

HEROES OF THE DEAD 3

Characters from Simon Pegg's movie "Shaun of the Dead" 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 products.

original (non-Eden, non-Pegg, non-Romero, non-Russo, non-Savini, non-anyone else's) concepts
© 2005, 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.

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

Introduction

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 several characters from Simon Pegg and Edgar Wright's movie "Shaun of the Dead". This is a tribute, not an attempt to take credit for anyone else's work.

Character statistics were derived from a single source:

SHAUN OF THE DEAD (2004)

- Shaun
- Liz
- Ed
- Dianne
- David
- Yvonne
- Barbara
- Philip

WARNING: SPOILER ALERT! SPOILERS AHEAD!

Please note that it has been necessary to extrapolate and "fill in" missing information. For example, we don't know exactly what Dianne, Phillip and Yvonne did for a living. We don't know anything about Barbara. It's not surprising that Shaun and Ed were fairly detailed in the dialogue, but I found it odd that one could learn more about Dianne than Liz.

Where necessary, some skills have been extrapolated. Others have been left unallocated in the absence of any details.

Likewise, Qualities and Drawbacks were extrapolated where possible. "Hard to Kill" shows up quite a bit, mainly due to several characters being able to shrug off damage from everything from multiple zombie bites to being struck in the head by a pub dart (deep enough that blood squirts when it is pulled out).

It could also be argued that Yvonne may be a Survivor instead of a Norm. That'd be cool, but I couldn't find enough details to fill out a character that has that many points.

Your mileage may vary.

SHAUN OF THE DEAD CHARACTERS

<p>Shaun Norm Attributes Str 2 Dex 2 Con 4 Int 2 Per 2 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Fast Reaction Time Gamer (Godlike Endurance) 2 Hard to Kill 2 Quick Learner</p> <p>Drawbacks Absent Minded Addiction (Smoking, Mild) 1 Clown Emotional Dependency (Liz) 1 Emotional Dependency (Ed) 1</p> <p>Skills Acting 1 Bureaucracy 2 Climb 2 Computers 2 Dancing (Electro-Pop) 2 Dodge 3 Drive (Car) 2 Electronics 1 Fine Arts (Pop Music) 3 Fine Arts (Video Games) 4 Guns (Rifle) 1 Hand Weapon (Club) 3 Smooth Talking 3 Streetwise 2</p>	<p>Gear Cricket Bat, work clothes, red tie, red ink on shirt</p> <p>Personality/Quote “It's not that I don't want to spend time with you, 'cause I do. It's just... Ed doesn't have too many friends.”</p> <p>“He's not my Dad, he's my stepdad!”</p> <p>“Well F*CK-A-DOODLE-DO!”</p> <p>“As Mr. Sloan always says, there is no "I" in team, but there is an "I" in pie. And there's an "i" in meat pie. Meat is the anagram of team. I don't know what he's talking about.”</p> <p>“Would anyone like a peanut?”</p> <p>“How's that for a slice of fried gold?”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p>
--	--

<p>Liz Norm Attributes Str 2 Dex 3 Con 2 Int 2 Per 3 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Fast Reaction Time Nerves of Steel* Situational Awareness</p> <p>Drawbacks Addiction (Smoking, Mild) 1 Fear of Attachment 1 (to Shaun)</p> <p>Skills Beautician 2 (Heavy makeup) Dancing (Rave) 2** Dodge 2 Fine Arts (Pop Culture) 3** Fine Arts (Pop Music) 2** Hand Weapon (Club) 3 Instruction 3 Job Skill (Unknown) 4 Notice 3 Running (Dash) 2 Sport (Hockey) 2** Streetwise 2**</p>	<p>Gear Jogging suit, hockey stick</p> <p>Personality/Quote “It’s just that with Ed here, it’s no wonder I always bring my flatmates out, and then that only exacerbates things.”</p> <p>“Alright, Flash. What do you have in mind?”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p> <p>*Never panicked. **Extrapolated skills</p>
--	--

<p>Ed Norm Attributes Str 3 Dex 2 Con 3 Int 2 Per 2 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Contacts (Junkies) 2 Contacts (Pub) 2 Gamer (Godlike Endurance) 2 Hard to Kill 3 Resistance (Alcohol) 2</p> <p>Drawbacks Addiction (Smoking, Mild) 1 Adversary (Police) 2 Charisma -2 Clown Covetous (Lecherous) 1 Overweight 1</p> <p>Skills Acting 1 (Specialty – Clyde) 3 Camerawork 1 Dancing (Electro-Pop) 1 Drive (Car) 4 Fine Arts (Pop Music) 3 Fine Arts (Video Games) 4 Gambling 2 (Fruit Machines) Haggling 2 (i.e. Dealing and Holding) Hand Weapon (Club) 2 Singing 1 Storytelling 2 Streetwise 4 (These are rich, interesting characters...)</p>	<p>Gear Shovel, cell phone</p> <p>Personality/Quote “Can I get any of you c**ts a drink?”</p> <p>“We're coming to get you, Barbara!”</p> <p>“Don't forget to kill Philip!”</p> <p>“Two seconds!”</p> <p>“It's not the end of the f*cking world.”</p> <p>“Who died and made you f*cking King of the Zombies?”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p>
---	---

<p>Dianne Norm Attributes Str 2 Dex 2 Con 2 Int 3 Per 3 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Artistic Talent – Acting Nerves of Steel*</p> <p>Drawbacks</p> <p>Skills Acting 4 Beautician 2 Brawling 2* Drive (Car) 1 Hand Weapon (Club) 2 Fine Arts (Pop Culture) 3 Fine Arts (Theatre) 4 First Aid 2 Humanities (Environmentalism) 1** Humanities (Classical Architecture) 1 Instruction 3 Notice 3 Running (Dash) 2</p>	<p>Gear Tree limb.</p> <p>Personality/Quote “Notice his expression. Vacant, with a hint of sadness. Like a drunk who's lost a bet.”</p> <p>“Daffs is always taking me to see these little buildings, and I'm always dragging him to the theatre.”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p> <p>*Dianne didn't hesitate to wade into a horde of zombies, swinging David's leg as a club, to “rescue” him.</p> <p>**Extrapolated. Seems right, but no direct evidence.</p>
--	---

<p>David (“Daffs”) Norm Attributes Str 2 Dex 2 Con 2 Int 4 Per 2 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Contacts (Professional) 3 Photographic Memory</p> <p>Drawbacks Secret (Loves Liz) 1 Coward 1</p> <p>Skills Acting 2 Bureaucracy 4 Dodge 2 Fine Arts (Theatre) 1 Humanities (Accounting) 5 Humanities (Classical Architecture) 3 Humanities (Environmentalism) 2* Instruction 5 Questioning 3 Research/Investigation 3 Running (Dash) 2</p>	<p>Gear Umbrella, glasses.</p> <p>Personality/Quote “Basically, I'd say your nine lives are up, Shaun”</p> <p>“I'm not a chartered accountant! I'm a lecturer.”</p> <p>“Somebody has to take control of this situation, and if none of you are prepared to accept that responsibility, then perhaps I should.”</p> <p>“I'm not going out there.”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p> <p>*Didn't see the point of owning a car in London.</p>
--	---

<p>Barbara Norm Attributes Str 2 Dex 2 Con 4 Int 2 Per 2 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Contacts (Friends) 3 Hard to Kill 3</p> <p>Drawbacks Absent Minded</p> <p>Skills 30 unallocated skill points</p>	<p>Gear None.</p> <p>Personality/Quote “Hello, Pickle!”</p> <p>“It’s been a funny sort of day, hasn’t it?”</p> <p>Sorry dear, I was miles away.”</p> <p>“I’m sure Jill and Derek live around here.”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p>
---	--

<p>Philip</p> <p>Norm</p> <p>Attributes</p> <p>Str 2</p> <p>Dex 2</p> <p>Con 2</p> <p>Int 3</p> <p>Per 2</p> <p>Wil 3</p> <p>Life Points</p> <p>Endurance Points</p> <p>Speed</p> <p>Essence</p> <p>Qualities</p> <p>Resources 3</p> <p>Hard to Kill 1</p> <p>Drawbacks</p> <p>Adversary (Shaun) 1</p> <p>Fear of Rejection (Shaun) 1</p> <p>Skills</p> <p>Bureaucracy 4*</p> <p>Drive (Car) 2</p> <p>First Aid 2 (“I ran it under a cold tap!”)</p> <p>Hand Weapon (Club) 2**</p> <p>Humanities (Classics) 2***</p> <p>Instruction 2 (“Being a father isn’t easy.”)</p> <p>Job Skill (Unknown) 4</p> <p>Notice 2</p> <p>Questioning 2****</p> <p>Run (Dash) 1</p> <p>9 unallocated skill points</p>	<p>Gear</p> <p>None.</p> <p>Personality/Quote</p> <p>“Safety first, Shaun.”</p> <p>“We had our jabs when we went to the Isle of Wight. It’s a bunch of overblown nonsense, a bunch of drug nuts running wild.”</p> <p>“Just take care of your mum – there’s a good boy.”</p> <p>“Being a father isn’t easy.”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p> <p>*Extrapolated skills</p> <p>**Shaun complained that Philip had chased him around the garden with a bit of wood for leaving a Mars bar in the glove compartment of his Jaguar.</p> <p>***The television program Phil is watching when Shaun arrives is definitely not Pop Culture.</p> <p>****Grilling Shaun at his work</p>
--	--

<p>Yvonne Norm Attributes Str 2 Dex 2 Con 3 Int 2 Per 3 Wil 2</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities 1 Situational Awareness Resources 1 (had just bought a house)</p> <p>Drawbacks</p> <p>Skills Dodge 3 Hand Weapon (Club) 3 Job Skill (Unknown) 4 Notice 3 Survival (Urban) 2 15 unallocated skill points</p>	<p>Gear Golf Club, military field jacket</p> <p>Personality/Quote “Shaun! How are you doing?” “Good luck!” “We should scoot. Have you got somewhere you’re going?”</p> <p>WDR, 2005 eviloverlord668@yahoo.com</p>
---	---

The Dopplegang

This is the group of survivors led by Yvonne. They are armed like their counterparts in Shaun’s group. An interesting game might be the adventures of the Dopplegang after they parted ways with Shaun’s group near the Winchester Tavern.

- Declan = Liz
- Cousin Tom = Ed
- Maggie = Dianne
- Mark = David
- Yvonne’s mum = Barbara

Note: The following websites and links were used without permission. These folks have nothing to do with me, nor I with them.

For those interested, maps of the area around the Winchester Tavern (actually the Duke of Albany, 39 Monson Road, London) can be found at:

<http://www.streetmap.co.uk/newmap.srf?x=535673&y=177355&z=0&sv=SE14%205EQ&st=PostCode&lu=N&tl=~&ar=y&bi=~&mapp=newmap.srf&searchp=newsearch.srf>

An aerial photograph is here:

<http://www.streetmap.co.uk/newmap.srf?x=535673&y=177355&z=1&sv=535673,177355&st=4&lu=P&mapp=newmap.srf&searchp=newsearch.srf&ax=535673&ay=177355>

Other fun links:

Pistolstar Design's "Shaun of the Dead" walking tour, with photos of buildings in the movie:

<http://www.pistolstardesign.pwp.blueyonder.co.uk/sotd/>

Includes the florist's shop and the inside of "Nelson's" grocery.

Rude Tube Map

http://www.geofftech.co.uk/tube/sillymaps/rude_map.jpg

Not related to the movie, but Ed would've liked it.

eMail comments to 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 Studios](#). 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.

"Shaun of the Dead," Pegg and Wright, © 2004 WT Venture LLC, Rouge Pictures, Studio Canal, Universal Pictures, etc.

The following Eden Studios, Inc. books are recommended for use with this document: AFMBE Core Book, *Book of Archetypes*, and *One of the Living*.