

New Qualities and Drawbacks for the *All Flesh Must Be Eaten* RPG

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A collection of Qualities, Quality/Drawbacks, Drawbacks, and Supernatural Qualities is presented below. Some of these are of little use other than to round out a character, while others are variations on or additions to Qualities and Drawbacks presented in the AFMBE core rulebook and sourcebooks. Others have appeared in the same or different forms in other documents posted on this site. As with all things, your mileage may vary. Enjoy!

New Qualities

Knack, 1 or 2 point Quality

Pick something for which your character has a Knack (a skill or ability with which they are particularly gifted).

For 1 point the Knack is narrow in scope. Examples include Hunting, Wood Working, Finding Water, Check Fraud, Riding Horses, Bicycle Stunts, Always Finds "North", Pick Up Lines, and other narrowly-focused abilities. **For 2 points** the Knack is broad in scope. Examples include Marksmanship, Fighting, Repairing Machinery, Scrounging, Athletics, Gambling, Crime, Cowboy, Mountain Man, Accounting, Born Killer, Computer Whiz, Excellent Driver, Making Friends, Good Sense of Direction, Never Gets Lost, and other broad categories.

Having a Knack gives a +2 to all rolls involving the character's Knack.

Ace, 4 point Quality

Pick an activity with which your character has an extreme level of skill and/or good luck. Once per gaming session your character can automatically succeed at a task for which he or she is an Ace, rolling instead 1D3 + 2 to determine additional success levels.

Good Judge of Character, 2 point Quality

Your character can read people like an open book. +2 on all rolls involving determining what another person wants, needs, expects, feels, thinks, whether they are trustworthy, etc. Alternately, consider this Quality as a 2 point Knack.

Nose for Business, 2 point Quality

+2 on all business transactions, including barter and haggling. Alternately, consider this Quality as a 2 point Knack.

Empathetic, 2 point Quality

Your character, either through true altruism or a careful study of human behavior, can more easily determine a person's emotional state. This gives a +2 to all rolls involving interacting with that person (i.e. saying what they need or want to hear, etc.). Alternately, consider this Quality as a 2 point Knack. This Quality does not necessarily go hand-in-hand with Good Judge of Character. Plenty of people empathize with others and consequently find themselves involved with people who will take advantage of their kindly nature. Whether the Empathetic character is cynical or altruistic is up to the player.

Trivia, 1 point Quality

As **Well-Read** (*see below*), but with less practical applications (i.e. knowing the gestation period of a koala, what the Inuit word for "dead" is, etc.). The character is a veritable fountain of information that is largely useless in practical terms. To recall Trivia that is actually useful to a situation at hand, the character must make an Intelligence roll, difficulty determined by the ZM and the details of the situation. On the other hand, the ZM may determine that the character occasionally recalls something applicable (i.e. "Those are preserved rations from the old MIR space station...good for about six years, I think...").

Well-Read, 1 point Quality

The character reads or has read a great deal, and has a high level of reading retention. This Quality is similar to the Photographic Memory Quality presented in the core rulebook, but only covers material that has been read. If this Quality is taken with Photographic Memory, the character gains an additional +1 to all rolls allowed by the ZM.

Influence, 2 point/level Quality

Your character may not have the fame or recognition, but he or she is one of the movers and shakers and a person who can get things done. Unless the character also has **Status** or **Wealth**, the character is in the background, perhaps overshadowed by a superior who takes credit for the character's ability, or because the character is humble and doesn't wish to be recognized. The character may also be an adviser or policy maker for another person with the **Status** to implement the character's ideas or plans, or the character may be the actual Power Behind the Throne. Ultimately, the Influential character can attempt to get what he or she wants through his or her influence. Each level of Influence gives a base +2 to all rolls determining success. This bonus is modified at the ZM's discretion, depending on what is being sought, the morals (or lack thereof) of the people being influenced, and the actions (or inactions) of other Influential people.

Heroic!, 3 point Quality

The character has a seed of latent greatness hidden inside them. Once per gaming session, the character gains a +4 bonus to all rolls during a scene in which true Heroism is possible. Such scenes do not include the Heroic character saving his or her own life. The life or lives of others must be at risk, and the Heroic character must put his or her own person in harm's way.

Sure Footed, 2 point Quality

The character never loses his or her balance. Well, almost never, anyway. +4 on all rolls to remain standing or not fall over. +1 on all Athletics, Acrobatics, Dancing, and Running rolls.

Combat Specialty, 2 point Quality

The character is particularly good at some aspect of combat. The most obvious example is someone with an uncanny knack for shooting zombies in the head or decapitation with an axe or other nasty sharp object. When properly equipped, the character gains an additional +2 to any rolls involving the Combat Specialty. Examples include Attack, Defense, Head Shots, Decapitation, Non-Lethal Shots, and Evasion. Alternately, consider this Quality as a Knack.

Resources, Post-Rise (Alternate), 1 point/level Quality

Paper money is good for toilet paper or kindling, and gold coins can be filed into arrowheads. Resources, Post-Rise represent a cache or caches of trade goods (preserved food, batteries, ammunition, spare parts, etc.). It can also represent a stronghold or safehouse that has been zombie-proofed and probably fortified against human antagonists as well. Conversely, a negative Resources, Post-Rise rating might represent a lack of equipment or being stranded far from home in an unfamiliar land.

Repeat Offender, 1 point/level, Quality/Drawback

The character has a long history of criminal activities (in Pre-Rise or Early-Rise campaigns) or socially unacceptable activities (in Post-Rise campaigns) along with a degree of infamy directly related to the points the character invests in this Quality/Drawback. For each level, the character gains +1 on rolls involving a criminal activity or activities (i.e. mugging, finding a good fence, homicide, theft, etc.). The character also gains a +1 Adversary for each point taken (i.e. Police, local militia, tribal authorities, etc.). Each level also increases the size of the area in which the character is known as a Repeat Offender. To possess this Quality/Drawback, the character must truly stand out from the crowd and set a shining example for murderers, looters, and other criminal recidivists everywhere.

Animal Magnetism/Animal Hostility, 1 to 5 point Quality/Drawback

This quality/drawback may be bought from levels 1 to 5, with each level providing a positive or negative modifier to the character's interactions with nonhuman, non-supernatural animals. A character with Animal Magnetism is able to elicit a more positive response from animals, while a character with Animal Hostility is likely to be either ignored (at best) or attacked (at worst) by animals. Note that this quality does NOT allow the character to communicate with animals. It represents an understanding (or lack thereof) of how to behave around animals in order to get better results when working with them.

New Supernatural Qualities

Odd Luck, 2 point per level Supernatural Quality (available to Survivors and Norms also)

Once per game session, the character can call upon his or her Odd Luck. Odd Luck doesn't automatically provide a favorable or unfavorable bonus to a character's chance of success on an action. Rather, there is a 50/50 (1-5 on 1D10) chance of the Odd Luck acting in the character's benefit. If it does, great! If not, something unexpected or bizarre happens.

For example, Survivor Bob ~really~ needs to shoot a zombie. Being short on bullets, he calls upon his Odd Luck Quality and fires. Rolling a D10, Bob's player gets a 3. His Odd Luck works, but doesn't exactly guide his bullet - instead the zombie falls through a weakened floor into a basement, trapping it. If Survivor Bob had rolled a 6 or higher, his shot would have missed and perhaps damaged his firearm or poor Bob might have discovered five more zombies lurking

up behind him.

Additionally, the cast member with Odd Luck is a magnet for strange activities at all times. Long-dead telephones may ring when the cast member is nearby, UFOs may be spotted in the vicinity of the character, and disturbed individuals are *always* drawn to the cast member with Odd Luck. This Drawback is most appropriate for Pulp or satirical Deadworlds.

Totem, 3 point Supernatural Quality (available to Survivors and Norms also)

The character has a spiritual bond with a particular animal and, as a consequence, gains certain benefits from this bond. For the totemic bond to be effective, a fetish (i.e. physical representation of the totemic animal, or a physical part of the animal such as a tooth, claw, or hair) must be on the person with whom the totemic bond exists. If a physical representation is not available, a Difficult Willpower check is required to access the totem's abilities (+1 to roll per level of **Trance** or **Rituals-Shamanism** skill). A character may only have one totem during his or her lifetimes. To gain the favor of a second totem would take an act of karmic-positive reincarnation.

Common totem spirits and their effects are shown on the table below. For sake of brevity, totems are listed for common or once-common North American mammals. As a general rule, the totemic bond allows a + 1 bonus in two areas.

There are many excellent written resources for totemic benefits such as "Animal Magick" by D.J. Conway, 1995. *Caveat*: I don't claim any expertise in totemic magic. Your mileage may vary when using this Quality.

Totem Spirit and Benefits

Badger +1 to defense and willpower rolls
Bear +1 to strength and trance rolls
Beaver +1 to craft and endurance rolls
Bison + 1 to social and survival rolls
Boar + 1 to attack and stealth rolls
Bull +1 to defense rolls and perception rolls
Cat +1 to defense and notice/perception rolls
Coyote +1 to smooth talking and stealth rolls
Deer + 1 to perception and dexterity rolls
Dog +1 to social and notice/perception rolls
Elk + 1 to strength and seduction rolls
Ferret +1 to research/investigation and social rolls
Horse +1 to stamina and reaction rolls
Puma +1 to attack and leadership rolls
Raccoon +1 to creative and research/investigation rolls
Rat +1 to defense and stealth rolls
Wolf +1 to tracking and notice/perception rolls

New Drawbacks

Zombie Bait, 4 point Drawback

Something about the character is attractive to zombies, such as a large extra-tasty brain or plenty of meat on his or her bones. Given a choice between the Zombie Bait and any other character, zombies will go after Zombie Bait every time.

Harried, 1, 2 or 4 point Drawback*

Some people are always in search of guidance, and your character is at the top of their list. Your character, whether or not they actually know anything about a given subject, is constantly approached by others wanting information and advice on an infinite variety of issues. This Drawback could be added by a ZM after a character has proved himself or herself to be successful at an important endeavor.

For 1 point the character is constantly interrupted at home and work by others asking about firearms, babies, raising children, repairing automobiles, selecting weapons, planting crops, buying computers, etc. Your character can claim to have no knowledge of the subject, but no one will believe them. This could lead to resentment by extras. When the zombies attack, people who know the character will step up their questions and get more and more frantic, eventually posing a danger to the character as well as the uncertain extras.

For 2 points the character is physically hampered or impaired in their normal activities by the constant barrage of questions from people with problems. As above, no one will believe that the Harried character doesn't have the right answers, and may harbor dangerous resentment when the character is unable to come through for them. When the zombies attack, people who know the character (and many who are just listening) will believe that the character knows the best plan of action, possibly resulting in large numbers of casualties among the extras (and possibly including the character).

For 4 points the character will be physically followed by people who believe the character is their best bet for survival. The character may very quickly find himself or herself with a tribe or community. Some extras may simply believe that the character "knows a lot" or is "good" at surviving, while others may come to believe that the Harried character is some sort of Messiah or Fountain of All Knowledge. When the zombies attack, people from far and wide hear about the character and flock to his or her side, convinced they stand a better chance of survival by throwing in with the character. Note that these followers will not necessarily be well equipped, armed, or knowledgeable. Most will be Born Victims**. Others will be Zombie Fodder. Some will be Zombie Bait.

The character may well suffer from Essence and/or Endurance loss from the constant strain and stress of others seeking help.
*Inspired by actual events. ;)

***"Born Victims" and "Zombie Fodder" are described on the Archetype page on this website. In a nutshell, Born Victims and Zombie Fodder can be created in the following way:

	Zombie Fodder	Born Victim
Attributes	12 (usually all @ 2)	10 (usually 4 @ 2 and 2 @ 1)
Qualities	4	4
Drawbacks	8 - at least two of the following must be taken: Clown, Emotional Problems (Overcompensation), Obsession, Reckless, Showoff, Zealot	8 - at least two of the following must be taken: Covetous, Cowardly, Emotional Problems, Lazy, Obsession
Skills	10 (up to 3 points can be combat-related or otherwise useful).	8 (no combat-related skills, but up to 3 points can be otherwise useful)

Overweight, 1, 2 or 4 point Drawback (Alternate)

This drawback comes in three levels.

For 1 point the character is very much out of shape and draws stares from hungry zombies.

For 2 points the character actually has a hard time getting around (-2 speed).

For 4 points the character can only walk, and can only do that slowly at best. The character is very likely to be afflicted with additional health problems such as diabetes. The character's speed is reduced to 2. Dexterity checks requiring the entire body to move are made at -3 to the character's roll.

Bad Leg, 1 point Drawback

Movement is reduced by ¼ due to an old injury or a physical defect. The character has a noticeable limp.

Painful Injury, 1 point Drawback

Endurance is reduced by ¼ due to a previous injury that caused lasting damage and creates constant pain.

Dud, 1 to 2 point Drawback

Your character is particularly inept at something. Pick something at which your character isn't good.

For 1 point the Dud is narrow in scope. Examples include Drops Pistol When Firing, Gets Lost in the Woods, Cuts Self With Knives and Scissors, Trusts All Relatives and Acquaintances, Falls Off Roofs, Can't Change a Flat Tire, Pick Up Lines, and other narrowly-focused categories.

For 2 points the Dud is broad in scope. Examples include Breaks Machines, Can't Shoot Straight, Can't Fight, Gets Lost All the Time, Can't Run, Can't Lie, Klutz, Making Friends, and other broad categories.

Being a Dud gives your character a -2 penalty on all rolls involving the character's particular lack of ability.

Two Left Feet, 2 point Drawback

The character can fall down while standing still. -4 on all rolls to remain standing or not fall over. -1 on all Athletics, Acrobatics, Dancing and Running rolls.

Cityslicker, 4 point Drawback

The character is definitely out of his or her element in rural areas. All skill and attribute checks outside of urban areas are made at -1 (best conditions, i.e. inside a home) to -4 (worst conditions, i.e. alone in the woods after dark). The Cityslicker is plagued by mud in uncomfortable places, biting insects, sunburn, thorns, and chattering critters.

Hayseed, 4 point Drawback

The character is definitely out of her or her element in urban areas. All skills and attribute checks outside of rural areas are made

at -1 (best conditions, i.e. inside a home) to -4 (worst conditions, i.e. alone in the city after dark). The Hayseed is plagued by traffic laws, scam artists, crowds, salad forks, and corporate etiquette.

Teenager, 4 point Drawback

No one understands you. No one trusts you. No one likes you. Life sucks! You hate yourself! You hate everyone! This Drawback reflects those wonderful years of hormonal confusion and chaos. Basically, adults think you're careless, sloppy, and have no direction in life. You are impatient and sure you can take on anything.

This Drawback automatically includes the Qualities **Quick Learner***, **Fast Reaction Time** and **Resistance: Fatigue** (4 levels), and Drawback **Reckless**. Your character can't legally buy/drink alcohol or vote (like, who cares about, like, politicians). All rolls to interact with adults are made at -2. Since you're still in school, you get -10 skill points and cannot purchase any skill at greater than level 3 unless allowed by your Zombie Master.

*Anyone who says a teenager isn't a quick learner hasn't seen how quick one can pick up video game rules. :)

Little Kid, 4 point Drawback

Life is cool! You get away with anything. All you have to do is cry and mommy and daddy will believe anything you say about your older brother or sister. Unfortunately, you're not fully finished. Your Strength Attribute is limited to 1. You cannot purchase any skill above level 2 without ZM permission. You get -20 skill points, but also receive the Qualities **Quick Learner***, **Fast Reaction Time**, **Resistance: Fatigue** (4 levels), and **Contacts (Adults)** at level 3 (because most adults will help little kids in danger).

*Anyone who says a Little Kid isn't a quick learner hasn't heard one repeat every dirty word in the book after hearing it only once and at great distance across a crowded football stadium... :)

Pariah, 2 point Drawback

You are the unaccepted, the Outsider. No matter what you do, no matter how hard you try, you will never be fully accepted by society-at-large. When you enter the room people stop telling their jokes about you. You are considered the scum of the earth by most decent folks. Forget about getting help. You'll be lucky not to get bashed over the head and left for dead.

Examples of Pariahs in early 21st Century mainstream society: drug addicts, defense and divorce lawyers, political extremists espousing violence or radical sociopolitical change, and known sex offenders.

Examples of Pariahs in late 16th Century England: Irish, witches, and lepers.

Examples of Pariahs after The Rise of the Dead: Zombie Rights Activists, looters, lawyers and accountants, Born Victims, People Who Can't Shoot Straight, and former politicians (who let the Zombies overrun the Earth!)..

Subject to Orders, 2 point Drawback

The character is subject to following the commands of higher ranked personnel. There is little the character can do to change this. All orders must be obeyed to the best of the character's ability. Refusing to do this changes this Drawback to Adversary - Military or Police (or Gang or whatever) and it becomes a 2 to 4 point Drawback.

Feeble, 1 or 2 point Drawback

Movement and Endurance are reduced by $\frac{1}{4}$ (1 point) or $\frac{1}{2}$ (2 points) due to old age, chronic illness, or extreme physical hypotrophy due to lack of physical activity.

Easy to Kill, 1 to 5 point Physical Drawback

Characters with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 3 Life points from the character's Pool. Additionally, each level subtracts 1(-1) from Survival Tests. This drawback is most appropriate for the very old, very sick, or very young.

Susceptibility, 1 point per level Physical Drawback

Some people are just inherently inferior at ignoring the bad things that occur in life. This ability causes the character to take extra damage or have reduced Survival Tests to fend off each Susceptibility. Each type of Susceptibility must be purchased separately. The level of Susceptibility is subtracted from the character's Constitution when resisting the effect(s) to which the character is Susceptible. Susceptibility to Disease may be due to age or disease. Susceptibility to Heat may be due to thyroid problems or vitamin deficiencies. Susceptibility to Sunlight might indicate the diseases Xenopigmentosa or Albinism, each of these a genetic disease complex with multiple other deleterious effects on sufferers.

Adrenaline Junky, 2 point Drawback

The character is constantly drawn to situations wherein the risk of death or injury is a distinct possibility. The problem is that a character with this drawback enjoys the rush of endorphins. A Difficult Willpower test is required for the character to sit in out and not do anything scary, thrilling or foolish. If more than one week goes by without this endorphin rush, the character begins to

suffer the effects of the Emotional Problems (Depression) drawback. Don't let this guy drive the getaway car... The driver may not be unduly reckless, except with regard to the possibility of physical danger.

Flashbacks, 4 point Drawback (Alternate)

Flashbacks are moments when traumatic memories override the conscious mind. During any period of sleep or unconsciousness, the character must make a Normal Willpower test to avoid having a flashback. The character must make a Difficult Willpower test to end the Flashback. During the Flashback, the character will reenact the traumatic memory while interacting with their actual environment. Allies may be seen as enemies and treated appropriately. Fortunately, all rolls made during the Flashback have a penalty of -2. Still, a lot of characters may get shot as zombies just for walking into the room and yawning (i.e. staggering into the room with jaw agape to devour the living...).

Habromania, 1 point Drawback

The character finds humor in morbid situations that might even turn a zombie's stomach. This goes way beyond gallows humor. Characters with this drawback are the folks that giggle at children's funerals, emergency tracheotomies, and ethnic cleansing massacres. Keep them away from grieving survivors at all costs.

Asthma, 3 point drawback

During periods of physical exertion or when subjected to high levels of allergens such as pollen, dust, and mold, the character will experience difficulty breathing. This lowers Endurance points by half and reduces Speed to 1/4 normal. If treated by medication (albuterol, pseudoephedrine, steroids, etc.), this drawback is worth 1 point.

Chronic Fibrocystic Myalgia, 3 point drawback

This medical condition is most often manifested in muscle spasms, joint pain, and mental disorientation. In game terms, a character afflicted with CFM suffers the effects of sleep deprivation each night on a roll of 1-7 on D10. Every 1D6 + 1 days the character must sleep for at least twelve hours to recover Endurance lost in this way. During attacks of the "Fibro-Fog", the character suffers a -1 penalty to all rolls pertaining to perception and mental attributes. The character may have trouble concentrating and may be unable to read easily. If treated by beta-blockers, seizure medications, or serotonin reuptake inhibitors, this drawback is worth 1 point.

Agoraphobia, 1 or 3 point Drawback

At 1 point the character become extremely uncomfortable in situations in which they are not in control (i.e. the character may be able to fly a plane with complete confidence, but is terrified of flying when someone else is in the pilot seat; the character may climb cliffs without a second thought but is frightened of heights in man-made structures).

The 3 point version of this drawback is much worse - the character is unable to leave their home or sanctuary without succeeding at a Difficult Willpower Test.

Addictions (New)

Addiction. Internet, 1 to 3 point Drawback (Post-Rise)

The character is cut off from his or her online resources. Depending on the level of addiction, the character will take commensurate risks to get online.

Addiction, Technology, 1 to 3 point Drawback (Post-Rise)

The character cannot resist the Siren call of engines and circuits. Depending on the level of addiction, the character is willing to take extreme risks to acquire and/or protect functioning technological devices.

Delusions (New)

Zombie Denial

There are NO zombies. This is nothing but mass hysteria. When confronted with actual zombies, however, the character adds 1D4 levels to the results of failed fear checks (i.e. if the character finally realizes zombies are real, they will probably go over the edge). In the meanwhile, the character remains convinced that the living dead are just sick or insane humans. This character may in fact refuse to kill zombies as they believe they would be killing living humans. Don't expect characters with this Drawback to survive for very long. This is good for NPC comedy relief though (well, comedy relief for sufferers of Habromania, maybe).

Overcompensation

The character has a trait, attribute, ability, skill or other characteristic that he or she is convinced is subhuman in rating. As a result, the character constantly attempts to draw attention away from this perceived weakness by focusing (often loudly and obnoxiously) on personal qualities they perceive (rightly or wrongly) as being adequate or superior.

Overconfident

The character believes he or she is very good at something, when in reality they are not. This could include believing they are mechanics, electronics engineers, born leader, great hunters, natural born killers, etc. or are more skilled than they actually are. This isn't as bad as **Delusions of Grandeur**, as the character doesn't believe they are a greater person, but can be far more dangerous in that they greatly overestimate their own abilities.

The character, depending on the severity of his or her overconfidence, will sooner or later lose the confidence of anyone with whom they are associated after ruining a few good engines, breaking the last gun, or shorting out the last functioning wireless laptop. Depending on the situation, the results could range from annoying to deadly.

This Drawback must be associated with a skill or vaguely related skill the character initially possesses at level 1 or 2. Ergo, a decent automobile mechanic might convince himself or herself (and worse still, others) that they could make a helicopter flightworthy, an enthusiastic hunter might end up treed by their own prey, and a medical technologist might attempt to operate on a subdural hematoma.. This Drawback is the manifestation of the old saying that "A little knowledge is a dangerous thing."

Exaggeration

The character blows everything out of proportion. Three zombies become thirty, fifty marauders become an army. A few cans of food glimpsed through a dirty window becomes a fully-stocked grocery store. This Drawback isn't as likely to affect the afflicted character directly as it is to afflict others who will quickly come to distrust anything the character has to say. A character with an extreme case of this Drawback would be considered a compulsive liar.

Emotional Problems (New)

Contact Phobia

The character cannot bring himself or herself to abide physical contact or close proximity with others, perhaps because of a previous near-deadly brush with the undead. In extreme cases, the character will lock himself or herself in a separate room while sleeping. Sleeping with a gun wouldn't be unexpected at this point. In a less severe case, the character will maintain enough distance between himself or herself and others to bring a rifle to bear in case someone near them "turns" or "reanimates" or otherwise becomes one of the undead. This might seem like an instinctive advantage until one needs to be lifted onto a roof by someone else or is forced to share a car trunk to hide from a horde of passing zombies (and the other person is an extreme Covetous: Sex/ Nymphomaniac)...

Short Fuse

Especially during times of stress, but at pretty much anytime, the character becomes VERY VERY angry and is subject to a scary version of the Reckless drawback. Characters with a short fuse tend to break a lot of things, including their hands from punching walls in frustration.

A 3 point version of this drawback might be called Berserker. In this case, the character becomes so incensed when frustrated that they will enter combat and never retreat or be subject to Fear Checks. This may seem pretty cool, but since most Deadworlds involve hordes of the undead, Berserkers typically don't last very long.

Berserker Variant

Take Emotional Problem (Berserker) and combine with Zealot or Obsession (Destroy the Living Dead). Throw in the Inspired Gift Strength of Ten. This is the guy you want to keep around when you really need someone to cover your retreat through the Lincoln Tunnel. Survivor Guilt Irrational guilt over surviving where others have died in the same event is most often manifested as Endurance loss similar to that caused by the Recurring Nightmares drawback.

Geek

The character is extremely inept in social situations and personality dynamics, particularly with strangers (who aren't as likely to overlook the Geek's failings as friends and family might be). A Perception check (difficulty determined by ZM) is required to succeed in normal social interactions. Failure indicates stammering and blushing, or blurring out something entirely inappropriate or completely boring or self-centered. A Willpower check (difficulty determined by ZM) is required for the Geek to stand his or her ground or voice his or her opinion (for introverted Geeks) or to give ground or take advice (for extroverted Geeks).

Examples of Geeks include the introverted recluse; the painfully shy person; the overbearing obnoxious bore; the person obsessed to the point of distraction by personal issues, interests, or concerns; and the completely self-absorbed narcissist. This stereotype Drawback covers everyone from bookworms to prom royals to overbearing bosses.

Obsessions (New)

Obsession (Control)

The traditional and much-hated Type-A Personality Control Freak that has to be in charge whether or not they are the best suited for the job. Coupled with the drawback Emotional Problem (Short Fuse), you have a potentially very dangerous person if your character has to rely on group cohesion.

Obsession (Shoplifting) or Obsession (Kleptomania)

Enough said. Don't let characters with this drawback near National Guard checkpoints. A truly frightening implication would be if this obsession were severe enough to cause the character to attempt to steal from the living dead or from areas overrun by the living dead.

Obsession (Food)

The character, either through a traumatic event or genuine mental illness, is obsessed with obtaining food. The character may or may not be obsessed with eating the food or be overweight. This Drawback is appropriate for characters in a Post-Rise Deadworld where food is scarce. Variations of this Obsession could exist for any items that are scarce in a Post-Rise Deadworld. Two examples follow.

Obsession (Ammunition)

The character, most likely as a result of a traumatic experience, is obsessed with obtaining ammunition. The character, however, is not often inclined to actually *use* his or her supply of bullets. The character might hesitate to fire ammunition unless there is an immediately lethal threat, or insist on retaining no less than 50 rounds at any time, all in the event that the ammunition will be needed later for something truly important. The end result is that the obsessive character may wait too long to be of use to either himself/herself, or others.

Obsession (Light or Fire)

The character is obsessed with obtained and retaining sources of light and the means with which to power or fuel them. This obsession likely originated with a previous traumatic event that occurred in total or near darkness. Additionally, this Drawback might also be associated with Phobia: Darkness. The character, if their Obsession is severe, may insist on lighting being present at all times, which could be dangerous when fire is involved, or when stealth is a necessity. The character isn't necessarily a Pyromaniac - they just want to make sure they can see what's going on around them at all times.

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Qualities, Drawbacks, and Skills for the "All Flesh Must Be Eaten" Roleplaying Game

Qualities:

Animal Magnetism/Animal Hostility (Quality/Drawback): This quality/drawback may be bought from levels 1 to 5, with each level providing a positive or negative modifier to the character's interactions with nonhuman, nonsupernatural animals. A character with Animal Magnetism is able to elicit a more positive response from animals, while a character with Animal Hostility is likely to be either ignored (at best) or attacked (at worst) by animals. Note that this quality does NOT allow the character to communicate with animals. It represents an understanding (or lack thereof) of how to behave around animals in order to get better results when working with them.

Drawbacks:

Overweight: This drawback comes in three levels. For 1 point, the character is very much out of shape and draws stares from both hungry zombies and the fitness crowd. For 2 points, the character actually has a hard time getting around (-2 speed). At 3 points, the character can only walk, and can only do that slowly at best. The character is very likely to be afflicted with additional health problems such as diabetes. The character's speed is reduced to 2. Dexterity checks requiring the entire body to move are made at -3 to the character's role.

Skills:

Jack of All Trades (Special - double cost of 2/level): This skill represents a generalized well-read knowledge relating to the world and the way things work. It must be taken in conjunction with the Photographic Memory Quality and the character must possess both an Intelligence and Perception score of 3 or higher. It allows the character, at the Zombie Master's discretion, to attempt to use a skill the character does not possess based on information the character picked up previously from something he or she read or otherwise observed. This does not represent any level of competence, and spectacular successes are out of the question. For example, a character without the Craft (Woodworking) skill could attempt to make a chair with the Jack of All Trades skill. In a more extreme case, a character with Jack of All Trades could attempt to puzzle out how to drive an Armored Personnel Carrier. Allow the use of this skill with caution - your mileage may vary.

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.

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.

Skill Categories and Specialities (ideas for characters):

Beautician (Tattoos and/or Piercings)
Beautician (Theatrical/Special Effects/Makeup Artist)

Craft (Special Effects)
Craft (Pyrotechnics/Firework construction)
Craft (Bomb making)
Craft (Medieval Armorer - Metal)
Craft (Medieval Armorer - Leather/Cloth)

Drive (4-wheeled ATV)
Drive (Construction Equipment)
Drive (Lunar Rover) - Astronauts only

Gun (Harpoon)
Gun (Artillery) - Military/ex-military only
Gun (Belt-fed Machinegun) - Military/ex-military/survivalist only

Hand Weapon (Spear)
Hand Weapon (Chain)

Humanities (Linguistics)
Humanities (Political Science)

Instruction (Specialty - Animal Trainer)

Pilot (Spacecraft) - Military/NASA/ESA/etc. only
Pilot (Speedboat)
Pilot (Skiff)
Pilot (Zeplin)
Pilot (Hot Air Balloon)
Pilot (Parachute)
Pilot (Hang Glider)

Science (Astronomy)
Science (Quantum Physics)
Science (Advanced Mathematics)
Science (Statistics)
Science (Planetology)
Science (Astrobiology)

Storytelling (Propagandist/Demagogue)
Storytelling (Yellow Journalism)

NEW DRAWBACKS, FUN WITH OLD DRAWBACKS, NEW QUALITIES, AND ADVENTURE SEEDS

New Drawbacks:

Easy to Kill - 1 to 5 point Physical Drawback

Characters with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 3 Life Points from the character's Pool. Additionally, each level subtracts 1 (-1) from Survival Tests. This drawback is most appropriate for the very old, very sick, or very young.

Susceptibility - 1-point per level Physical Drawback

Some people are just inherently inferior at ignoring the bad things that occur in life. This ability causes the character to take extra damage or have reduced Survival Tests to fend off each Susceptibility. Each type of Susceptibility must be purchased separately. The level of Susceptibility is subtracted from the character's Constitution when resisting the effect(s) to which the character is Susceptible. Susceptibility to Disease may be due to age or disease. Susceptibility to Heat may be due to thyroid problems or vitamin deficiencies. Susceptibility to Sunlight would indicate the disease Xenopigmentosa, itself a genetic disease complex with multiple other deleterious effects on sufferers.

Adrenaline Junky - 2 point Drawback

The character is constantly drawn to situations wherein the risk of death or injury is a distinct possibility. The problem is that a character with this drawback enjoys the rush of endorphins. A Difficult Willpower test is required for the character to sit in out and not do anything scary, thrilling or foolish. If more than one week goes by without this endorphin rush, the character begins to suffer the effects of the Emotional Problems (Depression) drawback. Don't let this guy drive the getaway car...

Habromania - 1 point Drawback

The character finds humor in morbid situations that might even turn a zombie's stomach. This goes way beyond gallows humor. Characters with this drawback are the guys that giggle at children's funerals and limb reattachment surgeries. Keep them away from grieving survivors at all costs.

Overcompensation - 1 point Drawback

The character has a trait, attribute, ability, skill or other characteristic that he or she is convinced is subhuman in rating. As a result, the character constantly attempts to draw attention away from this perceived weakness by focusing (often loudly and obnoxiously) on personal qualities they perceive (rightly or wrongly) as being adequate or superior.

Asthma - 3 point drawback

During periods of physical exertion or when subjected to high levels of allergens such as pollen, dust, and mold, the character will experience difficulty breathing. This lowers Endurance Points by half and reduces Speed to 1/4 normal. If treated by medication (albuterol, pseudophedrine, steroids, etc.), this drawback is worth 1 point.

Chronic Fibrocystic Myalgia - 3 point drawback

This medical condition is most often manifested in muscle spasms, joint pain, and mental disorientation. In game terms, a character afflicted with CFM suffers the effects of sleep deprivation each night on a roll of 1-7 on D10. Every 1D6 + 6 days the character must sleep for at least twelve hours to recover Endurance lost in this way. During attacks of the "Fibro-Fog", the character suffers a -1 penalty to all rolls pertaining to perception and mental attributes. The character may have trouble concentrating and may be unable to read easily. If treated by beta-blockers, seizure medications, or serotonin reuptake inhibitors, this drawback is worth 1 point.

Drawbacks That Are Not Recommended For Long Term Character Survival ·

Cerebral Palsy and Stroke - too easily mistaken for the living dead at a distance. ·

Narcolepsy - at least Narcoleptics probably would sleep through their demise at the teeth of the living dead, but that's carrion comfort. ·

Blind or Deaf - unless the character has reliable backup from other characters with less severe sensory impairments. ·

Leprosy - as with Palsy and Stroke, the character might be easily mistaken for a zombie and either shot or decapitated.

FUN WITH OLD DRAWBACKS

Obsession (Control) - the traditional and much-hated Control Freak that has to be in charge whether or not they are the best suited for the job. Coupled with the drawback Emotional Problem (Short Fuse), you have a potentially very dangerous person if your character has to rely on group cohesion.

Emotional Problem (Short Fuse) - especially during times of stress, but at pretty much anytime, the character becomes VERY VERY angry and is subject to a scary version of the Reckless drawback. Characters with a short fuse tend to break a lot of things, including their hands from punching walls in frustration. A 3 point version of this drawback might be called **Berserker**. In this case, the character becomes so incensed at the sight of enemies, living or dead, that they will enter combat and never retreat or be subject to Fear Checks. This may seem pretty cool, but since most Deadworlds describe hordes of the undead, Berserkers typically don't last very long.

Berserker variant - Take Emotional Problem (Berserker) and combine with Zealot or Obsession (Destroy the Living Dead). Throw in the Inspired Gift Strength of Ten. This is the guy you want to keep around when you really need someone to cover your retreat through the Lincoln Tunnel.

Emotional Problem (Survivor Guilt) - 2 point Drawback. Irrational guilt over surviving where others have died in the same event is most often manifested as Endurance loss similar to that caused by the Recurring Nightmares drawback.

Emotional Problem (Flashbacks) - 3 point Drawback. The Flashbacks are moments when traumatic memories override the conscious mind. Each day/night the character must make a Normal Willpower test to avoid having a flashback. The character must make a Difficult Willpower test to end the Flashback. During the Flashback, the character will reenact the memory while interacting with their actual environment. Allies may be seen as enemies and treated appropriately. Fortunately, all rolls made during the Flashback have a penalty of -2. Still, a lot of characters may get shot as zombies just for walking into the room and yawning (i.e. stagger into the room with jaw agape to devour the living).

Emotional Problem (Agoraphobia) - this one is worth either 1 or 3 points. At 1 point, the character become extremely uncomfortable in situations in which they are not in control (i.e. the character may be able to fly a plane with complete confidence, but is terrified of flying when someone else is in the pilot seat; the character may climb cliffs without a second thought but is frightened of heights in man-made structures). The 3 point version of this drawback is much worse - the character is unable to leave their home or sanctuary without succeeding at a Difficult Willpower Test.

Obsession (Shoplifting) or Obsession (Kleptomania) - enough said. Don't let characters with this drawback near National Guard checkpoints. A truly frightening implication would be if this obsession were severe enough to cause the character to attempt to steal from the living dead or from areas overrun by the living dead.

Emotional Problems (Weird Delusions - Zombie Denial) - there are NO zombies. This is nothing but mass hysteria. When confronted with actual zombies, however, the character adds 1D4 levels to the results of failed fear checks (i.e. if the character finally realizes zombies are real, they will probably go over the edge). In the meanwhile, the character remains convinced that the living dead are just sick or insane humans. This character may in fact refuse to kill zombies as they believe they would be killing living humans. Don't expect characters with this Drawback to survive for very long. This is good for NPC comedy relief though (well, comedy relief from sufferers of Habromania, maybe).

NEW QUALITIES

Totem - 3 point Supernatural Quality (available to Survivors and Norms also)

The character has a spiritual bond with a particular animal and, as a consequence, gains certain benefits and penalties from this bond. For the totemic bond to be effective, a fetish (i.e. physical representation of the totemic animal, or a physical part of the animal such as a tooth, claw, or hair) must be on the person to whom the totemic bond exists. Reaching the totem without the totem's fetish requires a Difficult Willpower Test to allow connection with the totem. Common totem spirits and their effects are shown on the table below. For sake of brevity, totems are listed for common or once-common North American mammals. As a general rule, the totemic bond allows a + 1 bonus in two areas in which the character may make success rolls. There are many excellent written resources for totemic benefits such as "Animal Magick" by D.J. Conway, 1995. Caveat: I don't claim any significant expertise in totemic magic. Your mileage may vary when using this Quality.

Totem Spirit and Benefits

Badger +1 to defense and mental attribute rolls
Bear +1 to Strength and Trance rolls
Beaver +1 to Craft and endurance rolls
Bison + 1 to social and survival rolls
Boar + 1 to attack and stealth rolls
Bull +1 to defense rolls and perception rolls
Cat +1 to defense and notice/perception rolls
Coyote +1 to Smooth Talking and stealth rolls
Deer + 1 to perception and dexterity rolls
Elk + 1 to strength and seduction rolls
Ferret +1 to research/investigation and social interaction rolls
Horse +1 to stamina and reaction rolls
Puma +1 to attack and leadership rolls
Raccoon +1 to creative and research/investigation rolls
Rat +1 to defense and stealth rolls
Wolf +1 to Tracking and notice/perception rolls

Combat Specialty - 3 point Quality

The character is particularly good at some aspect of combat. The most obvious example is someone with an uncanny knack for shooting people in the head or decapitation with an axe or other nasty sharp object. This is not recommended for player characters. I've used it only once, and even then the gaming group was in a humor-oriented state of mind: a little girl in a filthy pink Easter dress was running around her neighborhood with a machete decapitating zombies suffering the effects of Starvation. She carefully

gathered up the heads and put them in a little read wagon she was pulling behind her...more later under **Adventure Seeds (below)**.

Adventure Seeds/Encounters

Jenny Got Her Knife

The characters are looting a residential neighborhood where the dead haven't fed recently and are mostly flopping around ineffectually. A little girl with blond pigtails in a filthy pink Sunday School dress is skipping around her neighborhood from yard to yard with a machete decapitating zombies suffering the effects of Starvation. She carefully gathers up the heads and puts them in a little read wagon she is pulling behind her. She gives the characters a very thorough look and decides they're not zombies (that is, unless someone tries to grab her, in which case they may lose a couple of fingers if they're not careful). Little Jenny is the only survivor of her neighborhood and has survived by hiding from the local zombies until they are too weak to fight back effectively. She dumps the heads in an empty swimming pool in the backyard of a nearby house. Yes, she paid very close attention to the last emergency broadcasts on the televisions before all the stations went off the air.

She is suffering from vitamin deficiencies and malnutrition and really needs help. It will take a Difficult Smooth Talking roll to convince her to come along (if the character making the attempt is female of any age, the Smooth Talking difficulty is lowered to Normal). Little Jenny will need a lot of help, most of which won't be available unless one of the characters is a trauma counselor.

Little Jenny is currently living in a storm cellar in what was once her backyard. She's moved her favorite toys down into the shelter with a few other necessities (pillows, blankets, a few packages of candy and crackers).

Little Jenny - age 8

Attributes: Str1 Dex3 Con4 Int2 Wil2 Per3

Qualities: Combat Specialty (described above) - Machete Decapitation

Drawbacks: Numerous emotional problems

Skills - Hand Combat (Machete) - 4; none other of note unless playing with dolls and stuffed animals is a skill

This encounter can serve several purposes:

1. A character can pick up a 3 point dependent;
2. A pesky character can be deprived of a hand or two;
3. It stresses to the characters that the disaster brought on by the living dead has left a lot of survivors who desperately need help;
4. The characters may decide to leave Little Jenny with a larger group that can better shelter and protect her. In this case they'll have to run one down, make sure it's okay, then get someone to take responsibility for the child.

Although I'm not a big supporter of the Deus Ex Machina approach to killing characters, if the party does anything other than try to help and take the kid along, I'd recommend having them eaten by a couple of hundred zombies a few blocks down the road.

Born Free to Run Wild With the Living Dead (EARLY RISE, occurs in the first couple of months after the dead begin to hassle the living)

Though a fiendish ZM machination, the characters fall in with a group of monkey wrenchers/animal rights activists who are intent on saving as many animals as possible. Their current target is the city zoo. They plan on fighting their way in past the zombies and releasing as many animals as possible to allow them the

best chance of survival. One faction, however, would like to fortify the zoo and try to care for the animals on site. The group offers the characters an equal share of any loot recovered (examples include veterinary medical supplies in the zoo medical center, many of which can be used on humans with proper dosage adjustments).

The second target are as many pet shops as can be located. The plan is to release the animals. The monkey wrench gang knows most won't survive on their own, but know that none will survive if they are left to starve in their cages. This could result in a mall raid...heheheh...

Tertiary targets are targets of opportunity - animals trapped in yards or houses, feedlots, etc.

This adventure seed could become the basis of a campaign with something for everybody. Animal lovers can indulge their altruism. Combat junkies will have the opportunity to waste zombies by the hundreds until they run out of bullets and loose their hammers.

Obviously, many zoo animals would not be able to be released (i.e. seals, fish, etc.). Unless you're feeling REALLY morbid, I'd skip on this aspect and hope no one notices. I mean, what would a group of characters do that could help an elephant seal?

This also means that some zoo animals will survive, at least for a while. Maybe later the party can get treed by a pride of lions they've released. Or chased by half-feral dogs. Or just end up a menagerie that needs large amounts of esoteric supplies to maintain. "Hey! How do you trim a zebra's hooves? The stallion keeps biting me when I try to help the mare!" or "What do you feed an aardvark, anyway?"

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