

## **Stephanie: (37, White)**

Before the Zombie Outbreak, Stephanie worked as a bartender at a local bar. She's been divorced for about 5 years. She had worked for 15 years as a supply order clerk before the business went bankrupt and shut down. She'd suffered through depression for a while, but finally felt like she was able to get control of her own life. Even now, in the Zombie Outbreak, she retains the strength to own her own actions.

- Is friendly and open, willing to talk to anyone who needs to talk.
- Won't get pushed around, but will consider when she is wrong.
- Can be indecisive, but willing to let others convince her.

**About The Walking Dead:** The Walking Dead is a video game based on an acclaimed comic series. There is also a television show based on the comic material. Our story is a new one in the world of The Walking Dead and is based on the typical zombie apocalypse milieu, but it is about people trying to survive with each other months and even years after the infection. This episode is comprised of several short stories that examine the lives and hardships of survivors who find themselves facing an uncertain future together in the end.

Clive and Roman have just caught a stranger trying to steal food and supplies from them. The stranger is weak, unarmed and doesn't speak English. The group is trying to decide what to do with him. Stephanie believes the right thing is to let him go, but also understands the danger in doing so.

**ROMAN**

What do you guys think we should do with him?

**BOYD**

[trying to do the humane thing] Well, we all know what it's like trying to survive out there.

**STEPHANIE**

[Hesitant] He just came in here for food. Let's just give him some and send him on his way.

**BECCA**

But if we let him go, he might come back!

**STEPHANIE**

I know... But what else can we do? I mean, we can't just kill him.

**ROMAN**

Well, he can't stay here.

**SHEL**

You're wrong, Roman. We have to give him a chance.

**STEPHANIE**

If we let him go, we ARE giving him a chance, right? Look, I know sending him out there with the zombies is practically a death sentence, but that's not our fault! If we kill him here... That's on us!