Chapter 1: Hero

## Hero Creation: Making a B-Lister, one step at a time.

Before you dive headlong into the world of rotted capes, you need to build out *who* you are playing. Were you once a scrappy sidekick to a famous hero? The bird to someone’s bat? Or were you a young upcoming hero seeking to join a famous league of avenging heroes? Or a street-level hero looking to take down an organized crime syndicate? Or maybe you took up the mask after Z’day, hoping to find the bravery to face what lies ahead while inspiring what few survivors are left.   
  
But in the end, does it all even matter after everyone was Z’d? That’s for you to decide.

Enough small talk.

Let’s get to work.

## Select an Origin

What are you? Where do your powers come from?

Are you a Super-Human? Perhaps the next step of human evolution or the result of bioengineering or a freak accident? An alien who crash-landed on Earth and is now stranded in a strange world, struggling to survive? Or you may be an exceptionally skilled hero relying on almost superhuman abilities and superior training to win the day. Or a Tech Hero piloting a custom-designed suit of power armor or utilizing a belt full of useful, custom-made gadgetry. Or maybe your hero is a demigod, the Son of Horus, hunting down the most dangerous prey ever to walk the earth!

Each origin grants you a bonus to your starting abilities scores, unique advantages, and disadvantages.

## Select an Archetype

What kind of hero are you?

Are you a powerfully built hero smashing zombie skulls with your fists and sending them flying, or do you manifest bolts of fire blasting things from afar? Maybe you’re a shadow, moving unseen? Maybe you are a quick, agile scrapper with razor-sharp claws.

Each Archetype grants you a bonus to your starting ability scores and a list of typical powers; typical powers represent your Archetype’s bailiwick but are not the only powers they can learn.

Archetypes encompass the most general of themes. Don’t be discouraged if the exact Hero you had envisioned does not fall neatly into any of these categories. Just pick the best fit and move on from there.

## Determine your ability scores.

Your ability scores represent your hero’s attributes, how strong, fast, quick, a wise they are.

Here you are given some points to buy your scores across 6 ability scores Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. After which, you apply the bonus granted by both your archetypes and origin.

## Choose your skills & feats.

What does your hero know how to do? Maybe they have some medical training or know their way around an old diesel engine.

Here you get several points to buy skill training, focusing on an aspect of a skill, or learning a feat.

## Choose your Powers.

So, what can your hero do? Do they have telekinetic powers? Are you an ex-super spy with training that borders on the unnatural? An ex-billionaire playboy philanthropist flying around in a suit of armor now being held together by duct tape and positive thoughts?

You get a number of points to buy your powers and determine their starting power score. Afterward, you may apply power perks and flaws, increasing or decreasing each power’s final power score.

## Do you have a weakness?

Is your hero violently allergic to a rare kind of metal? Do all your powers suddenly burn out when hit with a Sonic attack? Or maybe your hero has an uncontrollable fear of heights.

Each weakness grants you the choice of an ability score bonus, power score bonus, or a feat. If you do not want a weakness, you can skip this step.

## The Finishing Touches.

Almost there….

Here you choose your starting gear, determine your defenses, pace, starting vitality, wounds, and two of the most important details like your *character’s flaws* and your *tagline.*

## The Supporting Cast

You’re a hero but not alone; people have a habit of following heroes. Maybe you saved them from a pack of z’s, and maybe they saved you. Regardless you are in this together.

Here you create your supporting cast, each with their skills and training. Useful? Yes, but sometimes they can be a liability, and such is the life of a hero.

# Origins

Your Origin defines the source of your extraordinary abilities and the means through which you achieve your heroic feats. You might be a supremely skilled hero, relying on nearly superhuman talents and rigorous training to triumph. Alternatively, you could be a Tech Hero, commanding a suit of power armor or wielding an arsenal of specially designed gadgets. Or perhaps you are a Super-Human, either the product of advanced bio-engineering or the outcome of a fateful, transformative accident, or just representing the next stage in human evolution.

Each power source grants the hero unique advantages and disadvantages and a bonus to a specific attribute.

Origins are not the only source of your heroes’ powers. You may have other powers gained through other means, such as being a super-human with enhanced speed and agility wielding wrist blasters made of some alien tech.

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Character creation ride-along: choosing your hero’s Origin.   
Ruben is a big fan of heroes who use Telekinetic powers, so he chooses to go with the super-human Origin.

Ruben sees he gets +2 to his constitution. His advantage grants him +1 to all powers or a power feat of his choice; he will choose which later. His disadvantage is Power Limits. He can only gain new inborn powers after hero creation if they are mastered emulated powers.

Nani is a particular fan of Norse mythology, so she chooses to go with Demi-god.

Nani gets a +1 bonus to any two ability scores or +2 to one. She chooses +1 to Strength and Constitution and notes that her divine blood advantage grants her a free feat *power surge*. And notes down her disadvantage of Divine Power Limits, noting that she can’t gain new inborn powers after character creation, but she can have powers tied to one supernatural object.

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## Alien

You are not of this world. Whether you hail from a distant planet, are a member of an extraterrestrial race, or from another dimension, your origins lie beyond. Your alien nature grants you unique abilities and perspectives that set you apart from humanity.

Perhaps you arrived on Earth as an ambassador of your people, or maybe you were stranded here, your spacecraft damaged beyond repair, forcing you to adapt to survive. Regardless of the circumstances, you are now a stranger in a strange land, facing the dual challenges of the zombie apocalypse and the mysteries of this new world.

Your alien heritage brings both advantages and challenges. You may possess advanced technology, telepathic abilities, or physical attributes beyond human limits. However, you also grapple with the struggle of finding your place among humans, building trust, and understanding their customs and culture.  
  
**Ability Score Bonus:**

As an Alien, your unique physiology grants you enhanced physical attributes. You gain a +2 bonus to your Strength score.  
  
**Unique Advantages:**

*Alien Resilience:* Your alien physiology grants you natural resistance to physical harm. You have an innate Damage Resistance (DR) of 1 against all physical damage, which stacks with any other sources of DR. Additionally, you have advantage on saving throws against poisons.

*Advanced Technology:* Your knowledge and access to advanced alien technology provide you with unique tools and gadgets. Any powers that apply the removable item power modification have their power scores increased by +1.

**Unique Disadvantages:**

*Cultural Misunderstanding:* Your alien nature and cultural background may lead to misunderstandings and difficulties in interacting with humans. You have a disadvantage on Insight checks when trying to understand human behavior and social cues. Additionally, specific actions or customs that are commonplace for your alien race may be seen as strange or alarming to humans, potentially leading to tension or hostility.

*Lost Connection:* Being trapped on Earth during the zombie apocalypse has severed your ties to your alien home world. You no longer have access to the resources and support from your alien civilization. Any attempt to contact or seek assistance from your home world is uncertain at best.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

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| **B-Lister Rank Origin Features** |
| Alien Adaptation |
| Alien Physiology |
| Alien Technology Expert |
| Ethereal Connection |
| Enhanced Strength |
| Unearthly Speed |
| **A-Lister Rank Origin Features** |
| Alien Empathy |
| Alien Physiology |
| Alien Technology Specialist |
| Cosmic Beacon |

#### B-Lister Rank Origin Features

**Alien Adaptation:** You have DR: 1 vs. one damage type you choose. This DR stacks with DR from other sources.

**Alien Physiology:** Increase your Constitution score and another ability score of your choice by 1; you may take this feature multiple times.

**Alien Technology Expert:** You are now trained in Engineering/Alien Technology, allowing you to identify, repair, and utilize advanced devices with ease. If you are already trained in Engineering/Alien Technology you gain skill focus in it instead.

**Enhanced Strength:** You possess incredible strength, allowing you to lift and carry heavy objects easily. Your strength score is doubled to determine how much you can lift, carry, or drag. You also have advantage on Strength checks and saving throws.

**Ethereal Connection:** Increase the power score of any two of your inborn powers by 1; you may take this feature multiple times.

**Unearthly Speed:** Your unearthly agility and reflexes grant you incredible speed. You can now apply your total dexterity modifier to your pace score (ignoring the cap of 5 areas). Additionally, you may increase your pace by 1 area or gain a +1 to your avoidance. You can choose this feature twice to gain both options.

#### A-Lister Rank Origin Features

**Cosmic Beacon**: Your alien presence emits a unique cosmic energy that can empower or disrupt other beings. Once per scene, as a bonus action, when within 2 areas of another powered creature, you may modify the power score of any of their abilities by +2 or -2 until the end of their next turn.

**Alien Empathy:** Your cosmic connection allows you to sense and understand the emotions and intentions of other beings. You gain a +2 bonus to your Charisma checks when attempting to persuade, deceive, or empathize with creatures.

**Alien Physiology:** You gain the life support power at a power rank equal to your charisma score. If you already possess this power, it increases to match your charisma score or is increased by +4 if already higher than your charisma score.

**Alien Technology Specialist:** If you arer trained in Engineering/Alien Technology you are now focused in it. Additionally, you can quickly kit bash alien technology on the fly as long as you have some raw materials to work with. You gain Dynamic Power at a power score equal to your charisma score. If you already possess this power, you gain another instance of this power instead. Any power you manifest through this version of Dynamic Power must have an external energy source and be a removable object. Any object you create ceases to function at the end of the scene.

## Android

You are some form of mechanical creation, be it a self-aware robot, an artificially-constructed human, or even a human brain in a cybernetic body. You have an inorganic makeup and are relatively immune to most diseases. Making you a *very* valuable member of any enclave. However, that said….

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Editor’s Note:   
Being immune to infection may make the Android *too* effective for the zombie apocalypse. You may want to consider the possibility of a machine-based virus allowing for mechanical zombies. See “Zombies and Non-Humans,” p. XX, for more options.

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**Ability Score Bonus:**

Androids are a varied lot, but their digital minds allow them to recall information with ease. You gain +2 to your Intelligence score.

**Unique Advantages:**

*Artificial Mind:* being an artificial life form, you are not susceptible to emotions that drive carbon-based life forms. As such, you cannot be easily frightened; you gain a +5 bonus to saving throws and a +2 bonus to your willpower defense when resisting the effects of psychosis or any effect that would frighten you.

**Unique Disadvantages:**

*Lack of Emotion:* you suffer a -5 penalty on all insight rolls to read another’s emotional state.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

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| **B-Lister Rank Origin Features** |
| Adaptive Learning |
| Adaptive Modifications |
| Data Analysis |
| Enhanced Capabilities |
| Enhanced Durability |
| Enhanced Strength |
| Self-Repair |
| **A-Lister Rank Origin Features** |
| Combat Computer |
| Digital Mind Interface |
| Tactical Combat Records |

#### B-Lister Rank Origin Features

**Adaptive Learning:** You become trained in one skill.

**Adaptive Modifications:** Increase your Intelligence score and another ability score of your choice by 1. You may take this feature multiple times.

**Data Analysis:** Your digital mind excels at analyzing patterns and gathering information. You gain a +2 bonus to Investigation and Insight checks. You may take this feature multiple times, increasing the bonus by +1 each additional time you take this feature to a maximum of +5.

**Enhanced Capabilities:** Increase the power score of any two of your inborn powers by 1. You may take this feature multiple times.

**Enhanced Durability:** You have DR: 1 vs. all physical damage. This DR stacks with DR from other sources.

**Enhanced Strength:** You possess incredible strength, allowing you to lift and carry heavy objects easily. Your strength score is doubled to determine how much you can lift, carry, or drag. You also have advantage on Strength checks and saving throws.

**Self-Repair:** Your android body can repair itself over time. When you heal a wound, you heal two instead.

#### A-Lister Rank Origin Features

**Combat Computer:** As a bonus action, you can dedicate most of your processing power to your combat computer, allowing it to take control. While in your combat computer is active, the following benefits apply for 1 minute:

* *Advantage on Attacks:* You gain advantage on all attack rolls.
* *Precision:* Your attacks deal an additional 1d6 damage of the same type.
* *Unreal Reflexes:* you gain a +1 bonus to your Avoidance.

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**Digital Mind Interface:** You can wirelessly connect to computer systems to easily access information and control technology. You gain the Wireless power at a power score equal to your Intelligence score. If you already have the wireless power, increase your power score in that power by +4 if the score is higher than your intelligence score.

**Tactical Combat Records:** After fighting someone for 2 rounds, you gain a +1 bonus to hit and a +1 bonus to your defenses against that creature. You may retain data on as many creatures as your intelligence bonus.

## Cosmic

You can tap into and channel the energies that permeate the universe. How you gained these powers is up to you, but you might possess an alien artifact that draws upon such energies or may someone have granted you these powers to help keep law and order in this small section of the universe. However, despite your origin, you’re still a B-Lister and only possess a fraction of the power cosmically enhanced A-Listers can sling around. In other words, no flying through space unaided, defending entire solar systems all by yourself, or destroying starships with a single energy blast. And worse yet, you’re now trapped in a world overrun by the living dead. Your starship may be damaged, your interstellar flight ring has gone missing, or with your mentor gone, you have sworn to eradicate the zombie threat in their memory.

The reason doesn’t matter. What does matter is that you’re in for the long haul and are here to stay.

**Ability Bonus:**   
Comic beings come in many shapes, but the rigors of being a vessel for such power demand a level of durability. You gain +1 to your Constitution and one other ability score of your choice.

**Unique Advantages:**

*Limitless Cosmic Power:* The energies that permeate the universe are nigh inexhaustible. You receive the *Increased Burnout* Power Feat. Additionally, all your inborn powers are Cosmic in nature.

**Unique Disadvantages:**

*Power Limits:* While you have access to unending cosmic energy, you *don’t* have an unending suite of powers to call upon. You can only gain new inborn powers through mastering emulated powers based on your existing inborn powers.

Later, with Editor-in-Chief’s permission, you may acquire new powers, but none of them can be Inborn powers; they must be made available through technology, supernatural, or some other external source. Certain story-based events, such as exposure to a nuclear reactor, massive amounts of solar radiation, or other such esoteric energies, *may* allow you to acquire new inborn powers.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

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| **B-Lister Rank Origin Features** |
| Cosmic Adaptation |
| Cosmic Awareness |
| Cosmic Ascendance |
| Cosmic Evolution |
| Cosmic Resistance |
| Infinite Cosmic Power |
| Power Mastery |
| **A-Lister Rank Origin Features** |
| Cosmic Entanglement |
| Cosmic Transformation |
| Stellar Manipulation |

#### B-Lister Level Origin Features

**Cosmic Adaptation:** Adapt to various environments and conditions in space, such as extreme temperatures or lack of oxygen. You gain the power of Life Support: 40. This power is limited to space, allowing you to exist and operate in the extreme temperatures and vacuum of space.

**Cosmic Awareness:** Your connection to the cosmos grants you heightened senses and the ability to detect hidden threats or sources of power. You can sense the use of cosmic-based powers or events within a number of miles equal to your wisdom bonus. You can gauge the general power level classification of the cosmic event with a successful Wisdom Check vs. a DC: 20, -5 for each power level classification above Gamma, so gauging a Theta level event would require a DC 5 Charisma Check.

**Cosmic Ascendance:** Increase the power score of any two of your cosmic powers by +1. You may take this feature multiple times.

**Cosmic Evolution:** Increase your Constitution score and another ability score of your choice by 1. You may take this feature multiple times.

**Cosmic Resistance:** You have DR 1 vs. cosmic-based attacks and effects, stacks with other effects. You may choose this feature more than once, gaining a +1 each additional time you take this feature to a maximum of +5.

**Infinite Cosmic Power:** Increase your burnout threshold by 2

**Power Mastery:** Choose a power feat.

#### A-Lister Level Origin Features

**Cosmic Entanglement:** All cosmic-level heroes tap into the same reserves. You have learned how to manipulate the flow of the cosmic, empowering or disempowering those around you that tap into that power. Once per scene, as a bonus action, when within 2 areas of another cosmic-powered creature, you may modify the power score of any of their Cosmic themed powers by +2 or -2 until the end of their next turn.

**Cosmic Transformation:** Tapping into the cosmic power, you unleash your true potential and undergo a temporary transformation. You can activate Cosmic Transformation as a bonus action. While in your cosmic form, the following benefits apply for 1 minute:

* *Advantage on Attacks:* You gain advantage on all attack rolls.
* *Resilience:* You have advantage on all saving throws and ability checks.
* *Cosmic Overcharge:* Choose one of your cosmic powers, and that power’s score is increased by +4

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**Stellar Manipulation:** Harness the power of stars to unleash devastating energy attacks. You gain the Energy Manipulation (Cosmic) power with a power score equal to your Charisma score. If you already have the Energy Manipulation (Cosmic) power, increase your power score in that power by +4 if the score is higher than your Charisma score.

## Demigod

You are a ‘divine’ being. Or at least you claim to be. It is possible you’re the result of the union between a god and a mortal, or you may be the avatar of such a being, sent to Earth to work its will. Before Z-Day, other superheroes figured you were either a powerful alien, a deluded mutant, another form of superhuman, a visitor from another dimension, or a walking example of ‘any sufficiently advanced technology is indistinguishable from magic.’ After Z-Day, all that mattered was that you were alive and could deal with the zombie threat.

**Ability Bonus:**   
Demigods are as different as the deities of the varied pantheons as such, you get a +2 bonus to one ability score of your choice or +1 to any two ability scores of your choice.

**Unique Advantages:**

*Divine Blood, Divine Power:* as a demigod, you possess a mystical and physical connection to the essence of your divine lineage, which allows you to push beyond the limits of mere mortals. You receive the *Power Surge* Power Feat.

**Unique Disadvantages:**

*Divine Power Limits:* After character creation, at least half of your powers must be Inborn Powers, with all other powers being tied to one supernatural object. You can only gain new inborn powers through mastering emulated powers based on your existing inborn powers.

Later, with Editor-in-Chief’s permission, you may acquire new powers, but none of them can be Inborn powers; they must be made available through technology, supernatural, or some other external source. Of course, certain story-based events tied to your Demigod’s mythological theme may allow you to gain new inborn powers.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

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| **B-Lister Rank Origin Features** |
| Divine Ascendance |
| Divine Blessing |
| Divine Bloodline |
| Divine Presence |
| Divine Sense |
| Enhanced Strength |
| Unearthly Speed |
| **A-Lister Rank Origin Features** |
| Divine Intervention |
| Divine Transformation |
| Divine Resistance |

#### B-Lister Level Origin Features

**Divine Ascendance:** Increase the power score of any two of your inborn powers by 1. You may take this feature multiple times.

**Divine Blessing:** The gods smile upon you, granting you a permanent boon. Choose one of the following benefits: +1 bonus to avoidance, +1 grit, or +1 to all attack rolls. This benefit cannot be changed once chosen.

**Divine Bloodline:** Increase the ability score or scores modified by your origin during hero creation by 2 or 1, respectively. You may take this feature multiple times. For example, if you choose to increase Strength by +2 during hero creation, you gain a +2 to strength when choosing this feature.

**Divine Presence:** Your presence exudes an aura of power and authority, influencing the behavior of others and benefiting in social interactions. You gain a +2 bonus on all influence skill checks. You may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

**Divine Sense:** Your connection to the divine allows you to sense the presence of undead creatures. You have a +5 bonus on Perception skill checks to detect undead and can detect their presence within 30 feet, even through walls and obstacles.

**Enhanced Strength:** You possess incredible strength, allowing you to lift and carry heavy objects easily. Your strength score is doubled to determine how much you can lift, carry, or drag. You also have advantage on Strength checks and saving throws.

**Unearthly Speed:** Your unearthly agility and reflexes grant you incredible speed. You can now apply your total dexterity modifier to your pace score (ignoring the cap of 5 areas). Additionally, you may increase your pace by 1 area or gain a +1 to your avoidance. You can choose this feature twice to gain both options.

#### A-Lister Level Origin Features

**Divine Intervention:** You can call upon the divine power within you to alter the course of events. When making a saving throw, you can choose to roll with advantage. You regain the use of this feature after completing a long rest.

**Divine Transformation:** Embracing your divine lineage, you can tap into your true potential and undergo a temporary transformation. You can activate Divine Transformation as a bonus action. While in your divine form, the following benefits apply for 1 minute:

* *Advantage on Attacks:* You gain advantage on all attack rolls.
* *Resilience:* You have advantage on all saving throws and ability checks.
* *Divine Weaponry:* When attacking with a weapon or unarmed attack, once per turn, you deal an additional 1d6 damage.

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**Divine Resistance:** Your divine heritage grants you resistance to a specific damage type associated with your divine parentage. Choose one damage type (e.g., fire, lightning, necrotic) and gain DR 2 against that damage type. You may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

## Highly Trained

Yes, it was hard for you to make a name for yourself; you can’t fly, dodge bullets, or build a battle suit that would have allowed you to face down the likes of the Raptor or Inferno, but what you lacked in raw power you more than made up for in hard earned skill.

At one time, you may have been a highly trained field agent for the NSA or The Division, or maybe you were a uniquely gifted martial artist trained in almost forgotten techniques by a solitary master, or perhaps you were a rich millionaire utilizing almost limitless resources, ruthless training, and an unbreakable will to forge yourself into more than an ordinary man.

Regardless of how you trained your body to become the hero you are today, you face a threat you could have never foreseen. And you thought you had it hard when your enemies were breathing…

**Ability Bonus:** Skill-based heroes are a varied lot; they gain a +1 bonus to any three attributes of their choice.

**Unique Advantages:**

*My knowledge is my power:* You gain 10 additional points to buy skills or feats. Also, unlike other Heroes, you may purchase up to three skill sets. You also gain a bonus Feat (see Feats pg. XX) of your choice except for Visionary.

**Unique Disadvantages:**

*Only Human:* You are ultimately only human; you may never increase your physical attributes (before applying powers such as Enhanced Ability Score) beyond 20.

*No Powers:* You do not possess any inborn powers; therefore, any power must be skill-based or the result of specialized equipment. Powers marked with a (\*) in Archetypes and later in the Powers section may be attributed to specialized training. If you choose these as powers, they must possess the *All Skill* Power Modification. Any other powers are the product of custom technology; thus, they must have the *External Power Source* and the *Cybernetic Implants* or *Removable Item* Power Modifications.

*New Power Limitations:* You may only learn new powers as skill-based powers; alternately, with the Editor-in-Chief’s permission, you may acquire new powers through special equipment, implants, or from some event.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

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| **B-Lister Rank Origin Features** |
| Acrobatic Mastry |
| Advanced Training |
| Focused Training |
| Skill Mastery |
| Skill Training |
| Tactical Analysis |
| Tactical Maneuvers |
| **A-Lister Rank Origin Features** |
| Flawless Execution |
| Flow state |
| Resourcefulness |

#### B-Lister Level Origin Features

**Acrobatic Mastery:** Your exceptional agility and acrobatic skills allow you to navigate the battlefield with finesse. You gain advantage on Dexterity (Acrobatics) checks and may take the disengage action as a bonus action.

**Advanced Training:** Choose a feat; you may take this feature multiple times.

**Focused Training:** You may acquire any three skill foci in skills you are already trained in; you may take this feature multiple times.

**Skill Mastery:** Choose one skill you are trained in, and you gain a +2 bonus to use that skill. You may take this feature multiple times, gaining an additional +1 each additional time you take this feature to a maximum of +5.

**Skill Training:** Choose a skill. If you are untrained, you become trained in it. If you are already trained, you gain skill focus in that skill or a related field of study, if applicable. This feature may be taken multiple times.

**Tactical Analysis:** Your keen intellect and training in strategy make you a master tactician. Once per long rest, before the initiative is rolled, you can give one friendly creature that can see and hear you a +5 bonus to their initiative roll.

**Tactical Maneuvers:** You learn three manners of your choice.

#### A-Lister Level Origin Features

**Flawless Execution:** Your meticulous planning and execution make your attacks deadly and efficient. Once per scene, when you hit with a weapon attack, you deal maximize the damage instead of rolling for damage.

**Flow state:** In combat, your highly trained skills and focused mindset allow you to enter a state of heightened awareness and precision. You can activate Flow State as a bonus action. While in Flow State, the following benefits apply for 1 minute:

* *Hyper Focus:* You gain advantage on all skill checks and attack rolls.
* *I saw that coming:* As a reaction, in response to an attack which you are aware of impose disadvantage the triggering attack.
* *Subconscious Reload:* Once per turn, you can reload a weapon as a free action, allowing you to maintain a continuous barrage of fire.

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**Resourcefulness:** You are skilled at improvising and making the best use of your surroundings, granting you bonuses to skill checks involving creative problem-solving. You can reroll any failed skill check, regaining the ability to do so after completing a short rest.

## Mystic

You are one of the rarest heroes, a mystic arts practitioner, or a mystic power wielder. You Might be a magician calling ancient powers and bending them to your will, or an ancient artifact may have chosen you to wield its power for a greater purpose, or a master of mystical gadgetry.

Before Z-Day, you may have used your knowledge to fight crime under the guise of a stage magician, acted as a private investigator of the occult, or defended the Earth from extradimensional invaders. You may have even taken to wearing a colorful costume and fighting alongside more traditional (at least in the public mind) heroes. In any event, you were considered an oddity, even among the other heroes. Scientists may try and quantify your power source, while others would dismiss your clams as theater to invoke your heroic persona. But after Z-Day, does it matter anymore? Depending on the cause of the Zombie Apocalypse chosen by the Editor, you may be one of the people best equipped to deal with the apocalypse. Zombies (and other forms are undead) are often par for the course for many mystic masters.

The problem here, however, is that there are so many zombies. More unsettling is the silence that has settled onto the supernatural side of the world. You would have thought the deaths of so many would have caused an increase in apparitions and ghosts of the world. Instead, there is an uneasy quiet. In addition, you can now “feel” the waves of mystic power far more quickly than before as it flows readily through you. It is so accessible that you’d think it was building itself up in anticipation, but for what?

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### Superheroic Sorcery

At first glance, superheroes and sorcery may seem like an odd mix, but magic-using and magic-powered superheroes date back to the first costumed crime fighters. Thus, when playing *Rotted Capes,* you and the Editor-in-Chief must consider the nature of magic and magical characters in your campaign.

For starters, superheroic magicians tend to look and dress differently than your typical costumed crime fighter. Skin-tight costumes tend to be reasonably rare, replaced with trench coats, tunics, top hats, capes and cloaks, and so on. And even if they wear a skin-tight costume, the superheroic sorcerer tends to have or use some distinctive artifact that marks them as a magician, such as an enchanted helmet, a “spell sword,” or a power-channeling staff. Finally, such heroes also have codenames that reflect the nature of their powers. For example, there are a *lot* of Doctors slinging spells in the comics.

Next, we need to consider the nature of superheroic spellcasting. Much of it tends to be akin to *thaumaturgy* or “wonder-working.” In other words, comic book magicians work miracles through their spells and spellcraft. However, very few comic book magicians cast their spells the same way as other magicians. Usually, each hero has a specific technique for creating their magical effects. Some speak their spells backward, saying “tlob gninthgil!” when they want to produce a bolt of electricity. Others use alliterative phrasing, calling upon “hoary hosts” and the like.

Still, others channel their magic through specific objects, such as wands, the aforementioned enchanted helmet, or amulets. By determining this, you start to bring your hero to life and differentiate them from regular costumed supers and other magically-powered characters. That said, first check with your Editor-in-Chief to see if he has any specific ideas on how magic works in his game. He may give you his outlines for spells or, better yet, might take your ideas and adopt them whole cloth.

Once you know how you cast spells, you need to decide what your spells look like. As comics are a visual medium, comic book super mages tend to have showy side effects to their spells. When creating magic, their hands are often surrounded by such effects as great globes of light, bands or rings, elaborate mandalas, or intricate patterns of lines. Magical artifacts glow when used, often with unusual or unnatural colors.

Combat spells tend to go beyond the “mundane” energy/ element blasts of regular superheroes. They may manifest as a multitude of energy darts, a burning animal shape, or any number of similar effects. Defensive spells often spark or shine when struck or radiate the same effects mentioned when creating spells if an attack hits home.

Another thing to consider is that, unlike regular superheroes, super mages aren’t manipulating real-world energies. They’re working with magical energies, which means they can do things in highly unconventional ways. For example, a regular superhero may perform a Geospatial Shift by traveling at super speed, manipulating time, or converting their mass to energy and back again. On the other hand, a super mage may cut a rift in the “veil between worlds,” shift from our world to a different dimension, and then back, or simply will themselves there. These kinds of effects apply to *everything* a superheroic magician can do and go hand-in-hand with the idea that superheroic spell casting needs to be showy and visually distinct.

Of course, in a zombie apocalypse, showy spell casting might *not* be the best of ideas, as it might draw unwanted attention to you and your companions, but that’s the price you pay for mastery of the mystic arts.

</Side Bar>

**There are three basic types of mystic heroes:**

*Practitioners* are the magi, the wielders of magic. These heroes derive their powers through mystical rituals requiring an almost inhuman dedication.

*The Chosen* are those heroes who have been blessed by either mystical beings from beyond the planes of man or those who have been chosen by a powerful magical item that empowers them with their abilities.

*Enchanters* are those heroes who come at magic differently, sometimes called *mystic gadgeteers.* These heroes create fantastic instruments which are cable of doing fantastic things.

### Practitioners

**Ability Bonus:**

*Practitioners* get where they are through constant study and self-Willpower, which allows them a +2 to their Charisma score.

**Unique Advantages:**

*Bell, Book, And Candle:* To represent your training in the mystic arts, you get a +1 bonus to your Grit and *must* purchase the Occultist Skill Set (see page XX) during character creation, for which you receive a 5-point discount. In addition, you also gain the *Eclectic Knowledge* feat for free.  
  
*Spell Slinger:* As a wielder of the mystic arts, you do not possess powers, but rather cast spells. When choosing a power, it is instead considered a spell and must have the Magical Spell perk (see page xx). Spells that you have memorized or otherwise know are considered inborn powers. All other spells must have the removable flaw, such as they are written in a tome or linked to an object that could be lost mid battle. When casting a spell, you may choose to increase the speed of a power by one action type (i.e. from Bonus Action to Action) increasing the spells power by +2, alternately you can speed up the casting of a spell by one step (i.e. from Action to Bonus Action) decreasing the spells power score by -4.

**Unique Disadvantages:**

*Only Human:* Despite your mystic Might, you’re ultimately only human; you may never increase your base Physical Attributes (before the application of powers such as Enhanced Ability Score) beyond 20.

*Gremlins:* All mystic heroes seem to have problems with technology; mystic heroes gain Gremlins as an additional personality flaw, your editor-in-chief may activate this flaw to refuse its affects you must spend a plot point.

*Limits of Knowledge:* While it may be easier for you to learn new powers through acquiring and mastering new spells, finding new spells has become all but impossible. You may only learn new spells once you have found a complete copy of a spell. The power it may grant you is entirely in the hands of the Editor-in-Chief. Other than new spells, you may only learn new powers if they are powers with the all-skill power modification.

### Enchanters

**Ability Bonus:**

*Enchanters* see the world in ways others cannot even phantom; thus, they gain +2 to their Intelligence score.

**Unique Advantages:**

*Techomage:* You possess an unparalleled mind for the occult and mystech (mystical technology). You gain skill focus basic engineering and any two of occult’s fields of study.

*So many toys:* your powers come from multiple pieces of equipment that share one power source: you. During hero creation, all your powers must result from items; as such, your powers can not have the external power source power modifications and must possess the Removable Item power modification (fully explained under powers pg. XX). Additionally, you may learn the power Inventive Gadgetry, items created through the use of this power do not have the external power source power modification. Instead, they tap into your arcane power; as such, you pay the burnout cost when activating the item's power.

**Unique Disadvantages:**

*Only Human:* Despite your mystic might, you’re ultimately only human; you may never increase your base Physical Attributes (before applying powers such as Enhanced Ability Score) beyond 20.

*Techno-Shaman:* Technology reaches out for you. Unexplained technological phenomenon springs up wherever you go. You might be able to work wonders with a computer, but that computer is just as likely to turn on you. Beware, for there are ghosts in the machine who are hungry for someone like you, someone attuned to their world, your editor-in-chief may activate this flaw to refuse its affects you must spend a plot point.

### The Chosen

**Ability Bonus:**

*The Chosen* are typically selected because they possess an unorthodox way of seeing things; thus, they gain +2 to their Wisdom score.

**Unique Advantages**

*Destiny is All:* you’re constantly resisting the urges and demands of your item/Patrion; as such, you gain a +1 bonus to your Grit. Additionally, you gain the *Diehard* feat for free.

**Unique Disadvantages:**

*Only Human:* Despite your mystic might, you’re ultimately only human; you may never increase your base Physical Attributes (before the application of powers such as Enhanced Ability Score) beyond 20.

*Gremlins:* All mystic heroes seem to have problems with technology; mystic heroes gain Gremlins as an additional personality flaw, your editor-in-chief may activate this flaw to refuse its affects you must spend a plot point.

*A Set Path:* Either all powers you gain through Hero creation are tied to a magic item in your possession which must have the External Power Source modification, or a particular Patron grants you your powers and must have the Patron modification. You may only learn new powers if they are granted to you by your patron (with the editor’s approval) which can be acquired with the Acquire New Power feat or as in the from new equipment or acquiring powers with the all-skill power modification.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

|  |
| --- |
| **B-Lister Rank Origin Features** |
| Deep Knowledge |
| Eldritch Endurance (The Chosin only) |
| Eldritch Sense |
| Eureka! (Enchanter only) |
| Expanded Mind |
| Mystic Enhancement |
| Mystic Spell Enhancement (Practitioner only) |
| Mystic Wellspring |
| Occultist |
| **A-Lister Rank Origin Features** |
| Aura of Mysticism |
| Divination |
| Everything just clicks (Enchanters only) |
| Focused Presence (The Chosen only) |
| One with the Flow (Practitioners only) |

#### B-Lister Level Origin Features

**Deep Knowledge:** Your mystical connection to the fabric of reality grants you enhanced intuition. You gain a +5 bonus on Arcana and History skill checks to recall information about magical artifacts, creatures, or phenomena.

**Eldritch Endurance (The Chosin only):** For a fleeting moment, you are in perfect sync with your gifts. On your turn, as a bonus action, reduce the base burnout costs of all your powers granted by your mystical item or your patron to 1 until the end of your next turn, regaining the ability to use this feature after completing a long rest.

**Eldritch Sense:** Your connection to the flow grants you heightened senses and the ability to detect hidden threats or sources of power. You can sense the use of magic and supernatural-based powers or events within a number of miles equal to your Charisma bonus. You can gauge the general power level classification of the magical event with a successful Charisma Check vs. a DC: 20, -5 for each power level classification above Gamma, so gauging a Theta level event would require a DC 5 Charisma Check.

**Eureka! (Enchanter only):** you have created some new mystical gadget to add to your collection. You gain a new power score of 10 + your intelligence bonus, which must possess the removable item power modification.

**Expanded Mind:** If you are a *Practitioner*, you gain a +2 bonus to your charisma score; if you are one of *The Chosen,* you gain a +2 bonus to Wisdom; If you are an *Enchanter*, you gain a +2 bonus to your Intelligence score; you may take this feature multiple times.

**Mystic Enhancement:** Increase the power score of any two of your magical powers/spells by 1; you may take this feature multiple times.

**Mystic Spell Enhancement (Practitioner only):** Choose a spell you know, you gain a +2 bonus to that spell’s power score. Additionally, the spells potential power level is increased by 4. You can take this feature multiple times, but it must be applied to a different spell you know each time.

**Mystic Wellspring:** You can tap into an ever-growing pool of energy beyond the comprehension of the uninitiated. Increase either your burnout threshold by 1 or the burnout threshold of your mystic item by 1; you may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +3.

**Occultist:** You have delved into the occult, and few can match your knowledge. You gain a +2 bonus on all Occult skill checks; you may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

#### A-Lister a Level Origin Features

**Aura of Mysticism:** Your presence is imbued with mystical energy, granting you and your allies enhanced abilities. As an action, you can activate an aura of mysticism that extends 30 feet from you and lasts for 10 minutes. While in the aura, you and friendly creatures gain a bonus to all saving throws equal to your charisma modifier. You regain the ability to use this feature after completing a long rest.

**Divination:** You have learned the spell of divination or have been gifted it by your Patron. With it, you possess the ability to glimpse into the future. Casting this ritual takes 10 minutes, after which You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The editor offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

This spell doesn’t consider circumstances that might change the outcome, such as losing or discovering a fellow survivor. Once cast, you regain the ability to recast this spell after a week.

**Everything just clicks (Enchanters only):** that glorious moment where everything just falls into place, that flow state you constantly chase after. On your turn, you can activate Everything just clicks as a bonus action. While in this state, the following benefits apply for 1 minute:

* *Arcane Potency:* One of your powers gains a power score increase of +2d6, and another power of your choice gains a power score increases equal to half that.
* *Overflow:* Your burnout threshold is increased by 5, and you gain advantage on saves against burnout.

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**Focused Presence (The Chosen only):** You tap into the power around you and within you or the power of the item you carry, temporarily channeling one into the other. On your turn, you can activate Focused Presence as a bonus action. While in this state, the following benefits apply for 1 minute:

* *Arcane Potency:* One of your powers gains a power score increase of +2d6, and another power of your choice gains a power score increases equal to half that.
* *Efficient Mysticism:* All burnout costs of your spells are reduced by 1

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

**One with the Flow (Practitioners only):** You tap into the natural flow of magic around you, allowing yourself to be swept into its power. On your turn, you can activate One with the Flow as a bonus action. While in this state, the following benefits apply for 1 minute:

* *Enhanced Mana:* All spells you cast are cast at +2d4 Power Level.
* *Arcane Accuracy:* You have advantage to hit with any spell.
* *Efficient Casting:* All burnout costs of your spells are reduced by 1

After using this feature, you wait 1 week before using it again. You may retake this feature when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

## Super-Human

You may have been born with your powers, seeing them develop over time, or be a result of scientific experimentation. Perhaps you were one of those rare Super- Humans resulting from a “lucky accident,” simply in the right place at the wrong time, triggering what has been referred to as the Ultra-Gene.

Before Z-Day, all you had to worry about were “super-villains” or ‘Gene purists”. However, with Z-Day has come a disturbing phenomenon: some Super-Humans who possessed the Ultra gene do not simply become zombies, but twisted malign versions of themselves, with all ability to tell right from wrong erased from their psyche.

**Ability Bonus:** Super-Humans are heartier than normal humans. You gain +2 to your Constitution score.

**Unique Advantages:**

*Super:* Because of who and what you are, after hero creation, raise the power scores of all your inborn powers by 1. These powers must be inborn. (Inborn powers are simply powers that are not reliant on an outside source, in other words, part of the hero’s physiology.) or you may gain one power feat of your choice.

**Unique Disadvantages:**

*Power Limits*: Super-Humans are born with specific Ultra genes, which dictate the powers they can develop. You can only gain new inborn powers through mastering emulated powers.

Later, with the Editor-in-Chief’s permission, you may have your Hero acquire new powers, but they must be made available through technology, supernatural, or some story-based event.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx), at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

|  |
| --- |
| **B-Lister Rank Origin Features** |
| Apex Evolution |
| Enhanced Physiology |
| Enhanced Strength |
| Power Advancement |
| Power Focus |
| Resilient Constitution |
| Superhuman Speed |
| **A-Lister Rank Origin Features** |
| Versatile Power |
| Power Surge |
| Apex Power Surge |

#### B-Lister Level Origin Features

**Apex Evolution:** Your powers continue to evolve. Choose a power feat, and you may take this feature multiple times.

**Enhanced Physiology:** Your superhuman abilities enhance your physical and mental attributes. Increase your Constitution by 1 and any other ability score of your choice by 1. You may take this feature multiple times.

**Enhanced Strength:** You possess incredible strength, allowing you to lift and carry heavy objects easily. Your strength score is doubled to determine how much you can lift, carry, or drag. You also have advantage on Strength checks and saving throws.

**Power Advancement:** Your powers increase in potency the more you use them. Increase the power score of any two of your inborn powers by 1; you may take this feature multiple times.

**Power Focus:** Choose one of your inborn powers, increases its power score by 2.

**Resilient Constitution:** Your body is exceptionally resilient, giving you a +2 bonus on Constitution saving throws and resistance to poison damage. You may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

**Superhuman Speed:** Your superhuman agility and reflexes grant you incredible speed. You can now apply your full dexterity modifier to your pace score (ignoring the cap of 5 areas). Additionally, you may increase your pace by 1 area or gain a +1 to your avoidance; you can choose this feature twice to gain both options.

#### A-Lister Level Origin Features

**Versatile Power:** Your mastery over your powers allows you to adapt and utilize them in various ways. Choose one power you possess and gain a new power stunt associated with that power.

**Power Surge:** You can push your powers beyond their limits with little repercussion; as a bonus action you may roll a 2d4 and add that result to one of your power scores until the end of your turn. You regain the ability to use this feature after completing a long rest.

**Apex Power Surge:** As a bonus action, you can slip into a state of mental attunement, allowing you to untap your true potential; for 1 minute, you gain the following abilities.

* *Power Potency:* roll a 2d6 and add that result to one power of your choice and half that amount to a secondary power of your choice.
* *With ease:* All burnout costs of your powers are reduced by 1

After using this feature, you wait 1 week before using it again. You may take this feature again when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

## Supernatural

You are possibly the strangest form of costumed hero—a supernatural being. You may be the ghost of someone slain before Z-Day (or *after*), the physical manifestation of some aspect of the natural world, a heroic vampire who fights the urge to drink the blood of the living, or someone infected with lycanthropy, assuming the form of a bear, tiger, wolf or other beast at will.

Before Z-Day, you almost certainly operated from the shadows, fighting criminals and other menaces without drawing too much attention to yourself. If you belonged to a super team, you avoided the spotlight and tended to be somewhat cryptic about your origins and nature. Now, *after* Z-Day, you are conflicted. You can certainly use your powers to help the scattered enclaves and survivors, but will they accept your help? Or will they look at you as just another zombie?

**Ability Bonus:**

Supernatural heroes are rather varied in origin and nature. You gain a +1 bonus to two ability scores of your choice.

**Unique Advantages:**

*More Than Human:* As supernatural heroes tend to be hard to hurt, you start with the *Diehard* Featfor free. In addition, in order to reflect the eclectic nature of supernatural heroes, you may also pick one other Feat of your choice (except for *Visionary*).

**Unique Disadvantages:**

*No Longer Human:* You ***must***take some form of the *Strange Appearance* Weakness (later in this chapter) to represent the supernatural aspect of your character; you do not gain any bonuses for this weakness. Although you may still choose and benefit from additional weaknesses.

*Silver Bullets and Wooden Stakes:* As a supernatural being, there is something you are vulnerable to. You must take a thematically appropriate *vulnerability* weakness (later in this chapter) worth at least 10 points; you do not gain any bonuses for this weakness. Although you may still choose and benefit from additional weaknesses.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx) at specific levels, you will be granted Origin Features; when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

|  |
| --- |
| **B-Lister Rank Origin Features** |
| Bloodline Legacy |
| Eldritch Sense |
| Occultist |
| Paranormal Ascendance |
| Paranormal Prowess |
| Resilient Bloodline |
| Unnatural Speed |
| **A-Lister Rank Origin Features** |
| Eldritch Mastery |
| Psychic Shield |
| Supernatural Fury |

#### B-Lister Level Origin Features

**Bloodline Legacy:** the mystic power that flows though you seems to get stronger with age, Increase any two ability scores of your choice by 1. you may take this feature multiple times.

**Eldritch Sense:** Your connection to the flow grants you heightened senses and the ability to detect hidden threats or sources of power. You can sense the use of magic and supernatural based powers or events within a number of miles equal to your Charisma bonus. You can gauge the general power level classification of the magical event with a successful Charisma Check vs a DC: 20, -5 for each power level classification above Gamma, so gauging a Theta level event would require a DC 5 Charisma Check.

**Occultist:** You have delved into the occult, and few can match your knowledge of it. You gain a +2 bonus on all Occult skill checks; you may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

**Paranormal Ascendance:** Your powers increase in potency the more you use them, Increase the power score of any two of your inborn powers by 1, you may take this feature multiple times.

**Paranormal Prowess:** You gain a +2 bonus on all Athletics skill checks; you may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of +5.

**Resilient Bloodline:** The ancient power flowing through your veins enhances your resilience and determination. You gain a +1 bonus to your Grit. Additionally, when you roll a Saving Throw, you may roll an additional d4 and add the result to your total. Once you use this feature, you must finish a short or long rest before you can use it again.

**Unnatural Speed:** Your superhuman agility and reflexes grant you incredible speed. You can now apply your full dexterity modifier to your pace score (ignoring the cap of 5 areas) additionally you may increase your pace by 1 area or gain a +1 to your avoidance, you can choose this feature twice to gain both options.

#### A-Lister Level Origin Features

**Eldritch Mastery:** Instinctually you have delved deep into the secrets of your supernatural essence, learning how to tap into it and the flow of magic around you. You have learned how to a magical spell, you learn one power at a power score of 12, this spell has a maximum potential score equal to your intelligence score.

**Psychic Shield:** Your mind is shielded from external influence and psychic attacks. and gain DR 5 against psychic damage, you may take this feature multiple times, gaining a +1 each additional time you take this feature to a maximum of DR 10.

**Supernatural Fury:** You release the parts of your supernatural power you always battle to keep in check, unleashing a fury most have never witnessed. On your turn, you can activate Supernatural Fury as a bonus action. While in this state, the following benefits apply for 1 minute:

* *Primal Fury:* You have advantage on all melee and unarmed attack rolls.
* *Primal Savagery:* your melee attacks deal an additional 1d6 damage.
* *Piramal Mind:* You have advantage on saving throws against mind control powers.

After using this feature, you wait 1 week before using it again. You may take this feature again when you reach Theta (rank 6) Level Category, reducing the time between uses to a long rest.

## Techno Hero

Back during the “Glory Days” you did well for yourself, using either your superior intellect or impressive resources to create your heroic persona. You might have a suit of power armor once designed for military applications, maybe you made a new scientific breakthrough, or you might just be an exceptional archer with a quiver of specialized arrows and the ability to scavenge like no other.

Back when you had a workshop you were always able to keep your gear in tip top shape, but after everything fell apart you were lucky to have power, let alone a high powered plasma cutter. Now you simply make due, find what you can, make it work, and move on. What other choice do you have?

**Ability Bonus:** Tech Heroes are generally geniuses; you gain +2 to your Intelligence score.

**Unique Advantages:**

*Technopath:* You possess an unparalleled mind for technology. You *must* purchase the Engineer skill set, for which you receive a 5-point discount. You also gain the *Visionary* Feat for free.

*Self-Made Hero!* As a result of technology, with the exception of the Manifest Gear and the Inventive Gadgetry, any power you take must possess a number of power modifications (fully explained under powers pg. XX).

* All of your powers must have either the All-Skill, Cybernetic Implant, Removable Item, or Power Armor Power Modifications.
* Powers utilizing the Cybernetic Implant or Removable Item Power Modifications must also possess the External Power Source.
* All external power sources have their burnout threshold increased by your Intelligence modifier.

**Unique Disadvantages:**

*Only Human:* You are ultimately only human; you may never increase your base physical ability scores (before the application of powers such as Enhanced Ability scores) beyond 20.

*Unreliable at the best of times:* At any time, once per scene, the Editor-in-Chief may decide that a piece of your tech or an external power source just fails to work. This may be applied only to a single power. You may spend a Plot Point to negate this result.

**Origin Features:** As you advance in level (see Hero Advancement pg. xx) at specific levels you will be granted Origin Features, when you do, choose one of the options from the list below. You may only choose A-Lister Rank Origin Features once you reach gamma level 1.

|  |
| --- |
| **B-Lister Rank Origin Features** |
| A Sharp Mind |
| Always Learning |
| Analytical Mind |
| Hardened Energy Source |
| Just a few Adjustments |
| Hacking Savant |
| Technological Mastery |
| **A-Lister Rank Origin Features** |
| Technological Precision |
| Kit-Bashing/McGyvering |
| Overdrive |

#### B-Lister Level Origin Features

**A Sharp Mind:** Your mind is sharper than most. Increase your wisdom or intelligence score by +2 or both by +1, you may choose this option multiple times.

**Always Learning:** Choose two engineering fields of study, you gain skill focus in those fields of study.

**Analytical Mind:** Your engineering prowess is unmatched. Choose one of your engineering focuses; you gain a +2 bonus to all checks made with that focus. You may take this feature multiple times, either selecting a new focus or further increasing the bonus to an existing focus by +1 each additional time, up to a maximum of +5.

**Hardened Energy Source:**  Increase the burnout threshold any of your external power sources by 4

**Just a few Adjustments:** Increase the power score of any of your pieces of technology by +2

**Hacking Savant:** You possess advanced hacking skills, allowing you to bypass security systems, override controls, and gain access to restricted areas. You have +2 on skill checks related to hacking or computer systems. You may take this feature multiple times each time increasing this bonus by +1 each additional time you take this feature this to a maximum of +5.

**Technological Mastery:** You have proficiency with technological devices and can attempt to interface with them even if you lack the necessary credentials or access codes. You gain a +5 bonus to all Intelligence checks related to analyzing or understanding technology.

#### A-Lister Level Origin Features

**Technological Precision:** You have a deep understanding of how technology works, allowing you to precisely target weak points or vulnerabilities in mechanical or technological enemies. After making a successful engineering skill check You have a +2 bonus on attack rolls against constructs, robots, or other technological entities for the remainder of the scene. The base DC of this check is 15 +2 for each power level category above your power level classification or -2 for each power level below yours.

**Kit-Bashing/McGyvering:** You can quickly kit bash technology on the fly as long as you have some raw materials to work with. You gain Dynamic Power at a power score equal to your intelligence score. If you already possess this power, you gain another instance of this power instead. Any power you manifest through this version of Dynamic Power must have an external energy source and be a removable object. Any object you create ceases to function at the end of the scene.

**Overdrive:** You can push your technology far beyond its design parameters. As a bonus action, roll a 2d6 and add that result to the Burnout Threshold of one of your external power sources, and had half the amount rolled to the power score of one of your powers which tap into that power source. These bonuses last for 1 minute, after which you must wait 1 week before using this feature again.

# Archetypes

Archetypes encompass the most general of themes; don’t be discouraged if the exact Hero you had envisioned does not fall neatly into any of these categories. Just pick the best fit and move on from there.

When you choose an Archetype, you gain a bonus to a particular attribute and a list of Typical Powers*.*

**Typical Powers** list of suggested powers for your Archetype, these are merely suggestions which fit your chosen Archetype.

All powers marked with a \* may be acquired as a skill-based power, utilizing the All-Skill power modification (see pg. XX).

<side bar>  
Character creation ride along: Archetypes   
Ruben continues with his concept. Ruben goes with the Controller, and Nani goes with the brawler.

Ruben notes that the controller grants him either a +1 wisdom or charisma. He chooses charisma and takes note of the typical powers list, noting that one of his powers on that list gains a +2 power score boost, and he is also trained in influence.

Nani goes with the +1 to strength and takes note of the typical powers list as well. She notes that she gets a choice between the martial arts feat or the weapon master feat, she intends to use a sword so chooses weapon master, additionally she notes that she is also trained in the Athletics skill.

</side bar>

## <H2>Andromorph

You are an animal/human hybrid. Or a super-evolved and super-intelligent animal. Or the result of some scientist’s mad experiments with genetics. In any event your animal heritage allowed you to survive the aftermath of Z-Day and now you do your best to eke out a living in the ruins. In addition, your feral senses enable you to be a great asset to your teammates, as you can often detect zombies *long* before they detect you.

**Ability Bonus:** +1 to Strength or Dexterity

**Beast within:** you get a +2 power score bonus to any one power on their typical powers list; you are also trained in Outdoorsman.

**Typical Powers:** Aquatic Adaptation, Bestial Transformation, Cat Fall\*, Chameleon, Communicate with Animals, Endurance\*, Enhanced Attack\*, Enhanced Ability Score (Strength or Dexterity)\*, Enhanced Sense\*, Flight, Growth, Glide, Life Support, Regeneration, Shapeshift, Shrink, Summon Animal, Super-Sense, Surge\*, Wall Crawl, Weird Biology.

## <H2>Blaster

You excel at blasting people from a distance, but that’s not to say that you are helpless when cornered in melee! You just prefer to use your powers to punish at a distance… a handy attribute when being faced down by a pack of zombies or fighting super zombies without range powers.

**Ability Bonus:** +1 to Dexterity or Charisma

**Marksman:** You get a +2 power score bonus to any one power on their typical powers list, and you are also trained in athletics.

**Typical Powers:** Adsorb Energy, Damaging Form, Energy Blast, Energy Explosion, Energy Generation, Energy Manipulation, Energy Sheath, Enhanced Ability Score (Dexterity)\*, Flight, Force Field, Force Shield, Psychic Attack.

## <H2>Brawler

You like to get into the thick of it! While some people used to call you reckless, its nothing compared to the levels of recklessness you have displayed after Z-Day. You get in the midst of the action, right there between the chattering teeth and ripping claws… right where you like it.

**Ability Bonus:** +1 to Strength, Dexterity, or Constitution

**Scrapper:** You gain your choice between the martial arts feat and the weapon master feat, and you are also trained in Athletics.

**Typical Powers:** Armor, Bestial Transformation, Endurance\*, Enhanced Attack\*, Enhanced Ability Score (Strength, Dexterity, or Constitution) \*, Enhanced Senses, Force Field. Personal, Invulnerability, Regeneration, Resistance, Super-Sense.

## <H2>Controller

You may be a telepath or telekinetic or might even know how to control the weather. Put simply, you have the ability to control something or someone... As a telepath, you have survived by wit and guile by “convincing” others to fight for you, or finding an enclave to take you in. As a kinetic of any kind, you have just learned to crush or throw Zombies out of your way.

**Ability Bonus:** +1 to Wisdom or Charisma

**Manipulator:** You get a +2 power score bonus to any one power on their typical powers list, and you are also trained in influence.

**Typical Powers:** Animate Object, Botanokinesis, Control Weather, Darkness, Gravity Control, Emotion Control, Entangle, Mind Control, Move Object, Nullify, invulnerability (psychic), Power Boost, Sixth Sense\*, Sympathy, Telepathy, Weaken.

## <H2>Infiltrator

Most people refer to your type as ‘ghosts’; always slipping in, out, or through and always one step ahead of trouble.

Maybe you walk through walls or can simply disappear; very handy abilities, especially after Z-Day.

**Ability Bonus:** +1 to Dexterity or Intelligence

**Ghost:** you gain the Stealthy feat for free; you are also trained in Stealth

**Typical Powers:** Adoptive Muscle Memory\*, Catfall\*, Darkness, Eidetic Memory, Endurance\*, Enhanced Sense\*, Illusion, Incorporeal, Invisibility, Luck\*, Manifest Gear\*, Surge\*, Swinging, Wall Crawl\*, Wireless.

## <H2>Heavy

Some people refer to you as a “shaker” because when you throw it down, people feel it blocks away. You are a powerhouse!

On the surface, you have a lot in common with brawlers, but it’s the way you bring down your foes that makes you different. Your skin is tougher, you’re stronger, and bigger… much bigger. You’re the guy people hide behind. You are a wall, turning to face on oncoming horde.

**Ability Bonus:** +1 to Strength or Constitution

**Relentless:** You gain the Toughness feat and are also trained in Athletics.

**Typical Powers:** Adsorb Matter, Armor, Bestial Transformation, Density Control, Endurance\*, Enhanced Attack\*, Enhanced Ability Score (Strength or Constitution) \*, Enhanced Senses, Force Field. Personal, Growth, Invulnerability, Regeneration, Resistance, Super-Sense.

## <H2>Transporter

You possess the ability to move from place to place with ease. Perhaps you’re a flyer or a speedster, or the rarest of Transporters: a Teleporter.

You have done well keeping one step ahead of the Z’d Supers; most can’t even touch you. Maybe to those you help protect, you have become the best bait, always pulling the zombies where they are best dealt with. Or maybe you are a blur of motion, taking down zombies in the midst of a fight where you do the most good.

**Ability Bonus:** +1 to Dexterity or Wisdom

**In and Out:** You get a +2 power score bonus to any one power on their typical powers list, and you are also trained in athletics.

**Typical Powers:** Celerity\*, Enhanced Ability Score (Dexterity, Wisdom, Constitution), Flight, Geospatial Shift,

Invisibility, Portal, Speed\*, Surge\*, Teleport, Temporal Fugue, Tunnel, Wall Crawl.

# Ability Scores

Ability scores measure your hero’s physical and mental characteristics, how smart, quick, or witty they are. There are 6 Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores define these qualities—a creature’s assets as well as weaknesses. A hero’s defenses, vitality, wounds, pace, and number of starting skills all rely on these ability scores. These scores are your baseline scores before the application of any powers if any.

Where the common bystander generally possesses scores of 8 to 10 in most attributes, a B-Lister’s attributes can range anywhere from 8 to 18. There are heroes who are exceptionally powerful in a single attribute which is augmented through powers, even these B-Listers highest score generally stays in the low 20’s. Refer to the *Ability and Power Scores Values Table*

* Strength

*Your ability to apply your raw strength to tasks, strength represents your muscle and physical power. Strength is vital to Heroes that rely upon hard-hitting attacks.*

* + May be used to determine your Fortitude Defense (see pg xx)
  + Modifies your damage in melee and with thrown weapons.
  + How much you can lift and carry.
  + Skill checks and attribute checks where an application force is required.
* Dexterity

*The measure of your reflexes and foot speed, Dexterity is critical to those who rely upon agility and speed to get out of trouble. Dexterity is especially valuable when fleeing from bands of zombies.*

* + May be used to determine your Avoidance Defense (see pg. xx).
  + Determines your base initiative bonus
  + Determines your pace (see pg xx)
  + Skill checks and ability checks where reflexes are called into question.
* Constitution

*The measurement of your health and vitality, the Constitution is very important to Heroes who need to endure in the face of harsh physical punishment, either from arduous labor or combat.*

* + May be used to determine your Fortitude Defense (see pg xx)
  + Determines your Wounds (pg xx)
  + Skill checks and ability checks where endurance is tested.
* Intelligence

*Your reasoning ability and overall smart, Intelligence are crucial to those who have academic pursuits and need to reason their way through problems. Intelligence is also useful to scientific Heroes, especially when trying to make things work.*

* + May be used to determine your Avoidance Defense (see pg XX)
  + Skill checks and ability checks when called upon to make conclusions based upon known quantities or remember facts.
* Wisdom

*Wisdom represents a Hero's keen perception, intuition, and ability to make sound judgments. It reflects their ability to navigate the dangerous world of Rotted Capes by sensing hidden dangers, understanding the motivations of others, and making wise choices.*

* + May be used to determine your Willpower Defense (see pg. XX).
  + Skill checks and ability checks where ability to read people and situations are called upon.
  + Skill checks to perceive details in the world around you.
* Charisma

*The Hero’s force of personality and likeability, Charisma is essential to those who rely upon their ability to influence and manipulate others. In the harsh world of the zombie apocalypse, Charisma is what binds survivors together.*

* + May be used to determine your Willpower Defense (see pg. XX).
  + Skill checks and ability checks where your ability to influence others is called upon.

<side bar>  
Character creation ride along: Ability Scores  
Ruben decides to go with the point buy method, settling on Strength: 10, Dexterity: 12, Constitution: 14 Intelligence 16, Wisdom: 12, Charisma: 16. Then applying Origin and Archetype bonuses increasing his Constitution to 16 and his Charisma to 17.

Nani decides to go with the standard array, she ends up with Strength: 16, Constitution 15, Dexterity: 14 Intelligence 12, Wisdom: 13, Charisma: 11, Then applying Origin and Archetype bonuses increasing her Strength to 18 and Constitution to 16.

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## Determining your Ability Scores

Now that you have chosen your character Origin, Archetype, and any weaknesses, it’s time to determine your ability scores.

You have two ways to determine your ability scores.

**B-Lister Ability Score Array**

1. Arrange the following scores 16,15,14,13,12,11 among your abilities any way you wish.
2. Add any ability score bonuses from your Origin and Archetype.

**Customized starting ability scores.**

1. You start with 36 points; spend these points to determine your ability scores using the table below.
2. Add any ability score bonuses from your Origin and Archetype.

|  |  |
| --- | --- |
| Starting Ability Score Cost Table | |
| Ability Scores | Cost |
| 8 | 0 |
| 9 | 1 |
| 10 | 2 |
| 11 | 3 |
| 12 | 4 |
| 13 | 5 |
| 14 | 6 |
| 15 | 8 |
| 16 | 10 |
| 17 | 12 |

# Starting Skills, Feats, and Maneuvers.

Skills are a crucial aspect of your character's abilities, showcasing your expertise in various fields of study and specialized training. They encompass many proficiencies, from driving to engineering and history. You can choose from a list of skills focused on many skills. Skill focuses allow you to emphasize a specific aspect of the skill. Your skill choices will play a significant role in defining your character's strengths and capabilities.

<side bar>  
Character creation ride along: Skills   
both players start with two skills and a feat, they also gain 20 points to buy additional skills or feats.

Ruben decides that his character was a detective before Z’day, so he picks the Local Knowledge and Basic Technology skills as his two bonus skills and buys the Detective Skill Set which costs 14 points, he spends one point to learn Urban Survival and decides to use his last 5 points on getting an additional feat.

Ruben notes that he acquired the feats Empathic Intuition, Investigator and picks Owl Eyed as his bonus feat, after which he spends his last 5 points to pick Leaf Upon the Wind feat, and finally he chooses the Increase Burnout Threshold feat as his free power feat from his Origin.

Nani decides her character was aways a hero and picks Drive and Local Knowledge as her starting skills and selects both the Law Enforcement skill set (costing 6 points) and Ex- Military (costing 12 points) skill set leaving her with 2 points she uses on skills picking up Occult and Outdoorsmen.

Combining her skill sets Nani finds that Athletics is granted in both skill sets, giving her a free skill focus in one of Athletics’ fields of study. She chooses to be focused in Athletics (Jumping)

Nani notes that she acquired Learn Maneuver twice and Seasoned Survivor though her skill sets, she chooses the unique device feat for her sword as her bonus feat. Looking over maneuvers she picks Devastating Attack and Team Attack.

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### Selecting your skills and feats

All heroes start with

* You are trained with two (2) of the following skills: Athletics, Drive, Local Knowledge, Basic Technology, Basic Engineering, or Urban Survival.
* You gain one (1) feat of your choice (see pg XX for feats)
* You gain one (1) maneuver of your choice (see pg XX for maneuvers)
* You now have 20 points to buy your hero’s starting skills and feats.
  + You can buy up to 2 skill sets, highly trained heroes can buy 3.
  + Buying training in a single skills costs 1 point.
  + You can buy a feat for 5 points.
* If you gain a skill more than once through any source (say the Drive skill as part of your starting skills and again as part of a skill set), you gain skill focus in that skill or a related field of study, if applicable.
* If you gain the same feat twice through skill sets, you may choose any other non-power feat in place of one of them.

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Choosing Skills to Fit a Particular Theme   
Don't feel limited by a skill set's name. For example, if you want to create a hero who was once a psychologist, you can choose the Public Relations/Con Artist skill set and become trained in Science (Psychology). If you want to create a commercial pilot, you could select either the Academic/Student or Business Professional skill set and take the Pilot skill. Skill sets shouldn't restrict you; if none fit your hero, purchase the skills that suit your vision.

**</Side Bar>**

For a complete discerption of skills and respective skill with fields of study, see page skills page XX.

|  |  |
| --- | --- |
| **Table X-X Complete Skills List:** Skills With \* Possess fields of study | |
| Academics\* | Medicine \* |
| Acrobatics \* | Occult\* |
| Animal Handling \* | Outdoorsman\* |
| Athletics \* | Prestidigitation\* |
| Basic Engineering | Perception |
| Basic Technology | Performance\* |
| Drive \* | Pilot \* |
| Empathy | Scavenge\* |
| Engineering \* | Science \* |
| Escapee Artist | Stealth |
| Influence \* | Technology \* |
| Investigation | Urban Survival \* |
| Larceny \* |  |
| Linguistics \* |  |
| Local Knowledge \* |  |

**Skill Focus:** If a skill has fields of study, you may gain skill focus in one of those fields. If it does not, you may gain focus on the skill itself. You gain Advantage on all checks with the chosen skill or field of study. During character creation, there are two ways to get skill focus: either by getting a feat that grants it or by getting the same skill twice via skill sets; you can’t buy a skill twice to get skill focus.

## Starting languages

You are considered to be literate and fluent in your native language. Through linguistic skill, you can learn additional languages.

## Skill Sets

Below is a list of available skill sets. Skill sets are a collection of skills and feats you acquire at a discount. Skills noted with an • you gain skill focus in that skill or related fields of study, if applicable. If you gain a skill more than once through any source (say the Drive skill as part of your starting skills and again as part of a skill set), gain skill focus in that skill or related fields of study, if applicable.

### Academic/Student (6 points)

Academics

• Academics (choose two fields of study)

Athletics

Linguistics

Science

Technology

**Feats:** Eclectic Knowledge

### Athlete, Pro/Semi-Pro (5 Points)

Academics

Acrobatics

Athletics

Perception

**Feat:** Quick

### Automobile Mechanic (9 points)

Athletics

• Basic Technology

Engineering  
• Engineering (Automobile Repair)

**Feats:** Gearhead, Technophile

### Business Professional (12 Points)

Academics

Basic Technology

• Empathy

Influence

• Influence (choose a field of study)

Linguistics

**Feats:** Empathic Intuition, Honeyed Tongue

### Criminal (6 Points)

Basic Technology

Empathy

• Larceny

Perception

Stealth

**Feats:** Burglar

### Computer Technician (8 Points)

Engineering

• Engineering (Computers)

• Engineering (Programming)

Technology

• Technology (Programming)

• Technology (Computer Repair)

**Feats:** Technological Savant, Engineering Prodigy

### Detective (14 Points)

Academics

• Academics (Law or Criminology)

Athletics

Drive

Basic Technology

• Empathy

• Investigation

Perception

Local Knowledge

**Feats:** Empathic Intuition, Investigator

### Doctor (16 Points)

Academics

Empathy

Medicine

• Medicine (choose two fields of study)

Perception

• Science (Biology)

• Science (Toxicology or Virology)

Technology

• Technology (Medical Technology)

• Technology (Biotechnology)

**Feats:** Healing Hands, Technological Savant, Scientific Mind

### Ex-military (12 points)

Athletics

Basic Technology

Medicine

Perception

Outdoorsman

Urban Survival

**Feats:**  Learn Maneuver x2

### Engineer (11 Points)

Academics

• Basic Engineering

Engineering

• Engineering (Choose two fields of study)

Science

Technology

**Feats:** Engineering Prodigy, Jury Rigging

### Emergency Response (7 Points)

Academics

Athletics

Empathy

Medicine

• Medicine (EMT)

• Medicine (infectious diseases)

Science

Technology

**Feats:** Healing Hands

### Law Enforcement (6 Points)

Academics

Athletics

Drive

Perception

• Local Knowledge

**Feats:** Seasoned Survivor

### Occultist (6 Points)

Academics

Empathy

Investigation

Linguistics

• Occult

Perception

**Feats:** Occultist

### Public Relations/Con Artist (9 Points)

Empathy

• Influence

Larceny

Linguistics

• Linguistics (choose one field of study)

Choose three languages

**Feats:** Honeyed Tongue, Polyglot

### Scientist (11 Points)

Basic Technology

• Academics (Choose two fields of study)

Investigation

• Science (Choose two fields of study)

Technology

Perception

**Feats:** Eclectic Knowledge, Scientific Mind

### Spy/Assassin (13 Points)

Athletics

Acrobatics

Investigation

Larceny

Perception

• Stealth

• Technology (Computer Hacking)  
**Feats:** Hacker, Stealthy

### Street Magician (10 Points)

Escape Artist   
Influence   
Prestidigitation  
Performance  
**Feats:** Escape Artist Extraordinaire, Street Magic

### Survivalist (12 Points)

Athletics

Animal Handling

Drive

Perception

• Outdoorsman

• Urban Survival  
**Feats:** Hunter, I’ve Done Alright for Myself.

# Starting Powers

*Powers are the extraordinary abilities that set us apart from the regular folk, before all we had to worry about was those powers in the wrong hands, and we had our hands full with them. Now we have Super Z’s to worry about. But it’s not them that I worry the most about, they are so territorial you can keep clear of them if ya need too. I worry about those who use their powers raid enclaves for their resources while put regular folk under heal in exchange for their “protection”*

During this step you will precocious your powers. Powers like Ability scores have a Power Score that can range from 10 upwards. Although there are reports of bystanders and epsilon level heroes possessing powers with a power scores of 9 and below, but B-Listers will commonly start with powers ranging from 10 to 20, before power modifications, with some exceptions.

<side bar>  
Character creation ride along: Starting Powers   
Ruben chooses to go with the point buy option, he picks the powers of personal force field, move object, and Energy Blast choosing Kinetic has his damage type. He has 32 points to buy power scores and ends up with personal force field:16, move object:16, and Energy Blast (Kinetic): 17, chooses to have all the powers *linked* boosting them to 18, 18, and 19 respectively.

Nani want to just to hit things, she chooses to go with the power score array option, choosing the powers of Armor, Enhanced Ability (Choosing Strength), Energy Blast (Electrical Damage), Invulnerability (Electricity Damage) chooses a sword as her mystical item giving it Enhanced Attack (Electrical damage). She sees for 5 powers she has an array of 16,15,14,12,12

So Nani applies her scores ending up with Armor: 16, Enhanced Ability (Strength): 15, Energy Blast (Electrical):14, Invulnerability (electricity):12 and Enhanced Attack (Electrical):12  
  
She chooses the *Underpowered Form* flaw requiring her to call upon the power of her father and the sword he gifted her to take her true form, giving her a +2 to all her powers, she also *Links* her armor and enhanced ability powers granting them an additional +2 to those powers, finally she applies the *Removable Item* flaw to her sword raising her Enhanced Attack power by +2 as well.

Finalizing her power scores to Armor: 20, Enhanced Ability (Strength): 19, Energy Blast (Electrical):16, Invulnerability (electricity):14 and her sword now possesses Enhanced Attack (Electrical):16

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## Determining your Starting Power Scores

There are three ways to determine your power scores.

**Option 1: Choose a Power Set**

1. Choose a power set: Power sets are collections of similar powers that fall within a particular theme; if you choose a power set, you must choose a power set in accordance with your archetype. Once you choose your power set, you may rearrange the powers scores as you wish among the set’s powers. While power sets limit your choices, they do have slightly higher scores than those provided by other options.
2. Apply any power flaws/perks to your powers which may increase or decrease the final score
   1. You may apply any number of power modifications to a power, but if a power’s final score, after modifications, exceeds your rank cap (20 + 5 × your rank), it is capped at this maximum. Any points above the cap are considered untapped potential. You can utilize the power’s score up to the new rank cap as you increase in rank.
   2. You may not use perks to reduce a power’s final score below 10.

## Andromorph Power Set

Bestial Transformation: 16

Communicate with Animals\*: 12

Enhanced Attack\*: 16

Enhanced Ability Score (Strength or Dexterity) \*: 14

Enhanced Sense\*: 12

## Blaster Power Set

Energy Blast: 16

Energy Generation: 12

Energy Explosion: 14

Energy Sheath: 16

Flight: 12

## Brawler Power Set

Enhanced Attack\*: 16

Enhanced Ability Score (Strength or Dexterity)\*: 16

Enhanced Ability Score (Constitution)\*: 12

Regeneration: 14

Super-Sense: 12

## Controller Power Set

Telepathy: 12

Emotion Control: 12

Mind Control: 16

Move Object: 16

Sympathy: 14

## Infiltrator Power Set

Adoptive Muscle Memory\*: 16

Enhanced Sense\*: 14

Invisibility: 16

Luck\*: 12

Swinging: 12

## Heavy Power Set

Armor: 16

Enhanced Attack\*: 12

Enhanced Ability Score (Strength)\*: 14

Enhanced Ability Score (Constitution)\*: 16

Resistance: 12

## Transporter Power Set

Celerity\*: 16

Enhanced Ability Score (Dexterity): 14

Speed\*: 16

Surge: 14

Temporal Fugue: 12

**Option 2: B-Lister Power Score Array**

1. Choose one of the following arrays and arrange it among your chosen powers

Power arrays: 20,18

18,16,15

16,16,14,14

16,15,14,12,12

1. Apply any power flaws/perks to your powers which may increase or decrease the final score
   1. You may apply any number of power modifications to a power, but if a power’s final score, after modifications, exceeds your power score cap (20 + 5 × your rank), it is capped at this maximum. Any points above the cap are considered untapped potential. You can utilize the power’s score up to the new rank cap as you increase in rank.
   2. You may not use perks to reduce a power’s final score below 10.

**Option 3: Customized starting ability scores.**

1. You start with 32 power points. Use these points to buy your starting power scores using the table below.
2. Apply any power flaws/perks to your powers that may increase or decrease the final score.
   1. You may apply any number of power modifications to a power, but if a power’s final score, after modifications, exceeds your power score cap (20 + 5 × your rank), it is capped at this maximum. Any points above the cap are considered untapped potential. You can utilize the power’s score up to the new rank cap as you increase in rank.
   2. You may not use perks to reduce a power’s final score below 10.

|  |  |
| --- | --- |
| Starting Power Score Cost Table | |
| Power Score | Cost |
| 9 | 1 |
| 10 | 2 |
| 11 | 3 |
| 12 | 4 |
| 13 | 5 |
| 14 | 6 |
| 15 | 8 |
| 16 | 10 |
| 17 | 12 |
| 18 | 14 |
| 19 | 16 |
| 20 | 18 |

**For a complete list of powers, power discerptions, and power modification, see chapter XX: Powers on page XX**

# Weaknesses

Many heroes possess unique flaws, which in many ways define them as a hero. Maybe your hero is violently allergic to rare metal, maybe you are particularly vulnerable to sonic attacks or find all their powers nullified around strong electrical fields.

You are *not* required to choose a weakness. You may choose to skip this step.

While some weaknesses are limited to a specific origin, they be applied to another origin with your Editor-in-Chief’s approval.

When you choose a weakness, you gain a number of points; depending on the number of points, you may choose from ability score bonuses, power score bonuses, or bonus feats. You may only acquire a maximum of 20 points through weaknesses; you can always choose more weaknesses at no mechanical benefit. You may spend these points to gain the following benefits: you may spend your points on the options below in any way you wish.

|  |  |
| --- | --- |
| **Weakness Point Options** | |
| **Points** | **Possible Benefits** |
| **5** | Gain training in a skill and receive a +1 bonus to any ability or power score up to a maximum of 25. |
| **10** | Gain a feat or +1 to any two ability or power scores up to a maximum of 25. |
| **15** | Gain a +2 bonus to any ability or power score up to a maximum score of 25. |

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Editor’s Note:

**The none-weakness:** Both the players and the Editor-in-Chief should work together to develop a hero’s weakness. The Editor-in-Chief should be alert for “non-weaknesses,” where players attempt to minimize the impact of a weakness while gaining maximum benefits.

For example, if you are running a campaign in sunny Miami, a hero with weakness against extreme cold weather conditions may be attempting to “game” the system.

**<side bar>**

<side bar>  
Character creation ride along: Weaknesses.   
Although they don’t have to, both players take on a weakness.

Ruben goes with a physical vulnerability: something about his telekinetic powers seems to be affected by gravity powers. He chooses a Stimuli: Gravity Powers and the effect of Power Negation of all his powers. Gravity Powers are rare, so they are worth 0 points, but power negation is worth 10 points, and uses it to gain an additional bonus feat.

Nani decides to give their hero a dependent: her little sister. She is only 8, so while in good health, she is not quite capable. Nani gains 10 points and uses it to gain +1 to her Enhanced Strength power, raising it to 20 and +1 to her constitution score raising it to 16.

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## Addiction

*You need it. You want it. You gotta have it.*

*There is something out there you desperately crave. During the Glory Days, it was easy to get enough of it to keep you going. But now, after Z-Day, supplies are scarce, and getting your fix is becoming harder and harder. How far will you go before you crash?*

**Effect:** To build an Addiction, select a substance your hero is addicted to. You may be addicted to more than one substance. If you are, purchase the substance that gives the highest possible bonus first, then add a +1 build point for each additional addictive substance. Characters must partake of their addictive substance at least once per day. If they fail to partake, they suffer disadvantage on all skill and power checks until they partake again. While characters are assumed to start playing with a stockpile of whatever substance they’re addicted to, the Editor-in-Chief can always declare that this stockpile is depleted, ruined, or missing; at this point, you will need to seek a new supply.

**Substance:**

* **Common:** Substances could include sugar and/or surgery foods (such as candy), cigarettes, or coffee. ***You gain 5 points.***
* **Uncommon:** Substances could include certain mild drugs (such as marijuana or commercial painkillers), vaping (electronic cigarettes), alcohol, or inhaling certain chemical fumes. ***You gain 10 points.***
* **Rare:** Substances could include hard drugs (cocaine, meth, PCP, and the like), commercially available amphetamines, or medical painkiller (such as Oxycodone and the like). ***You gain 15 points.***

## Dark Secret

*There is something about you you’d prefer to keep hidden.*

**Effect:** There is something in your past that you’d like to keep hidden. Having the secret exposed could damage your standing and/or reputation among their teammates or bystanders, resulting in you longer being taken seriously, having privileges or supplies taken away, putting you under suspicion of any recent crimes, or in a worst-case scenario, they could have you expelled from their current enclave.

* Your secret is something trivial and more potentially embarrassing than damaging. For example, maybe you were a boyband pop star, participated in a low-brow reality show, was a cringeworthy YouTuber, or had a popular We Fan page. ***You gain 5 points.***
* Maybe you made a few deals with supervillains, or you are a former criminal (whose crimes go beyond petty theft and the like). Or, they may claim experience you don’t have (such as claiming to be a doctor, having military experience, or being a police officer). ***You gain 10 points.***
* You may have resorted to cannibalism to survive the initial aftermath of Z-Day, maybe you’re a registered sex offender, or you may have committed one or more murders (either before or after Z-Day). Or, they may claim to be someone they’re not — a former US Senator, a high-ranking member of the Federal government, or they’ve taken the identity of a different B-Lister (who may or may not still be alive). ***You gain 15 points.***

## Dependence

*Your metabolism or physiology is such that you require frequent exposure to a particular condition (such as sunlight or immersion in water), or you must partake of a specific substance (such as an experimental medicine), or your equipment might require frequent repair or refueling.*

**Effect:** To build a Dependency, apply each step and add up the points acquired. You shouldn’t have more than one Dependency. You must satisfy their dependence at least once per day; if you fail to do so, they’ll suffer a negative effect. In addition, the time it takes to satisfy the dependence can be a factor. Simply popping a pill offers fewer points than needing to spend hours soaking in a tub of water.

**Substance:**

* **Common:** Substances could include immersion in water, exposure to sunlight, or a commonly available alcohol-based fuel. ***You gain 0 points.***
* **Uncommon:** Substances could include needing to ‘bathe’ in a large bonfire, extensive repairs requiring easily scavenged parts, a custom fuel that takes time to distill, or an easily synthesized drug. ***You gain 5 points.***
* **Rare:** Substances could include extensive repairs requiring hard-to-find parts, exposure to a specific form of radiation, or a drug custom-made to keep you alive. ***You gain 10 points.***

**Negative Effects:**

* **Power Negation:** All your powers stop working until you can partake in your dependency. ***You gain 5 points.***
* **Physical Weakness:** You suffer a disadvantage on Strength, Dexterity, Constitution checks and skill checks until you can partake in your dependency. ***You gain 5 points.***
* **Incapacitating Weakness:** If you fail to meet your Dependency requirement, your maximum Stamina is reduced by 2d12 every hour until you reach 0 Stamina and fall unconscious or until you partake in your dependency. If you reach 0 stamina, you remain unconscious until you partake in your dependency. You recover your lost Stamina after completing a long rest. ***You gain 10 points.***
* **Fatal Weakness:** If you fail to meet your Dependence requirement, you lose 1 wound every hour until you reach 0 wounds or until you partake of your dependency. If you reach 0 wounds you die unless you can partake of your dependency within 1 minute after reaching 0 wounds. You recover wounds lost from suffering this weakness after completing a long rest. ***You gain 15 points.***

## Dependent

There is someone you care about who depends on you for survival.

**Effect:** Simply put, there is someone close to you who depends on you for survival. This goes above and beyond a Supporting Cast member into something far more personal. Your dependent can be a younger sibling, a daughter or son, an elderly relative, and so on.

* Your Dependent can be a person of *average* health and ability, they are a survivor of the apocalypse and know how to get by. ***You gain 5 points.***
* Your Dependent is weaker than the *common* survivor. While their mind may still be sharp, their body is aged, injured, or ravaged by illness. Although they are able to still walk, they do so slowly and have difficulty with stairs and the like. ***You gain 10 points.***
* Your Dependent is of *frail* health. They may be blind, deaf, partially paralyzed, and so on. They depend on you for most of their needs, and would probably quickly succumb to the dangerous of the post-apocalyptic world if left alone. ***You gain 15 points.***

### Sample Dependents

There are sample dependents in chapter XXX of this book, alternately you may choose to build a dependent using the following options.

|  |  |  |
| --- | --- | --- |
|  | **Abilities (Points - Array)** | **Skills Points** |
| **Average** | (25) 12, 11, 10, 10, 10, 9 | 15 |
| **Weak** | (20) 12, 10, 9, 9, 8, 8 | 10 |
| **Frail** | (15) 12, 10, 9, 8, 8, 8 | 5 |

**Weak Dependents** possess the Mentally Frail or Physically Frail weakness (see below).

**Frail Dependents** possess the Mentally Frail or Physically Frail weakness as well as either a Severe Mental Flaw or Severe Physical Flaw (see below).

### Dependent Archetypes:

The following examples should give you an idea of the kind of Dependents your Hero can have.

* **The Younger Sibling:** The younger sibling usually idolizes you and wants to be just like you when they grow up. They may wear a variant of your costume, practice their combat skills, and cobble together sufficient gear in an effort to emulate your super powers. They may try to be your sidekick, joining you on excursions, or they may try to go out on their own. In any event, odds are that sooner or later they will get in over their head, forcing you to try and rescue them.
* **The Child:** The child is similar to the sibling; in that they usually look up to you and may also want to be ‘just like you’ when they get older. However, the child is often far younger than the sibling, and is less capable of taking care of themselves. In addition, you need to see to the child’s instruction and training, especially in the use of weapons and survival skills. Your enemies may see your child as a vulnerability they can exploit, someone they can kidnap and use to force you to do their bidding.
* **The Spouse/Lover:** Unlike many who survived the onset of Z-Day, you were able to protect your spouse (or lover) from the zombie hordes. This may result in you being overly protective of them, and working overtime to ensure their safety. They may worry about you as well, and may try to talk you into engaging in less risky behavior and try to encourage you to remain within the relative safety of the enclave. If you’re away too often, your spouse or lover may find solace in the company of another, a situation which will probably not end well for anyone.
* **The Elderly Relative:** Be it your father, grandmother, or aged aunt, you seek to protect and keep safe one of the last remaining members of your immediate family. The Elderly Relative is often either frail or handicapped and may be bed-ridden or require special medical needs. As much as you hate to admit it, they are often a drain on the enclave’s resources without giving much back in return. And if you ever need to abandon the enclave quickly, their physical health may not take the strain.
* **The Mentor/Father Figure:** Unlike the younger sibling who looks up to you, this is someone you look up to. This person might be a former superhero who taught you the ropes, but whose health has declined with old age. Or a replacement for the mother or father you never knew, who brought you up when no one else cared. Or your boss from before Z-Day, who helped you succeed. In any event, this person’s wisdom and wise council is such that you wish to preserve it despite all the post-apocalyptic world throws at you.
* **The Beloved Pet:** When you’ve lost everything, then you might seek solace in an animal companion. Your dog (or cat, or monkey, or…) may be the last thing left from your previous life, or it might be an animal you adopted while wandering the apocalyptic wasteland. In any event, your pet means as much to you as a child or sibling might mean to another Hero. Better keep a close eye on it, lest some other survivor gets hungry and decides to eat it.

**What happens if the Dependent dies?**Considering the nature of the world post Z-Day, your Hero will need to consider the possibility of their Dependent’s death. What then? First, unlike the Glory Days, you have almost no chance of getting a new Dependent. Or, one with as deep an emotional bond as the one you lost. To represent the physiological trauma of losing your Dependent in a post-apocalyptic, zombie-infested world your Hero will need to replace their Dependent Disadvantage with another weakness fitting the situation.

* **Enemy:** Mad with grief and anger, you must now seek out whoever (or whatever) killed your Dependent to the exclusion of all else. This enemy is well aware of your disposition toward them and returns your intent in kind.
* **Mental Disorder: Death wish:** You have nothing left to live for. You no longer care about your own safety or survival, and will take on more and more risky missions and actions, all in an effort to join your Dependent in death. You may not even care about others anymore, as it is obvious that no matter what you do, everyone around you is going to die.
* **Dark Secret:** Maybe it was your direct actions that led to your dependent’s death. The knowledge of which would shake your enclave to its core.

## Diminished Vitality

*You have a bit of a glass jaw*

**Effect:** Reduce your maximum stamina by 10, ***You gain 5 points.***

## Enemy

*Someone out there doesn’t like you.*

*Before Z-Day almost every superhero had a rogues’ gallery of foes. After Z-Day most of these rogues either died, were Z’d, or joined the assorted B-Listers in defending the rest of humanity. For you, their place has been taken by someone new. This someone may be an individual (such as a supervillain with an extreme grudge) or a group (such as a horde of religious fanatics who wish to burn you and your enclave for spurning them). In any event, you need to be careful anytime you venture outside the enclave, as you never know where your enemy may be waiting.*

**Effect:** Your enemy always seems to find a way to complicate your life and the lives of those around you. The Editor-in-Chief may have your enemy show up at any time. Even if you take countermeasures to create some distance between you and your enemy, it is only a matter of time before they show up again. ***You gain 5 points, with Tyrant being worth 10.***

<side bar>Editor’s Note:   
**There are always bigger fish:** If the heroes somehow defeat the hero’s Enemy, it’s not the end of the story, if anything the defeat of an enemy should open the door to a new threat.

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### Sample Enemies

The following examples should give you an idea of the kind of Enemies your Hero can have. Make sure to discuss your idea with the Editor-in-Chief, first to see if your idea fits the campaign, and second to see what changes the Editor-in- Chief wants to make to your Enemy (not all of which you may know about!).

**Biker Gang:** Post Z-Day most biker gangs stay on the move, looting first one area then another. In this case, you have something the bikers want. Perhaps there’s a former motorcycle dealership in your enclave, full of parts they need. Or you have a working fuel refinery and all the gas the bikers will ever need. Or you have the only decent food stores for miles around. In any case, the bikers want into your enclave and will do anything to gain entry. While you might be safe behind your walls, sooner or later you’ll need to go out into the ruins to scavenge for supplies and the bikers will be waiting. Worst yet, there may come a time when the bikers become desperate enough to launch an all-out assault on your enclave. Will you and your fellow B-Listers be able to stop them?

**Cannibals:** Similar to the biker gang (and as an added bonus you can make them a cannibal biker gang), this is a group of people that eats other people. The exact reasons vary: they may be religious fanatics (see Cultists below) seeking to emulate zombies by devouring the living; they may use it as an initiation ritual, forcing others to partake of human flesh in order to ‘mark’ them; or, they may simply feel that it’s easier to catch and devour others than bother trying to raise chickens and pigs. In any case, they wish to devour you and your companions. Probably because they have a misguided idea that eating the body of a superhuman will give them superhuman powers, try not to get caught.

**Cultists:** Cultists are religious fanatics whose faith is dark and twisted. They seek to impose their will, and their religious ways, on everyone around them. Infidels, which in their case is anyone who doesn’t believe *exactly* as they do, are to be purged, often with fire. Cultists may despise zombies, or they may worship them (leading to cannibal cultists), but in any event, they have no use for your enclave (aside from the resources it offers). If you do not convert to their ways by choice, then they will convert you by force. Similar in some respects to a biker gang, the cultists are less like to lay in wait and will probably attack openly. Unfortunately, their fanaticism makes them highly unlikely to break and run.

**Tyrant:** This is an enclave, or series of enclaves, dedicated to one thing and one thing only, their leader. Everything anyone does, they do for the ‘state’, and no one is allowed to dissent. Free and independent enclaves, such as yours, are an anathema to them and must be brought to heel. The tyrant and their followers are probably the most dangerous form of Enemy a Hero can have as they are often well-organized, well-equipped, and well-trained. They are also implacable. Since the leader can’t appear weak, the tyrant’s followers will almost never give up the attack and will come at you and your enclave again and again. They may also use sophisticated tactics, weaponry, and individuals, including B-Listers of their own. Fortunately for you, these fanatics are usually led by a single strong man, and if you can take him out, much of the power goes with him. As the tyrant tends to be paranoid and power-hungry, they usually haven’t made provisions for when they’re no longer around. Remove the tyrant, and infighting among the lieutenants usually takes care of the rest.

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For an excellent example of a cannibalistic gang of cultists, read *Lucifer’s Hammer* by Larry Niven and Jerry Pournelle.

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## Fragile Psyche

*Your mental state of being is quite fragile.*

**Effect:** You suffer a disadvantage saving throws to resist gaining levels of psychosis and on horror checks. ***You gain 5 points.***

## Mental Disorder

You might possess an irrational phobia, a learning disability, or even a severe mental disorder.

**Effect:** Mental flaws may be any number of things.

* ***Slight:*** You might suffer an irrational fear of something trivial like rodents. ***You gain 5 points.***
* ***Challenging:*** You might suffer from a learning disability that inhibits your ability to communicate or maintain focus, such as Dyslexia or ADHD respectively. ***You gain 10 points.***
* ***Severe:*** You might suffer from a severe mental handicap such as Dissociative Identity Disorder, PTSD, or severe Pyromania. ***You gain 15 points.***

## Mentally Frail

*You’re not the sharpest tool in the shed.*

**Effect:** Choose Intelligence, Wisdom, or Charisma. You suffer disadvantage on all checks, saving throws, and related skill checks for that chosen ability. If you choose one ability to be affected, ***you gain 10 points****,* 2 ability scores for ***15 points****,* and if you choose all three, ***you gain 20 points.***

## Physical Drawback

*You possess a physical restriction; maybe you’re missing a few fingers, an eye, or even a leg.*

**Effect:** Physical flaws may be any number of things, detailed by the character.

* **Slight**: you may suffer from a few missing fingers, may be hard of hearing, or possesses very bad eyesight. Such physical flaws, you suffer disadvantage on any applicable action skill rolls. ***You gain 5 points.***
* **Challenging:** You may suffer from a severe limiting physical flaw, such as being deaf or missing an arm, with the co responding results. ***You gain 10 points.***
* **Severe:** You may require a wheelchair or are blind (and without other special detection powers). ***You gain 15 points.***

## Physically Frail

*Maybe you are either very young, you may have aged far past your physical prime, or you’re just not a “prime physical specimen.”*

**Effect:** Choose Strength, Dexterity, or Constitution. You suffer disadvantage on all checks, saving throws, and related skill checks for that chosen ability. If you choose one ability to be affected, ***you gain*** ***10 points****,* 2 ability scores for ***15 points****,* and if you choose all three, ***you gain*** ***20 points****.*

## Physical Vulnerabilities

*You possess a physical vulnerability against a particular material (such as lead) or condition (such as daylight or being exposed to gamma radiation).*

*Both heroes and villains will do everything in their power to keep any vulnerability secret even from their closest friends and companions.*

**Restriction:** cannot be taken by the highly trained or techoheroes.

**Effect:** To build a Unique Vulnerability simply apply each step and add up total points acquired. You may choose multiple negative effects to the same stimuli, gaining the highest possible bonus; **+5 points** for each additional negative effect.

### Stimuli:

*Material Weakness:* If a particular type of material is chosen (such as lead), Any time you start your turn within 2 areas of that substance you suffer from this weaknesses effect. At the Editor-in-Chief’s discretion, a huge amount of the material in question may increase this weaknesses’ effective range.

*Conditional Weakness:* Any time you are exposed to a particular environmental condition; they suffer from their vulnerabilities effects until they can get away from or are free of that condition.

*Energy Weakness:* Choose a particular energy type; for example, Sonic, Cold, Heat, Gamma Radiation, and so on. You suffer effects of this weakness if you are exposed to this energy type consciously for more than 1 turn or if you are the target of a power or attack which utilizes this energy type.

### Stimuli’s Rarity:

*Common items:* Stimuli may include plastic, glass, steel, daylight, storms, or being tied up with rope or chains. ***You gain 10 points.***

*Uncommon items:* Stimuli may include lead, mercury, gold, being exposed to extreme temperatures, open fire, being attacked by magic, or being knee deep in water. ***You gain 5 points.***

*Rare items:* Stimuli may include items such as a rare type of meteorite from a distant planet or being exposed to the radiation of a distant sun. ***You gain 0 points.***

### Negative Effects:

*Power Negation:* All of your inborn powers simply stop working until the end of your next turn if you start your turn within range of your chosen martial or under your chosen environmental condition. If you are the target of an attack which uses an energy type, you have a weakness toward your inborn powers cease to function until the end of your next turn. ***You gain 5 points.***

*Physical Weakness:*  Your Strength, Dexterity, and Constitution scores are reduced to 8 any time you start your turn within range of or being exposed to your chosen stimuli, or if you are the target of an attack or power which utilizes an energy type you are weak against. Your ability scores continue to remain diminished as long as you remain exposed to the stimuli. You regain your ability scores at the end of your next turn after no longer being exposed to your chosen stimuli. ***You gain******5 points.***

*Deadly weakness:* You possess vulnerability against damage dealt by energy types or weapons made of a material you weak against. These attacks bypass any damage reduction you might possess. If you start your turn within range of a material or under a condition you are weak against you instead suffer 4d6 damage which bypass any damage reduction you might possess. The Extra damage dealt by this disadvantage is applied when determining the possibility of massive damage. ***You gain 10 points.***

*Lethal weakness:* Any time you start your turn within range or of, or being exposed to, your weakness or if you are the target of an attack or power which utilizes an energy type you are weak against you gain a level of exhaustion*.* Once you leave the range of the substance you lose a level of exhaustion granted by this weakness at the rate of 1 level per minute. ***You gain 15 points.***

## Ravenous Metabolism

*Your body requires much more food than a regular person.*

**Restriction:** Super-Human, Cosmic, or Supernatural, or Alien or Andromorph Archetype

**Effect:** During the Glory Days food was never really a problem for you; with drive through, vending machines, and the local supermarket, you were never more than an arm’s reach away from a power bar. But things have changed. You require double the food of a regular person, and must eat something every 6 hours in between regular meals, be it beef jerky, Twinkies, an apple, or what have you. Although you can attempt to keep yourself well-supplied with food stores, there will come times when the Editor-in-Chief simply informs you food supplies are running low, which may force you to undertake a scavenger run, seek out fruit trees, and so on. If you do not eat on regular bases (every 6 hours) your Burnout Threshold decreases by 5 for every meal you skip, to a minimum of 5. ***You gain 5 points.***

## Strange Appearance

*You possess a strange or disturbing appearance which may entice or terrify others.*

**Effect:** To build a Strange Appearance, choose its ease of concealment and your appearance’s effect on others then add up the points acquired. Bystanders or other heroes who do not know you on a personal basis may be quick to judge, flee from you, or in the case of someone with a threatening appearance, may attack you. Additionally, you suffer a penalty to all Influence skill rolls equal to the amount of points acquired through this disadvantage.

*Ease of Concealment:* If your strange appearance is easily concealed, ***you gain 0 points*.** If your strange appearance is impossible to hide (such as fur or a demonic appearance), ***you gain 5 points.***

*Effect upon others:* If you possess a slightly disturbing or strangely attractive trait (such as red eyes or shining silver hair) ***you gain 0 points***. If your appearance is disturbing or mildly threatening (small horns or giant bat wings) ***you gain 5 points*.** If your appearance is outright threatening (you possess the aforementioned demonic appearance), ***you gain 10 points.***

## Taboo

*You are restricted from actions a normal person can perform.*

**Effect:** The nature of your existence means there are certain things you simply cannot do. Perhaps your mystical powers require you to refrain from eating meat or bathing. Perhaps your android programming includes a failsafe against certain behavior. Perhaps your supernatural nature prevents you from entering a building without being invited. To build a Taboo apply each step and add up the points acquired. The Hero may choose multiple Taboos, gaining the highest possible bonus, **+5 points** for each additional restriction.

### Restriction

* *Easy:* These restrictions either have few negative effects when followed or are rarely encountered. Examples include not interacting with a particular person, not bathing except in a natural lake or river, or not crossing a line of salt. ***You gain 0 points.***
* *Moderate:* These restrictions make life difficult or are frequently encountered. Restrictions could include not touching bare human skin, not remaining in the presence of a symbol of faith, or not attacking without offering a chance to surrender. ***You gain 5 points.***
* *Difficult:* These restrictions negatively impact your life daily. Restrictions could include not eating food that you have not killed and prepared yourself, not touching metal, or not harming a living being. ***You gain 10 points.***

### Negative Effects

* Power Negation: All of the affected powers simply stop working when the Taboo is broken, until you Atone. ***You gain 5 points per power affected.***
* Physical Weakness: All of your ability scores are reduced by 2 until you Atone. ***You gain 5 points.***
* Impossibility: It is simply impossible for you to break this Taboo. You are physically incapable of doing so. If you are somehow forced to do so, you must dedicate you efforts into no longer breaking the Taboo in the most efficient manner possible. Since you cannot willingly break this Taboo, there is no atonement option. ***You gain 10 points.***
* Incapacitating Weakness: After initial violation of the Taboo you lose 1d8 stamina that bypasses all Damage resistance at the end of every turn until they atone or fall unconscious. They remain so until they Atone, which might be difficult if they are unconscious. ***You gain 10 points.***
* Fatal Weakness: After breaking the Taboo, you begin to lose 1 wound every minute you reach 0 wounds, at which point you die. This process ends if you atone, but unless the Atonement is simple it is very unlikely to happen before death. ***You gain 15 points.***

### Atonement

* Simple Atonement: Atonement for breaking this Taboo is simple to perform and requires no special materials. It might involve spending an hour in prayer, or running a system reset. Even a simple atonement should take at least a scene to perform. ***You gain 0 points.***
* Difficult Atonement: Atonement for breaking this Taboo is difficult to perform, requiring at least a day, and perhaps special materials not easily available after Z-Day. It might involve burning incense or finding electronic equipment to replace fused wiring. ***You gain 5 points.***
* Atonement Quest: Atonement for breaking this Taboo involves a heroic quest that should be the subject of its own Issue, or perhaps even Mini-Series. It might involve tracking down an android’s original programmer, a ghost returning to the distant place of their death to reconnect with their old life or passing a series of spiritual trials to reconnect with mystic power. ***You gain 10 points.***

# Starting Gear

You start play with a go-bag and a few other items, for a list of gear on see pg XX.

<side bar>  
Character creation ride along: Starting Gear

Ruban and Nani now get to choose their starting gear,

Ruban chooses a medium auto-pistol and combat knife has his weapons and a Survivalist Go-Bag

Nani chooses a heavy revolver and a hand axe as her weapons and a Survivalist Go-Bag as well, because she is trained in urban survival and outdoorsmen, she gains an additional 6 AP to spend and chooses to pick up Batteryless “shake” Flashlight, Solar/Crank radio, Multi-Tool, and Maps.

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All Heroes begin play with the following: see gear page XX

* A single firearm or archaic ranged weapon.
* A single melee weapon.
* A single go-bag.
* Additional Items: You start play with 3 Acquisition Points (AP) if you are trained either *Scavenge* or *Urban Survival*. If you are trained in both or expertly trained in either skill you gain 6 (AP) instead. You may use these points to acquire additional weapons and equipment. You may not use AP’s to acquire a working vehicle.

# Attributes & Defenses

### Rank Bonus

This bonus is equal to your hero’s rank, you start with +1 rank bonus.

### Grit

As first mentioned on pg XX, Your Grit bonus is added to saving throws. Your Grit is equal to your Rank which can be further adjusted by your Origin or feats you may have purchased during hero creation.

<side bar>  
Character creation ride along: Defenses and Attributes   
Now our players are in the home stretch and need to do the final mechanical touches to their heroes.

First Ruban and Nani have a +1 rank bonus.

Now to Defenses, Ruban looks at his finalized ability scores and chooses his intelligence for his Avoidance, Constitution for his Fortitude defense, and his charisma for his willpower defense giving him starting defenses of Avoidance: 14, Fortitude: 13 and Willpower :15

Nani does the same choosing her Dexterity for her Avoidance, Strength for her Fortitude and Wisdom for her Willpower defense giving her final defenses of Avoidance: 12, Fortitude: 15 and Willpower: 13 her final Fortitude is 17 thanks to her toughness feat.

Stamina being the sub of all of one’s defenses are 42 for Ruban and 51 (41 +10 from toughness feat) for Nani. And they both start with 3 wounds.

Pace & Initiative both rely upon their dexterity giving Ruban a pace of 1 and +0 to initiative and Nani a pace of 2 and a +2 to initiative.

Burnout Threshold Ruban and Nani both choose her Constitution for her Burnout Threshold giving her 14, 15 respectively.

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### Defenses

Reflect your ability to avoid or resist attacks of all kinds and are affected by one of two ability scores, in Rotted capes all attacks are preformed against one of these defenses.

**Avoidance**

Avoidance is your ability to read incoming attacks and dodge them. It combines elements of your athleticism and logic. Whenever an attack seeks to physically strike you, the attack targets your Avoidance Defense. Avoidance is adversely modified by armor and benefits from shields.

Avoidance = 10 + Dexterity Modifier or your Intelligence Modifier + Rank (+1)

**Fortitude**

Fortitude is the Hero’s ability to withstand severe trauma, poisons, and diseases. It combines elements of your health and conditioning. Whenever an attack would inflict trauma on your health and physical well-being, the attack targets your Fortitude Defense.

Fortitude = 10 + Strength Modifier or your Constitution Modifier+ Rank (+1)

**Willpower**

Willpower is your ability to overcome hardship, resist attacks on the mind, and remain focused in the face of distraction. It combines elements of your force of personality and insight. Whenever an attack seeks to deceive or dominate you, the attack targets the Hero’s Willpower Defense

Willpower = 10 + Charisma Modifier or your Wisdom Modifier+ Rank (+1)

<Side Bar>  
**Difference between defenses and saving throws:**

Defenses are your first line of defense against many effects, while saving throws are commonly used to represent you shaking off or otherwise ending an ongoing effect.

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### Health

Your health, stamina and wounds reflect your ability to endure physical harm and suffering.

**Stamina**

Stamina represents you’re staying power during combat; it is not your physical toughness, but instead represents your endurance under duress.

When determining your stamina, you only apply your base defenses with no conditional modifiers. (such as those provided by powers or feats). When your Defenses advance (see Advancement, page xx), your Stamina increases accordingly.

Stamina = Avoidance Defense + Fortitude Defense + Willpower Defense

**Wounds**

Wounds represent your Hero’s ability to absorb raw, physical trauma.

Wounds = heroes possess 3 wounds or half your constitution modifier whichever is greater.

### Pace

Pace represents how fast you can run. You can move a maximum number of areas in a round equal to their Dexterity Modifier (minimum of 1 and a maximum of 5). This may be further increased through Powers or feats.

### Initiative

You have an Initiative Bonus, which is equal to your Dexterity Modifier, which may be increased through Powers or feats.

Initiative = Dexterity Modifier

### Burnout Threshold

Some powers cause stress and fatigue on a Hero, occasionally reaching a point where the Hero’s powers simply stop working for a time. This may leave them vulnerable to zombie infection or being served as dinner.

To determine your Burnout Threshold, choose either your Willpower or Fortitude defense. Once this defense is chosen, it cannot be changed, ever.

# The Finishing Touches

## Personality Flaws

*I remember the Hood telling me once that there’s always something that separates us from the bystanders, a darkness that keeps us from ever being like them. She called it “compensation” for our empowerment. Sometimes it’s attached to our powers, but more often it’s attached to our hearts. It’s a weakness that others like us can exploit.*

*I never really understood what she meant until Z-Day hit. Fighting to survive certainly turned up the pressure and for every ‘superhero’ I saw rise from the ashes, I saw that darkness as well. Sometimes it brought out the best in heroes; I’ve seen superheroes that could’ve easily escaped stand in the way of a zombie horde just to buy some time for fleeing bystanders. Sometimes it brings out the worst; I’ve seen superheroes rationalize throwing one or two weaker bystanders into the clutches of the zombies just to buy time to escape.*

*This darkness, this flaw, is different for each of us, but it’s undeniably a part of all of us. I can’t explain why, but then again I can’t explain shooting jets of flame from fingertips or super strength either. Sometimes, it just is.*

<side bar>  
Character creation ride along: The Finishing Touches   
First off both players pick their personality flaws.

Ruben picks Darwinist and Young Gun with his tagline being “ha, you thought you had me.”

Nani picks Impatient and Overconfident with her tagline being “Taste the lighting.”

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### Personality flaws In Play

Personality flaws are one of the mechanisms which allow you to acquire plot points, at any time you, the editor-in-chief, or a fellow player can activate one of your personality flaws, if you accept the consequences with grace you gain a plot point, for more information on plot points see page XX

### Choosing a personality flaw

Every player must choose at least one personality flaw. These flaws are the iconic double-edged sword; they can benefit your hero just as much as they can hinder. This is in addition to any flaws you may have gained though your Origin.

### Always a Sidekick

*Look, whatever you guys want to do is fine by me. I wish Shooting Star was still here; he always pointed me in the right direction.*

You were a sidekick in the Glory Days and you still haven’t come to grips with the fact that you’re a top dog. You always look to others to fill the “hero” role, and you’re happy to work alongside them – or maybe just a step or two behind them.

### Berserker

*You crave battle and the madness it brings.*

Once you start fighting you don’t stop. Tactical plans, your orders, the objective, it all goes out the window once combat commences. Unlike Bloodthirsty, you don’t look for excuses to start fights, but once they start you keep going until no one is left standing… and that might mean friends as well as foes.

### Bloodthirsty

*Cool it, man! He stole the can of tuna because he was hungry; you don’t have to beat him to a bloody pulp over it.*

You have a brutal temper that borders on sadism. You enjoy beating enemies to a bloody pulp and often look for the flimsiest excuse to consider someone an enemy.

### Chilling Presence

*Hey, don’t creep up on me like that! You know, I always thought it was just the costume, but you’ve got that moody,*

*scary thing going on even when you aren’t wearing one.*

Whether it’s the way you look, the way you sound when you talk, the way you carry yourself, or a bit of all three, you unnerve people. They don’t want to be close to you and, at times, wouldn’t mind if the zombies got you.

### Clumsy

*I know that you’re twice the width of the average Joe, but that still doesn’t excuse you from knocking things down in front of me when we’re trying to keep one step ahead of the zombies!*

You are clumsy by nature and tend to bump or fumble things at the wrong time. You also tend to drop or break things (especially if they’re fragile), and can easily find the one chunk of loose pavement to trip over, no matter how carefully you step.

### Combat Paralysis

*You tend to freeze up in stressful situations.*

When the going gets tough, you tend to not go anywhere. In times of stress (such as combat and the like), you ‘lock up,’ neither moving nor reacting for a few actions. You better hope you have friends, or you’re not going to live much longer.

### Craven

*Forget B-Lister, you act more like a Super-Villain’s cowardly minion – or comic relief. You jump at shadows, shriek at the slightest threat of violence, and are quite afraid of… well, absolutely everything.*

During the Glory Days you were a Hero’s expert or Villain’s minion; you were never called upon to fight and you actually can’t stand violence. You firmly believe that discretion is the better part of valor and avoid conflict whenever possible.

### Darwinist

*Sometimes you need to sacrifice one to save many.*

You won’t go out of your way to save a Bystander when the odds don’t favor it and you aren’t adverse to allowing slow or wounded Bystanders “take one for the team” and save the rest. While you may be able to convince Bystanders and other Heroes of the necessity of your actions, they often find it difficult to live with once you’re past the immediate danger.

### Greedy

*You know that little girl needs your antibiotics, but you may need them some day! You found them, and they are yours, damn it!*

You are very possessive of items you salvage; you have a stock pile of stuff and will go out of your way to get more, risking life and limb in the process. You are also fully capable of hiding things you find from your fellow survivors.

### Gremlins

*You and technology have never been the best of friends.*

To say you have trouble using any electronic devices made after 1975 is an understatement. Whenever you’re around, computers tend to crash, cellphones build static and drop calls, sensitive scanners go haywire, newer cars stall out at the worst moments (or simply refuse to start in the first place), and so on.

### Haunted by Nightmares

*You see the zombies in your sleep.*

You have trouble sleeping through the night without zombies infecting your dreams. At times it’s so bad that they appear in your daydreams as well.

### The Hero’s Code

*Look, I get it. You want to fight for freedom, justice, and mom’s apple pie. But take a look around; it’s all gone, flushed down a zombie toilet. Why can’t you see that?*

Whether you actually believe in it or are just using it to hold on to your sanity, you continue to follow the unwritten code of superheroes to an extreme. You do not lie, cheat, or steal, even to survive. You treat super zombies as honorably would any other supervillain or henchman.

### Hero Worship

*If Lady Liberty were here, she’d try to save those Bystanders. If I want to prove myself worthy of carrying on her mantle, I’ll need to try to save them as well.*

You idolize a particular hero or villain. You try to live by their code and remind others about their deeds. You may even model your own super identity on that hero or villain. Note that the subject of your worship need not be dead or Z’d and your subject may not be too happy to have you using her handle.

### Impatient

*You have no capacity for repetitive tasks or waiting around and have a short attention span.*

You can’t stand sitting around and making plans; the zombies are everywhere and they’re closing in all the time! You want to act, now! Unfortunately, your impatience often leads you into danger with no preparation.

### Lone Wolf

*Look, we voted and I’m the leader, remember? I want us to survive just as much as you do. Why do you keep second-guessing me and undermining my authority?*

While you understand the concept of safety in numbers, you just don’t work well with a group. Someone is always holding you back or supporting a clearly inferior course of action. You’d just rather be on your own, taking support only when you need it.

### Lying Eyes

*Your tongue may be clever, but your eyes betray you.*

No one trusts you. Maybe it’s the way you carry yourself, maybe it’s because you make unconvincing arguments, or maybe it’s because you really don’t care. In any case, you have a difficult time convincing people of what you say.

### Megalomania

*I’ve been telling you for years that only through an iron fist does civilization stand a chance! Look at the world now! Once I establish order we’ll wipe away the zombies once and for all!*

You were a power-mad super villain (albeit a low-powered one) during the Glory Days and Z-Day changed nothing. While you protect Bystanders and work with Heroes, you do so out of a desire to establish a new world order, with you at the top.

### Nihilistic

*Even if we do destroy all the zombies, then what? Look around you, guys, this world is over. We’ve got nothing to look forward to but ruins and memories.*

You’ve given up hope. You survive because you must, if only to help others, but you just don’t see a glimmer of a bright future anywhere on the horizon. When things seem hopeless you’re strangely content, and it’s difficult to get you to fight against the odds.

### Oblivious

*Hey guys, why are you all sneaking up the stairs with your guns drawn?*

You are oblivious most of the time; maybe you suffer from extreme ADHD or have simply drawn into yourself. Regardless of the cause, there are times you ignore or fail to notice what is right in front of you.

### Overconfident

*There’s nothing you can’t overcome.*

While others believe that discretion is the better part of valor, you rush in where angels fear to tread. You have complete confidence in your abilities as well as those of your companions, which sometimes leads to taking on more than you can chew.

### Over Protective

*What do you mean, “If we send out a group maybe some of them will come back?” We can’t treat Bystanders like cattle! I’ve been protecting this enclave since Z-Day. They’re my children!*

You are extremely over-protective of the Bystanders in your enclave and treat each of them as you would your children (and you dote on your children). This makes the hard choices even more difficult for you, and you take the loss of any Bystander extremely hard.

### Patriot

*Sure things look tough, but we’re Americans! Our nation was born in troubled times and we’ve weathered worse! We’ll get through this so long as we never forget our ideals!*

You strongly believe in something, usually the nation of your birth, and you optimistically hold on to its ideals, laws, and principles. Your patriotism is often at odds with reality, and many fellow Heroes and Bystanders aren’t appreciative of your love for the Golden Age.

### Poor Substitute

*What do you mean, ‘I’m too young to be the Night Ranger’? I kept the city safe from Mega Master countless times! Of course I don’t have all the trick arrows anymore; I lost them years ago!*

You have not only taken on the mantle of an old superhero, you’re starting to believe that you are that superhero. Unfortunately, this goes far beyond roleplaying; at times you believe that you have access to powers that you simply don’t have, which can be dangerous when the zombie horde is surrounding you.

### Post-Traumatic Stress Disorder

*You have seen the dark face of the apocalypse; it’s changed you, and you’re on the edge of losing it, all the time.*

Not only brought on through combat build, PTSD can be brought on by any violent traumatic build, like a zombie apocalypse. You are always on edge; you jump at loud noises and fly off the handle sometimes despite yourself. It’s hard for you to sleep, but when you do, you sleep with a knife at your side and a gun under your pillow.

### Revolutionary

*You disagree with how your enclave is governed and you make no attempt to hide your disapproval.*

You are constantly at odds with the leadership of your enclave and actively support replacing it with another type of government. Unfortunately, you usually hold the minority opinion and most Bystanders worry that your position may one day threaten the enclave.

### Ruthless

*You are a reformed Super-Villain or amoral hero and you try to do the right thing, but you still lack compassion for others.*

You have no appreciation for the feelings of others and fake compassion as best you can. You know that what you’re doing now is right, but you might as well be a robot as far as your feelings are concerned. You often look to other heroes to see how you should be feeling.

### Survivor’s Guilt

*Many Bystanders in your enclave have fearfully left a friend or loved one to the clutches of zombies but they never expected it from a hero. You let someone die in a moment of weakness and no matter how much you try to make up for it, Bystanders never let you forget it.*

You just can’t put your moment of weakness behind you. Not only is it brought up every time you offer an opinion on a course of action, but the friends and loved ones of the person you deserted occasionally try to exact revenge.

### Too Much of a Good Thing

*There is attractive, and then there’s you.*

You look good, even in the middle of the zombie apocalypse. It might be due to your super-human powers, a lucky roll of the genetic dice, or all of the work you had done before Z-Day.

Unfortunately, people equate your looks with your intelligence and general level of skill, figuring your IQ equals your shoe size. Either that, or you must deal with a string of unwanted suitors or people trying to protect you from harm, lest your good looks become tarnished.

### Unlucky

*Lady Luck wants to see you get eaten by zombies.*

You can’t put your finger on it, but you just have the worst luck. Two paths? The one you take is filled with zombies. Have a weakness? Count on it to be incorporated into the next super zombie’s costume.

### Unattractive

*You never did look good in spandex due to that pot belly. The prescription eyeglasses don’t help either.*

For whatever reason, people that would normally be attracted to you find you homely at best and quite possibly repulsive.

### Villainous Past

*Yes, you keep saying that the Z-Day changed everything, but you know what? I don’t care. Before the Z-Day you were an arrogant, megalomaniacal, narcissistic SOB with blood on your gloves. I still don’t trust you.*

You were a rather public and sinister supervillain before the Z-Day and you can’t shake your reputation. You are treated poorly, constantly watched, and always the first suspect whenever something bad happens that doesn’t involve zombies.

### Young Gun

*You are so young it’s hard for others to take you seriously, as a result you constantly compensate in a desperate bid to gain respect.*

When others are watching, you are exceedingly reckless, all in an attempt to gain some level of respect. You always volunteer for dangerous missions and leap headlong into “heroic” situations.

### Xenophobia

*You really don’t like strangers*.

You are immediately suspicious and intolerant toward anyone that isn’t part of your survivalist enclave. It takes a long time for a stranger to gain your trust.

### Zealot

*We brought this on ourselves. Only if we truly repent and ask for forgiveness will this nightmare be over.*

Whether you were a person of faith before or found religion in the aftermath of Z-Day, you now strongly hold on to its teachings. Your faith may not be exactly what that faith taught in the Glory Days (you’ve had to interpret a lot on your own) and some of your interpretations may be quite fanciful, but you firmly believe in it. You want – need – everyone else to join you.

## Taglines

*There was another thing we all had in common; each and every one of us had a tagline. Yes, I realize it was kind of silly, and most heroes’ taglines seemed almost forced. But it was one of those unwritten traditions we all followed.*

*Back in the day, the media would do most of the work for us; I still remember how they stuck Armory with “Stand Back” after they caught him saying it on the news two times… never mind the fact that he was telling bystanders and members of his own team to basically get out of the way. But before you knew it, there he was yelling “Stand Back” right before he would let loose with some new weapon or right before he would land the telling blow.*

*We all have taglines, and the bystanders eat it up; it seems to give them some hope. At least some of us have hope left.*

### Taglines in play

Once per scene, you may utter the tagline as you perform any action. Depending on how well you use the tagline in the moment you may get rewarded with a plot point which you may them immediately use. Make the use of a tagline dramatic! That’s what they are for.

**Example:** Velocity flashes by a super zombie, coming out of nowhere catching it and his fellow heroes by surprise.

Looking up at the Editor-in-Chief he says “Ha! You never saw that coming”, activating his tagline and getting a free Plot Point reroll.

### Choosing a Tagline

Players should choose a tagline during character creation, or they can start play without one and allow the other players, and bystanders (aka the Editor-in-Chief) to choose one for them.

A tagline should be quick sentence or saying, a call to battle, or a quip commonly used by the Hero.

Here are some examples

“You never saw that coming” – Velocity

“Turn it up!” – Sonic Boom

“I am the night!” – The Hood

“Protectors, take them down!” – Sentinel

# The Cast

*I’m telling you I have seen some amazing things since Z-Day. Through all the blood and death, I have seen ruthless men become selfless heroes.*

*I don’t know, maybe it’s a defense mechanism, a primal need to gather, form family, and protect our fellow man. There are so few of us that maybe our inner caveman needs us to form tribes and look upon our each other as brother and sister, instead of competitors or prey.*

*Zombie survival stories are never truly about the zombies, but the survivors. These stories bring together radically different people and force them to come together, and grow closer.*

In this last step, we create those personal bonds between your heroes and the survivors under your care. Every zombie story has its supporting cast, and it’s those stories between your characters and those they care about make *things truly matter*.

Unlike character creation, creating the supporting cast is more of a group event, and should be done during a session 0, with all the players together at the table, online, or over a group chat.

Once everyone is together, have each player describe one or two members of the supporting cast, these are common bystanders they have formed personal connections with. Maybe you saved someone from becoming zombie chow. Or maybe they are family members, or old friends, or maybe a random survivor that reminds you of someone in your past.

Once a bystander is created, the other players may propose one or more personality flaws, such as being an alcoholic, a thrill seeker, or possessing a dark secret. If multiple players propose different flaws, the Editor-in-Chief chooses the ones they like and grants that player a Plot Point.

Proposing flaws should be done *in secret*, have the players write their ideas down on a paper or text the editor-in-chief their proposed flaw. Then depending on the nature of the flaw the Editor-in-Chief may decide to have the supporting character’s personality flaw be public knowledge.

Also during this process, if you opted to take either the *supporting character* or *sidekick* feat you may apply it to one of the bystanders you created. Upgrading the character from a bystander to a supporting character. Stating out bystanders is left to the Editor-in-Chief, Supporting Characters can either be stated out by the Editor-in-Chief or if they allow, by you.

During gameplay, cast members are usually controlled by the Editor-in-Chief, but this may not always be the case.

A good way to keep everyone involved in the game or tell multiple stories (for example, when the party is split up, or when there are events taking place back at the enclave), there are times that the Editor may hand a Cast member to another player to role-play.

By no means are these the only survivors. Depending upon the size of your enclave, you may have many more Bystanders. But the Cast is more than that; they are the survivors the Heroes have formed personal connections with.

**Building the Cast:** See chapter “XX” the cast for details on stating out the cast.