

The Utah Bloodthirst Massacre

A scenario for *All Flesh Must Be Eaten*™ by Jason Vey
Special thanks to Dan "SJV" Davis, who designed the original incarnation of the demon.
Sorry it doesn't look anything like your original anymore, Dan!

Introduction and Background

The horror begins as the Cast undertakes a journey from San Francisco, CA, across country to Pittsburgh, PA returning from vacation. As planned, the most direct route the Cast will take back home carries them through California, Nevada, Utah, Colorado, Nebraska, Iowa, Illinois, Indiana, Ohio, and Pennsylvania (in that order). They are driving a rented van. The ZM should let the Cast role play for awhile to get the feel of their characters, perhaps arrange a motel stop or two, some Zany Antics, so they can get to know each other and their characters. Barfights are always fun for this purpose, as are some sightseeing stop offs. The key here is to keep things light for awhile, since the scenario will get very dark, very fast. The lighter you keep the beginning, the more of a shock the later events will become. Stats for the van are provided in the sidebar.

Van:
AV 2
DC 57
Spd: 65 mph
Toughness 2
Handling 2

Mom Warned Me About Hitchhikers

At some point, the Cast is driving on I-80 East, in the Utah desert on a long, lonely, and relatively featureless stretch of road. It's just before sundown. As they drive, they notice a young woman trudging down the side of the road towards them. She is blonde, filthy, and looking exhausted to the brink of collapse. She's wearing a soiled yellow and white sun dress and is barefoot. If the Cast doesn't slow and stop to help, the woman suddenly stumbles and lurches out in front of the vehicle, requiring a Driving Task to keep from hitting the woman. A successful Task results in the van screeching to a halt about 20 feet away from the woman, who has fallen down on all fours, her whole body heaving in great, hopeless sobs. A failed Task causes a spinout and the van wrecks as detailed later. The rest of the scene with the hitchhiker will be played out as the Cast walks her down the road.

Doubtless, the Cast will want to check on the woman to make sure she is okay. Upon approaching the girl, she will weakly grab for the shirt of whomever is closest, begging them in quiet, hoarse sobs to help her, saying she just wants to go home, over and over again. She's delirious, her skin beet red, her lips dry, cracked and peeling, and crusted

mucus caking her nose, while thin lines of drool run from her mouth. A successful Intelligence + First Aid (or Medicine) Task will determine she is most likely suffering from severe heat stroke and desperately needs to get out of the sun.

She puts up token resistance as the Cast ushers her to the van, mostly from her being barely able to comprehend what's going on around her. The entire time, she keeps sobbing, "I just want to go home. Please, won't someone help me? I just need to go home."

The Cast gets very little in the way of useful information from her.

Q: What's your name?

A: Maggie.

Q: Where is home?

A: Vacation, we were just on vacation. I just want to go home.

A: It was just supposed to be a vacation.

A: Why can't I just get home?

Q: What happened to you?

A: They're dead. They're all dead. Everyone's dead. I want to go home.

Q: Who's dead?

A: Andy, Jamie, Alex...they're all dead. All dead.

Q: Who killed them?

A: All dead. He killed them all. He'll kill you, too.

Q: Don't worry, we're going to get you help, but you need to give us some information

A: No, no! Don't go back there! No! Don't go back! Please, you'll all die!

At some point during the conversation, she starts rubbing her hands up and down her thighs; this is not a sexual act, but rather more of a half-crazed, nervous action. She starts to shift nervously in her seat and wince. Cast Members with Acute Senses (Smell) will suddenly catch a strong odor of blood.

Without warning, she sucks in a sharp breath, and her hand shoots out to grab a Cast Member by the

throat (as this is a dramatic narration, there is no Dodge roll). She sneers, and growls, "You're going to die!" then gets a look of sheer terror on her face, and hurls the Cast Member into the front seat. Another Drive Task results, but the swerving throws everyone into a scene of chaos. As the group recovers, a Perception + Notice Task reveals blood all over the seat and running down the girl's legs. There is a huge gash in her bluish stomach, and she is actually *digging around inside it*. She is shaking, but seems subdued again. Finally, she withdraws a large survival knife.

She sobs quietly, "You're all going to die." Then turns the knife towards her, and stabs herself in the chest. Inexplicably, the van suddenly spins completely out of control, the wheel leaping out of the hands of the driver, swerving off the road, slamming into a ditch, and spilling onto its side. The van suffers 48 points of damage, making it little more than a wrecked hunk of metal with smoke and steam pouring up out of it. All passengers seated in the van and wearing seatbelts take 9 points of damage. Any passengers not wearing seatbelts (odds vs. evens for anyone in back trying to deal with the girl) suffer 24 points of bash damage.

The Cast is now left (quite literally) in the middle of nowhere, and hasn't seen another vehicle in at least an hour. Best hope at this point in time is to hotfoot it. Oh, they're also in a dead zone for their respective cell networks.

"Can you hear me now?"

"No, not a damned thing."

Time to start walking, kids.

Great, Screwed Again...

The cast is hotfooting it through the Utah desert, sweating, grimy, tired, and probably more than a little rattled. It's well after dark by the time they see any sign of humanity.

Eventually, they see a truck stop down the road away where they can get some food and probably call for help. Several trucks are parked around, all covered with dust. There is also a red 1983 Pinto, and an old Dodge police cruiser parked out front. Strangely, there don't seem to be any truckers around, just a plump, curly red-haired woman behind the counter wearing a pink old-school diner waitress uniform, thick glasses and a gaudy junk necklace with a big glass pendant, and a man wearing a sheriff's uniform sitting with a cup of coffee. He's

chewing on a toothpick in between sips, and looks like Dennis Hopper on heroin. As the Cast enters, he looks up from his coffee, and demonstrates his penchant for stating the obvious: "Well, don't you all look like a sorry bunch of misfits."

He swings around on his counter stool, squints out the window, and mutters, "Don't see no vehicle. Where'd you folks come from?"

The ball is in the Cast's court, now. The lady behind the counter (Her nametag reads "Peggy") seems motherly and sympathetic, though she gets evasive if asked where the truckers are, answering, "People come through here all the time. I can't say as I always see them take their vehicles when they leave, but then, I don't pay much attention to who drives what. I just serve pie and coffee, sweetie. I never thought much about it, but I suppose it is a tad strange." She has several kinds of pie available: Key Lime, Pecan, Apple, and Cherry, and has a wonderful hot Meat Loaf sandwich that the Sheriff recommends heartily.

Sheriff Brady gives a similar answer, "I just come here for coffee. Don't make no difference to me if people want to abandon their vehicles."

The Sheriff is more than willing to go take a look at the wreck and give a cursory investigation of the Cast's story. He's also more than willing to buy their tale of a suicide and car crash: he just doesn't want the hassle of digging too deeply. He will ask that one of the Cast accompany him to the wreck, to fill in the details for him. The rest he insists stay behind and get some grub and coffee in them. He'll take their reports when he gets back. Try and work this so that the Playmate goes with him (as she is the weakest member of the Cast, it will add to the horror of the situation if she's the one to become his victim). The best way to do this is to have him fawn over her as though he is a fan of her recent layout. He'll ask for an autograph, the whole nine yards, to set this up. However, if not the Playmate, any of the girls will do.

The Real Story

Most of the following is background information for ZMs to use in running the game. There is little chance the Cast will find out any of it; however, Cast Members with some sort of psychic visions may glean portions of the following at dramatically appropriate times. Maggie, the suicide victim, was already dead when the Cast picked her up. That's right, boys and girls, she was a zombie, albeit one more intelligent than the rest, and quite suicidal.

It all started with Maggie on vacation with her friends, when they stopped at the truck stop. The Pinto was theirs. When they stopped there, there were three truckers also chowing down at the stop. All three were friendly with Peggy. The sheriff stopped by, and greeted the truckers as friends as well. That was when the trouble started. One of the truckers decided to get fresh, and started hitting on Maggie and her friend Jamie. When the girls showed no interest whatsoever, the trucker became more "insistent." The boys called out to the sheriff, who explained that they were getting what was coming to them, and folks out here didn't take to young punks.

The boys tried to stick up for their girlfriends, but the three burly truckers were more than a match for the teens. A solid punch to Andy's (Maggie's boyfriend) face landed at just the right angle and knocked the kid to the ground, where he lay still and not breathing. Finally, the sheriff stepped in, but made a move to arrest the kids, rather than the truckers. In a fit of blind rage, Maggie lunged and tripped, but grabbed the sheriff's ankle gun and fired on the trucker who had killed her boyfriend. She then turned and shot the other two truckers, and turned the gun on the sheriff. As her friends moved in to try and calm her down, Peggy whispered, "oh, my my my...you shouldn't have done that. No, ma'am, you shouldn't have done that."

Suddenly, all of the dead bodies leapt back to life and attacked. Maggie's friends fell to their assault quickly, and just as quickly rose as new zombies themselves. Maggie alone managed to escape after being brutally sexually assaulted by the re-animated sheriff. She died on the road, but kept going. Why she came back with her personality intact is a mystery, though it could be that zombies killed by the sheriff (also an intelligent zombie) keep their personas intact. By the time the Cast arrives, all of the bodies have been buried out back, except the sheriff, who Peggy kept animated to help her with any necessary cover up, since Maggie escaped. The Cast has arrived before the sheriff could arrange to have the trucks and car removed.

It gets worse. This is far from the first time Peggy has done this; she has dozens of bodies buried out back, drained of blood by her other creations, each death feeding the demonic master that resides within her amulet.

In one sense, the Cast helped her out; by driving back towards Peggy's diner, they became the impetus for Maggie's suicide. On the other hand, they're now

witnesses, and neither Peggy nor the sheriff knows how much Maggie told the Cast. The sheriff wants to know how much they know, and to this end he has taken one of the Cast to scare into confessing. If he can frame them for all of the murders, so much the better. However, the re-animated sheriff is a sexual predator, and this is why he wanted the Playmate. His intent is to brutalize her, terrify her into obeying him, and then victimize the woman.

How It Plays Out The Wreck

With a successful Perception + Notice Task at -2, the CM with the sheriff will notice that he has boot sheath which is empty. If asked about this, the sheriff will make excuses: "must've left m'knife on the counter at Peggy's." This, obviously, is a bold-faced lie.

Alternately, if the Cast for some reason opts to take the suicide weapon with them, and turns it over to the sheriff, the Task will reveal that he has neatly fitted the knife into his empty sheath. In this case, ZM's should wait till after the Cast Member and Sheriff Brady arrive at the scene before having the realization dawn upon her.

Upon arrival at the wreck, the sheriff will give a look around, whistle at the damages, then demand that the CM help him remove the body from the wreckage. If he doesn't already have the knife on him, and it is still in the wreck, he will pull it out of the van and ask where it came from. If told that the girl had it on her, he'll mention the lack of pockets on her dress and look skeptically at the CM. Any comment about the blood on the girl's legs is overshadowed by the fact that she is now covered from head to toe with blood due to the wreck and her self-inflicted wounds.

If he hasn't already done so, the Sheriff holsters the knife cleanly in its empty sheath, and walks around the crime scene. After chomping on his toothpick for a few minutes, he asks the CM to go through her story again, in detail. Once she's done, he'll say, "That's how you tell it. Here's what I think happened. You and your sick friends picked up a lost girl on the side of the road, attacked her, then stabbed her multiple times with a survival knife. Step over to the van and put your hands on the hood." If the Cast Member refuses, he'll pull his gun and repeat the request. If they still refuse, he will shoot them.

Once he has the Cast Member "assume the position," he'll frisk them. If any of the girls are his

victim, he *will* attempt to molest her; any resistance will lead to her being thrown to the ground with the gun to the back of her head. The whole time, he'll be calling her names like "tramp" and "whore" and talking about her "dirty pictures," while he accuses her of being a murderous vixen and a black widow spider or praying mantis. He throws in a few off-base "theories", like, "What was it? Burned the bed when she wouldn't go lesbo with you? Hoped the truck'd catch fire and destroy the evidence?" the whole while demonstrating through his actions that his interest here is not to arrest her, but something far darker.

He will handcuff her, and attempt to tear her clothes off so he can "do his thing." When he's done with her, he does intend to kill her. She should notice as he victimizes her that his skin is ice cold and his pupils are dilated and glazed over. He's also not breathing. She can also detect a foul, slightly rotten odor on him. If she doesn't put it together, a simple Intelligence + Perception Test does it for her. She's about to be raped by a dead man, and she has two choices: run away and try to escape back to the truck stop, or kill him again...one way or another. If she gets her hands on a gun and starts shooting, this could be a good opportunity to use that lil' old random location chart in the core book, page 147, till she hits his heart.

If the victim here is not one of the girls, obviously, the scene will play out quite different. See the sidebar for some suggestions, and wing it as best you can.

Okay, This Is a Little Too Much...

Some players and ZM's might be uncomfortable with the graphic nature of a sexual assault scene. It is included specifically for the shock and terror of mundane horror juxtaposed with the supernatural zombie rise. However, if the idea of sexual assault is too graphic and/or brutal for your game, don't use it. The Sheriff could easily just beat and physically brutalize the victim. Perhaps he hands them another (empty) gun, and tries to force the CM to demonstrate for him how the girl committed suicide. The Cast Member will not know that the gun is empty. Do they put it in their mouth and pull the trigger, or try and shoot the sheriff, who then can nab them on attempted murder? When dealing with mature and sensitive themes such as this, ZM's should be careful to know their group very well, and not cross any lines of decency. This is one circumstance where the description doesn't have to be graphic and detailed.

The Truck Stop

Peggy has a psychic connection with her zombies. Once the sheriff is engaged (and/or possibly destroyed), Peggy shakes her head and mutters, "oh, my my my my my. She shouldn't've done that. No sir, not at all." The Cast will notice that sickly sweet odor, and will hear a series of loud bangs outside, where a total of twelve zombies have erupted from their shallow graves and are intent on having the Cast join their ranks. The glass breaks, and the zombies are in. All but three of the zombies are dressed like truckers; the three that aren't appear to be two male and one female that resemble once-normal young adults. These were Maggie's friends, and the owners of the Pinto. In the confusion, Peggy slips into the back to hide. A Perception + Notice Task at -3 sees her slip in the back, her necklace glowing, but otherwise the Cast will just notice she's disappeared if they choose to look for her, and the door to the kitchen is swinging on its hinges.

Utah Bloodthirst Massacre Zombies

Strength 2 Intelligence 1

Dexterity 2 Perception 2

Constitution 2 Willpower 2

(Sheriff Brady is more advanced; add +1 to Dexterity and Perception, and +2 to Intelligence; also has Long Term Memory and Problem Solving Aspects, and Guns (handgun, shotgun, rifle) 3.)

Dead Points: 15

Essence: 11

Speed: 4(8)

Skills: Brawling 2, Hand Weapon 2

Attack: By weapon or bite D4x2 (4) slashing damage; bite has a Str of 10 and jaw locks on; see p. 152, and automatically does 6 damage each round. The Sheriff has a .38 revolver D6x3(9), a 9 mm D6x4(12), and a shotgun D6x5(15).

Weak Spot: Heart/Fire/Peggy's Amulet

Getting Around: Lifelike; Lunge (+2 initiative)

Strength: Dead Joe Average; Teeth

Senses: Like the Living

Sustenance: Occasionally; Blood

Intelligence: Teamwork; Tool Use 1

Spreading the Love: Only the Dead. Peggy can instantly raise any dead body as a new zombie with her amulet. All zombies raised in this fashion are beholden to her.

Power: 25

Peggy is the key, here. Each of those zombies has Weak Spot: Heart / Fire / Peggy's Amulet, so it's not going to be all that easy to kill them. The Cast can try

any number of tactics, but in the end, killing Peggy and destroying the amulet she wears is the only way to crumble these suckers to dust. She is hiding in a secret temple, below the meat locker in back, which is guarded by eight corpses hanging on meat hooks, revealing in all its horror just what the meat loaf is made out of. Fear Checks are mandatory upon this realization; any CM who has actually eaten the meat loaf suffers a -6 to their Fear Check. Having only seen the meat loaf results in a -2 penalty, while having watched another CM eat the meat loaf incurs a -4 penalty. The moment she is threatened (i.e. as soon as the door opens up) the corpses will animate and attack whoever threatens her.

It's important to ensure that the Cast re-unites before they can find Peggy. ZM's should try and drag things out so that Sheriff Brady's would-be victim (if she survived) gets back to the diner before the Cast goes looking for Peggy. A good way to do this is to somehow get them outside of the diner. Maybe one Cast Member thinks he sees movement skulking around outside (before the Rise, of course) and goes to investigate. Surely, his friends will come to his rescue when a horde of undead leap up...won't they?

Weaponry: among the 3 trucks are a 9 millimeter pistol, a .38 caliber revolver, and a pump-action shotgun. It appears the last three truckers who came through here carried their own self-defense with them. Damage is D6x4(12) for the 9mm, D6x3(9) for the .38, and D6x5(15) for the shotgun. The sheriff, as previously stated, also has a 9mm and a .38, and has another pump shotgun in the trunk of his police cruiser. In the kitchen are assorted knives, pots, and pans.

The Hidden Temple

Finding the hidden panel that leads to the secret temple below the Diner requires a Difficult Perception Test. Success locates a hidden switch behind a fire alarm lever. The switch opens a panel in the wall, revealing a dark staircase leading down. Once inside, a second Perception Test locates a switch that will close the panel behind the Cast.

The staircase, in turn, opens into a long hallway with a wooden door at the end. The hallway contains four zombies that Peggy left behind as a welcoming party. She expects to be hounded, and is waiting in the room below with a gun and knife to defend herself. The door, of course, is locked. The temple itself is large; approximately 30 feet to a side, with black candles, cobwebs, and an altar with a disemboweled goat sprawled across it, the works. Go

nuts describing this place. In addition, there is a ratty old bed in one corner, and a dusty, antique wooden wardrobe in another. Apparently, Peggy lives here. Peggy is hiding in the shadows next to the wardrobe, waiting for the Cast to step into the open, where she can get a free shot off before combat starts. When she emerges, her amulet falls out of her blouse, glowing with a bright green light. The sounds of zombies pounding at the secret panel above ring out loud and clear.

Peggy the Zombie Lord

Strength 3 Dexterity 4 Constitution 4 Intelligence 4 Perception 2 Willpower 4

Life Points: 231 (31 without amulet)

Endurance Points: 26

Speed: 16

Essence: 41

Qualities and Drawbacks: Charisma 2, Cruel 2, Delusions of Grandeur 3, Gift, Impaired Senses (wears glasses) 2, Increased Essence 5, Zealot
Skills: Brawling 2, Cooking 5, Dodge 4, First Aid 2, Guns (pistol) 3, Hand Weapon (Knife) 4, Intimidation 3, Notice 2, Occult Knowledge 3, Smooth Talking 4

Attack: Knife D4x3(6) slashing or .380 Colt Pocket Lite revolver D6x3(9) bullet damage

Powers: (All disappear when Amulet is destroyed)

Might of the Dead: Adds 200 Life Points

Seal of the Dead: Imprint zombies or humans with an identifying mark at a cost of 1 Essence point. Humans may resist through a Resisted Simple Willpower Test. Marked humans rise as marked zombies. Zombies will not attack those with the Mark. The seal may be removed by the Zombie Lord who placed it.

Rule the Dead: Zombie Lords and any sealed humans may command any sealed zombie within earshot. Simple commands cost 1 Essence. Detailed commands or large groups of zombies cost 2 Essence.

Create Zombies: Zombie Lords can create zombies at a cost of 6 Essence per zombie. Zombie Lords do not use Essence Channeling to fuel their powers.

The Horror of Peggy

Peggy is the servant of a demonic power imprisoned within the amulet she wears. Every death she or her minions claim feeds the creature, and eventually it will be powerful enough to break out. It has promised to make Peggy immortal and grant her power beyond her wildest dreams if she serves it.

That, and it'll make her young and beautiful again. The amulet itself transforms Peggy into a Zombie Lord, making her a very difficult opponent in her own right. Breaking the amulet (AV D4(2), DC 15) robs Peggy of all her zombie lord powers (including her extra Life Points) and causes every last zombie to instantly fall over dead, but sets the demon free; the recent deaths have made it powerful enough to escape if the amulet is destroyed...welcome to your worst nightmare. This demon is the reason the Cast's van spun out of control; it wanted them as the final victims that would enable it to break free on its own.

Unfortunately, it's a Catch-22, and if the Cast wants to survive, they are going to have to face this demon, because it seems as though Peggy has an unlimited number of these zombies to call upon; every time the Cast starts to win, another half dozen or dozen pop up out of the ground, Ray Harryhausen-style, and attack. Yes, that means that Peggy has bodies buried in her basement temple as well, ready to pop up when needed.

The demon is detailed at the end of the adventure, but try and keep in mind that this is, after all, an AFMBE scenario, so it shouldn't be that easy to just get to Peggy. The zombies should be coming in through the front door, the back door, and all the windows.

The Demon

The demon in Peggy's amulet is ten feet tall, with blood-red skin, glowing yellow cat eyes, and tall, spiraled horns. It has bestial legs and cloven hooves (but no wings). It spews fire and one of its forearms is replaced by a rumbling chainsaw—its favorite weapon. This thing is Nasty with a capital "N," and merely seeing it causes Fear Tests at a -4 penalty. However, the real kicker here is that the Demon is not overly concerned with the Cast. If they turn and run, he'll spew some fire, give a token pursuit, perhaps send a few zombies after them, but its real plans are to begin the zombie apocalypse (which its escape from the amulet has already set in motion, as under the "Resolution" section.) If, after a few rounds of battle, the Cast decides to flee, let 'em go, and jump to the Resolution section.

Resolution

If the cast survives the ordeal, they can find keys to any of the vehicles among the piles of bodies and open shallow graves lying about, and head for the hills. There are two possible ways to end this

scenario, and don't all the best survival horror stories end on a dark note...?

The Military

The military could form a convenient "cavalry" if the Cast is in over their heads with zombies. Since Utah is right next door to Nevada (and we all know what's in Nevada), the Army is well aware of most of the things that go on in that stretch of desert. Airborne surveillance has picked up the activities of Peggy and Sheriff Brady, and they are sending a sweep and clean team to take care of this threat. If the Cast is in over their heads, the military can apparently show up to bail them out.

Unfortunately, the Cast are now witnesses...while some of them may indeed survive, none of them ever sees any of the others again, and many wind up in far off cities, with new names, new identities, and new memories.

Peggy's Demon

Strength 9 Intelligence 3

Dexterity 6 Perception 4

Constitution 8 Willpower 5

Life Points: 150

Speed: 28

Essence: 64

Special Abilities/Attacks: Increased Life Points, Increased Essence 5, Regeneration (5 per Turn), Natural Armor AV D8x2(8), Chainsaw Arm deals D6x10(30) slashing, Tail deals D4x9(18) bash, Spew Flame 5 (Aspect, p. 158), Bullet damage does not double.

Skills: Spiritus 5, Martial Arts 7, Hand Weapon (knife, sword) 5, Stealth 4, Occult Knowledge (Hell Dimension) 8, Notice 4

Metaphysics: The Demon can use all Miracles and Zombie Lord powers (See Peggy's stats), but is not bound by morality restrictions (for Miracles) or Essence Channeling to do so. It can re-animate any or all of the dead zombies around, so long as their hearts are intact (i.e. those zombies who died again due to the amulet's destruction).

Salt Lake City

For ZMs wishing to run an extended campaign using this idea, perhaps the destruction of Peggy's amulet and the escape of the demon sends out a backlash of mystic radiation that causes all of the dead bodies in the Salt Lake City region to suddenly pop up and attack the living, desperately hungry for human blood? Perhaps the mystic backlash turns the

cause of the Rise into a viral blood infection, changing the Spreading the Love Aspect to One Bite and You're Hooked; only a total blood transfusion can stop the change, which occurs within 48 hours of being bitten. The zombie plague spreads like wildfire out of Salt Lake, rapidly overcoming North America, and possibly even the world. Gifted humans rise up as Zombie Lords war with Inspired for the fate of humanity. And it's all the Cast's fault. In fact, it

would be great to end a one-shot with the Cast making it to Salt Lake City, only to find the town devastated by the apocalypse.

On the next few pages are six character archetypes designed for this game, representing a motley group of college student friends returning home from a road trip, and about to discover the terrors of the Utah Bloodthirst Massacre.

*Disclaimer: Certain Scenes in this scenario were inspired by, and borrowed from, the remake of the classic horror film **The Texas Chainsaw Massacre**, distributed by New Line Cinema. These references are intended as an homage to the film, and not as a challenge to ownership or copyright in any way.*

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All Flesh Must Be Eaten™

Name

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="2"/>	INTELLIGENCE	<input type="text" value="2"/>
DEXTERITY	<input type="text" value="3"/>	PERCEPTION	<input type="text" value="3"/>
CONSTITUTION	<input type="text" value="2"/>	WILLPOWER	<input type="text" value="2"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="32"/>
ENDURANCE POINTS	<input type="text" value="23"/>
SPEED	<input type="text" value="10"/>
ESSENCE POOL	<input type="text" value="14"/>

Qualities

Points

Attractiveness 1 (+1 to social rolls)	<input type="text" value="1"/>
Charisma 1 (+1 to influence people)	<input type="text" value="2"/>
Hard to Kill 2 (+2 to survival tests)	<input type="text" value="2"/>
Situational Awareness (+2 to Notice)	<input type="text" value="2"/>
<input type="text"/>	<input type="text"/>

Drawbacks

Points

Clown	<input type="text" value="1"/>
Covetous (Ambitious)	<input type="text" value="2"/>
Cruel	<input type="text" value="1"/>
Honorable	<input type="text" value="1"/>
Showoff	<input type="text" value="2"/>

Skill

Level

Brawling	<input type="text" value="2"/>
Climbing	<input type="text" value="1"/>
Computers	<input type="text" value="1"/>
Dodge	<input type="text" value="2"/>
Driving (Car)	<input type="text" value="2"/>
First Aid	<input type="text" value="2"/>
Guns (Handgun)	<input type="text" value="1"/>
Humanities (Business)	<input type="text" value="2"/>
Intimidation	<input type="text" value="2"/>
Play Guitar	<input type="text" value="1"/>
Smooth Talking	<input type="text" value="2"/>
Sports (Baseball)	<input type="text" value="2"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Skill \ Power

Level

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

All American Guy Personality

Name's Jimmy. I'm the guy you want to take home to mom. I get good grades, I play baseball, and I'm going to graduate summa cum laude and go on to business school, probably become a corporate executive by the time I'm 30. I've got a beautiful girlfriend, Sandy, and who cares if she was expelled from her sorority. She's still a handful and a half, and she's a good and bighearted person, even if she is a little too eager to please at times. At very least, she looks good on my arm. I'd never admit it to anyone but her, but yeah, I care about her, too.

Sometimes I think I won't survive that long. It's a lot of pressure putting on this image. That's why I'm so thankful there aren't the same kinds of groups in college you get in high school. God help me if the parents ever found out about the people I hang with, though. Especially my girlfriend. If they ever found out she appeared in a gentlemen's magazine Campus Girls issue? I shudder to think.

So that's why I'm on this road trip, I guess. Get away from it all. Hang out with some friends who might be less than socially acceptable, but who are good people anyway. So far it's been good, though Maddie's van is a bit ragged. Hope we make it home okay.

Gear: Cell phone, credit card, guitar, baseball bat, glove, and ball.

Thoughts on the others:

Playmate (Sandy) – Your girlfriend, and probably the woman you're going to marry, though you try not to soil your macho image with public displays of affection. You're a little embarrassed that she appeared in the Campus Girls' issue of *Playbunny Magazine*, but it's her life and your job to support her decisions.

Horror Buff (Alex) – This guy's a little strange. He's a good guy and all, but it gives you the creepy crawlies when he starts insisting that one day, the zombies are coming (for real). Plus, you're pretty sure he bought that issue of *Playbunny*. Still, he knows all the tricks of movie making, and that's way cool in your book. You wish he'd just ask out Alicia and get it over with. It's so damned obvious, anyway.

Physics Nerd (Barry) – Nice guy. Smokes too much grass. Wish him and Maddie would either quit their constant groping, or admit to liking one another. This antagonistic sexual tension gets too thick to bear at times.

Retro Girl (Erin) – *Very* cool chick. Blunt, sarcastic, and hot in that unconventional way. You dig her horn-rimmed glasses and '20's style. Plus, she makes you laugh. If you weren't with Sandy (and Erin was, you know, your type) you might hit that. Okay, so you already hit that once, but Sandy doesn't need to know that. You and Erin can't be held responsible for things that happened after a café gig where you were both drunk, anyway. So you try not to look at Erin's breasts too much, but it's tough; the girl was an amazing lay. She needs to either admit she likes Barry, or quit getting it on with him. If there's one thing that bugs you about her, it's that she's a bit slutty, but really, does that bother *any* guy?

Wallflower (Alicia) – Sweet girl, you guess. But poor, and way too quiet and mousy. If she took a lesson from Sandy, did her hair, put on a little makeup, she might be passable. Even then, though, there'd still be that whole "poor girl from the wrong side of the tracks" thing.

All Flesh Must Be Eaten™

NAME

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="2"/>	INTELLIGENCE	<input type="text" value="4"/>
DEXTERITY	<input type="text" value="4"/>	PERCEPTION	<input type="text" value="4"/>
CONSTITUTION	<input type="text" value="3"/>	WILLPOWER	<input type="text" value="4"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="48"/>
ENDURANCE POINTS	<input type="text" value="29"/>
SPEED	<input type="text" value="14"/>
ESSENCE POOL	<input type="text" value="20"/>

Qualities

Points

Acute Senses (eyesight; +2 perception)	<input type="text" value="2"/>
Artistic Talent	<input type="text" value="3"/>
Hard to Kill 4 (+4 survival tests)	<input type="text" value="4"/>
Nerves of Steel (+4 to fear tests)	<input type="text" value="3"/>
Good Luck 1 (+1 to roll once per session)	<input type="text" value="3"/>

Drawbacks

Points

Addiction (habitual drinker/smoker)	<input type="text" value="1"/>
Delusions (the zombies are coming!)	<input type="text" value="1"/>
Emotional Problems (crush on wallflower)	<input type="text" value="2"/>
Honorable	<input type="text" value="1"/>
Reckless	<input type="text" value="2"/>

Skill

Level

Brawling	<input type="text" value="2"/>
Computers	<input type="text" value="3"/>
Craft (special FX; Industrial Design)	<input type="text" value="4"/>
Dodge	<input type="text" value="2"/>
Driving	<input type="text" value="2"/>
Fine Arts (drawing)	<input type="text" value="2"/>
Guns (Handgun)	<input type="text" value="2"/>
Guns (shotgun)	<input type="text" value="2"/>
Hand Weapon (Knife)	<input type="text" value="2"/>
Hand Weapon (club)	<input type="text" value="2"/>
Notice	<input type="text" value="3"/>
Occult Knowledge	<input type="text" value="1"/>
Sciences (Biology)	<input type="text" value="3"/>
Smooth Talking	<input type="text" value="3"/>
Writing (horror scripts)	<input type="text" value="4"/>

Skill \ Power

Level

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Horror Movie Buff (Alex)

Personality

Nobody believes me, but it's plausible. They're coming one day. Now I have no idea if they're going to be like Romero's or Russo's or Fulci's, but one day, the radiation will get to be too much, or the ozone layer too thin, or the pesticide too potent, and the dead are walking. That's why I learned the tricks of movies. Working in movies is like a survival guide for the end times. 'Course, I stopped talking about that when people started looking at me funny. Now I just play my F/X talents for the Cool Card.

Really, I shouldn't have come along on this trip. I had a few job offers come down for some indie splatter films, and I was working on my bunker at home, but when I found out Alicia was coming along, well, I'm a sucker for a pretty face, and that girl is just gorgeous...not that anyone else sees it. I just wish I had the balls to tell her. But seriously, though, I don't think I could take the rejection. You know?

Gear: Makeup kit, super-8 camcorder, folding knife, carton of cigarettes, 12-pack of Mountain Dew.

Thoughts on the others:

Playmate (Sandy) – Ok, you've got to admit, this chick is way hot, and yes, you bought the issue. Not that you'd ever tell Jimmy you've seen his girl in the raw, but boy would you like to see it for real. Other than that, the girl is too obsessed with what other people thinking.

All American Guy (Jimmy) – *Way* too concerned with image. You wish the guy would just chill out, because really, he's a good guy. You also get the feeling that he'd be a good guy to have at your side when the zombies come. Cool-headed, and good with a baseball bat. Definitely the type you'll be looking for on that day.

Physics Nerd (Barry) – He's nice enough, you guess, but too mellow and lazy for your tastes. For God's sake, man, get up off your ass and do something besides screwing Erin (when you're not bitching about—or at—her)!

Retro Girl (Erin) – Everyone likes Erin. She's ignorant and rude, and that's refreshing. The deal between her and Barry gets tiresome, though. Either quit screwing or get married, already. Half the time she's insulting him, the other half she's all over him. Good lord....

Wallflower (Alicia) – The girl of your dreams. Too bad you can't work up the nerve to approach her about it.

All Flesh Must Be Eaten™

NAME

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="2"/>	INTELLIGENCE	<input type="text" value="3"/>
DEXTERITY	<input type="text" value="2"/>	PERCEPTION	<input type="text" value="3"/>
CONSTITUTION	<input type="text" value="2"/>	WILLPOWER	<input type="text" value="2"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="26"/>
ENDURANCE POINTS	<input type="text" value="23"/>
SPEED	<input type="text" value="8"/>
ESSENCE POOL	<input type="text" value="14"/>

Qualities

Points

Fast Reaction Time (automatic initiative)	<input type="text" value="2"/>
Good Luck 2 (+1 to roll twice/session)	<input type="text" value="6"/>
Photographic Memory	<input type="text" value="2"/>
Situational Awareness	<input type="text" value="2"/>
<input type="text"/>	<input type="text"/>

Drawbacks

Points

Addiction (heavy marijuana use)	<input type="text" value="2"/>
Delusions of Grandeur (I'm so smart)	<input type="text" value="1"/>
Fear of Commitment	<input type="text" value="1"/>
Impaired Senses (eyes; wears glasses)	<input type="text" value="1"/>
Lazy	<input type="text" value="2"/>

Skill

Level

Cheating	<input type="text" value="1"/>
Computers	<input type="text" value="2"/>
Dodge	<input type="text" value="2"/>
Driving (Car)	<input type="text" value="2"/>
Electronics	<input type="text" value="2"/>
Guns (shotgun)	<input type="text" value="1"/>
Instruction	<input type="text" value="2"/>
Language (Latin)	<input type="text" value="1"/>
Notice	<input type="text" value="3"/>
Science (physics)	<input type="text" value="4"/>
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Skill \ Power

Level

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Physics Nerd (Barry)

Personality

Why'd I come on this trip? I honestly have no idea. Bored, I guess. That's about the only reason I do anything besides go to class and read. It's been an okay trip. I ran out of weed pretty fast, but fortunately I managed to find a hookup in San Fran. Christ, though, if they'd told me we were taking Erin's van I probably would've just stayed home.

Okay, who am I kidding? Much as I loathe her, she's damn good in the sack. And insatiable, that girl, which suits me just fine. Nothing like a bone and a doobie before bed, you know?

Anyway, I'm just chilling out with some Hawking I brought along for a little light reading, 'till Erin's done insulting me and ready to go again. That's pretty much my story, and yeah, I'm stickin' to it. Besides, you never know when they're going to need a little science knowledge, and it's like another geek like me says in that movie: With physics, I'm always sure.

Gear: Laptop computer, copy of *A Brief History of Time* by Stephen Hawking, a pound of weed, bowl for smoking.

Thoughts on the others:

Playmate (Sandy) – Hot girl. Not enough brains. Too worried about everyone else liking her. You saw her *Playbunny* layout in Alex's copy. Nice tits on her, but you'd never tell Jimmy that.

All American Guy (Jimmy) – Tightass, and he should really touch his girlfriend now and again. But in the end, he's a good guy that'll stick by you.

Horror Movie Buff (Alex) – Weirdo. You wonder if he really does believe in the zombies, or if it's just a play for attention. He should ask Alicia out already. He could use the lay.

Retro Girl (Erin) – Good lord, you loathe her. Except when she's naked. Then you loathe her just a little less. And your loathing doesn't get in the way of your enjoyment of her. God forbid, though, anyone find out that deep down, you really genuinely love the girl.

Wallflower (Alicia) – Quiet, shy, demure, actually kind of sexy, now that you think about it. Of course, you wouldn't do that to Alex. He needs the lay. Not to mention, it's not worth the trouble.

All Flesh Must Be Eaten™

Name

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="2"/>	INTELLIGENCE	<input type="text" value="2"/>
DEXTERITY	<input type="text" value="3"/>	PERCEPTION	<input type="text" value="2"/>
CONSTITUTION	<input type="text" value="3"/>	WILLPOWER	<input type="text" value="2"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="39"/>
ENDURANCE POINTS	<input type="text" value="26"/>
SPEED	<input type="text" value="12"/>
ESSENCE POOL	<input type="text" value="14"/>

Qualities

Points

Attractiveness 3 (+3 on social rolls)	<input type="text" value="3"/>
Charisma 2 (+2 to influence people)	<input type="text" value="2"/>
Nerves of Steel (+4 to Fear Tests)	<input type="text" value="3"/>
Resources 2 (\$10,000 monthly income)	<input type="text" value="2"/>
Hard to Kill (+3 to survival Tests)	<input type="text" value="3"/>

Drawbacks

Points

Fear of Rejection	<input type="text" value="1"/>
Impaired Senses (eyes; wears contacts)	<input type="text" value="1"/>
Obsession (gain acceptance)	<input type="text" value="2"/>
Reckless	<input type="text" value="2"/>
Showoff	<input type="text" value="2"/>

Skill

Level

Acrobatics	<input type="text" value="2"/>
Brawling (Self defense)	<input type="text" value="1 (3)"/>
Dancing (exotic)	<input type="text" value="2"/>
Dodge	<input type="text" value="2"/>
Driving (Car)	<input type="text" value="3"/>
Hand Weapon (knife)	<input type="text" value="2"/>
Humanities (Philosophy)	<input type="text" value="3"/>
Notice	<input type="text" value="2"/>
Seduction	<input type="text" value="2"/>
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Skill \ Power

Level

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Playmate (Sandy)

Personality

Yes, I did the layout in *Playbunny's* Campus Girls issue. Yes, it got me kicked out of my sorority. If it hadn't been for Jimmy, I think I would've died when that happened. I mean, I thought those girls were my friends! It's not my fault if they offered me an *obscene* amount of money to take my clothes off! Besides, at least someone thought I looked good enough to do that, so I guess it must be true.

Now lots of men like me, but I'm not sure if they really like me for who I am. I'm pretty sure Jimmy does, but still, I do whatever he asks me to, so he keeps on liking me. I don't know what I'd do if he ever broke up with me. Same with the others. We've all known each other for a long time, and I think they all like me for me, so that's cool, but really... I do what I can to please, you know? I mean, not *anything*. I'm not that kind of girl, even though I did do those pictures...

Gear: Cell phone, credit card, diary, winning smile and killer bod.

Thoughts on the others:

All American Guy (Jimmy) – The man you're going to marry. At least, if he doesn't get tired of you first. You do what you can to make sure that doesn't happen. You wish he'd be a little more affectionate, but you don't want to make him mad by mentioning it.

Horror Movie Buff (Alex) – Alex scares you, especially since your issue came out. He keeps looking at you like he wants to see for real what was in the pictures. You're sure he has the issue, though he won't own up to it. If he would, maybe you could talk about it and get past the awkwardness.

Physics Nerd (Barry) – Smokes way too much weed, and really, him and Erin should get a room. Of course, you're not going to make them mad at you by mentioning it.

Retro Girl (Erin) – Why is she so mean to everyone? Especially Barry? If she likes him enough to climb all over him all the time, why can't she just be nice to him? And why does she act like you've committed some sort of cardinal sin, just because you took your clothes off? You wish she liked you more.

Wallflower (Alicia) – You like Alicia, you really do. It's just that, well, she's always looking at you with that almighty disapproval on her face, and you know that people around campus would balk if they found out you thought of her as a friend. Still, it would be fun to do girl stuff with her, like give her a makeover. She's got great bone structure, and you could make her so pretty.

All Flesh Must Be Eaten™

Name

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="2"/>	INTELLIGENCE	<input type="text" value="2"/>
DEXTERITY	<input type="text" value="3"/>	PERCEPTION	<input type="text" value="2"/>
CONSTITUTION	<input type="text" value="3"/>	WILLPOWER	<input type="text" value="2"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="45"/>
ENDURANCE POINTS	<input type="text" value="26"/>
SPEED	<input type="text" value="12"/>
ESSENCE POOL	<input type="text" value="14"/>

Qualities

Points

Nerves of Steel (+4 vs. Fear Tests)	<input type="text" value="3"/>
Hard to Kill 5 (+5 on Survival Tests)	<input type="text" value="5"/>
Resistance (Fatigue) 3	<input type="text" value="3"/>
*(Reduces Essence Losses by 3)	<input type="text"/>
	<input type="text"/>

Drawbacks

Points

Addiction (smoker)	<input type="text" value="1"/>
Covetous (Lecherous)	<input type="text" value="2"/>
Emotional Problems (Cruel, sarcastic)	<input type="text" value="1"/>
Reckless	<input type="text" value="2"/>
	<input type="text"/>

Skill

Level

Computers	<input type="text" value="2"/>
Dancing (Swing)	<input type="text" value="3"/>
Dodge	<input type="text" value="3"/>
Guns (handgun)	<input type="text" value="1"/>
Hand Weapon (Knife)	<input type="text" value="3"/>
Humanities (History) (1920's)	<input type="text" value="3 (5)"/>
Notice	<input type="text" value="3"/>
Seduction	<input type="text" value="4"/>
Singing	<input type="text" value="3"/>
Streetwise	<input type="text" value="1"/>
Writing (lyrics)	<input type="text" value="3"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
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Skill \ Power

Level

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Retro Girl (Erin)

Personality

The past few decades have been so dead, it kills me. The '20's, that was where it was at. Swing music, flappers, Roxy Hart, bootleggers...what an era. I wish I could've been alive then. I make due by going to school and learning as much about it as I can. I wear the clothes, I emulate the style, and I dance the dance. I am the Queen of Swank.

Unfortunately, I call things like I see them, and a lot of people don't like that. But hey, if you're being an idiot, I'll tell you you're being an idiot. Like Barry. Good in bed, but man that boy needs to get his ass off the couch, lay off the smoke, and do something. He might actually be a good guy. Still, I've had Jimmy already, and he wasn't that good. We don't talk about it. We were gigging together at the time, there was alcohol involved, and it was a strange night. Alex is too weird for me; we'd be shagging and he'd start muttering about death or something. No ma'am. I'll stick with the pothead.

What can I say? I like sex, and Barry's the best I've got. It's sad, I know. But you settle for what you can get. As often as humanly possible.

Gear: Van, folding knife, notebook for lyrics.

Thoughts on the others:

All American Guy (Jimmy) – Obnoxious, stiff, a horrible lay, but a good guitar player. If he doesn't start putting his hands on Sandy soon, you might tell him about it. Again. Or just get Sandy in a 3-way with you and Barry. Heck, she's already stripped for the world, so why not?

Horror Movie Buff (Alex) – Freak. He's the shining example of the downfall of society. Probably why you find him so interesting. Still, you're not going to hesitate to dress him down about it.

Physics Nerd (Barry) – Smokes too much, and is a lazy bastard. You loathe him. That is, you loathe him for the two hours a day when you're not trying to get in his pants. God forbid anyone should find out that you really, genuinely are in love with him deep down.

Playmate (Sandy) – Yeah, okay, the girl is hot, and you can't exactly call her a slut because, well, pot and kettle. But she's way too obsessed with everyone else liking her, and you're going to tell her for the millionth time that she's acting like an asshole catering to Alex's every need. Then maybe you'll try and get her in bed with you and Barry. You've never done a 3-way before, after all. Of course, that still won't stop you from tormenting her for showing her stuff to the world.

Wallflower (Alicia) – Alicia's very cool.. Something about her makes you like her, and she's probably the only one you're not going to be rude to. In fact, you'll stick up for her tooth and nail if anyone messes with her.

All Flesh Must Be Eaten™

Name

Character Type

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

STRENGTH	<input type="text" value="3"/>	INTELLIGENCE	<input type="text" value="3"/>
DEXTERITY	<input type="text" value="3"/>	PERCEPTION	<input type="text" value="4"/>
CONSTITUTION	<input type="text" value="3"/>	WILLPOWER	<input type="text" value="4"/>

Secondary Attributes

LIFE POINTS	<input type="text" value="34"/>
ENDURANCE POINTS	<input type="text" value="35"/>
SPEED	<input type="text" value="12"/>
ESSENCE POOL	<input type="text" value="35"/>

Qualities

Points

<input type="text" value="Gift"/>	<input type="text" value="5"/>
<input type="text" value="Inspired"/>	<input type="text" value="5"/>
<input type="text" value="Nerves of Steel (+4 to fear tests)"/>	<input type="text" value="3"/>
<input type="text" value="Increased Essence Pool"/>	<input type="text" value="3"/>
<input type="text" value="Situational Awareness (+2 perception)"/>	<input type="text" value="2"/>

Drawbacks

Points

<input type="text" value="Attractiveness (homely;-1 to social rolls)"/>	<input type="text" value="1"/>
<input type="text" value="Emotional Problems (shy and timid)"/>	<input type="text" value="2"/>
<input type="text" value="Humorless"/>	<input type="text" value="1"/>
<input type="text" value="Honorable"/>	<input type="text" value="2"/>
<input type="text" value="Resources (Hurting)"/>	<input type="text" value="2"/>

Skill

Level

<input type="text" value="Computers"/>	<input type="text" value="2"/>
<input type="text" value="Craft (sewing)"/>	<input type="text" value="2"/>
<input type="text" value="Dodge"/>	<input type="text" value="3"/>
<input type="text" value="Fine Arts (drawing)"/>	<input type="text" value="4"/>
<input type="text" value="First Aid"/>	<input type="text" value="3"/>
<input type="text" value="Myth and Legend (Christian)"/>	<input type="text" value="4"/>
<input type="text" value="Notice"/>	<input type="text" value="3"/>
<input type="text" value="Writing (Poetry)"/>	<input type="text" value="4"/>
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Skill \ Power

Level

<input type="text" value="The Denial (Neutralize Essence)"/>	<input type="text" value="n/a"/>
<input type="text" value="Touch of Healing (D4 per Essence spent)"/>	<input type="text" value="n/a"/>
<input type="text" value="Visions (5 Essence for active use)"/>	<input type="text" value="n/a"/>
<input type="text" value="Holy Fire (20 Essence)"/>	<input type="text" value="n/a"/>
<input type="text" value="*Inflicts D8x8(32) damage"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="Essence Recovery = Willpower per 5 min."/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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Wallflower (Alicia)

Personality

I don't talk much. I don't talk much because people mostly wouldn't understand what I have to say, anyway, and I hate being laughed at. I have a hard time finding people who I can relate to, so I spend a lot of time with C.S. Lewis and William Blake. My family's not rich, like Sandy's, and I'm not popular and confident like Jimmy, but my mom always tells me that someday I'll get my chance to shine. I just hope that time doesn't come like I think it's going to come.

I wasn't even going to come along on this trip, but when I found out Alex was going to be along, I decided to tag as well. He's kinda cute, and he pretty obviously likes me. Besides, I think his prattle about the zombies coming, well, it's not that far off the mark. I saw it in a dream, and I saw that he's going to save my life someday. It's supposed to be that way, I guess. Anyway, if things go down the way they did in my dreams, my friends are going to need my talents. I just hope I'm brave enough to step up when it's my time. God works in mysterious ways, though.

Gear: Diary, C.S. Lewis book, William Blake poetry book, St. Christopher medallion, crucifix

Thoughts on the others:

All American Guy (Jimmy) – A bit full of himself, but very cute and hiding a big heart. Sometimes you wish you could have a boy like that. Even if he doesn't ever act like he cares about Sandy, you know he really does.

Horror Movie Buff (Alex) – Cutie. Something about him just gets you where it counts. And you keep having visions about him saving your life. Hopefully he'll get up the nerve to approach you soon. You might even be willing to let him take your virginity, one day. Maybe even before marriage.

Physics Nerd (Barry) – You know that rationally you should have a problem with all the drugs and sex he messes with, but for some reason it doesn't bother you all that much. Not nearly as much as the Sloth does, anyway. He doesn't seem to have any plans for his future, and that's disturbing. Then again, if your visions are right, there might be a pretty bleak future in it for all of you.

Playmate (Sandy) – Sandy is drop-dead gorgeous, and you spend a lot of time wishing that you looked like her, and that boys liked you as much as they do her. She needs to get some self-confidence, because she's got it all and doesn't realize it. She's too desperate to please everyone else. You think she likes you, but she's always kind of standoffish about it.

Retro Girl (Erin) – Erin is incredibly mean, especially to Barry, which is confusing because she seems to really like him. At least, that's generally why people do the things that Erin and Barry do *all the time*. Still, she sticks up for you whenever others make fun of you, and she treats you like a real person. You...of all the other people there. You wonder if that means she likes you, or if she isn't concerned about you enough to insult you like she does everyone else. Still, she has a pretty cool fashion sense, and you kind of dig the whole retro thing she has going.