ninja Warrior Revenge 4 with Dudey Davidokov! I'm SO there, dude!”

**Born Victim** – These people have always relied on someone else to watch out for them and take care of the various problems that life can present, especially in the face of a zombie invasion. They may have useful skills or traits, but can typically be described as incompetent in just about everything pertaining to individual survival. They might rely on family ties or friendship, or looks, resources, or sex to get a person or persons to take care of them. These folks make good 1 or 2 point Dependents. Example Quote: “Help! Help! Somebody help me, please!”

Adventure seeds can be developed around saving a Sub-Norm or group of same. Lord knows there are plenty of them out there that need help.



**Examples of Sub-Norms:**

<b>Zombie Fodder</b>	<b>Born Victim</b>
<b>Jack Foderson, Rambeau Wannabe</b>	<b>Kellie Denton. Office Worker, looking for husband</b>
Str 2 Dex 2 Con 2 Int 2 Wil 2 Per 2	Str 1 Dex 2 Con 2 Int 2 Wil 1 Per 2
Qualities: Combat Reflexes, Situational Awareness	Qualities: Attractive 3, Resistance (Alcohol) 1
Drawbacks: <ul style="list-style-type: none"> <li>• Obsession (Prove personal bravery)</li> <li>• Reckless</li> </ul>	Drawbacks: <ul style="list-style-type: none"> <li>• Covetous (Money)</li> <li>• Emotional Problem (Emotional Dependency)</li> <li>• Emotional Problem (Fear of Rejection)</li> </ul>
Skills – Gun (Handgun) 2, Drive (Car) 3, Fine Arts (Martial Arts movies) 2, Computer 1, Hand Weapon (Sword) 2	Computer 2, Seduction 3, Smooth Talking 2, Dancing 1

<b>Zombie Fodder</b>	<b>Born Victim</b>
<b>Paul Streptopolus, Armchair Know-It-All</b>	<b>Charlie Bonn, Factory Worker</b>
Str 2 Dex 1 Con 2 Int 3 Wil 2 Per 2	Str 2 Dex 2 Con 2 Int 1 Wil 1 Per 2
Qualities: Photographic Memory, Resources 1	Qualities: Hard to Kill 2, Contacts (Union) 2
Drawbacks: <ul style="list-style-type: none"> <li>• Obsession (Perfectionist)</li> <li>• Paranoid</li> </ul>	Drawbacks: <ul style="list-style-type: none"> <li>• Covetous (Money)</li> <li>• Emotional Problem (Selfish)</li> </ul>
Skills: Humanities (History) 4, Computer 1 Fine Arts (Movie Critic), 4 Specialty (Historical) 6)	Skills: Craft (Run Injection Molder) 4, Drive (car) 2, Drive (forklift) 2

<b>Zombie Fodder</b>	<b>Born Victim</b>
<b>Paula Veretti, Hot-headed Feminist</b>	<b>Seymour Hogg, grocery sacker</b>
Str 2 Dex 1 Con 2 Int 3 Wil 2 Per 2	Str 2 Dex 2 Con 2 Int 1 Wil 1 Per 2
Qualities: Nerves of Steel, Charisma 1	Qualities: Hard to Kill 4
Drawbacks: <ul style="list-style-type: none"> <li>• Zealot (Feminism)</li> <li>• Emotional Problem (Prejudice – all men are pigs)</li> </ul>	Drawbacks: <ul style="list-style-type: none"> <li>• Emotional Problem (Emotional Dependency)</li> <li>• Emotional Problems (Weird Delusions – UFO/Conspiracy theories)</li> </ul>
Skills: Martial Arts 3, Humanities (Sexual Politics) 2, Smooth Talking 2	Skills: Running (Dash) 2, Brawling 2, Drive 1, Craft (Fishing) 2, Play Instrument (Harmonica) 1

<b>Zombie Fodder</b>	<b>Born Victim</b>
<b>Nathan Eliot, Bully</b>	<b>Janet Jameson, Couch Potato</b>
Str 3 Dex 3 Con 2 Int 1 Wil 1 Per 2	Str 1 Dex 1 Con 1 Int 2 Wil 2 Per 3
Qualities: Hard to Kill 2, Fast Reflexes	Qualities: Photographic Memory, Charisma 2
Drawbacks: <ul style="list-style-type: none"> <li>• Emotional Problem (Prejudice – pick a group)</li> <li>• Reckless</li> <li>• Obsession (never be a coward)</li> </ul>	Drawbacks: <ul style="list-style-type: none"> <li>• Emotional Problem (Emotional Dependency)</li> <li>• Obsession (keep up with favorite television programs)</li> <li>• Overweight (speed 1/2)</li> </ul>
Skills: Brawling 5, Drive 2, Mechanic 3	Skills: Fine Arts (Daytime Television Trivia) 3, Fine Arts (Talk Show Trivia) 3, Craft (Cook) 2

**Special Case Norms:**

	<b>Walking Wounded (Physical)</b>	<b>Walking Wounded (Emotional)</b>
<b>Attributes</b>	14	14
Secondary Attributes may be reduced at game start due to injuries or mental trauma.		
<b>Qualities</b>	5	5
<b>Drawbacks</b>	10 with one or more of the following mandatory <ul style="list-style-type: none"> <li>• Impaired Senses (blast damage to ears, facial burns that damaged eyes, etc.)</li> <li>• Attractive. (scars, burns, disease, etc.)</li> <li>• Physical Disability (amputated or crushed limbs, or broken limbs that were not set properly due to lack of proper medical attention, etc.)</li> </ul>	10 with one or more of the following mandatory <ul style="list-style-type: none"> <li>• Addiction (usually painkillers, anti-depressants, and tranquilizers)</li> <li>• Cowardly (just can't take it anymore)</li> <li>• Delusions (everything from hallucinations to belief that God has singled them out for punishment)</li> <li>• Emotional Problems (Survival Guilt, Depression)</li> <li>• Lazy (probably due to depression and malnutrition)</li> <li>• Obsession (Get away, avoid danger)</li> <li>• Paranoid (one too many looters)</li> <li>• Recurring Nightmares (of human and/or zombie attacks)</li> </ul>
<b>Skills</b>	30	30
<b>Totals</b>	59	59

**Description:**

The Rise of the Living Dead has taken a heavy toll on the survivors. Many bear permanent wounds due to gunfire, building collapse, automobile accidents, etc. Others have been mentally shattered by the bloodshed, death of loved ones, too many close calls with looters or zombies, and the knowledge that there is no more society safety net (i.e. police, fire departments, emergency medical services, etc.)

These poor folks need help, and it is very likely that only the player characters will be able to provide it. Alternately, an interesting (and terrifying) campaign could be built around a group of the Walking Wounded who have banded together to survive.

By [TexasZombie](#)

**WARNING:** Some language and ideas herein may be offensive to some. Exercise personal responsibility and read at your own risk.

Can't find an Archetype with just the right set of skills? No problems. With **TZ's EZ Archetypes** Method, you can create any sort of character in a matter of minutes.

1. Take any other Archetype and remove 6 points worth of skills.
2. Replace with the following 6 points of skills:

For example, if you can't find just the right "Criminal Edge" Archetype:

Stripper

Dance 3, Specialty: Striptease 5 (4 points)

Seduction 1, Specialty: Striptease 3 (2 points)

Pimp

Streetwise 4 (4 points)

Haggling 1, Specialty: Vice 3 (2 points)

Drug Dealer

Streetwise 3, Specialty: Drug Culture 5 (4 points)

Haggling 1, Specialty: Illegal Drugs (2 points)

Undercover Cop

Streetwise 3 (3 points)

Surveillance 3 (3 points)

Surveillance Expert

Surveillance 2 (2 points)

Electronic Surveillance 2 (2 points)

Electronics 2 (2 points)

On-The-Spot Reporter

Research/Investigation 2 (2 points)

Questioning 2 or Smooth Talking 2 (2 points)

Camerawork 2 (2 points) – See "One of the Living" (Eden Studios, Inc.)

Forensics Specialist

Camerawork 2 (2 points)

Science 1, Specialty Forensics 3 (2 points)

Research/Investigation or Questioning 2 (2 points)

Former/Retired Gang Member

Streetwise 2 (2 points)

Brawling 1 (1 point)

Dodge 1 (1 point)

Guns (Handgun) 1 (1 point)

Intimidation 1 (1 point)

Prostitute

Seduction 1, Specialty: Johns 3 (2 points)

Streetwise 2 (2 points)

Haggling 1 (1 point)

Brawling or Hand Weapon (Knife) 1 (1 point)

Reformed Junkie

Streetwise 2, Specialty: Drugs 4 (3 points)

Haggling 3 (3 points)

And so on.

And if you don't want (or are not allowed) to run a Special Ops Sniper or Generic Combat Monster Archetype, you can try the following:

Army Reservist (for non-military Archetypes)

Guns (Assault Rifle) 2 (2 points)

Throwing (Grenade) 2 (2 points)

2 more points into Military Occupational Specialty (i.e. what the Archetype does when serving their military time);

Suggestions include Drive (Tank), Guns (Cannon), Mechanic, Electronics, etc. (2 points)

Coast Guard Reserve (for non-military archetypes)

Pilot (Cutter) 2 (2 points)

Swimming 2 (2 points)

2 more points into MOS (2 points)

Martial Arts Student or Shao-lin Shopkeeper

Martial Arts 2 (4 points)

Trance 1 (2 points)

or

Martial Arts 3 (6 points)

Tough Guy/Girl

Brawling 2 (2 points)

Dodge 2 (2 points)

Streetwise 2 (2 points)

Radical Political Extremist

Guns (Rifle) 2 (2 points)

Humanities 1, Specialty: Extremist Philosophy 3 (2 points)

Notice 2 (2 points)

Likewise, various fringe people can be created:

Chronic Fanboy/Fangirl

Disguise 1, Specialty (Costuming) 3 (2 points)

Fine Arts (Art Genre) 1, Specialty (particular movie/book/comic) 3 (2 points)

Research/Investigation 1, Specialty (finding fan stuff) 3 (2 points)

Internet Junkie  
Computers 2  
Electronics 2  
Research/Investigation 2

Fun With Qualities/Drawbacks

Fleshing out oddball Archetypes is also EZ with a little creativity. For example, why stick with the same old boring Qualities and Drawbacks. Try the following:

Addiction (Internet)  
Contacts (Criminals)  
Contacts (Crooked Cops)  
Obsession (particular movie, novel or comic series)  
Resistance (Methamphetamines)  
Resistance (Sleep)  
Secret (Is a Cop on the Take)  
Secret (Is an Exotic Dancer)

See what I mean?

These mods will work with pretty much any Archetype. Even Cops/Police Officers could have the Stripper, Pimp or Drug Dealer skill set and be undercover Vice Squad members. People from all walks of life are in the military reserves and study martial arts.

And these are just suggestions, obviously - there are a lot of other ways any Archetype or character can be defined using a variety of skills and specialties.

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