

# HEROES OF THE DEAD 4

Characters from “Night of the Comet” (Atlantic Releasing Corporation, 1984) for the All Flesh Must Be Eaten RPG

By TexasZombie

**No copyright infringement is intended to anyone who made this movie – think of this as free advertising for your fine product.**

original (non-Eden, non-anyone else’s) concepts © 2007, [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

All Flesh Must Be Eaten, icons, personalities, and images are copyright 2000 Eden Studios. All Flesh Must Be Eaten is a trademark of Eden Studios. Use of the All Flesh Must Be Eaten trademark on this site has been expressly granted by Eden Studios, but Eden exercises no editorial review or responsibility for the content of this site. Requests for such permission should be directed to [eden@nycap.rr.com](mailto:eden@nycap.rr.com).

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

---

## Introduction

I’m not sure why no one else has done this before – if you have, please accept my apologies in advance.

**Also note: this is my interpretation. It is not a “definitive” description. I’d encourage readers to work out their own statistics if so inclined.**

Presented below are characters from the 1984 movie “Night of the Comet” (directed by Thom Eberhardt) statted out for the AFMBE RPG. As mentioned above, this is a tribute, not an attempt to take credit for, or profit from, anyone else’s work.

Character statistics were derived from a single source:

**Night of the Comet, Atlantic Releasing Corporation, 1984**

**Tagline:** The last time it came the dinosaurs disappeared

## **WARNING: SPOILER ALERTS AHEAD!**

In “Night of the Comet”, a comet wipes out most life on Earth, turning some survivors into blood-thirsty zombies. Two “Valley Girls” and a trucker survive to battle zombies and evil scientists.

This is the group of characters that appear between the time Larry Dupree is apparently killed by a zombie, and the appearance of Danny Kenner. No statistics are provided for the child survivors, Brian and Sarah, or Danny Mason Kenner. Too little is known of Danny, and the kids don’t seem to have any skills.

## Night of the Comet (1984)

<p><b>Regina Belmont, aka "Reggie"</b> <b>Norm, Movie Theatre Attendant</b></p> <p><b>Attributes</b> Str 2 Dex 3 Con 2 Int 3 Per 2 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p><b>Qualities</b> Attractive 2 Nerves of Steel</p> <p><b>Drawbacks</b> None</p> <p><b>Skills</b> Acrobatics 2 Beautician 2 Brawling 2 Craft (Running Movie Theater) 1 Dancing 3 Dodge 2 Driving, Car 2 Driving, Motorcycle/Scooter 2 Guns, Handgun 3 Guns, Military 3 Humanities, Pop Culture 2 (Specialty: Video Games 4) Photography 1 Streetwise 1</p>	<p><b>Gear</b> Only incidental items.</p> <p><b>Personality</b> "You and your rashes. The dermatologist is dead you know."  "We do not cross against the lights."</p> <p><b>Quote</b> "The MAC-10 submachine gun was practically designed for housewives."</p> <p>WDR, 2007 <a href="mailto:evilovertlord668@yahoo.com">evilovertlord668@yahoo.com</a></p>
--	--

<p><b>Samantha Belmont, aka "Sam"</b>  <b>Norm, High School Student</b></p> <p><b>Attributes</b>  Str 2  Dex 4  Con 3  Int 2  Per 2  Wil 2</p> <p>Life Points  Endurance Points  Speed  Essence</p> <p><b>Qualities</b>  Attractive 2  Situational Awareness</p> <p><b>Drawbacks</b>  Covetous (of Reggie's life) 1</p> <p><b>Skills</b>  Acrobatics 3  Beautician 2  Brawling 2  Dancing 3  Dodge 2  Driving, Car 2  Driving, Motorcycle/Scooter 2  Fine Arts, Classical Music 1  Guns, Handgun 3  Guns, Military 3  Humanities, Pop Culture 3  Stealth 1</p>	<p><b>Gear</b>  Only incidental items.</p> <p><b>Personality</b>  "You were born with an @sshole, Doris, you don't need Chuck."    "The legal drinking age is now 10. But you will need ID, let's be real."    "Are you nuts 'Auntie' Regina?"</p> <p><b>Quote</b>  "Daddy would have gotten us Uzis."</p> <p>WDR, 2007  <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
--	---

<p><b>Hector Gomez, aka "Heck"</b>  <b>Norm, Truck Driver</b></p> <p><b>Attributes</b>  Str 3  Dex 2  Con 3  Int 2  Per 2  Wil 2</p> <p>Life Points  Endurance Points  Speed  Essence</p> <p><b>Qualities</b>  Situational Awareness  Nerves of Steel</p> <p><b>Drawbacks</b>  None</p> <p><b>Skills</b>  Brawling 3  Demolition 3  Dodge 3  Drive, Car 4  Drive, Semi 4  Electronics 2  Gun, Handgun 3  Mechanic 3  Smooth Talking 2  Streetwise 3</p>	<p><b>Gear</b>  Only incidental items.</p> <p><b>Personality</b>  "You can drive 150 miles an hour now, slicker'n goose \$hit through a tin horn!"</p> <p><b>Quote</b>  "Think tank, huh?"  *flips them the bird*  "Think on this!"</p> <p>WDR, 2007  <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
---	--

## Comet Zombies

Power	Description
Weight	Life-like (0)
Weak Spot	All (0)
Getting Around	Life-Like (3)
Strength	Dead Joe Average (0)
Senses	Like the Living (1)
Sustenance	Daily, Blood (-2)
Intelligence	Language, Long Term Memory, Problem Solving (includes Tool Use 3) (21)
Spreading the Love	Bury the Body (exposure to Red Dust from comet) (-2)
Special Powers	5-10 points of skills, Spit and Bubblegum (-2)
Power	19 + 1/skill point
Attributes Dead Points 15 (or 26 if calculated by the book) – they're falling apart, so use whatever suits you. Str 2 Int 2 Dex 2 Per 1 Con 2 Wil 2 Spd 4 Essence 11 Skills: Brawling 2, Hand Weapon (Club) 2, other physical skills possible, including Gun (type) 1 and other Hand Weapon (type) skills Attack: Bite Damage D4X2 (4) or by club/rock	

### Sources

<http://www.nightofthecomet.info/>

[http://en.wikipedia.org/wiki/Night\\_of\\_the\\_Comet](http://en.wikipedia.org/wiki/Night_of_the_Comet)

### Deadworld Ideas:

1. At the end of the movie we see the Red Dust being washed into storm drains by falling rain. This might result in the Red Dust accumulating in underground bunkers, possibly infecting other survivors. Reggie, Sam, Heck and Danny might find themselves beset by a second wave of comet zombies...
2. Other military or research facilities might have survived, resulting in a new attack by surviving, but infected, personnel.
3. Other survivors might not be as friendly.
4. A campaign could be built around the adventures of Sam and Danny in post-comet North America.
5. This is a largely empty Deadworld. For the vast majority of people, exposure to the comet's Red Dust caused immediate death. People exposed to smaller doses of the Red Dust became comet zombies. A ZM could alter this to allow for more zombies if desired.
6. Cast members could be from a government think tank and try to locate survivors. Whether or not they are infected is up to the ZM.

**eMail comments to [evilovertlord668@yahoo.com](mailto:evilovertlord668@yahoo.com)**

All Flesh Must Be Eaten, icons, personalities, and images are copyright 2000 Eden Studios. All Flesh Must Be Eaten is a trademark of Eden Studios. Use of the All Flesh Must Be Eaten trademark on this site has been expressly granted by Eden Studios, but **Eden exercises no editorial review or responsibility for the content of this site.** Requests for such permission should be directed to [Eden Studios](http://www.edenstudios.com). None of my work is their fault. They're nice folks.

**This document was directly based on the concepts presented in the following movie. No copyright or creative infringement is intended. This is intended as a tribute, not a rip-off.**

**Night of the Comet**, Atlantic Releasing Corporation, 1984