

ZOMBIE AU

Steven is infected with a rare sub-strand of the virus that doesn't turn him completely (makes him VERY cold to touch, slow heartbeat, low blood pressure, but not technically a "zombie"), effectively making him "immune" from being turned.

Garnet, Amethyst, and Pearl are human survivors/ Steven's caretakers. They're very protective of him due to his immunity, out of fear that other people may still think he's infected and want the virus COMPLETELY wiped out.

Amethyst: Very good at making makeshift weapons, out of scraps of wood and chains, CONSTANTLY getting scrapped up and has lost a few fingers. Still a bit more laidback, plays around and roughhouses with Steven.

Garnet: Natural leader, helps to teach Steven life skills and how to defend himself.

Pearl: Helicopter parent watching Steven like a hawk, has previous medical knowledge and won't even let Steven get something as small as a papercut.

Greg: Is Steven's father (DUUUUH), he went off on his own to try and find an alleged safe-haven that's in another part of the country, not wanting to take Steven on such a dangerous journey yet. Many survivor settlements along the way have systems of delivering mail and messages from one settlement to another, and Greg promises that he'll find a way to get a message to them when he finds the safe-haven and is ready for the others to bring Steven.

If Steven gets bit, the sub-strand in his body has already made enough antibodies to prevent him from actually turning at all. He gets bit, struggles with flu-like symptoms for a few days, and then he's good to go (minus any physical damage from the actual bite of course, not immune to literally getting his flesh ripped off lmfao).

Garnet, Amethyst, and Pearl know this, yet will still at all costs prevent Steven from being bit and putting themselves in danger instead. Has already happened a few times; Steven was about to get bitten when Amethyst stuck her hand out instead to block the zombie and let it bite her hand instead, how she lost a few of her fingers cutting them off to stop the infection from spreading and turning her.

Steven gets VERY fed up with them constantly putting themselves in danger, and decides to get himself bit on PURPOSE just to show them that he'll survive if he gets bit, whereas they literally wouldn't. Steven gets bit, doesn't turn, but the bite hurts his arm a lot more than he anticipated and backfires.

Connie: Connie is a part of a survivor settlement right off the outskirts of a city. Her mother is the settlement's doctor. The settlement is very cautious/ on alert, not very welcoming to newcomers. Garnet, Amethyst and Pearl have a deal with the camp: they go out and find resources for the camp to trade with, and exchange whenever they drop off their findings, Dr. Maheswaran will patch them up in any way they need and give Steven a health check-up. Additionally, the settlement is a part of the message system that other survivor encampments use to get news and messages around. Every time they go to the settlement, they can see if there's been any news back from Greg yet.

Garnet, Amethyst, and Pearl are very well respected around the settlement because of how many resources they're able to find and bring back to the settlement. They aren't afraid to go down-town which is more resource abundant but also filled with a lot more zombies.

During his health check-ups, Dr. Maheswaran notices how cold Steven is to touch, how low his blood pressure is, how slow his heartbeat is and how he seems to need to eat a lot more than the average human child. She's guessed that Steven may be partially infected by the virus, but has decided to keep her mouth shut. Steven isn't aggressive or dangerous, and she's afraid about how the news about Steven being technically infected spreading may disrupt the trade deal they have with Garnet, Amethyst, and Pearl.

During their visits to the settlement, Steven begins growing really close with Connie. Connie has never stepped outside of the settlement. Dr. Maheswaran is very protective of Connie and doesn't want her getting hurt. She's training Connie to be a doctor just like she is, knowing that that would make Connie in the future a very valuable and protected part of the community and means she'd be away from the frontlines of dealing directly with any of the zombies. Steven talks with Connie and shares stories about all of the adventures that they go on, and the two begin getting really close with each other.

Dr. Maheswaran mentions the possibility of Steven staying at the settlement permanently since he's a child. Garnet, Amethyst, and Pearl are against the idea, especially considering the secret of his immunity and they believe he's safer in their hands than a bunch of strangers.

Jasper, Lapis and Peridot: They're another small group of survivors who cross paths with the CG. Jasper is the head of the three, and is very head-strong and selfish. She initially agrees to team up with the CG because she thinks that they may have skill that will benefit her and that she's more protected in numbers, but she doesn't like Steven at all. She considers him useless as a child, just another mouth to feed. Jasper, Lapis, and Peridot start accompanying the CG on their visits to the settlement, and Jasper uses it as an opportunity to get Steven out of the picture. She starts pushing for Steven to stay at the settlement feigning concern over his well being.

One day though, after a freak accident, Jasper, Lapis, and Peridot find out about Steven's immunity to turning and Jasper immediately changes her mind about him. She thinks he's valuable now, basically just a glorified human shield and now she wants him around more than

ever. One day when the group is fighting a horde of zombies, Jasper, about to be bit and trying to save herself, throws Steven into the horde of zombies instead.

After saving Steven from being torn apart, the Crystal Gems (obviously) realize that Jasper is very much not a person they want to be around, and decide to run off and get away from her. Lapis and Peridot decide to tag along, leaving Jasper alone.

Jasper is enraged at being abandoned, believing that it wasn't through any fault of her own but was instead entirely STEVEN's fault. She decides that she wants to get revenge on Steven, and camps out nearby the settlement knowing that the Crystal Gems come back eventually.

The Crystal Gems DO eventually return to the settlement because Steven can only go so long without medical care, and when they do return Jasper takes the opportunity to take revenge and chases him out to a forest nearby the settlement. They catch the attention of a nearby horde, and Steven does everything in his power to get Jasper to let him help her escape, but she refuses to take any of his help and ends up getting caught by the horde before the CG can find them and help.

Steven, having just watched someone get literally get eaten alive in front of him, is in fact very much traumatized by what happened, and at this point Garnet, Amethyst, and Pearl, afraid for his mental well being, also begin to wonder if they should let Steven stay permanently at the settlement.

Steven is VEHEMENTLY against the idea and doesn't want to be separated from Garnet, Amethyst, and Pearl. They try to convince him to stay, that he'll always have a doctor in the camp if he ever needs it, he'll be around children his age, and that he'll have stability and safety.

At the end of the day, they can't tie Steven down or force him to stay at the settlement, but it's a drive of tension between them and they end up getting into multiple arguments over it.

Bismuth: Bismuth is also another survivor that they meet shortly after the Jasper incident who is just SO OVERPOWERED. She's got a bunch of stolen police riot gear, including armor and weapons and everything, and has an ENTIRE apartment building that she's completely fortified and made into her base. She has a lot of freeze-dried food, a GARDEN, even a makeshift shower. She immediately falls in love with the Crystal Gems and Steven and invites them over to spend some time at her base.

Eventually, Bismuth offers to let them move in with her, since she has a WHOLE APARTMENT BUILDING and plenty of space for them. She's been lonely for most of the apocalypse, so she is instantly attached and enthusiastic at having connections again.

The CG think it's a very tempting idea, but they have a few reservations. They're still waiting to hear back from Greg; what happens if they establish a "permanent" living space for Steven here

with Bismuth, and then they have to uproot him again and leave when they hear back from Greg? How will it affect Bismuth, who will be left alone again? At the current moment, they agree to just stay with Bismuth temporarily.