

TOO GHOUL FOR SCHOOL

A JOCK WILL STOP AT NOTHING TO CLIMB TO THE TOP, LEAVING CARNAGE IN HIS WAKE.
BY GORD HENDERSON - ART BY DON TANTIADO & JON TAYLOR



DESPERATE TO GET AHEAD

Tripp Matheson was the best running back his high school football team had seen in 20 years. When he received a full scholarship to East Texas University he was thrilled and figured it was his ticket into the pros. His excitement only lasted long enough to realize that many of his new teammates were just as good or better than him. It was a blow to his ego that he wasn't sure what to do about.

Despondent he talked to Coach Foster, one of the assistant coaches, about his problem. With a sympathetic ear the coach advised Tripp not to give up on his dreams, but that it might also be a good idea to make sure his grades were solid so he had something to fall back on. That's how he found himself hanging out at the library in the evenings.

After a week he was sitting at one of the study tables and saw an interesting book left out by another student. Bored and not really wanting to study, he flipped through and discovered it contained a ritual that would make whoever performed it faster and stronger. He'd heard there was some weird stuff happening on campus but hadn't really believed it. Desperate, he decided to perform the ritual anyway.

It worked better than he could've hoped. He was running faster and farther with the ball than ever and was able to shrug off tackles like they were nothing. But soon he discovered that his newfound abilities came with a price. He had a craving for human flesh that he couldn't control. This came to a head one night when he found himself breaking into one of the medical labs and stealing a cadaver. By morning he found himself in the thicket, horrified at what he'd done. He vowed never to do anything like that again.

A few days later the hunger started to build again and Tripp began contemplating stealing another cadaver. The only problem was that the first one tasted horrible because of the embalming. Late one night he was heading back to his dorm when he spotted a freshman walking by himself. Before he knew what he was doing, he knocked the freshman unconscious and sated his hunger once again.

Tripp becoming a ghoul was no accident. The book with the ritual was planted by Coach Foster. It was in a box of stuff the coach had inherited from a dead uncle. After talking to Tripp, he planted the ritual where he knew he would find it. Seeing how successful Tripp's transformation was, he plans to turn more students to make the greatest football team ETU has ever seen.

THE INVESTIGATION

If the study group has worked for Professor MacClanahan before, he may call them in to help investigate some missing students. If any students are on the football team, they may get involved that way or if they knew any of the missing students, they may want to find out what happened to them. Several members of the football team are acting particularly weird about the missing students and it doesn't take long before the study group suspects one or more of them as the perpetrator.

As the study group asks around campus about the missing students, Coach Foster becomes aware of their sleuthing. Once they begin asking about football players, he becomes alarmed enough to start tailing them. His plans are so close to fruition he won't let anything stand in his way.

Once the study group begins to investigate the disappearances they quickly discover that all the missing students were last seen in the same general vicinity. Tripp is arrogant. So much so that he doesn't think anybody is smart enough to catch him. To his credit he's almost correct. His new speed and strength make it hard to keep up with him. Their best chance of catching him is to stake out the area.

If they maintain the stakeout for a few days, they eventually hear a scream that's suddenly cut off. Running to the sound, the study group sees a bloody torn jacket. A successful Survival (tracking) roll leads the study group to the ghoul and his victim.

THE SHOWDOWN

Once the study group catches up to Tripp, they have a choice. They can try reasoning with him or they can attempt to physically stop him. He's a tough opponent though and a fight isn't going to be easy. Unfortunately for them, Coach Foster follows the group and shows up moments later with gun in hand. When Tripp finds out the ritual was planted by the coach he flies into a rage and attacks him. It's up to the study group to stop both man and monster.



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ASSISTANT COACH FOSTER

Coach Foster's only dream is to see the Ravens win. He's in his mid-forties and keeps himself fit to keep up with his students. He's willing to kill to keep his secrets and to fulfill his mission of football superiority.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Driven (to win), Ruthless

Edges: Scholar, Streetwise

Gear: Smart phone, Glock 9mm (Range 12/24/48, Damage 2d6, RoF 1, AP 1).

TRIPP MATHESON

Tripp always believed he was destined to play pro football, a belief reinforced by being one of the best players on his high school team. University was a big slap in the face. He grabbed the first thing he could find to help make him the star he thought he deserved to be. Now an undead monster, it wasn't a huge stretch for him to start killing fellow students and in his arrogance figured he would never be caught.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Academics d4, Athletics d10, Common Knowledge d4, Driving d6, Fighting d6, Notice d6, Persuasion d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Hindrances: Arrogant

Edges: Fleet-footed, Quick

Special Abilities:

- **Bite:** Str+d4 (target doesn't need to be grappled).
- **Paralyze:** A target that becomes Shaken after being bitten by Tripp must make a Vigor roll or become Incapacitated for 2d6 rounds.
- **Undead:** +2 Toughness; +2 to recover from Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Hunger):** Tripp doesn't receive the +2 to Toughness and Spirit rolls to recover from Shaken when he hasn't eaten human flesh for more than a week.
- **Gear:** Backpack, books, smart phone.

