

# Forgetting a Profession and Retraining

Life changes people, and sometimes, a survivor finds themself needing to walk away from their past life and open new doors to overcome the challenges ahead. It is possible for a survivor to push aside years of training and forget the secrets of their trades, letting skills fall into disuse, and make way for new ventures, but that process is a difficult one, and rarely embarked upon lightly.

Removing a Profession from your character is not a simple process. During the time that you have played your character you have learned Professions, Skills that are a part of that Profession, and used those Skills to get your character to the point that they are at today. By choosing to forget a Profession, and deciding to retrain in a new direction, you are undergoing a longer investment of experience points and growth than standardly learning a Profession. As they say, it is easier to learn something from scratch then to forget what you have known and then in turn learn it all over again.

With that in mind, if you do decide that you are going to remove a Profession, the following things must occur.

- 1) The Profession removal must be done before you check into game. You cannot choose to forget a Profession once you have entered game.
- 2) You will spend 10 experience points to remove a current Profession. In doing so, the following recalculations occur:
  - A) You cannot pay to drop your Profession, if you only have one Profession.
  - B) Any Advanced Professions that you had, that required you to have a basic Profession as a base requirement, are lost. You are not refunded the experience points from lost Profession Concentrations, lost Advanced Professions and lost Advanced Profession Skills.
  - C) Any Skills that you had on the list that you are removing, that you do not have access to otherwise, will have their experience point cost refunded.
  - D) If you are losing a Skill from your existing list, and it is available on another list (including the Open list) you will pay the experience cost of that Skill. As an example, if the list you are forgetting has the skill Parry on it for 3, and you pay the 10 to lose the Profession list with Parry for 3, you will in turn HAVE to take Parry from the Open list unless it is available on another Profession you have.
  - E) Your experience points will be recalculated with the 10 experience points spent to drop a Profession, the earned back experience points from lost Advanced Professions and Advanced Profession Skills, and recalculated to represent what additional expenditures you may have to make to cover new higher Profession costs.
- 3) After these calculations have been signed off by your Coordinating Director, you will be able to return play with the remaining experience points.



Since this process involves a large amount of recalculation of experience points, you may wish to contact your coordination staff with as much lead time as possible before game. If you give your coordination team a few weeks advanced notice, they may be able to recalculate what your sheet would be before reentering play. If you wait until right before game, or wait until game itself, this process may take you a good amount of time and delay your entering into play.

## Removing the Psionist List

Removing the Psionist list from your character sheet requires more effort than a standard Profession list. Given that being a Psion is part training and part physical condition, the requirements for removing Psionist from your character sheet is as follows:

- 1) The player looking to remove Psionist from their character sheet must role-play 6 months of attempting to suppress their own psionic ability. This includes 6 consecutive months of not using ANY psionic abilities at all. A single use of a single psionic ability at any event restarts the 6 month requirement.
- 2) The player looking to remove Psionist from their character sheet must have the approval of their game Director to do so.
- 3) If approved, all further process for experience point recovery and cost follow the same as a standard character Profession removal.

## Removing Guild Membership or Black Market Connections

When getting rid of a Profession list that has Guild Membership or Black Market Connections on it, the process for removing Guild Membership or Black Market Connections is slightly different than standard retraining. If a player decides to remove Black Market Connections or Guild Membership from their sheet, it is assumed that the character has had a large portion of their memory brutally removed. The memories that are removed include who other members of these organizations are, how they operate, what function these groups have served in the past, details from any meetings, as well as the retraining members former involvement with the group.

This does not allow a character to forget actions they have taken BECAUSE of the group or organization (such as lying, theft, or murder) but it does remove the reasoning that the character had for committing these crimes.

Retraining out of a Profession to lose Guild Membership or Black Market Connections does not prevent members of those groups from taking action against the individual who trained out of particular Skill, and players looking to leave these organizations should expect severe repercussions for leaving.



## **ASSistance Points**

**A**sistance Points are an expendable resource that a player earns for helping out a local game. Assistance points are awarded by Game Directors, Storytellers, Marshals, and any official member of the game operations team as a means of saying 'thank you' for going above and beyond the call of duty. Assistance Points are awarded for additional NPC shifts, for exemplary community commitment, for additional setup and cleaning duties, filling requested game donations, and many other forms of going above and beyond the requirements of a standard attendee.

Assistance Points must be awarded by the individual that was present when the duties were performed. This means that if you are making donations to your local branch, then you must have those donations signed off when you check in and turn the items in. If you are doing additional NPC duties or helping above and beyond on an NPC shift, the Story Teller whose shift you are helping out on must assign you the Assistance Points.

Whenever you are given Assistance Points, there are three key pieces of information that must be included with the assignment: the assigning staffer member's signature, the assigning staff member's membership number, and the reason why the assistance points were assigned. If an assignment of Assistance Points lacks these things, the player may not receive their well-earned points. If you are receiving Assistance Points, it is in your best interests to make sure these three items are on your sheet.

There are restrictions in regards to how much staff members can give in Assistance Points. A Marshal may never assign more than 10 Assistance Points to a player during an event. A Storyteller may never assign more than 50 Assistance Points to a player during an event. A Head Storyteller may never assign more than 100 assistance points to a player during an event. Any Assistance Points assigned that go above 100 assigned Assistance Points need to be approved by a Director.

While at times more Assistance Points than the following guidelines can be given, the following general guideline should be used for most Assistance Points assignments.

**Extra 4 hour NPC shift:** 40 Assistance Points

**Hour of Additional Assistance (setup, downtime work):** 10 Assistance Points

**Donation of Props or Needed Materials:** 1 Assistance Point per \$1 donated

**Donation of Branch Organized Charities:** 1 Assistance Point per \$1 donated



## **Spending Assistance Points**

Dystopia Rising is a community, and when the community goes above and beyond we reward our members. Helping out above and beyond what is expected from you can earn you points at an event, which will be added to your sheet for use come the next month you come to game as your character. These points are awarded for exceptional assistance, and not given out via request. Assistance points may be cashed in at Check In for any of the following items:

- 10 Points - 1 Experience Point (no more than 2 per character per event)
- 50 Points - Additional Mind Point refresh (48 hour meal refresh card, max 2)
- 50 Points - Basic Brew (non-recipe brew)
- 75 Points - 3 Credits
- 75 Points - 3 Basic Scrap
- 75 Points - 3 Basic Herbs
- 150 Points - 3 Uncommon Herbs
- 150 Points - 3 Uncommon Scrap
- 150 Points - Uncommon Strain (see local branch for Uncommon Strains and character creation section.)
- 250 Points - 3 Rare Herb
- 250 Points - 3 Rare Scrap
- 250 Points - 1 Named Scrap
- 250 Points - 1 Named Herb
- 250 Points - 1 Scrounge-able Gizmo
- 250 Points - 1 Produce (Unique or Standard Via Animal Handling)
- 300 Points - Rare Strain (see local branch for Rare Strains and character creation section.)
- 400 Points - Choice of Basic Still, Forge, Basic Work Bench, or Printers Table.  
6 month expiration date and requires prop
- 450 Points - Teacher for a basic Skill or basic Profession

## **Extended Growth**

Beyond the ability to learn new Professions, Skills, and increase both your mind and health pools, characters eventually may begin to look at the field of Extended Growth. Extended Growth is when a character, after numerous years of effort, begins to learn abilities and Skills that are not readily available to most characters. The two fields of Extended Growth are in the form of Profession Concentrations and Advanced Professions.

When a player reaches the listed growth requirements for either Profession Concentration or an Advanced Profession, that player puts a written request for consideration in to their directors. Each branch will provide either a form, or an email address, where requests may be submitted. The consideration process for these two forms of Extended Growth is vastly different. Profession Concentrations do not require approval beyond having a character sheet audit completed to ensure that a player is eligible for learning the requested Profession concentration. With Advanced Professions, characters must have proven themselves as an embodiment of what that Advanced Profession would be. Most people will not be approved for an Advanced Profession, so with this in mind, do not be daunted if you are not awarded an Advanced Profession upon request (most people are not).

# **Profession Concentration**

**P**rofession Concentrations are different from Advanced Professions in multiple ways. While an Advanced Profession is a restricted Profession that most characters will not achieve, Profession Concentrations are the natural growth and evolution of Professions.

Profession Concentrations, if they were to be scaled, are between Advanced Profession and standard Professions in how common they are. Unlike Standard Professions and Advanced Professions, Profession Concentrations do not open a completely new tree of growth for characters. Instead, each Profession Concentration provides 2 to 3 unique Skill modifications that a player has access to as soon as they have access to their Profession Concentration.

Not every Skill in each Profession Concentration is going to be useful to each Profession that is available for those Profession Concentrations. While your character may produce resources as their primary focus, they may find that in the Civilized Profession Concentrations only one or two Skills are appropriate for what you are looking to do. Each Profession Concentration category is divided into three different divisions based on the three primary focuses found within that category, based on Professions and player choices to date. Within those primary focuses three Skills are available, wherein only one or two of those Skills may be right for you. If your character is hyper focused (multiple Skills and Professions) in the same style of play, you may find two to three of the Skills in each Profession Concentration to serve your needs.

Regardless, each player should decide the volume of investment they want to place into achieving a Profession Concentration verses how useful the individual skills are to them.

## **Rules for achieving a Profession Concentration**

A character must have at least 200 experience points spent on their sheet prior to learning a profession Concentration.

A character must have at least 50 Health AND 50 Mind (including starting Health and Mind).

A character must have the prerequisite Professions to be eligible for a Profession Concentration.

A player must have their character sheet audited 1 month before intending to purchase a Profession Concentration by the coordination staff to ensure that all requirements have been fulfilled.

Once a character has a Profession Concentration, they may not unlearn the Profession Concentration OR the required prerequisite professions needed for a Profession Concentration.

Profession Concentrations cost 30 experience points to purchase.

All skills within the Profession Concentration become available to the player for use the month after the Profession Concentration has been purchased.

Characters are restricted to 2 Profession Concentrations.

Profession Concentrations do not require a teacher or special approval beyond having being approved post character sheet audit.



# **Combat Profession Concentrations**

**P**rofession Focus Requirements: Assassin, Guard, Gun Slinger, Hunter, Martial Artist, Officer, Primitive, Pugilist, Sniper, Soldier, or Thug.

## **Agility Combatant Focus**

### **Close the Distance**

Fighters that rely on quick strikes, quick hits, and speed have their lives depend on controlling their location on the battle field. Being able to move into short range quickly is just as important as being able to get out of fighting range. When using Close the Distance, the player using this Skill may spend 20 Mind Points and loudly declare 'Close the Distance.' Once Close the Distance is declared, the user of this Skill places their out-of-character signal over their head and sprint up to 20 steps to a target person. Once the person using Close the Distance stops taking steps, has five seconds pass, or reaches their target, the player drops their out-of-character signal. When Close the Distance is used, any of the following effects that the user is currently under immediately come to an end: Berserkers Mind, Cover of Night, Whisper Walk, and Fade in a Crowd.

### **Disengage**

Controlling the battlefield often is the difference between life and death for the fighter who relies on speed and positioning. In the instance that the character with the skill Disengage has had a melee strike parried, delayed, or if the strike has 'no effect,' the character with this skill may immediately spend 20 Mind Points and call 'Disengage'. The player using Disengage may put the out-of-character symbol over their head, and take up to 10 steps away from their target. Once the person using Disengage stops taking steps or has five seconds pass, the player drops their out-of-character signal. Chase does not prevent the use of Disengage, however, a character with at least one mangled or Severed leg may not use Disengage. When Disengage is used if the player has the Skills Cover of Night, Whisper Walk, or Fade in a Crowd, those Skills may be spent for and activated while the Disengaged character is traveling out-of-character. These additional Skill uses have the standard restrictions and costs related to use of those Skills.

### **Keen Eyes**

A character with the Agility Focus Combatant concentration has the ability to be a stealth combatant's worse enemy. The Agility Focus Combatant with the Keen Eyes skill can expend 20 Mind Points and call 'By my voice, Alert!' This effect triggers on all targets, friendly and unfriendly, within the range of the Keen Eyes Skill.

# Ranged Combatant Focus

## Heavy Ordinance

Allows for the use of Heavy Ordinance weapons. Heavy Ordinance weapons are produced with the Custom Modifications skill via the Quality Producer Profession Concentration. Heavy Ordinance weapons are capable of using Skills linked with both firearms and thrown weapons assuming the user of this Skill has access to the linked firearm or thrown weapon Skill. In addition, all Heavy Ordinance weapons may use both Firearm and Bow Gizmos and custom ammo. Heavy Ordinance Physical Representations should be massive pieces of equipment that are marked with a bright yellow band, signifying that they may only be used by an individual with the Heavy Ordinance skill.



Heavy Ordinance weapons should have the visual appearance of monster weapon systems that utilize pulleys, recoil systems, and oversized payload launchers.

## Reloading is Stupid

When your life is determined by the guns you carry and the bullets you fire, running out of ammunition can mean your death. Long Range Combatants with the Reloading is Stupid skill may increase their total carried dart total from 20 darts to 50 darts that may be stored in multiple clips. Long Range Combatants using this Skill are still responsible for policing their own brass (picking up their darts after a fire fight). In the instance that darts are found on the site by staff members at the end of an event, those darts may be returned to the player using this Skill via NPCs attempting to assassinate the character in question. All darts MUST be marked with the characters player number.

## Improvised Thrown Weapons

Throwing weapons are items that have been balanced and designed in such a way to either fly through the air like a dart, or to have a certain number of rotations per yard to allow the weapon to land with its sharpened edge or point in a target. Throwing weapons effectively that are not designed to be thrown is difficult, and, requires a great amount of skill. With the Improvised Thrown Weapons Skill the character with a Range Combat Focus may improvise thrown weapons. When using Improvised Thrown Weapons, the user of this Skill spends 10 Mind Points and 5 minutes roleplaying scrounging for improvised thrown weapons. The character using this Skill must not be Bound or be suffering from Mangled/Severed arms. After the 5 minutes of roleplaying and the 10 Mind Points spent, the user of this Skill can pull out 10 Improvised Thrown Weapon Physical Representation. These improvised thrown weapons may be orange packets, or, small improvised thrown weapon Physical Representations with an orange and green stripe. These Physical Representations are only usable by the individual with Improvised Weapon, and is only usable for 10 minutes before the item are no longer usable. The improvised thrown weapon only does one damage, but can be used as an appropriate thrown weapon or javelin weapon for skill use. When Improvised Weapon is not being used, the thrown physical representations should be carried on the player but kept as out of sight as possible as to not disrupt roleplay.

# **Short Range Combat Focus**

## **Pole-arm Weapon Mastery**

Allows for use of melee Two handed weapons that are 80 inches in length or less. These Melee weapons require 45 degree swings instead of 90 degree swings due to the additional force that would be produced from the larger weapons. These larger Two handed weapons must be marked with a bright yellow band, signifying that they may only be wielded by an individual with Pole-Arm weapon mastery. Pole-arm Weapon Mastery weapons are produced via the Quality Producer Skill: Made to Order.

## **Call for Phalanx**

Allows a shield wielding character to spend 20 Mind Points and call, 'By My Voice, Call for Phalanx!' When Call for Phalanx is activated, up to 8 shield wielding characters may form a box, circle, or line formation within 5 steps of the user of Call for Phalanx. For 10 minutes all shield wielding members of the Phalanx, as long as they remain within 5 steps of the user of Call for Phalanx and continue to wield their shields, may ignore all uses of Fear, Nightmares, and \*ALL\* area effect or 'By My Voice' effects. When ignoring the effects of an attack or effect due to Phalanx, the defender must call 'DEFENDED, PHALANX' within 3 seconds of the attack being sounded. Area effect damages include all uses of Wide-Strike, psionic area effects, By my Voice attacks, and Area Effect traps. While Call for Phalanx is active, no members of the Phalanx may move faster than a half time marching step. If at any point during the use of Call for Phalanx the user of Call for Phalanx is dropped into Bleed Out or rendered asleep or unconscious Call for Phalanx immediately comes to an end. It is the responsibility of the individual using Call for Phalanx to ensure that individuals joining in the use of the skill understand the restrictions and uses of Call for Phalanx. If any individuals that are a part of a use of Call for Phalanx leaves the range of the Phalanx, the Skill immediately comes to an end.

## **Improvised Weapon**

Being skilled with many close range melee weapons often means being capable to use most items as a weapon. With this Skill, a Short Range Combatant may carry a contact safe melee weapon on them that represents an improvised Small, Standard, or Large melee weapon (they may carry multiple of these if they wish). This weapon must match to a melee weapon Skill that the character with Improvised Weapon current has. This melee weapon must be marked with a yellow and a green band to signify that the object is only usable by characters with the Improvised Weapon Skill and is not an item actually carried at all times. When using Improvised Weapon, the user of this skill spends 10 Mind Points and 5 minutes roleplaying scrounging for an Improvised Weapon. The character using this Skill must not be bound or be suffering from Mangled/Severed arms. After the 5 minutes of roleplaying and the 10 Mind Points spent, the user of this Skill can pull out their stored 'improvised weapon' Physical Representation. This Physical Representation is only usable by the individual with Improvised Weapon, and is only usable for 10 minutes before the item 'breaks'. The improvised weapon only does one damage, but can be used as an appropriate melee weapon for Skill use. When Improvised Weapon is not being used, the melee Physical Sepresentation should be carried on the player but kept as out of sight as possible as to not disrupt roleplay.

# Civilized Society

## Profession Concentrations

**P**rofession Focus Requirements: Caravan Driver, Charlatan, Doctor, Entertainer, Gambler, Hookup, Merchant, Politician, Priest, Publican, Ring Leader, Saw Bones, Scoundrel, Spy, Teacher, or Thief.

### Civil Servant Focus

#### Savior of Life

The Savior of Life skill requires the user of Savior of Life to have the First Aid Skill. For 5 Mind Points the character with the Savior of Life Profession Concentration Skill and the First Aide Skill may place both hands on a Bleeding Out character to simulate 10 seconds of performing emergency First Aide (tunicates, burning wounds shut, etc) on a character to instantly activate First Aide. By calling Savior of Life while roleplaying a quick patching of wounds, the target of Savior of Life is immediately stabilized.

#### Bearer of the Banner

It doesn't always require a great fighter to lead a people, sometimes it takes one person of strong will who is willing to raise the standard. Use of Bearer of the Banner requires the in-game crafting of a generic item: Banner of (organization). The generic item Banner must have an appropriate Physical Representation of a settlement, faith, gang, Strain, or local organization insignia. The size of the banner matters, as the area of effect of Bearer of the Banner is limited to the line of sight that players have to the physical representation of the item: Banner of (organization).

Once per event the user of Bearer of the Banner may spend 20 Mind Points and call 'By the sight of the Banner, all (organization): (effect)'. All characters that are described by the definition of the organization of the Banner and are in the line of sight (and capable of seeing) the Banner may receive the benefit of one of the following effects. If an affected character leaves line of site of the Banner, or is blinded, the benefits provided by Bearer of the Banner are lost. If the Banner is destroyed, or dropped to the ground, the effects of Bearer of the Banner are lost. Characters may only have the advantage of one use of Bearer of the Banner at a time.

- Immunity to Fear (Duration 30 minutes)
- Immunity to Nightmares (Duration 30 minutes)
- Immunity to Enslavement (Duration 30 minutes)
- Immunity to Agony (Duration 30 minutes)

**Example:** By the sight of the Banner, all Citizens are Immune to Fear for 30 minutes.

**Example:** By the sight of the Banner, all Mericans are immune to Enslavement for 30 minutes.

**Example:** By the sight of the Banner, all Telling Visions are immune to Agony for 30 minutes.



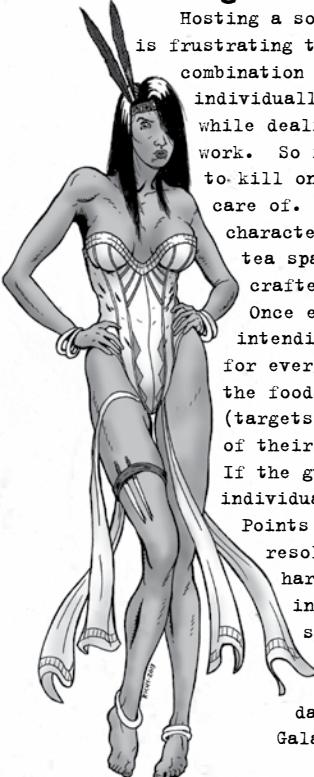
## Bread and Circuses

Sometimes things are just horrible, and people need to be distracted from their worries. With the use of the Bread and Circuses Profession Concentration skill, a character with the Entertain Skill may perform for at least 30 minutes in front of a crowd. Any individuals that stay for the whole duration of the performance (and activation of the Entertain Skill) can be targeted by Bread and Circuses.

- Without the Entertain Skill, use of Bread and Circuses requires that all targeted individuals be provided 1 crafted non-mechanic meal and 1 crafted non-mechanic drink. Each individual must have one full serving of both food and drink.
- Once per event Bread and Circuses may be activated by either the person handing out food and drink or the Entertain with the Bread and Circuses skill, by first providing the food and drink or the performance, and then spending 20 Mind Points. Entertainers that have performed may call 'By the sound of my performance, regain 5 mind'. An individual handing out food and drink may call 'By the consumption of food and drink, remove all temporary derangements'. If a performer with the skill Entertain has performed while generic food and drink was consumed by all, then the Entertainer may call 'By my performance, food, and drink remove all temporary derangements and regain 5 mind.'

## Socialite Focus

### Hosting the Gala Event



Hosting a social event in the time of the post-apocalypse is frustrating to say the least. Figuring out what different combination of cups suggests that you chose each tea serving individually instead of just pulled together what you could, while dealing with the undead beating down your door is hard work. So if a Host can be assured that the guests aren't going to kill one another, then at least one issue has been taken care of. When Hosting the Gala Event, the Socialite Focus character with this Skill must first set a formal dinner or tea space. Food and beverages, of at least the generic crafted variety, must be provided for all of the guests.

Once everyone is sitting at the table, the individual intending on Hosting the Gala Event must spend 5 Mind Points for every guest that is sitting at the table and partaking in the food and drink. The guests sitting that are being hosted (targets of the effect) may choose to expend 5 Mind Points of their own to 'willingly be a part of the festivities'. If the guest spends the 5 Mind to be a willing member, the individual using Hosting the Gala Event regains the 5 Mind Points they would have spent. Once all targets have been resolved, no individuals at the table may willingly harm themselves or others sitting at the table. This includes all psionic attacks, use of damage causing skills, trigger of traps, or giving commands for others to attack. Once one target of Hosting the Gala Event or the individual using the power takes damage (to armor or body), the effects of Hosting the Gala Event come to an end.

## **Life of the Party**

Being a socialite host is not only difficult but is also a great responsibility to ensure the health and safety of those they are hosting. This advantage allows the Socialite Focus character access to the Rover 'Bond of Salt' advantage. In the instance that the character with the Socialite Focus is already a Rover, then the limitation of 10 Health transferal is instead increased to up to a 50 health transferal.

## **Unwanted Guest**

Ensuring the quality of your party sometimes means having an 'A List' and a 'Nay List'. A character with a Socialite Focus is capable of making anyone feel unwelcomed at an event- so much so that they are unable to remain in the room. Usable on any Strain, once per event a Socialite Focus character may spend 5 minutes loudly degrading and being obviously insulting and catty about an individual. At the end of the 5 minutes of chastising (if Choking Blow or other forms of silencing are used midway, the insult train must begin again) the Socialite Focus character may spend 20 Mind Points to force that individual to leave line of sight of the Socialite Focus character (minimum 50 feet) and not return for one hour. Use of this Skill may not be defended against, delayed, mind resisted, or refused. This Skill only works on living Strains who are capable of removing themselves. In the instance that a target of Unwanted Guest is unable to remove themselves (Mangled limbs, effect of Tied Bonds), the target will suffer under the effect of Choking Blow for 10 minutes as they silently look at the ground in shame.

## **Resource Manager Focus**

### **The Dead Market**

Somewhere between the connections of the Black Market and the Guilds of Murder Inc. and the associated assassin's guilds is a long-standing network of body part merchants. This network of Grave Robbers, assassins, and black market dealers do not trade in most common currencies, but instead only do business with debts of life or death. Commonly known as 'Blood Notes', these difficult to procure currencies are capable of purchasing some of the most hard to find materials and favors. At Check In, a character with this skill may trade in Blood Notes for any of the following items.

#### **2 Blood Note - Gizmo**

Little Blue Vial. 6 Month Expiration. Used in conjunction with Grave Robber procedures.

#### **4 Blood Notes - Gizmo**

Single Use Tank Heart. 6 Month Expiration. Used in conjunction with Grave Robber procedures.

#### **6 Blood Notes - Honor Hunt**

A 'must kill' contract is opened on a single individual which will be passed along to Murder Inc. or the local associated Guild Membership. Contract is active at the branch in which the Blood Note is expended. Effects to remove this contract may not be used until at least 2 months after the purchase of an Honor Hunt.



## **6 Blood Notes - Persona Non Grata**

Bribing the local Black Market to compete to make a target's life miserable, being marked as Persona Non Grata puts any Black Market member who is willing to do business with the target in poor standing with the Black Market. Contests for promotion and rare materials provided to the individual who does the most economic harm to the Persona Non Grata is standard within the Black Market. Being Persona Non Grata may not be removed by any means for at least 2 months after the purchase of Persona Non Grata.

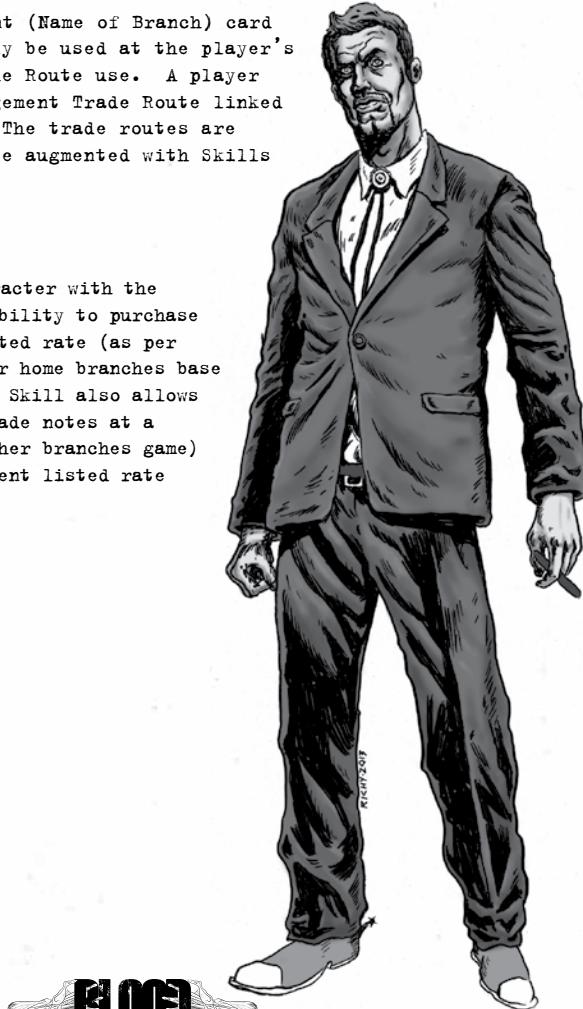
## **Route Management**

Trade Routes often times require an extensive amount of footwork to locate and keep operational. With the Route Management Concentration Skill a player that has traveled to a neighboring branch, not their home game, may spend 20 Trade Notes to open a 3 month Route Management (Name of Branch) Trade Route. This Trade Route allows a player to have access to one branch specific named Herb or Scrap via the trade route at a rate of 5 Trade Union Notes per unit of Herb or Scrap, with a maximum of 2 units being able to be purchased per Check In. If the player with the Route Management skill has the Skill Trade Routes, the maximum number of units of Herb or Scrap is increased to 5 per event.

Once this Route Management (Name of Branch) card has been produced, it may only be used at the player's home game as per regular Trade Route use. A player may only have one Route Management Trade Route linked with each branch at a time. The trade routes are nontransferable and may not be augmented with Skills or other item effects.

## **Financial Exchange**

This Skill allows the character with the Financial Exchange skill the ability to purchase Trade Notes at the current listed rate (as per current value list) using their home branches base economy during check in. This Skill also allows players to cash in up to 20 trade notes at a travel event (an event at another branches game) for local currency at the current listed rate (as per current value list)



# Crafting and Production Profession Concentrations

**P**rofession Focus Requirements: Cook, Distiller, Engineer, Mad Scientist, Printer, Scavenger, Tinker

## Consumables Producer Focus

### Extra Mile

If you are a Brewer, a Tinker, an Engineer, or a Cook there is nothing sadder in the world than seeing something expired before it could be used. The skilled craftsman knows that if you trim the edges, cut away the mold, press the corners, shave off the broken bits, that most of the time you can squeeze a little more life out of resources gone bad. Any character with the Extra Mile skill may spend 30 minutes roleplaying recovering a resource (drying, upkeep, trimming, etc.), and then expend 20 Mind Points and a basic Scrap and basic Herb. Once the roleplay and the expenditure is complete, the player may go to Logistics to have the expiration date of any single Produce, Herb, Scrap, print, weapon, Brew, Meal, armor, shield, shooter, bow, knucks, Gizmo, or engineered enhancement two months beyond the items expiration date (not date of Skill used). This item is then marked as 'Extended' on the item card, meaning that Extra Mile may not be used on that item ever again. Use of Extra Mile on crafted resource (meal, armor, shield, shooter, bow, knucks, Gizmo, engineered enhancement) requires that the user have the appropriate crafting skill to have built the item in the first place (Forging the Future for engineered enhancements, etc.).

### Make A Show Of It

As a Brewer, Cook, Distiller, Tinker, or Engineer sometimes there is nothing more boring than the time it takes to craft a complex Meal or Brew; just to have the person who wants it run off without so much as a thank you. For those that suffer for their craft, often times they have found that the time to craft goes faster if there is company to share the work. A character with the Make A Show Of It Skill may spend 10 Mind Points to trigger the 'Entertain' Skill (even without having the Skill) on a target character who keeps the crafter company. The user of Make a Show of It must safely augment their roleplay for crafting to be more entertaining and interesting to observe. If the user of Make A Show Of It already possesses the Entertain Skill, they may activate the Entertain Skill for 1 mind point instead of the standard cost. Make A Show Of It use does count towards the use of Entertain use limit, however cooking performances are restricted to a minimum of 20 minutes of roleplay to trigger the Entertain Skill. Skills that benefit from this advantage are: Brew Master, Brewing, Building Tomorrow, Forging the Future, Healthy Feast, Prepare Meal, Transcribe, and Weld. This skill does not cut down production time, and any tools or equipment used to augment the production process must be possessed by both crafters involved.



## **Resourceful Mind**

Often times one of the biggest difficulties a crafter has is finding the prints, recipes, and instructions that the crafter needs to get the job done. Once per event a character with the Resourceful Mind Skill may spend 30 minutes roleplaying in an appropriate location to research and experiment and then spend 20 Mind Points. After spending these Mind Points the player may go to Logistics to collect a single random Blueprint from their appropriate print category. Prints are rolled from randomly in the 'available to all games' section of the Blueprint categories. This may produce prints that the skill user already owns, at which point there is no re-roll.

Please see the following chart to determine how the Blueprint is chosen:

Skill Player Has	Location Character Must RP In	Print Category
Brew Master	Engineered Still (card required)	Brewing Prints
Building Tomorrow	Engineered Workbench (card required)	Tinker Prints
Forging the Future	Engineered Forge (card required)	Engineering Prints
Healthy Feast	Engineered Kitchen (card required)	Cooking Prints
Transcribe	Engineered Library (card required)	Choice of any above

## **Quality Producer Focus**

### **Made to Order**

Allows a crafter to take a Two Handed melee weapon, that is at least Crafts Level 5, and craft that item to become a Pole-Arm grade weapon. Pole-Arm grade weapons may only be used by characters with the Pole-Arm mastery skill. Production of Made to Order requires a workbench, 30 minutes of role-playing the breaking down and reconstruction of the weapon, and 20 Mind Points. No materials are required to be expended during the use of Made to Order, nor do any other mechanics or expiration dates change for the Two Handed weapon. When done with the expenditure and the roleplay of Made to Order, the original Item Card and Workbench card must be brought to logistics to have a new Item Card produced. This new Item Card duplicates all of the information on the original card, except the word Pole-Arm requirement is added to the mechanics.

### **Custom Modification**

Allows a crafter to repurpose firearms and bows to create high-end Heavy Ordinance grade weapons. By reworking firing mechanisms, mechanical components, and basic design of a weapon, the crafter can take a firearm of Crafts Level 5 or greater, or a bow of Crafts Level 5 or greater, and produce a ranged weapon that no longer requires bolt action or bow, but instead requires the Heavy Ordinance Skill for use. Custom Modification requires a Workbench, 30 minutes of roleplaying the breaking down and reconstruction of the weapon, and 20 Mind Points. No materials are required to be expended during the use of Custom Modification, nor do any other mechanics or expiration dates change for the firearm or bow. When done with the expenditure and the roleplay of Made to Order, the original Item Card and Workbench card must be brought to Logistics to have a new item card produced. This new Item Card duplicates all of the information on the original card, except the word Heavy Ordinance is added to the mechanics.

## Rushed Job

Sometimes a customer needs a brew, meal, or engineering enhancement in period of time that is just impossible to pull off. Sometimes crafters are able of doing the impossible. With the Skill Rushed Job, once per event a crafter can expend 10 Mind Points and 5 Health beyond the required production cost of a single crafted item to produce the item in 2 Minutes. The two minutes of roleplay of the use of this Skill should involve a flurry of activity involving the appropriate engineered work area (engineered Kitchen, engineered Transcription table, engineered Still, engineered Forge, or engineered Workbench). Use of this Skill works with the following Skills: Forging the Future, Healthy Feast, Prepare Meal, Building Tomorrow, Transcribe, Brewing, or Brew Master. The transcription, creation, or production of an item via Blueprint MUST have the required Skill listed to be able to use Rushed Job. In the instance that a print does not list one of the prior skills for production, that print may not benefit from Rushed Job. Any print transcription, if possible of being copied, is assumed to using the Transcription skill. At the completion of a Rushed Job, the Kitchen, Forge, Workbench, or Transcription Table/Gizmos used are completely destroyed as they fall apart. The work area may not be repaired, chopped, or salvaged in any way.



## Quantity Producer Focus

### Thousand Armed Crafter

Being able to juggle multiple projects at the same time is a telling sign of a true crafting master. The Thousand Armed Crafter is capable of using multiple crafting Skills at the same time as long as the appropriate tools and supplies are within reach. As long as the required workplace for two forms of crafting are within 10 steps of one another (Forge, Workbench, Still, Kitchen, Drafting table) a character with the appropriate crafting Skills may operate two separate Skills and two separate projects at the same time. In addition, two uses of the same Skill (as long as there are two of the same required crafting station within 10 paces) may be used at the same time. While this Skill does not lower production time, Mind Point cost, or provide Skills that the character already has, this Skill does allow for greatly reduced time tables by allowing simultaneous use of two of the prior listed Skills at the same time.

When using the Thousand Armed Crafter advantage, the crafter must roleplay running back and forth between projects. Each crafting job is considered separate in regards to time reduction, augments, and effects used. If the crafter activates any other Skills or is damaged while using Thousand Armed Crafter, ALL projects are considered lost.

## A Stitch in Time

Having a systematic and organized system of crafting allows for multiple projects to be completed at the same time. By expending the materials (Scrap, Herb, Gizmos, etc) for 2 of the same product, a crafter with the Stitch in Time Skill may produce two identical items at the same time. While this does not reduce the time required to produce one item, or the number of supplies that needed to be expended to craft both items, or the Mind Points required to craft both items, it does allow for the time to produce 2 identical items to be shared one the same work space. This Skill applies to Brewing, Forging the Future, Building Tomorrow, Healthy Feast, and any Blueprint that requires at least one of these skills.

When using A Stitch in Time, the crafter must roleplay running back and forth between projects. Each crafting job is considered separate in regards to time reduction, augments, and effects used. If the crafter activates any other Skills or is damaged while using A Stitch in Time, ALL projects are considered lost.

## Tchotchkies for Miles

Generic Meals, Generic Crafted items, Generic Room Additions, and Generic Food, while not filling or useful, can make a fortune. Sometimes people are willing to shell out quality currency for the simple pleasures. With the Tchotchkies for Miles Profession Concentration Skill, the bulk crafter can get more miles out of their generic production. Generic Meals and Generic Drinks produced with the Tchotchkies for Miles advantage last 6 months instead of their normal expirations. In addition, when crafting generic Gizmo items, those crafted items are automatically produced at 1 Crafts Level higher than they should be produced, according to the supplies and Mind Points invested into the crafting of the item.

## Advanced Professions

There are rumors within the wastes—rumors of men and women that can accomplish extraordinary feats. There are rumors of secret Pure Blood societies, rumors of men who can disappear at a glance, rumors of women who can kill zed with a single blow. And while many of these rumors remain just rumors—there are others that coalesce into something more: Advanced Professions.

Advanced Professions offer unique and powerful Skills, which is why they're not easy to come by. In fact, most characters will never achieve an Advanced Profession. Yet for those who do, the Skills offered can be powerful assets. There are, however, a few things to keep in mind when you think about Advanced Professions.

Advanced Professions shouldn't ever be your character's end goal. In fact, most characters are unlikely to have even heard of most Advanced Professions. And it's likely that if you're seeking an Advanced Profession, you're just as unlikely to get it. Most characters who achieve one of these Professions end up stumbling into it rather than actively seeking it; remember that it's about the journey rather than the destination.

There are a surprising number of players who create a character with an Advanced Profession in mind. It may seem like a good idea at the time, but characters evolve. By the time that your character is mechanically qualified for an Advanced Profession, your character is liable to be completely different from when you first created them. Not only that, but creating a character with an Advanced Profession in mind usually puts them on a "set track" and doesn't leave them open for development. Instead of opening up your character to new possibilities (and possibly other Advanced Professions), you may actually be limiting your character by intending them for a certain Advanced Profession.





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Above all, Advanced Professions are about roleplay. Simply purchasing the basic Skill and Profession prerequisites does not automatically entitle your character to learn an Advanced Profession. For example, even if your character has above 100 Experience Points and is a Soldier, there's no guarantee he'll ever be a Mercenary. It can take months or even years of roleplay before a character is considered qualified to receive an Advanced Profession— and even then there's still a long road ahead.

Learning an Advanced Profession requires more teaching time than normal— no less than 45 minutes of in-depth and interactive roleplay each month over a three month period. This represents the minimum time required; it is both common and highly encouraged for Advanced Profession training to take much longer, as well as involve activities such as joining secret societies, passing initiation ceremonies, undertaking dangerous tasks on behalf of their mentor and other daunting challenges. For example, a person attempting to become a Shadow may have to murder someone in a certain way in order to prove themselves to their Advanced Profession teacher.

Each month when the Advanced Profession teacher finishes a lesson, he must provide you with a unique Item Card with the Advanced Profession being taught as well as which lesson number you happen to be on (1, 2, or 3). At the end of the three months of teaching, which must happen within a total of a 6 month period, you must spend 10 Experience Points to learn the Advanced Profession. The profession will then be available to you the following month.

Once your character learns an Advanced Profession, you cannot teach it until six months of active play have passed. In addition, you can't teach a new student without first getting approval from the ST staff (at least one month prior to teaching).

This isn't the only thing to keep in mind, either. If you've received permission to teach another player an Advanced Profession, you can't complete their training— only initiate it. Only a NPC Advanced Profession teacher in a player's home game may teach any student their final (3rd) lesson for an Advanced Profession. In addition, if you abandon your student, then your former pupil may not begin to learn the Advanced Profession from either you or a new teacher again for three months.

**Advanced Professions do not count towards the maximum allotted three Professions per character cap.** In other words, you can have three normal Professions and a "fourth" Advanced Profession. If an Advanced Profession is ever removed from a character's sheet for any reason, all Skills related to that Advanced Profession are immediately lost as well. If a regular Profession which is a prerequisite Profession to an Advanced Profession is lost or abandoned, the Advanced Profession is lost as well.

Advanced Professions are not a right, nor are they available to all character concepts. Advanced Professions are awarded by Director's decision.

# Apocatastian Templar

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**Profession:** Priest

**One of the following Professions:**

Guard

Officer

**Faith:** Must Have One

Skill Name	Cost	Prerequisite
Shroud of Faith	10	
Guardian of the Order	10	
Pillar of Strength	10	
The Lone Guard	10	
Wrath of the Just	10	

## Profession Bio

Apocatastian Templars are a unique order of spiritual warriors who devote their entire existence to the faith they follow. Fierce warriors, religious leaders, and even martyrs if necessary, Apocatastian Templars are the embodiment of their faith. Each faith, with its unique morality code, defines how an Apocatastian Templar must act.

## Restrictions

Apocatastian Templars can never change their faith or go against their religion. In addition, their abilities work best while standing on ground consecrated to their chosen faith and/or while surrounded by other believers, making them ideal watchmen and leaders of the faithful, but far less effective as lone wolves and aggressors.

For the purposes of Apocatastian Templar skills, a place of worship is defined as a place which was blessed at least six months prior, and is regularly used for prayer service.

## Advanced Skills

### Shroud of Faith

A Templar with this Skill literally takes the lives of the faithful into their hands, ensuring that others who share their faith do not fall further into the grip of the infection. By spending 10 Mind Points and 5 Health Points, an Apocatastian Templar can raise their hand into the air and declare 'Shroud of Faith' along with the name of their religion. All baptized members of their faith within 10 feet immediately pause their Bleed Out count, and do not resume it until the effect is released. During the duration of this effect, the Apocatastian Templar must stand with their hand raised high over their head in a fist, and cannot move, act, or use other Skills, though they may still speak normally.

## **Guardian of the Order**

A Templar with this Skill is often charged with the task of defending their places of worship, and their unwavering devotion can even inspire their fellow believers to stand strong in the face of mind-numbing horrors. By spending 20 Mind Points while standing within an established place of worship, an Apocatastastian Templar can ignore threats that would shake the will of lesser individuals. For the duration of 1 hour all Fear and Terror effects targeting the user of Guardian of the Order immediately fail, as do all such effects used against others members of the faith while in that place of worship.

## **Pillar of Strength**

A Templar within his place of worship can use prayer to tap into a deep core of spiritual strength, and ultimately don that sanctity like a suit of armor. After spending 10 minutes in deep prayer in their place of worship, the Templar with this skill may expend 20 Mind Points. At the end of the Templar's prayer, the Templar is gifted with 50 points of radiant spiritual armor for the next hour. This armor is signified by hanging a clearly visible blue glow stick around the torso of the user.

## **The Lone Guard**

At times personal sacrifice is needed to ensure the safety of others. An Apocatastastian Templar with this skill may spend 20 Mind Points and sacrifice all remaining Health Points (minimum of 20 required) while standing in a doorway to their place of worship. For the next hour any healing effects, brews, or powers that bestow Health Points on the Templar instantly fail, and the Templar cannot take a single step. However, during this hour they are immune to all physical and psionic based skills, attacks, and damage. In addition, any Skills that would forcibly move them or otherwise cause the Templar to leave their post immediately fail. At the end of this hour, the Templar begins a 1 minute Bleed Out period; even then, however, they still do not leave their post. Instead they continue to hold their ground while death grips them; they cannot attack but still block the entrance.

## **Wrath of the Just**

At times temperance is not a valid choice, and truly terrifying wrath must be unleashed upon the enemies of your faith. To activate this Skill, first the Templar must receive a Bless Weapon from a priest of their faith other than themselves. Following this blessing, the Templar may fall to their knees, offer a prayer to their higher power and expend 10 Mind Points and 10 Health Points. The next 3 attacks performed by the Templar do 30 Blessed damage! If these attacks are not used in an hour, they are lost.

# Avontuur

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Gambler

Scavenger

Teacher

Jones

Skill Name	Cost	Prerequisite
Trademark Item	10	
Dust and Bones	10	Trademark Item
Side Kick	10	
Smuggler's Run	10	Trademark Item
Don't Monologue	10	Brawling

## Profession Bio

It's more than just finding old things. Anyone can find something that is old. Avontuurs discover ancient civilizations, pull out details of the past, research lost cultures, and hopefully get filthy rich in the process.

## Advanced Skills

### Side Kick

An Avontuur without an assistant is just a junk collector bogged down by equipment. After roleplaying a 30 minute training session, an Avontuur with the Side Kick skill can instruct a willing character with less than 50 earned experience points to become the Avontuurs Side Kick. After the 30 minutes of training and the expenditure of 20 Mind Points by the Avontuur, the trained Side Kick gains the ability to carry at a rate of 2 (as per Iron Slave skill). Iron Slaves increase to a Carry rate of 3) as well as one free use of 'Bomb Awareness' and 'Alert' per Twelves. Both the increase in Carry as well as the use of Bomb Awareness and Alert may be only used when within 10 paces of the Avontuur that used Side Kick to train them. As long as the Avontuur with Side Kick has an active (living, conscious, and not in Bleed Out) Side Kick within 10 paces, Bomb Awareness and Alert Skill uses cost drop to 1 Mind Point each. Able Assistant lasts until the Side Kick enters Bleed Out, dies, or is released by the Avontuur. Multiple Side Kicks may be used at the same time; however, each Side Kick requires its own 30 minute training session unless the Avontuur has the 'Instruct' Skill.

### Don't Monologue

Everyone hates it when a villain or a nemesis just keeps on gloating, talking, and going into a prolonged monologue. If a target has been talking for at least 5 minutes without active back and forth dialog (talking for 5 minutes without response or interaction) then the Avontuur may expend 10 Mind Points to engage the 'Knockout' skill with either a thrown weapon or a brawler- without need of striking the target in the back! When using Don't Monologue the Avontuur must declare 'Don't Monologue, Knockout!' when they strike with their brawler or with the use of a thrown weapon. This Skill may be avoided or parried as per normal thrown weapon or brawling strike; however, regardless if the strike lands or not this Skill disrupts the use of Gilded Daisy.

## Dust and Bones

Once per event an Avontuur can shrug off the effects of being blown up by traps, poisoned by bizarre chemicals, and mauled by wild creatures. If the Avontuur has bled out (not Killing Blown but gone a full 5 minutes into death) the Avontuur with Dust and Bones can lie under the effects of 'Feign Death' for 10 minutes. During these 10 minutes any attempts to Killing Blow or use Check Status on the Avontuur fail. After 10 minutes of being 'dead,' the Avontuur can slowly get to their feet with 1 point of Health. If during the 10 minutes of post mortem use of Dust and Bones anyone attempts to take the Avontuur's 'Trademark Item,' then the Avontuur may immediately get to their feet with 1 point of Health, as long as they focus on getting back their Trademark Item immediately.

## Smuggler's Run

Sometimes getting the prize is not as difficult as getting away with the prize. Smuggler's Run allows an Avontuur to quickly escape a deadly environment after grabbing the needed prize. Once per event an Avontuur can expend 10 Mind Points to fair escape a NPC LAND MODULE (may not be used in available 'roleplay' territory or PVP situations) to escape as long as they have no Mangled legs, are not restrained via Binds, are not in Bleed Out, are not using the Rescue Skill, and have not been Knocked out. Once the 10 Mind Points have been expended, the Avontuur must SPRINT from where they currently are on site back to Logistics to report that they have utilized Smuggler's Run. If the Marshal or any assigned NPC running the module is able to beat the Avontuur to Logistics, then the Avontuur will return to play stabilized from Bleed Out due to damage taken while escaping. If the Avontuur makes their way back to Logistics before the Marshal or assigned NPC, the Avontuur may enter play at full health. After activating 'Smuggler's Run' the Avontuur must put their OOC gesture up and wait for the Marshal or NPC to be ready to chase. The two running individuals may not engage other PCs nor engage each other in combat/Skill use. During the entire run both the Marshal and the NPC must have OOC headbands on (User of Smuggler's Run is required to carry two on them). If this Skill is used in periods of unsafe terrain (mud, snow, hurricane, pitch black night) the Marshal on hand may opt to send the Avontuur back with 1/2 their current Health rounded down.

## Trademark Item

The commanding personality of an Avontuur often times results in certain trademark aspects of that individual's persona. Be it a lucky rabbit's foot that they always have on them, a special hat, or even a particular piece of jewelry, every good Avontuur has a Trademark image to them. By having a particular creature comfort card, an appropriate Physical Representation of the item in question, and by expending 10 Mind Points, an Avontuur may develop a Trademark item. This item, explained on a unique item card, allows the Avontuur to reduce Charisma time requirements to 2 minutes and 'Deny' single uses of 'torture' or 'interrogate' by expending 5 Mind Points (Deny allows the interrogated to choose to not respond or instead give a witty retort). An Avontuur may only have one Trademark item at a time, and is required to have the item plainly visible to utilize the Charisma or 'Deny' skills. Trademark items expire every 6 months; however, the same creature comfort card and Physical Representation may be used again after the 6 month period. If a Trademark item is ever stolen, the individual holding the Trademark item receives the skills 'Tie Binds' and 'Knock Out' that they may only expend on the Avontuur (standard Mind Point expenditures required).



# Bone Breaker

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Thug

Pugilist

Skill Name	Cost	Prerequisite
Last Word	10	
Echoing Pain	10	
Strong Chin	10	
Tougher Than Metal	10	
Ring Out	10	

## Profession Bio

There's an old saying that when all you have is a hammer, every problem looks like nail. Bone Breakers have a very similar "philosophy" - you can make any problem go away if you just apply enough force. Bone Breakers are not known for their creative thinking, complex plans, or even their capacity for feeling. Bone Breakers are known for one thing, and by that they are aptly named.

## Advanced Skills

### Last Word

Nothing pisses off a Bone Breaker more than a weasel who talks their way out of situations. By expending 10 Mind Points and successfully landing a brawling attack on the guilty party, a Bone Breaker may negate the effect of any current uses of Beg for Life, Charisma, Fear, Terror, or Frightening Force applied against them. The Bone Breaker then becomes immune to effects from these Skills for 5 minutes after activating Last Word.

### Echoing Pain

Bone Breakers know how to hurt people, and hurt people bad. Echoing Pain mimics the effects of the Skill Torture, including cost, but with two major changes. When a Bone Breaker uses Echoing Pain, they must use their hands -i.e. brawling boffer attacks, do not actually lay hands on other people!- to assault the target. They cannot use any other weapons or means of inflicting pain, or allow others to do so. At the end of the Torture session, if at least 20 minutes of pain was inflicted, the target receives the temporary derangement of 'algophobia' (fear of pain) for the next 2 hours.

### Strong Chin

Bone Breakers not only dish out large amounts of pain, but they have endured equally massive amounts of punishment as well. Accustomed to the abuse of brawling matches, Bone Breakers ignore all brawling damage attacks of 2 or less damage. Note that Skills, poisons or other effects that take effect through damaging strikes are still effective if they hit; only the strike damage itself is nullified. If the Bone Breaker is wearing armor, the armor is damaged before Strong Chin begins to work.

## **Tougher than Metal**

Bone Breakers often walk into battle without wielding weapons, and with good reason. A Bone Breaker with this Skill does 2 additional points of damage with each brawling strike that they land. In addition, a Bone Breaker with this Skill may expend 5 Mind Points to do a total of 10 damage with a single successful brawling attack.

## **Ring Out**

Sometimes a fight doesn't require you to beat an opponent into submission, but instead simply remove them from the combat area. Ring Out allows a Bone Breaker to expend 10 Mind Points and send their target back 20 paces with a successful brawling attack. In addition, the target is stunned, and may only defend themselves for 2 minutes. Zombies who are struck with this skill do not become stunned, but instead suffer 75 damage as half of the zombie goes flying 20 paces. If this is enough damage to down a zombie, they are also considered to have received a Killing Blow.



# Entrepreneur

## Requirements

**Strain:** Any Non-Red Star

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Caravan Driver

Hook-Up

Merchant

Publican

Skill Name	Cost	Prerequisite
New Horizons	10	
Bankrolling	10	
Cornered Market	10	
New Design	10	
Mini-Mall	10	

## Profession Bio

While people can try and scratch a living out of the dust, you much prefer to live well by ensuring that essential products make their way to the people willing to pay the most to receive them. Not a necessary job in the eyes of most, nonetheless the cash flow control of a 'middle manager' can make or break the bankroll of entire towns.

## Restrictions

Entrepreneurs do not see the advantage of teaching others their unique trade secrets unless they can figure out a means for it to benefit themselves. Because of that, prospective students will need to fight hard on a social level to find a teacher for this Advanced Profession or any of its skills. Entrepreneurs will never teach their secrets, unless they are receiving what they feel is a good deal to do so.

## Advanced Skills

### New Horizons

An Entrepreneur with this skill understands that what is common in one town may be rare and expensive in another. An Entrepreneur may expend 5 Mind Points to turn any one Basic Scrap or Herb card in for one Rare Scrap or Herb card. One commodity may be exchanged for the other, that is, Scrap for Herb or Herb for Scrap. Each card exchanged this way requires an individual expenditure of Mind Points. This Skill is used before play, but not during Check In - instead, it is used after Opening Announcements, allowing a savvy Entrepreneur to gather an idea of what people might need.

### Bankrolling

You have to spend money to make money they say, and this Skill shows the proof of that. At the start of an event, before entering play, an Entrepreneur may expend 5 Mind Points and risk any number of credits in their possession. (You cannot risk credits you do not have.) After this is done, roll a twenty sided die. On a 1, all of the risked credits were lost in a venture. On 2-9 half of the risked credits were lost on a venture (rounded down). On a 10-19, you gain credits equal to half the amount risked (rounded up). On a 20 the amount of credits gained equals double the amount risked. This skill may only be used once before a particular event, and the die roll must be witnessed by a Staff Member.

## **Cornered Market**

Having a monopoly on a product is vital in regards to controlling the amount that you can charge for it. With this Skill, you can manipulate caravan flow and Trade Ties to such a point where by informing Logistics and expending 15 Mind Points, you can specify that a particular Named Scrap, Named Herb, recipe, or Blueprint is no longer available via outside trade. This Skill's effects last for the duration of one day; a prolonged 'product draught' requires continued expenditures. If someone does attempt to gain said items from Logistics through the use of Skills, they will be informed that stock 'Just ran out' and that they should check back later.

## **New Design**

With this Skill, an Entrepreneur has their fingers in so many different pies that they are always the first to learn about new developments in regards to marketable technology. At the start of an event before entering play, an Entrepreneur with this Skill may expend 5 Mind Points to look through 5 random Blueprints at Logistics. The Entrepreneur has the option of purchasing one of the items described in the blueprints, at a credit cost of 50 local currency for the blueprint or item.

## **Mini-Mall**

The only thing better than making money from selling product is getting other people to sell things that make you money! With this Skill an Entrepreneur may place items they own up for sale and trade not only at their own local market, but also listed in the Black Market as well as in merchant areas outside of town. Mini-Mall costs nothing to activate, however, any item that is placed up for sale will receive bids not only from the players, but also from NPCs who may or may not even enter game. On occasion a Staff Member may approach an Entrepreneur with this Skill with a bid on an item either through the Black Market (where PCs can buy items anonymously) or bids from outside the city.  
Note: Only items with Item Cards may be used with Mini-Mall.

# Free Radical

## Requirements

**Strain:** Retrograde, OR

Have received 'Radiation

Poisoning' every month for 6 consecutive months

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**Faith:** Church of Darwin

Skill Name	Cost	Prerequisite
Atom Smasher	10	
Evolution	10	
Healthy Green Glow	10	
Jacob's Broken Ladder	10	
Share the Love	10	Evolution

## Profession Bio

It takes a ton of focus, dedication, and radiation to unravel the genetic structure of an individual and to truly evolve. The Free Radicals, changed through the worship (and exposure) to radiation, know this better than anyone else. Advanced beyond the physical capacities of most 'normal' survivors, some would argue that being a Free Radical is more like a new Strain than an Advanced Profession. Free Radicals love the warm glow of radiation, and find themselves unable to sleep or rest without basking in at least some of its gene bending warmth. Any Free Radical that is outside of the range of nuclear material at the Twelves does not replenish their Mind Points until they can find some radiation to bask in.

## Advanced Skills

### Atom Smasher

A Free Radical with this Skill can cause the radiation coursing through their veins to assist them in battle. By expending 5 Mind Points, and taking 1 damage that cannot be blocked by armor, the Free Radical soaks a single weapon with their irradiated blood. For the next hour, this weapon gains the trait 'Radiation' and increases its damage by 1. This Skill does not work on bows or firearms; however, it does work on javelins and thrown weapons. This Skill may not be stacked on a single item, and items with this effect should be marked with small green glow sticks at night (or similar effects).

### Evolution

Free Radicals with this Skill are horrific to most outsiders. If a Free Radical who is not a Retrograde gains this Skill, they begin to suffer from the same physical deformity that Retrogrades suffer from. If the Free Radical is already a Retrograde, their skeletal features become incredibly pronounced, and they must costume or wear makeup accordingly. When Evolution is purchased, painful mutations course through the recipient's body, and never entirely go away. However, these mutations also grant rapid cellular regeneration; by expending 1 Mind Point, the Free Radical unleashes these energies, instantly (though painfully) repairing any broken or mangled limbs.

## **Healthy Green Glow**

Free Radicals love their radiation, and one with this skill loves the green stuff even more so. Not only is any damage with the radiation descriptor nullified, the Free Radical regains 1 Health instead of being harmed. (No matter how much damage is nullified, only 1 Health is regained.) This applies to Area of Effect attacks as well as damage specifically directed at the Free Radical. Simply being in areas of high radiation does not heal Free Radicals, as the radiation effect must actively declare damage. This Skill does not work on targets that are already in Bleed Out. To use Healthy Green Glow the Free Radical must at least be at 1 Health.

## **Jacob's Broken Ladder**

A Free Radical has begun to alter their genetic structure at a cellular level, to such a degree that they nearly appear to become their own separate Strain. When this skill is learned, the Free Radical with this Skill emits a warm green glow when they sleep at night. This glow must be represented by the use of green lights or glow sticks when the Skill owner actually out-of-character sleeps. Any person who attacks an individual with Jacob's Broken Ladder while they sleep resolves their attack normally; however, a radioactive cloud is immediately released into the room, inflicting 20 Radiation Damage to everyone in the room. (Bomb Awareness allows an individual to avoid this damage, assuming they were not the one who landed the strike.) This damage also causes the illness 'Radiation Poisoning' to any who suffer damage from this effect.

## **Share the Love**

By far the most disturbing capability of a Free Radical, this Skill is the ultimate expression of their unstable nature. A Free Radical with this skill may reset their genome with the expenditure of 20 Mind Points and 4 hours of roleplaying this intensely painful, transformative experience. This Skill cannot be used without notifying the game staff one event in advance, and may require extensive work prior to its use, due to the fact that it allows a Free Radical to permanently rewrite their genetic structure.

In game terms, this means that they may either become a member of an existing Strain other than their own, or even to create a new Strain. Creation of a new Strain results in a custom 'unique Item Card' which must be carried on the character at all times to explain the advantages and disadvantages of the new Strain. The mechanics of the new Strain must first be approved by both local branch AND network before being allowed to enter play. Use of this Skill causes the loss of the Free Radical Advanced Profession and all Skills associated with the Free Radical profession. In addition, if the character purchased a Skill from their original Strain list that their new Strain list does not have and that is not available through their other lists, that Skill is also lost. For example, if a Retrograde purchased Cover of Night from their Strain list, but neither their existing professions nor their new Strain list receives that Skill, it is immediately lost.

Acquiring an existing Strain simply requires alerting the game staff as normal. By contrast, the creation of a new Strain must receive written approval by the staff prior to the use of this skill, as crafting a new Strain requires extensive work with the staff in order to ensure that they are balanced, interesting and in keeping with the tone and flavor of the game. New Strains created this way will have advantages, disadvantages and Skill lists dictated by the staff - while the player may certainly contribute ideas and suggestions as part of this process, in the end the final say regarding new Strains is in the hands of the senior Staff Member. Only when all the details are finalized in writing and approved by senior staff will a new Strain be approved and this Skill ready for play.



# G-Man

## Requirements

**Strain:** Pure Blood, or must possess Lore (Pure Blood)  
**Prior Expenditure:** 100 XP Points  
Requires at least 50 XP to have been spent into Mind or Health  
**Skills:** Literacy, Lore (pre-Fall History: Modern), Torture OR Interrogate.  
**Restrictions:** Cannot be a member of Black Market.

Skill Name	Cost	Prerequisite
Arrest Warrant	10	The Oath
Bound By Law	10	The Oath
Forensic Rituals	10	The Oath
The Oath	10	
Trained Inquisitor	10	The Oath

## Profession Bio

Most survivors believe the federal government is long since shattered and gone, but the truth is that a shadow of it survives, still trying to bring order to the wastelands. Funded by a number of prominent Pure Blood families and tasked with investigating troubling mysteries and tracking down the most dangerous criminals, the Federally Bonded Inquisition is nowhere near the law enforcement power it was before the Fall, but that doesn't mean it isn't dangerous. As a field agent, or "G-Man," you are one of these operatives, recruited for your extraordinary talents and belief in this higher cause, and now sworn to rebuild this once great nation, one case at a time.

## Restrictions

G-Men must obey their chain of command at all times; while agents enjoy a certain amount of autonomy in the field, rogue operators are not tolerated, and quickly hunted down by the agency. Last but not least, while not undercover or gearing for battle, G-Men are expected to present as clean and professional appearance as possible, as well as carry their sacred badge and authorized identification with them at all times.

## Advanced Skills

### Arrest Warrant

When a G-Man sets their sights on a target, very little can keep them from bringing that fugitive in. To use this skill, the G-Man must first receive or compile a file on their target, listing everything they know and preferably whatever else they can uncover through interviewing witnesses, victims, known associates and the like. Other details such as sketches, fingerprints, etc., are encouraged but not required. The target must be at least under suspicion of a crime worthy of the G-Man's official notice - murder, slaving (in certain areas), terrorism, guild membership, black market membership, theft of vital national secrets - or be the subject of a special request for assistance by local law enforcement. After that, the G-Man must study this file for a minimum of one hour and draw up an arrest warrant naming the subject and their alleged crimes as well as spend 15 Mind Points. An agent may only have one Arrest Warrant active at a time; if they choose to change their target, the first warrant immediately expires.

For one full day afterward, when confronting the target of their Arrest Warrant, the G-Man may declare "Arrest Warrant! Negate!" to negate the following skills: Cover of Night, Disguise, Escape, Fade In A Crowd, Vanish, or Whisper Walk. In addition, while directly pursuing the target of the Arrest Warrant, the G-Man may spend 10 Mind Points to temporarily delay the effects of Nail, Slowed Steps, Body Lock, Mangle Limb attacks to the legs or other movement impairing effects for five minutes. Each effect must be delayed separately, and an effect may only be delayed once with this skill. Numerical damage and effects that do not directly impair movement are not affected. Skills and other defenses cannot be called against the delayed effects.

## Bound By Law

Catching criminals doesn't matter much if you can't hold onto them, and cases can't be made if evidence goes missing or forgeries are slipped into evidence. Once a G-Man learns this Skill they have been trained in pre-Fall practices of securing and improving locking mechanisms to prevent witnesses from being murdered or locked boxes from being opened. A G-Man may spend at least 10 Mind Points to place an official "Bound By Law" notice on an in-game crafted lock, which doubles the Crafts Level of the lock for three days. Multiple uses of Bound by Law may be expended on the same lock, each doubling the improved Crafts Level of the lock. As an example a Crafts 5 lock becomes a Crafts 10 lock on the first application of Bound By Law and then becomes a Crafts 20 lock on the second application of Bound By Law. If a Shade wishes to access a secured room using Lurking Threat, they must spend as many Mind Points as were spent on Bound By Law to do so, in addition to the normal cost of the Skill.

Last but not least, the G-Man may spend 10 Mind Points and declare that a target already subjected to Tie Binds is now Bound By Law. Removing the binds from this target now requires a full 10 minutes of roleplaying freeing them or destroying their bonds. The G-Man does not need to be the one who placed the Tie Binds skill on the target.

## Forensic Rituals

When it comes to catching criminals, most sheriffs rely on three solutions: wringing a confession out of a suspected criminal, finding an eyewitness to tell the tale, or catching the crook in the act. However, many G-Men learn some of the ancient rituals of their investigative forbears and have access to tools most lawmen can only dream about, allowing them to return to the scene of a crime and find crucial evidence days after the occurrence of a crime. After traveling to the scene of a crime and spending a minimum of 1 hour going over it with forensic tools such as magnifying glasses, plaster molds, fingerprint powder, tweezers and the like, as well as sketching it or staging re-creations of the crime, the G-Man may travel to Logistics to "examine their findings" and ask a Storyteller up to two questions about a crime that has taken place. Forensic tools such as a magnifying glass, plaster mold kit, and tweezers may be created with the generic crafting rules.

Each question costs 10 Mind Points, and does not receive a direct answer as such, but rather generates a special item card representing physical evidence collected in relation to this question. (These item cards have no value and cannot be used as crafting materials or creature comforts, but are revealed to be genuine if examined by the relevant skills.) Questions must be able to be reasonably answered by physical forensic evidence - a G-Man might be able to judge that a killer was enraged by the presence of massive blood splatter on the walls, for instance, but probably not that the killer was enraged over the theft of a land deed by the victim's great-grandfather. (When in doubt, think means more than motive - this skill is good at who, what, where and when, but not really why.) Ultimately the Staff Member is the final arbiter of what is allowed, but should remember the technological limitations of the period even for the G-Men and interpret these guidelines narrowly in order to avoid making this Skill seem totally omniscient.



For example, a dedicated G-Man goes to a murder scene, roleplays the forensic rituals and spends 20 Mind Points to ask 2 questions. For the first question, she asks "What was the murder weapon?" and receives an Item Card for "spent shotgun shells," which she found at the scene. For her next question, she asks, "Was anyone here other than the killer and the victim?" and receives a card "plaster cast of one set of tracks, found near shotgun shells." She now knows the killer used a shotgun and apparently acted alone.

This skill offers a rare chance to gather concrete physical evidence of a crime that has been committed, but it must be monitored closely to ensure that the questions are appropriate to the investigative methods and the limits of the available technology. Relatively simple evidence collection such as blood, fingerprints, plaster casts, simple trace evidence and the like are fine, but sophisticated tools like DNA evidence, electron microscopes and gas chromatography are right out. Likewise, the Storyteller may limit the number of possible questions asked if the crime occurred a very long time ago or took place in a heavily traveled area, representing how the available evidence has been lost over time.

### **The Oath**

Before they do anything else, all G-Men take a solemn oath to serve the Federally Bonded Inquisition. Coming as it does at the end of an intense period of training and indoctrination, this commitment gives them a powerful ability to resist temptation, intimidation and even some forms of psionic manipulation. Once this skill is learned, the agent becomes immune to all fear and terror effects, as well as Memory Lapse. In addition, the cost to use Mind Resistance is cut in half. Once a G-Man has taken The Oath, they are required to recite the following abridged version every morning before they start their day and every night when they finish their days work: "I solemnly swear to uphold the code of the Federally Bonded Inquisition, though it cost me my life."

### **Trained Inquisitor**

When G-Men are called in to investigate a case, even hardened criminals find it difficult to conceal the truth. Any time a survivor attempts to use the Lie or Trickster Mind skill in their presence, the G-Man may spend 20 Mind Points and declare "Trained Inquisitor, Lie Negated." The target must then tell the truth - they cannot attempt to lie again regarding that question. In addition, the G-Man and any others present are aware the target attempted to lie, and may react accordingly. Alternately, the G-Man may spend 20 Mind Points to declare "Trained Inquisitor, Negate Mind Resistance" to cancel a target's use of Mind Resistance to avoid answering a question under Torture.

Note that the G-Man does not have to be the one using Torture or Interrogate on a target, merely be present while it is taking place.



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# Gear Head

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**First Requirement:** Either Caravan Driver Profession, Hookup Profession, Merchant Profession, Engineer Profession, Mad Scientist Profession, Diesel Jock Strain, or Rover Strain

**Second Requirement:** Building

Tomorrow, Brewing, or Forging the Future

Skill Name	Cost	Prerequisite
Eternal Forge	10	
Internal Hearth	10	
Hotrod Junkie	10	
The Outside Chance	10	
Servant of Iron	10	

## Profession Bio

Around these settlements vehicles aren't worth shit. As soon as you get anywhere near a town the ground is so choppy and the soil so soaked in blood that there is no way to get your gear grinder anywhere in the area. However, once you get some distance outside of town; only then is when a Gear Head can be free. Caravan Drivers of the horseless carriage, riders of the iron horses, and masters of the diesel clouds, the Gear Heads ride from frontier to frontier in days instead of weeks, weeks instead of months, and months instead of years. A community of men and women that ride the open roads looking for means of traveling faster, with more style, and with better performance. Gear Heads wear signature icons of their motor loyalty, vehicle style, and proficiency.

## Advanced Skills

### Eternal Forge

Gear Heads almost never have the advantage of having somewhere to stop to do their repairs, so Gear Heads have become masters of doing repairs on the fly with makeshift parts and making do with damn near broken equipment. After pulling together a suitable roleplay space of 10 feet by 10 feet with appropriate makeshift tools and props; a Gear Head may expend 10 Mind Points to create a Basic Forge, Workbench, or Still that will last until the next 12s. This Forge must have no less than 6 pieces of automobile memorabilia in it to work, and a Gear Head with the Eternal Forge Skill must be within line of site of the created work space for that work space to function (even if asleep). When activating this Skill the Gear Head with the Eternal Forge must report to Logistics for a short term Gizmo card to represent their work space.

## **Internal Hearth**

Gear Heads are a tight community of thrill seekers and nomads, and with that in mind, it is not uncommon for them to close ranks against outsiders when one of their own is threatened. Once per event a Gear Head with the Internal Hearth advanced Skill may call on fellow friends of the road for a few hours of help. When activated the Gear Head with the Internal Hearth advancement must spend 20 Mind Points and register that they are calling for help at Logistics. One hour after the Skill is activated (regardless if the player is ready or not) the Gear Head using Internal Hearth must report to Logistics to register that their character is out on the road working connections for 4 hours. During the 4 hour period that the character is out of play the Gear Head using Internal Hearth is required to perform a standard 4 hour NPC shift with no Assistance Points benefit. This NPC shift cannot be the player's standard NPC shift, and must be an additional full shift. Once the NPC shift is done, the character using Internal Hearth may use the following skills as if they have just checked into game: Deep Pockets, Trade Ties, or Bankrolling. In addition, any current Trade Tie cards that must be used at Check In may be used at this time. Internal Hearth may only be used once per event.

## **Hotrod Junkie**

There is a passion that burns deep within a Gear Head that can only be sated with fast cars, big engines, and dangerous terrain. It is common place for Gear Heads to race each other for credits or car parts. At check in a Gear Head with the Hotrod Junkie advanced Skill can choose to race for credits or Scrap, and wager anywhere between 1-20 credits, 1-20 Basic Scrap, 1-10 Uncommon Scrap, or 1-5 Rare Scrap. The racer then rolls 1d10 against the Check In Marshal 3 times. If the player wins 2 out of 3 rolls (rolling higher, player loses on a tie) than the risked bet is doubled. If the player loses 2 out of 3 rolls, the risked bet is lost. If the player loses 3 out of 3 rolls, the player owes a debt for vehicle repairs equal to 1/2 of the bet rounded down... and may not use Hotrod Junkie again until that debt is paid. If a debt goes two months unpaid, NPC collectors may come to collect the debt forcibly.

## **The Outside Chance**

Some say that if you travel far enough, fast enough, that you can actually outrun your problems. The truth of the matter is that you can never outrun your problems as long as you stop at some point. Most Gear Heads prefer to stay on the road, never touching down in a place longer than a few days before hitting the trail again. The Gear Head that has learned The Outside Chance has a nose for trouble, and can tell when the noose is about to be dropped over there head. By spending 20 Mind Points and 4 Rare Scrap a Gear Head with The Outside Chance may spend 20 minutes role playing setting up a dummy in their sleeping area. The Gear Head with The Outside Chance must then go to Logistics and receive a Gizmo card for 'a trapped dummy' which will do 50 fire damage to a 20 foot radius if attacked.

When the player goes to sleep, if they are attacked while sleeping, instead of fighting back the player simply shows the Gizmo card and declares the damage to everyone in the area. Each Gizmo card will be dated for 1 days use, and will not be provided unless the required Scrap and expenditure has been registered on the back of a the character sheet as well as signed by a Staff Member in Logistics. The character that used The Outside Chance must then put on a OOC headband, and may return to sleep. This Skill may only be used just prior to the PC actually going to sleep, may not be moved once it is set, and may only be used once per an event.



## Servant of Iron

With an understanding of complex motor use, a Gear Head has the ability to perform feats of mechanical enhancement that most people see as nothing short of magic. By expending 20 Mind Points and spending 30 minutes role playing crafting at either a workbench or a forge, a Gear Head with the Servant of Iron can perform any of the following mechanical enhancements:

Name	Cost	Effect
Hotrod Lead Thrower	Scrap: Go Fast Motor x4 Crafts 5 Firearm	Firearm becomes a Hotrod Lead Thrower and gains a 6 month expiration date. Weapon fires at a +2 to base damage. When item expires, item becomes a creature comfort 'Collectable Car Memorabilia' card.
Rat Fink Turbo Blade	Scrap: Go Fast Motor x4 Crafts 5 Melee Weapon	Melee becomes a Rat Fink Turbo Blade of appropriate size and the weapon gains a 6 month expiration date. Weapon swings at a +2 to base damage. When item expires, item becomes a creature comfort 'Collectable Car Memorabilia' card.
Hopped Up MotorBow	Scrap: Go Fast Motor x3 Crafts 5 Bow	Bow becomes a Hopped Up MotorBow and gains a 6 month expiration date. Weapon fires at a +4 to base damage. When item expires, item becomes a creature comfort 'Collectable Car Memorabilia' card.
Dragula Javelins	Scrap: Chrome x 3 Crafts 5 Javelin	Javelin becomes a Dragula Javelin and gains a 6 month expiration date. Weapon throws for +4 to base damage. When item expires, item becomes a creature comfort 'Collectable Car Memorabilia' card.
6 Cylinder Still	Scrap: Chrome x2 Basic Still	Still becomes a 6 Cylinder Still and gains a 6 month expiration date. Still can only be used to make crafts 5+ master brewed brews. 6 Cylinder Still allows for master crafted brews to allow for up to 16 Mind Points to be expended into Brew Master instead of the normal cap of 10.

Name	Cost	Effect
Auto Shop	Scrap: Chrome xl Scrap: Pointy Tools xl Scrap: Go Fast Motor xl Gizmo: Glue xl Basic Forge	Basic Forge becomes an Auto Shop and Gains a 6 month expiration date. Auto Shop (10 ftx 10 ft space, unable to be moved) allows all forged items to have an additional 2 months added to projects forged in the Auto shop with the Expenditure of Named Scrap Chrome xl per project. All projects made this way have the words 'Chrome Plated' added before the name of the engineer project.
Big Daddies Fixit Kit	Scrap: Chrome x2 Scrap: Pointy Tools x2 Scrap: Go Fast Motor xl Basic Workbench	Basic Workbench becomes a Big Daddy Fixit kit and gains a 6 month expiration date. Big Daddies Fixit Kit requires a portable folding at least 3ftx2ftx2ft metal tool box. This tool box works as a basic workbench however has a carry rate of zero. In addition, all uses of Improve or Repair skills require standard Mind Points (rounded down) to perform with the expenditure of Named Scrap: Chrome xl. All items repaired this way have the description 'Chrome Plated' added before the items description and have their value increased by 5 after the first time they become Chrome Plated.



# Grave Robber

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Doctor

Sawbones

One of the following Professions:

Scavenger

Thief

Assassin

Jones

Skill Name	Cost	Prerequisite
Trinkets of the Past	10	
Replacement Parts	10	
Gene Splicer (per process)	5	
Last Dance	10	

## Profession Bio

Morbid, dark, and misunderstood by nearly everyone, Grave Robbers oversee the process of death and rebirth. They ensure that the dead have resolved their final ties to this world, and that the living do not rush through death's doors prematurely.

## Restrictions

Grave Robbers are transfixed by the process of death, and will do anything to ensure that the living keep living and the dead remain dead. Grave Robbers will never allow someone they know to walk the earth as one of the restless dead and will take any opportunity to bring final closure to any that somehow escape.

## Advanced Skills

### Trinkets of the Past

Grave Robbers understand that the most important thing that can be recovered from the dead is the knowledge and skills they once had. A Grave Robber may take a recently deceased corpse, still within one week of suffering final termination, and learn the secrets and Skills that this body once possessed. After 1 hour of roleplaying vivisecting a zombie, a Grave Robber may spend 10 Mind Points and register the action with Logistics. At that point Logistics will review the sheet of the deceased and inform the Grave Robber what Skills and Professions the deceased possessed. The Grave Robber may then spend Experience Points as if the corpse had acted as a teacher. Standard teaching restrictions apply.

### Replacement Parts

Given their resistant nature, the infected dead often produce some of the best harvests for body parts. In particular, a trade secret of Grave Robbers is that the spinal fluid of the deceased sometimes contains small amounts of a glowing blue liquid. If a Grave Robber has access to a deceased humanoid that has not been harvested, they may spend 10 minutes and 5 Mind Points attempting to extract this substance from a corpse's spine. After harvesting an undead, the Grave Robber may go to Logistics where they have a 33% chance of harvesting liquid from low-level threats and up to a 66% chance for high level threats. If

the harvesting is successful a Gizmo card for 'Glowing Blue Liquid' is given. The liquid is not only important in many rare brews, but also can be injected to alter the subject's metabolism, drastically slowing the bleeding process. Once injected the substance is completely used, and for the duration of 1 hour, the recipient of the injection takes 20 minutes to Bleed Out instead of 5 minutes.

## Gene Splicer

Medical ability only can go so far... until new boundaries must be crossed. Gene Splicer allows a Grave Robber to experiment beyond the realm of standard science and create unique medical procedures. Each procedure must be purchased individually at 5 Experience Points each. A Gene Splicer may also create a new procedure in between events at the cost of 5 Experience Points (new procedures subject to branch and network approval before entering play):

Procedure	Mechanic
Lung Expansion	Spend 10 Mind Points and 30 minutes operating on a willing subject; target becomes immune to airborne toxins until the next Twelves.
Thick Skin	Spend 10 Mind Points and 30 minutes operating on a willing subject; target gains 20 Armor points of armored skin until the next Twelves.
Eau De Zombie	Spend 10 Mind Points and 30 minutes operating on a willing subject; target gains one use of 'Repulse' against undead. When announced, all undead must stay at least 10 paces away as long as the user has their hand in the air. If not used by the next Twelves, the benefit is lost.
Ice Veins	Spend 10 Mind Points and 30 minutes operating on a willing subject; target gains immunity to poisons until the next Twelves.
Infectus Mordus	Spend 10 Mind Points and 1 Hour working a target through their own personal psycho-reactant hell. Process requires unique item: Glowing Tank Heart and requires 1 month preparation before the process can be done. (Staff must be notified 1 month in advance.) Process may only be done to an individual once every twelve months. If successful, Infectus Mordus will return a point of Infection Rate to the target. The player receiving the advantage of Infectus Mordus (regaining an Infection) must have this procedure done at their home game with the permission of their home games director prior to use of Infectus Mordus.

## Last Dance

A Grave Robber is not named for the actions they take harvesting bodies, but instead by application of this amazing skill. A Grave Robber with this Skill may expend 20 Mind Points and 10 minutes applying medical procedures over the body of someone who has reached final death within the past 3 hours. If the Grave Robber activates the Last Dance, the deceased returns to life, but only for the next 24 hours. After the 24 hours pass or another death occurs, the animated person falls, never able to be revived again. This person will not rise as any form of zombie, and instead will return to the natural cycle of life and death.



# Marksman

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Sniper

Gun Slinger

Skill Name	Cost	Prerequisite
Magic Bullet	10	
Bullet Dodger	10	
Vital Fire	10	
Gun-Fu	10	
Ricochet	10	Gun-Fu

## Profession Bio

You are far beyond the point of knowing that you squeeze instead of snap. You know every spring, bolt, and bore of every one of your weapons. You understand that a gun is not a tool, but instead an extension of your being, one that is capable of making problems go away. You are capable of amazing feats when it comes to shooting, and you can be counted on never miss your target. You are a true Marksman.

## Advanced Skills

### Bullet Dodger

By expending 10 Mind Points, a Marksman is immune to all non-psionic ranged attacks for 5 minutes. This includes Sniped Shots and Scatter Shots, even advanced Skills such as Vital Fire.

### Gun-Fu

This Skill makes traditional Martial Artists shake their heads; however, it is indisputably impressive on the field of battle. With the purchase of this Skill, an additional profession slot opens for a Marksman that may only be used to gain the profession 'Martial Artist'. Gun-Fu overrides any Strain restriction that would normally prevent a Marksman from being able to learn the Martial Artist profession. Gun-Fu allows a Marksman to learn and use Skills from the Martial Artist profession; however, instead of using your hands you use boffer safe representations of your firearms to deliver these strikes. The brawling skill of Iron Fists cannot be applied to firearms in regards to swinging boffer safe firearm representations as your 'beaters'. This Skill may not be used unless the Marksman is currently wielding a firearm of at least Crafts Level 5.

### Magic Bullet

A Marksman with this talent is a sniper without equal, able to not only fire accurately but discretely. They may expend 5 Mind Points to make a single ranged firearms attack that does not cause them to break stealth Skills such as Cover of Night, Fade in a Crowd, or Vanish. In addition, this Skill obscures what direction a shot came from, preventing others from homing in on their position by following the sound of the shot (marshal may be required to run Snipe Shot Skill call, please be sure to inform marshals before intending to use this Skill). This Skill may only be used once every 5 minutes. This Skill may not be used unless the Marksman is currently wielding a firearm of at least crafts level 5.

## Ricochet

Incoming fire isn't nearly as scary when you know how to work the angles to your advantage. By declaring 'RICOCHET!' and spending 10 Mind Points, a Marksman with a bolt action weapon in hand can reflect one non-psionic ranged attack back at its user as a Sniped Shot. This projectile must have passed within a 180 degree line of sight arc of the Marksman. This reflected shot is considered to not only have been blocked, but all effects tied to the attack are then applied to the initial attacker. (The new target may use defensive Skills as normal.) For example, if the original shot had 'Concentrated Fire, Weapon! Destroy Weapon!' added onto it, then the Ricochet will still carry those effects along with the Sniped Shot accuracy. This Skill may not be used to reflect non-ballistic ranged attacks, Area of Effect attacks or melee attacks. This Skill may not be used unless the Marksman is currently wielding a firearm of at least Crafts level 5.

## Vital Fire

Fields of fire are great, but a true Marksman only needs one well-placed bullet to get the job done. This skill allows a Marksman to expend 10 Mind Points and make a single, devastating ranged attack that inflicts 50 Damage. Vital Fire may be linked to other legal skills with appropriate expenditures, such as Sniped Shot. However, this skill may only be used once per twelves. This shot may be avoided with Skills that allow for the deflection or avoidance of other ranged attacks, so make sure you save this shot for when it counts! This Skill may not be used unless the Marksman is currently wielding a firearm of at least Crafts Level 5.



# Mercenary

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Soldier

Guard

Officer

Hunter

Skill Name	Cost	Prerequisite
Dispatch	10	
Hired Muscle	10	
In the Zone	10	
Interceptor	10	
Training Ground	10	

## Profession Bio

In a world where every day brings dozens of threats to your very life, sometimes you need help to survive, and Mercenaries are just such a necessary evil. Mercenaries are combatants trained in a variety of battlefield strategies, paid well to keep less violent survivors alive. Skilled soldiers, well-trained guards, legendary weapons experts, and most of all not afraid of getting their hands dirty... Mercenaries are an amoral answer to a deadly question. Mercenaries are all seasoned combatants, and because of that, they all are jaded in regards to death. It is difficult to feel pain or sorrow in regards to what it is that you do for a living every single day.

## Advanced Skills

### Dispatch

By the time someone has become a successful Mercenary, chances are that they have killed thousands of zombies. Mercenaries can kill zombies in their sleep- sometimes literally. By expending 10 Mind Points, a Mercenary with this skill can call 'Dispatch' on a single undead target within two paces. No other effort is required; simply point and declare this Skill's use. This attack simultaneously inflicts 100 points of unavoidable damage to a single undead target as well as activates the Double Tap Skill.

### Hired Muscle

What is better than one incredibly well-trained Mercenary? How about two or three of them? This Skill costs 10 Mind Points to activate, and allows the user to travel to Logistics and declare that they are outsourcing some Hired Muscle. The user of this Skill will then be given three price options for hiring NPC assistance. For 20 credits, an experienced combatant will help you for one hour. For 40 credits, an experienced mercenary will come to help for an hour. For 60 credits, a hired legend will come to assist you for an hour... a legend that has at least maxed out Mercenary and perhaps has touched on a second Advanced Profession. Soldiers hired through this Skill will follow simple directions, but will not simply charge off to their deaths. At times, due to story reasons, Hired Muscle may not be available or may take more time to arrive. If Hired Muscle is not available, then the 10 Mind Point expenditure is refunded.

## In The Zone

Mercenaries do one thing incredibly well, namely provide excessive violence as a solution to problems. Mercenaries kill so well, in fact, that other fighters around them perform better when they follow their lead. A Mercenary with this Skill may expend 10 Mind Points and name two 'Battle Buddies' who each must have less than 6 months of play. (Ask how many months someone has been in town.) As long as these two are each within five feet of the Mercenary, all three members gain the following advantages for up to one hour: 10 minute Bleed Out period instead of the standard 5 minute, all melee damage swung by 'Battle Buddies' increased by 2 Damage, and all damage received by those In The Zone is reduced by 2. This Skill may not be stacked multiple times on the same target, and a Mercenary using this Skill multiple times still only receives a single bonus to damage reduction, Bleed Out time, and melee damage.

## Interceptor

Melee combat is one of the most reliable means of martial interaction, however surviving until you reach melee range is the difficult part. With this skill a Mercenary with a melee weapon in hand can spend 5 Mind Points and declare 'INTERCEPTOR!' This immediately reflects one non-psionic ranged attack whose projectile has passed within arm's reach of the Mercenary, back at its user as a Sniped Shot. This reflected shot is considered to not only have been blocked, but all effects tied to the attack are then applied to the initial attacker. (The new target may use defensive Skills as normal.) For example, if the original shot had 'Concentrated Fire, Weapon! Disarming Shot!' added onto it, then the Interceptor will still carry those effects along with Sniped Shot accuracy. This Skill may not be used to intercept Murder Most Foul, psionic attacks, or non-ballistic ranged attacks such as Area of Effect attacks.

## Training Ground

Those who kill for a living live a difficult lifestyle, and so work constantly to toughen themselves up enough to survive the next challenge. This Skill may be purchased up to five times, and for each time it is purchased, the Mercenary gains 15 permanent Health Points instead of the standard 10 that would be gained at the same cost.

# Merican Ba-Das

## Requirements

**Strain:** Merican

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Health

**Profession:** Priest

One of the following Professions:

Guard

Officer

Gun Slinger

Hunter

Primitive

Pugilist

Soldier

Thug

Skill Name	Cost	Prerequisite
Rebel Yell	10	
Cheeseburger and a Six Pack	10	
Hail of Bullets	10	
Walk It Off	10	
Dumb Luck	10	

## Profession Bio

Merican Ba-Das have problems understanding overwhelming odds, being told they cannot do something, and understanding when to quit. Merican Ba-Das do not retreat, they do not surrender, and they do not know when they are in a losing situation. Merican Ba-Das cannot retreat from a combat under their own volition.

## Advanced Skills

### Rebel Yell

Sometimes people just need a little encouragement to get a move on. The user of this Skill may expend 20 Mind Points and let out a loud rallying cry. Any non-Red Star ally who hears the Rebel Yell receives 10 points of Armor, heals 10 Health Points, and is immune to Fear and Terror effects for the duration of the next hour. If an ally is currently Bleeding Out, they immediately return to 10 Health Points and can get to their feet. Rebel Yell effects do not stack, and targets may only receive the benefits of one Rebel Yell once a 12s. When possible, it is recommended to talk over this Skill and its benefits with allies in advance, in order to minimize confusion and maximize its effectiveness in the field.

### Cheese Burger and a Six Pack

A Merican Ba-Das is a unique creature, fueled by bizarre combinations of food and drink. A Merican Ba-Das can consume any one twelve ounce brewed potion and expend 10 Mind Points. The Merican Ba-Das that does so regains 20 Health Points and ignores the effects of the brewed substance. This declaration must occur before substance is consumed. If the player of a Merican Ba-Das actually chugs a twelve ounce liquid -water recommended, don't hurt yourself and then follows the consumption with either a witty phrase or a subsequent machismo act, such as crushing the can against their forehead, then the Merican Ba-Das may instead regain 25 Health Points and ignore the effect of the brewed substance.

## **Hail of Bullets**

Bullets are little chunks of flying death that really ruin your day, but the Merican Ba-Das simply denies that something so small could cause such big problems. By expending 20 Mind Points, and spending 10 minutes focusing on how heroic the Merican Ba-Das is about to be, the user can activate Hail of Bullets. For 1 hour, the first 10 projectiles that hit the user are considered misses. When a successful projectile hit is nullified with this Skill, the user must loudly declare "Hail No!" This Skill can be used to nullify Sniped Shots and other effects which remove the need for a packet to be thrown. Hail of Bullets may be bestowed to another person as long as A) that person sits and listens to at least a 10 minute pep talk or 'plan' from the Merican Ba-Das and B) the target is not a Red Star. Each extra target receiving this Skill's benefits requires an additional 10 Mind Points.

## **Walk it Off**

Sometimes a Merican Ba-Das is too proud to fall down or admit something hurts. By expending 5 Mind Points a Merican Ba-Das can ignore the effects of a Mangled limb for 10 minutes. The limb is still broken, as Walk It Off does not repair or negate the limb mangling effect, and after 10 minutes will again become useless again. This Skill may be activated multiple times in a row to extend use of a limb, and may be activated multiple times to ignore multiple broken limbs.

## **Dumb Luck**

Ba-Das's are great at opening up worlds of hurt and doing incredibly brave (read: dumb) things, but with all that machismo, the finer mental skills often drop to the wayside. Fortunately Merican Ba-Das's tend to benefit from more than their share of dumb luck. If the SCIENCE! Skill is available for use, a Merican Ba-Das may spend 2 times the listed SCIENCE! Mind Point cost to receive the benefit of the Skill for that particular instance or invention. While this activation doesn't mean the Ba-Das completely understands what is going on, it does allow them to get a 'hunch' which allows them to act on the information learned through the SCIENCE! Skill. (Needless to say, this skill often infuriates Tinkers, Engineers, Mad Scientists, and other actual educated professions.) In addition, a Ba-Das may spend 10 Mind Points to activate this Skill and become immune to psionic assaults for 5 minutes once and for all proving matter over mind.



# Mind Killer

## Requirements

**Strain:** Any

**Prior Expenditure:** 200 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**Skill:** Mind Resistance

Skill Name	Cost	Prerequisite
Psionic Dissidence	10	
Burning Call	10	
Fearless is the Still Mind	10	
The Culling Wall	10	
One True Reality	10	

## Profession Bio

There is a great beast that exists in this world; the Grave Mind. An unborn creature of intertwined flesh, fungus, and disease. It keeps the world bound by the strength of its mind. It speaks to us through the infection in our blood, it sees and lives through those we know as psions. We must fight the Grave Mind with the destruction of the psion.

## Advanced Skills

### Psionic Dissidence

The Mind Killer is a person who has achieved a massive resistance to the subconscious psionic control that exists in the fungal infection of the Grave Mind. By tapping into the psionic network as a whole, the Mind Killer can cause excruciating pain to psionic beings. To activate Psionic Dissidence, a Mind Killer must take any of the following Gizmos in their hand: Flawed Bloodied Crystal, Flawed Hardened Crystal, Flawed Irradiated Crystal, Flawed Psionic Crystal, Flawed Warm Crystal, Perfect Bloodied Crystal, Perfect Hardened Crystal, Perfect Irradiated Crystal, Perfect Psionic Crystal, or Perfect Warm Crystal. The Mind Killer spends 10 Mind Points and the Gizmo in their hand is destroyed. At which point the Mind Killer may immediately engage in a ranged attack and call "Sniped Shot, Concentrated Fire HEAD - 30 Psion Bane". This skill is treated as a thrown weapon for defensive purposes.

### Burning Call

The Mind Killer has learned to turn a Psion's Power against them. By engaging a brawling strike (Knucks may be used) and spending 10 Mind Points, the Mind Killer may call 'Burning Call: Psion Absorb 30 Mind'. Burning Call may be parried or blocked like any other strike; however, if the strike connects then the Psion taking the hit loses 30 Mind Points as if mind and body were swapped. Use of this power on the Grave Mind often results in both the user and the target taking equal damage (with additional retribution from the Grave Mind). Mind Killers should consider the potential body levels of the Grave Mind versus their own body before attempting this.

## **Fearless is the Still Mind**

Through extensive training the Mind Killer can learn to push away the influences of the Psion. Whenever a Mind Killer with Fearless is the Still Mind uses Mind Resistance, they may declare 'Fearless is the Still Mind' instead of 'Mind Resistance', making each use of the Mind Resistance Skill cause 10 minutes of being immune to Psionic Skills or effects. When struck with psionic attacks after activating 'Fearless is the Still Mind', the character using this advanced Skill must say 'No Effect, Still Mind' as a response.

## **The Culling Wall**

If the user of this Skill possesses the Skill 'Bless Weapon', they may apply the effects of Culling Wall to the melee weapons and Knucks of others. By spending 5 minutes focusing their strength of will, a Mind Killer with the Culling Wall skill may spend 10 Mind Points to cause a blade to swing 'Psion Bane' damage. The effects of Psion Bane supersede any prior damage modifiers or effects that were applied to the weapon, and these effects last 30 minutes. Use of 'The Culling Wall' should be recorded on the sheet of the character using Culling Wall as well as the individual wielding the weapon.

## **One True Reality**

At times creatures such as Toy Boxes and Psionic beings cause altered realities around them that draw others in. A Mind Killer, if aware, may bring these delusions to an abrupt end. If a Mind Killer believes that reality is being subverted around them, they may close their eyes and remain motionless for 5 minutes. At the end of the 5 minutes, if they have not been interrupted, the Mind Killer may spend 20 Mind Points and call 'One True Reality: By My Voice All Psionic Powers End'. At this point all ongoing psionic powers come to an abrupt end (this includes effects like Tranquility, Whisper Walk, Psychic Armor, and Berserkers Mind).



# Monk

## Requirements

Strain: Any

Prior Expenditure: 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Martial Artist

Priest

Skill Name	Cost	Prerequisite
Hundred Fist Strike	10	
Flesh of Iron	10	
Silent Introspection	10	
Shatter Strike	10	Brawling
Air Strike		Brawling

## Profession Bio

A true Monk does not choose to fight, but at times finds that they must. They can have many visual appearances depending on their faith, from traditional vestments to battered survival gear to delicate flowing robes. Monks are living embodiments of chosen teachings every day of their lives.

## Advanced Skills

### Hundred Fist Strike

A practiced Monk has the capacity to achieve great things with very little effort. By focusing their faith into a single hand strike, a Monk may cause great damage to an undead target. By expending 10 Mind Points, the user of this Skill may make a single brawling strike against an undead and declare 'Hundred Fist Strike'. If this strike connects, this strike considered is a flurry of ten attacks with each strike inflicting 10 points of Blessed damage. (While it might seem odd to phrase it this way, it is not the same as a single 100 point strike, as each attack may have damage reduction or other defenses applied against it individually.) This strike does not work against living creatures, as those that are living can still be redeemed, no matter how far they might have fallen.

### Flesh of Iron

Monks feel no need to hide behind armor, nor do they place their faith in shields to deflect projectiles. The only armor that a Monk needs is their faith, and their only shield is their doctrine. A Monk with this skill cannot wear armor of any kind, nor can they carry a shield, but while they walk with an icon of their faith visible - minimum size of three inches by three inches - they reduce damage from any unblessed attacks by 3. This damage reduction also negates effects from modifiers (such as poison or radiation) if the damage is reduced to 0. If that damage is reduced to zero, the user of this skill must announce 'No Effect' whenever strikes cause 0 points of damage. Flesh of Iron works against psionic damage as well.

## **Silent Introspection**

Much like those born to the Nation of Accensor, a Monk finds both physical recovery and renewal of purpose in their prayers. Use of this skill allows a Monk to regain 5 Mind Points and 5 Health Points for every 30 minutes in active prayer. If the Monk is already a member of the Nation of Accensor, they instead recover 10 Health Points, 5 Mind Points, and are cured of all diseases they are currently suffering.

## **Shatter Strike**

It is a truth known to all Monks that behind shields and armor, you will find a child who is scared. With the expenditure of 20 Mind Points, and by connecting with a single brawling strike, a Monk with this skill may declare 'Shatter Strike.' Shatter Strike inflicts 5 sequential Break Armors to a single target. (A target may use defensive capabilities, but each use of Break Armor must be blocked individually.) If that the armor was of very high quality (Crafts Level 5 or above), each break lowers the Crafts Level by 1 point and then breaks said item. Example: Crafts Level 7 armor is hit with Shatter Strike. The armor drops immediately to Crafts Level 2 armor and is broken.

## **Air Strike**

Legends are told of those who have achieved such a degree of focus, they are able to knock projectiles out of the air with their bare hands. A Monk who has mastered the technique of Air Strike is one of these legendary souls. When they or someone within a pace of them is struck with a projectile, including Skill powered shots, the Monk may expend 5 Mind Points and declare 'Air Strike' to negate a single ranged attack.



# Mountebank

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind

One of the following Professions:

Charlatan

Gambler

Merchant

Politician

Skill Name	Cost	Prerequisite
Mob Mentality	10	
Broken Mirrors	10	
Gilded Daisy	10	
Hung Jury	10	
Windfall	10	

## Profession Bio

Social manipulators on a grand scale, the Mountebank is able to guide and sway the public opinion of those around them. Mountebanks live by their good public name, and do not stand for public humiliation. Any time a Mountebank is made to look like a fool in public by a person, the Mountebank gains the derangement "Obsession: Revenge" on that person until such a time as that person has been properly socially destroyed.

## Advanced Skills

### Mob Mentality

While a mob doesn't exactly provide 'justice' most of the time, it can be an effective means to get things done. By stirring a mob with a rabble-rousing speech that is at least 10 minutes in length, a Mountebank can expend 10 Mind Points to bestow 5 Armor points to each person joining the Mountebank on a single linear adventure. This benefit lasts for either 1 module or 2 hours, whichever comes first. The Mountebank, in exchange, receives 2 Armor points for each person that follows the Mountebank's lead on this journey (up to 20 followers).

### Broken Mirrors

Sometimes there isn't enough room in town for two hucksters, and a fight between alpha wolves is never pretty. At Check In, a Mountebank with this skill that signs in before their target may immediately expend 20 Mind Points. (If the target has already checked in before the Mountebank, this skill cannot be used against them that month.) These Mind Points represent the smear campaign and rumor mongering that an expert Mountebank is capable of, preventing the target from benefitting from any Income skill levels. In addition, a green light is placed on this target at the Black Market, offering top dollar for any items taken from the target. This effect lasts 1 month, and must be reactivated again at the next event.

## **Gilded Daisy**

A flower, no matter how sweet smelling, grows best in manure. The same is true with regard to the Mountebank. By expending 20 Mind Points, a Mountebank with this Skill can avoid being targeted by aggressive Skills, combat attacks, and targeted ranged effects. (Environmental hazards and area of effect attacks still function normally.) When this Skill is activated, the Mountebank must raise their fist into the air and call out 'GILDED DAISY!' Until 30 minutes pass or their hand is lowered, whichever comes first, the Mountebank may only move and speak - they cannot utilize any other Skills. This Skill does not allow the user to force others to move in any way, such as compelling a target to allow the Mountebank through a blocked doorway, nor does it allow them take items that do not belong to them without ending the effect. Automatically triggered effects such as traps still affect the Mountebank, and immediately end the effects of Gilded Daisy unless prevented by Bomb Awareness first. This Skill may only be used once per Twelves.

## **Hung Jury**

People need a villain, and it's a whole lot better if it's not you. What's more, people unified against a common enemy are people are easily guided. By vocalizing the reason for someone's villainy, a Mountebank with this Skill may expend 10 Mind Points and sling a packet at a target. With this last slung insult, if the target is struck, the target of Hung Jury is unable to use the following Skills for the duration of 1 hour: Beg For Life, Charisma, Escape, Fade in a Crowd, or Vanish.

## **Windfall**

Sometimes you just need a lot of money in a hurry. With this skill, a Mountebank can travel to Logistics and register that they are permanently losing a level of Income to immediately gain double their number of credits they would normally receive in total at Check In. Burned levels of Income are permanently lost, and must be repurchased later with Experience Points.



# Nephilim

## Requirements

**Strain:** Nation of Accensor or Remnant  
**Prior Expenditure:** 200 XP Points  
Requires at least 50 XP to have been spent into Mind  
Requires baptism and active involvement in a primary (printed) faith.

Skill Name	Cost	Prerequisite
The Change	10	
Avenging Angel	10	The Change
Wrath	10	The Change, Brawling
Broken Coils	10	The Change
Meaning of Death		The Change, Wrath

## Profession Bio

It was said that a chosen few were sent to earth to be the tools of the all mighty's will. Some believe these chosen as blessed by the faith they follow, others see them as those who have evolved to what mankind can truly become. The truth is, if these be angels that walk the Earth, then it is by the will of all the creators, season, and signals that their hands be always stained with blood. A Nephilim must follow their religion's mandates to the letter of the law, never allowing area for gray in moments of judgment, and may never fall out of faith. Nephilim are humorless, almost alien embodiments of their faith, that never speak unless necessary.

### Advanced Skills

## The Change

The first trigger of a Nephilim, the change causes extreme physical alterations to the body of the ascending Nephilim. Once this Skill is learned, the Nephilim must undergo the following costume changes to represent changes to the character's body: solid color contact lenses must be worn at all times (white, red, or green) as well as stains of faded red on both hands and forearms. When The Change is learned the player undergoing The Change must undergo a thirty minute blessing performed by a priest of their faith other than themselves. During this time the hands of the character bleed and the eyes change. The vocal chords of the character change and it becomes painful to speak, making it so that Nephilim will not utter more than a few sentences an hour.

Once The Change has been learned, the Nephilim that has learned The Change may spend 20 Mind Points to provide 20 points of spiritual armor to ANY (Red Star included) single willing target within reach of touch. This armor stacks on top of standard armor, however, cannot be applied to a target more than once per 12s and is depleted at the turn of the 12s. This armor is always the first armor lost.

## **Avenging Angel**

The undead are blight. To a Nephilim, the blight must be purged from this world immediately. By expending 10 Mind Points and spending 5 minutes focusing their wrath through their melee weapon or brawler, a Nephilim with the Avenging Angel skill may have access to use of the Skill "Double Tap" for one hour at zero activation cost.

## **Wrath**

If you read the stories of the old world it would seem that the wings of an angel are always dipped in blood. Caught between the land of the living and the land of the dead, a Nephilim is the embodiment of that concept. A Nephilim which has learned the advanced skill of Wrath may spend 20 Mind Points and enact a single brawler attack (brawling skill required). This single attack of Wrath allows the player using the attack to declare "Slaughter". The use of slaughter may not be augmented with brews, Gizmos, weapons, or unique items however it may be combined with 'Charge' or 'Killing Ground'. Other damage stacks or augmenters besides 'Charge' or 'Killing Ground' do not work with Wrath.

The visual of this attack is that the Nephilim has reached forward and stuck their hand through the torso of the intended target.

## **Broken Coils**

The inhuman and almost bestial nature of the Nephilim is never more apparent than when the Advance Skill Broken Coils is used. Once per event by expending 20 Mind Points a Nephilim with this Skill may release an almost operatic blast of inhuman screaming which can cause even the most focused fighters to turn and flee. When used the Nephilim with this Skill must first give remain perfectly still for thirty seconds with both arms extended outward at a 45 degree. After the half minute passes the Nephilim with Broken Coils must give an extremely loud scream and then yell 'By my voice, Terror.' This skill affects anyone who can hear the voice (friend and foe), as per the basic psionic Skill 'Nightmares'. This Skill may only be used once per event, and may be resisted by mind resistance as per normal psionic attack.

## **Meaning of Death**

The Nephilim do not die easy, nor do they die quietly. A Nephilim with the advance skill Meaning of Death may choose to take another with them into the depths of the Grave Mind. A Nephilim with this advanced skill, upon death, may point at a target within line of sight. That target takes 50 unavoidable body damage, and if this 50 damage is enough to drop the target in question, then the target of Meaning of Death skips their Bleed Out period and is considered immediately Killing Blowed. If the Nephilim with Meaning of Death is taking their final death, the damage done is increased to 100 unavoidable body damage and the target is considered Killing Blowed if this is enough to drop the target. Once Meaning of Death has been used, no means will prevent the infection rating from being removed from the Nephilims character sheet nor can the Nephilim use means to regain that infection rate EVER.

# Oni

## Requirements

**Strain:** Red Star

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**Profession:** Priest

One of the following Professions:

- Guard
- Officer
- Gun Slinger
- Primitive
- Soldier

Skill Name	Cost	Prerequisite
Memories of Many	10	
Guardian Spirit	10	Memories of Many
Walking Reminder	10	Memories of Many
Shared Strength	10	Memories of Many
Red Menace		Memories of Many

## Profession Bio

Sad is the wolf without a pack, dangerous is the beast without a herd. The Oni, a ghost of what once was, continues on with the memories of their fallen comrades with him. Every Red Star to die for the collective well-being of a Cell is carried in the mind and actions of the Oni.

## Advanced Skills

### Memories of Many

An Oni is a Red Star warrior who has the strength of his cell with him at all times. With this skill an Oni may purchase a fourth and a fifth Basic Profession, restricted to starting Professions of their cell mates (only may learn from Red Star).

### Guardian Spirit

Oni may wash their hands in blood, but sometimes find solace in aiding a new Red Star cell from afar. With this Skill, an Oni may watch over the youngest cell member in the area like a Guardian Spirit. Once a new cell comes into the city -'new' defined as less than 6 months spent in play- or a single Red Star member that has been in game for less than one year, an Oni may name that person or cell as its ward. This declaration should be made to staff, as the Oni can never let it be known that they protect a particular cell or Red Star member - if it is discovered, the Guardian Spirit tie is lost. By spending 20 Mind Points, the Oni may register with Logistics that they are activating this Skill. For the duration of the next hour the Oni causes 2 additional damage with melee weapon. The named ward will receive gifts from neighboring cells (sent via NPCs) to assist the new cell mates in excelling in this dangerous world.

## **Walking Reminder**

An Oni with this Skill is fueled by the memories of martyred Red Star that fell in years past. By purchasing this Skill, an Oni may fashion a physical 'death mask' and wear it as a reminder of what can happen if a warrior cannot protect another. This must be represented by a suitably impressive physical representation. Once per Twelves, when an Oni wears their ceremonial death mask, they may expend 20 Mind Points and become overwhelmed with a fearsome warrior's spirit. For the next 10 minutes the Oni gains use of the skills Bolt Action, Bow, Florentine, Melee Weapon Small, Melee Weapon Standard, Melee Weapon Large, Melee Weapon Two Handed, Throwing. During this 10 minutes usage of the Skill 'Parry' only costs 1 mind point.

## **Shared Strength**

An Oni with this Skill may expend twenty 20 Mind Points and 20 Health Points to become a whirlwind of zombie slaying. For the next 10 strikes each strike swung by the Oni has the effect "Kill Undead". Each strike does zero damage to non-undead; however each successfully landed blow inflicts 100 points of damage on undead targets.

## **Red Menace**

The Red Star was born in the first winters, and forged in the Nuclear Wynter. An Oni has been forged one more time, in the blood of its fallen comrades. This skill requires wearing their 'death mask' and requires the expenditure of 20 Mind Points. When this skill is activated the Oni with this Skill takes zero points of damage from all damage that has the 'radiation' modifier for thirty minutes. In addition, after activating this power the Oni reduces all damage received by 1 for 5 minutes.



# Overlord

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

**Profession:** Priest

**One of the following Professions:**

Assassin

Doctor

Gambler

Mad Scientist

Ring Leader

Engineer

And one of the following Professions:

Charlatan

Entertainer

Politician

Priest

Teacher

Skill Name	Cost	Prerequisite
Henchman	10	
Lair of Solitude	10	
Criminal Network	10	
Deus ex Machina	10	
Raise the Standard	10	

## Profession Bio

It takes a unique sort of person to be able to step forward and take what it is that they want; it takes an Overlord to make others give it to you of their own free will. Power, Credits, Control these things are all that matter in a dead world.

## Advanced Skills

### Henchman

What is an Overlord without faithful lackeys willing to endanger themselves to try and please their lord? By expending 20 Mind Points, an Overlord can contact one of their many faceless henchmen to complete a particular task- or die trying. The Overlord must go to Logistics and register that they are using this Skill. The task is specified by the Overlord, and the power level of the henchman is assigned by the staff, who will then assign an NPC to portray the minion. This NPC henchman will attempt to achieve the task assigned by the Overlord. This task cannot take more than 4 hours, and if it is not completed within 4 hours, the henchman commits suicide out of fear of the Overlord's wrath. This Skill may only be activated up twice per weekend, though these uses may overlap in order to have two Henchmen (or perhaps a single, more powerful one) active at the same time. In the unlikely event that staff cannot provide an NPC to fulfill this task, the Overlord will be contacted and the Mind Points spent on this Skill refunded.

## **Lair of Solitude**

Overlords need their privacy, and go through some impressive steps to ensure it. With this skill an Overlord can define a single private building as their Lair of Solitude by expending 20 Mind Points. When this is activated the Overlord may apply a single red 'SECURITY LOCK 80' Item Card to any and all entrances to this building. These entrances cannot be breached, broken into, or entered without the permission of the Overlord or the use of Skills which allow for the opening of a Crafts Level 80 lock. Those allowed entrance and exit must be listed on the back of the Item Card. This Skill does not ensure you a private cabin logically, and we often recommend that an Overlord with this Skill bring a large multi-room tent with them to the event to ensure their privacy. This Skill may not be applied to a building which has already been inhabited by other players.

## **Criminal Network**

This Skill allows for a true Overlord to get others to do their bidding, without them ever being aware of who's pulling their strings. With an expenditure of 20 Mind Points an Overlord can put a mark on a target's head, or a bounty on their life. The Overlord registers the action at Logistics, and at the next gathering of either Murder Inc. or the Black Market, a price will be offered on the target, anonymously billed as a 'personal favor' to the organization as a whole. Marks of this sort are highly sought after, and fulfilling them a token of pride amongst thieves and murderers.

## **Deus ex Machina**

An Overlord can only be a power to be reckoned with as long as they are alive. Most Overlords will take any precaution they can to ensure that they live on. When an Overlord dies, they may permanently expend 10 Mind Points - permanently as in removed from the player's sheet - to prevent losing an Infection Point. The Overlord has the option of returning to either the morgue or their own Lair of Solitude (if one has been set) with 10 Health Points instead of the standard 1 Health Point.

## **Raise the Standard**

An Overlord sits at the top of a pyramid, and benefits greatly from the structure beneath them. With Raise the Standard, an Overlord can spend 5 Mind Points and craft a token. This token (often an arm band or insignia) can be worn by willing underlings. This underling must be paid a minimum of 1 Credit per event. In exchange, the Overlord gains 2 additional temporary Mind Points and Health Points at the Twelves above their standard cap for each underling they have at the event. These points go away the moment that an underling doesn't receive pay, willingly removes the token, or suffers a death. An underling cannot serve multiple Overlords; in addition, if an underling ever asks to be taught the Overlord Advanced Profession while in the service of an Overlord, once the Profession is taught all points gained by Raise the Standard instead go to the new pupil for the duration of that weekend.



# Reaper

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

**One of the following Professions:**

Gun Slinger

Hunter

Primitive

Soldier

Skill Name	Cost	Prerequisite
Aura of Hate	10	
Necessary Violence	10	
Killing Zone	10	
Dark Intentions	10	
Sociopath Stalk	10	

## Profession Bio

Reapers are not like normal people. While killing is part of day-to-day life for many survivors, a Reaper genuinely enjoys it. In fact, it quickly becomes their sole pleasure, and before long a Reaper lives only for the sound of the chambered shell, the drawn blade, the falling body. They would be known as psychopathic killers, if anyone left was educated enough to diagnose them- or brave enough to say it. They are a terror on the battlefield; even as allies, their psychotic drive is disturbing when the blood starts flying.

## Advanced Skills

### Aura of Hate

A Reaper is a bottomless well of hatred, rage, and the need to hurt others. This psychosis is apparent even at a glance, but it does have its advantages. By spending 10 Mind Points, calling out the name of their target and moving directly at the focus of their hate, a Reaper can ignore up to twenty seconds' worth of strikes and effects. They must be en route from their current position to the location of their named target, they cannot deviate from this path, and their target must be at least 10 paces away. Once the Reaper reaches their target, the Aura of Hate drops and further strikes and effects count normally.

### Necessary Violence

There is no such thing as overkill in the eyes of a Reaper, only just the right amount of force required to turn an enemy into a smear of paste on the ground. By expending 10 Mind Points, a Reaper may proceed to do additional damage to an enemy they have declared a Killing Blow upon. While this is simply cosmetic for the fallen foe, the Reaper regains Health Points equal to the highest total amount of damage done with a single strike. Necessary Violence may be combined with damage augmenting Skills at the additional cost of the second Skill.

## **Killing Zone**

Watching a Reaper work on the field is like watching a wild animal chained to a post... as soon as something comes into range, the Reaper introduces them to a world of hurt. By expending 10 Mind Points a Reaper may plant both feet on the ground and create a Killing Zone. While the Reaper loses the ability to use the Skills Avoid and Charge, as well as the ability to actually move, all melee damage inflicted by the Reaper is increased by 10 points as long as they remain stationary. (Skills that cause a Reaper to be moved from the spot or knocked off their feet cause Killing Zone to come to an immediate end, if they are used successfully.) These additional 10 points of damage stack on top of any other Skills which normally inflict a set amount of damage. For example, using Frightening Force while in a Killing Zone causes 40 points of damage instead of 30 points.

## **Dark Intentions**

The mind of a Reaper is a very dark place, and sometimes the rage and hatred that boils within a Reaper leaks out, poisoning the world around them. By spending 20 Mind Points, once per event a Reaper with this skill may let out a maddened yell and gesture at a single target. That target immediately takes 20 points of unavoidable damage, applied to armor first and then Health. If this shout is enough to drop the target into Bleed Out, then the Reaper regains 20 Mind Points, provided the target takes a death. If the target does not immediately receive a Killing Blow or Bleed Out after five minutes, then the user of Dark Intentions does not receive the 20 Mind Points.

## **Sociopath Stalk**

The mind of a monster often affects how they move, walk, talk, and interact with the outside world. The Reaper may spend 10 Mind Points and become immune to the effects of the following Skills for 10 minutes: Beg for Life, Charisma, Lie, and any mind altering psionic Skills. Direct damage psionic attacks still affect the Reaper normally.



# Sage

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind

One of the following Professions:

Jones

Printer

Teacher

**Special:** List requires at least 4 Lore Skills

Skill Name	Cost	Prerequisite
House of Cards	10	Educated
Simple Deduction	10	
Leap of Reason	10	Simple Deduction
Strategy	10	
Pure Genius		Educated

## Profession Bio

Knowledge is power, and those with the power will define not only the future but also the past. Without knowledge there would be no guns, no swords, no language, and no medicine. The mind is the only weapon a person truly needs. Everything else is just an accessory.

## Advanced Skills

### House of Cards

A Sage has spent very long time learning via texts, blueprints, and plain life experiences. This knowledge isn't purely theoretical either - whether it's finding kinks in the armor or knowing where a creature is most vulnerable, it is not uncommon for a Sage to have picked up a few tricks with dealing with threats. Once per event, after spending 10 minutes doing nothing other than observing a target - no other skills may be used during this time - a Sage can spend 10 Mind Points and bestow the effects of 'House of Cards' on themselves or a person within speaking distance. When 'House of Cards' is declared, the Sage must identify the subject they have studied to the recipient of this Skill and name a means of striking with a single weapon against that target: brawling, melee, ranged, or psionic. If the recipient of this Skill attacks as the Sage has instructed, the first attack against the studied target does two times the normal damage, factored after any other damage increasing effects have been added to the strike. This attack can still be defended against as per any other attack, so timing is important! If this attack is avoided, parried, or misses, 'House of Cards' is still considered expended.

### Simple Deduction

Sages are a wealth of knowledge, and combined with simple observation they can make logical deductions that offer startling insight into a target. When a Lore check could be made, a Sage can expend 5 Mind Points and declare 'Simple Deduction'. The target of Simple Deduction must then state what Lore would be appropriate to identify the subject. If the Sage continues to watch the target of Simple Deduction for 30 minutes, without it being killed or being rendered unconscious, the Sage may go to Logistics and spend Experience Points to learn this Lore as if they had learned from an appropriate teacher. Staff Members have final say regarding what Lore, if any, is appropriate to have been learned from the target in question.

## **Leap of Reason**

Knowing information about a person is the same as having a degree of power over them. A Sage with this understanding can see the strengths in subjects- and weaknesses too. A Sage who has utilized Simple Deduction on a subject may choose to immediately expend 10 Mind Points to activate Leap of Reason on the same target, provided it is not currently in or fleeing combat. When Leap of Reason is activated, the Sage should place their hand over their head as if out-of-character and quickly approach the target. (An out-of-game headband is recommended if available.) The Sage may then ask the target three yes or no questions related to target's health, skill set, mindset, or current intent. The Sage may not ask about prior motives, past events, aspects the target cannot perceive, or vague concepts of morality. The target can only respond with 'yes', 'no', or 'non-applicable' - they cannot elaborate further. This entire exchange is considered out of character - use of this Skill is not noticeable by others. It is not interrogation or psionic contact of any kind; these questions represent insights the Sage gleans from watching the target's behavior. Some examples of questions that may be asked: "Do you intend to attack us?", "Would you help us?", "Are you an assassin?", "Are you currently suffering from any illnesses?", "Do you intend to betray us?" After receiving the answers, the Sage returns to where they were when they activated Leap of Reason. A hold is not called during the use of this Skill, and if the target is engaged or endangered while the questions are being asked, Leap of Reason comes to an immediate end regardless of the number of answers given.

## **Strategy**

During a fight, most plans do not survive contact with the enemy. If properly orchestrated and organized, however, the first interaction with an enemy can change the flow of the battle. A Sage with the Strategy Skill can organize a group and design a plan for them to follow. Group members need not be close allies, but cannot be actively at odds with each other for this Skill to work. Planning the attack requires at least 10 minutes of roleplay spent instructing the recipients in the nuances of the plan; at the end of this time, the Sage orchestrating the Strategy can expend 20 Mind Points to bestow a damage reduction of 2 to all individuals within a ten foot radius. These individuals must have attended the briefing and agreed to follow the plan in order to receive this benefit. This damage reduction lasts 1 hour, and may not be stacked with other damage reduction effects.

## **Pure Genius**

When a Sage reaches a certain point in their life, they understand that they will never be able to reach and teach everyone they want to. The desire to share wisdom -as well as the desire to get some of their own studies done uninterrupted!- drives some Sages to create teaching manuals. By spending 10 Mind Points and 30 minutes roleplaying creating a text, as well as furnishing a suitable prop, once per event a Sage may create a text that works as a single use skill teacher. Learning follows all the normal rules; simply count the text as the teacher. Pure Genius texts are considered unique item cards, and the item card must have the crafting Sage's character name and character number on the text (for database purposes). The Sage must possess the Skill to be taught by the text at time of its creation. If the Skill has particular prerequisites, a student must also meet those in order to learn from the text. Literacy is a requirement to learn from a Pure Genius text. Professions, Advanced Professions and Advanced Profession Skills cannot be taught by these texts. A text can be recreated with the Transcribe Skill at a cost of 10 Mind Points and 30 minutes roleplaying copying the text. Transcription requirements must be written on the card attached to the book at its creation. Pure Genius teaching manuals have an expiration date of 1 year, and are not expended when used to teach.



# Saint

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

**One of the following Professions:**

Cook

Doctor

Priest

Teacher

Nation of Accensor

Player character Red Star are banned from this profession

Skill Name	Cost	Prerequisite
Inner Peace	10	
Life Giver	10	
Live Again	10	
Miracle Worker	10	
The Final Cause	10	Live Again

## Profession Bio

It is unusual for a person to be able to survive when they hold the interests of others as more important than their own. It is even more rare for someone to survive long enough to be able to truly provide for the masses.

## Advanced Skills

### Life Giver

All Saints, be they teachers or preachers by design, can heal those that hurt. Once per event a Saint may expend 10 Mind Points and all remaining Health Points and enter a 1 minute Bleed Out period. As this happens, the Saint loudly announces 'BY MY VOICE, HEAL ALL!' All those who can hear the Saint, be they ally or enemy, immediately return to full Health Points. Only those that hear the initial call receive the effects; this effect may not be 'telephoned' to others, so if people do not OOC hear the initial declaration, then they do not receive the healing benefits of this skill. The Saint may only have their Bleed Out process stopped by Faith Healing (no other means will work). If the Saint who has entered Bleed Out takes a death due to use of this Skill, all allies within 5 feet of the Saint at the time of her death gain damage reduction 2 for the next 30 minutes.

### Inner Peace

Filled with devotion to their cause, a Saint's mind works differently than those living a more everyday existence, and so they find themselves strangely untouched by the fears and provocations of others. Their sense of self is simply too strong. This Skill costs nothing to activate; however, after purchasing it the Saint becomes totally immune to Charisma, Fear, Fearful Glare, Terror, Challenge, and Body Puppet. When these Skills are used on the Saint, a serene chant of 'No Effect, Inner Peace' is declared in response.

## Miracle Worker

Tales of the truly pious being able to perform miracles are not uncommon, nor are they unfounded. Saints with this level of piety must believe in one of the established, organized religions, and through that faith they can cause minor miracles to occur with the expenditure of 10 Mind Points and 20 minutes spent roleplaying blessing a 10 foot radius area. This effect may only be used once per event, and players may only receive the advantages of this Skill once per event. This Skill requires the Saint's player to have appropriate props and effects to represent the accompanying visual manifestations.

Faith Followed	Effect
Church of Darwin	The blessed area glows green for 10 minutes, and provides renewed strength and health to followers of Darwin who bask and pray in the holy glow. All followers of Darwin who enter this space refresh 5 Mind Points and 5 Health. Bless Weapon costs zero Mind Points to use during this time, if performed by a Priest of the Church of Darwin.
Church of Telling Visions	The blessed area glows a flickering white for 10 minutes, providing renewed mental clarity to followers of the Telling Visions who find comfort in the static. All followers of Telling Visions who enter the space refresh 10 Mind Points. Bless Weapon costs zero Mind Points to use during this time, if performed by a Priest of Telling Visions.
Cult of Fallow Hopes	The blessed area glows with a warm orange/yellow light for 10 minutes, and provides renewed strength and health to followers of the Fallow Hopes, who take solace in the firelight. All followers of Fallow Hopes who enter this space refresh 10 Health Points. Bless Weapon costs zero Mind Points to use during this time, if performed by a Priest of Fallow Hope.
Light of Hedon	A 30' radius area glows with a multitude of colored lights for 10 minutes, as scented smoke fills the area. This area renews followers of the Light of Hedon as they revel in this holy space. Followers of the Light of Hedon who enter this space regain 10 Mind Points. Bless Weapon costs zero Mind Points to use during this time, if performed by a Priest of the Light of Hedon.



Faith Followed	Effect
Nuclear Family	The blessed area glows with the light of many flickering candles for 10 minutes, providing incredible unity to followers of the Nuclear Family who come together there. Those that bask in this light gain the Red Star (may not be turned against Nuclear Family members) advantage in regards to other members of the Nuclear Family for 24 hours.
Sainthood of Ashes	For 10 minutes, three lanterns in the blessed area begin to glow so brightly that they are almost blinding to look at directly. All followers of the Sainthood of Ashes that touch one of these lanterns find themselves refocused in regards to their willingness to help others. All followers of the Sainthood of Ashes that enter this space regain 10 Mind Points and receive 10 points of enhanced armor that lasts until the next 12s. This armor is the first armor damaged or destroyed in combat and may not be repaired.
Tribes of the Seasons	A tree in the blessed area begins to glow with faint white light, radiating peaceful energies that restore flagging spirits. A representative of each season may rest beneath this tree for 20 minutes; at the end of this meditative period, they recover up to 30 Mind Points. Resting members may speak quietly, but cannot move or use skills that require more activity.
Virtues of the Kings Court	Loud music begins to play with no particular source, the songs tied to the particular idol(s) that the Saint follows. All believers in the Kings Court who listen to at least 20 minutes of the music receive either damage reduction 1 or an increased damage of 1 for up to 3 hours, their choice.

## Live Again

At times, a Saint can place some of their own well-earned karma into another, and by doing so turn back even death itself. Once per event, a Saint may spend 20 Mind Points and 20 Health Points on someone who has died no more than 5 minutes previously; if successful, that person returns to life, and does not lose an Infection Rate. An individual receiving this effect begins their death description with the game Director, and then sees the Saint guiding them back to life. This Skill may not be used on Red Star.

## The Final Cause

Every Saint lives piously and according to their beliefs; many of them also have the opportunity to die helping others. At any time, a Saint with this Skill may willingly choose final death, and leave a lasting memory with those around them. This Skill may even be used while in Bleed Out. To use this Skill, the Saint simply names an individual with their dying breath, and then travels to Logistics to alert staff to their death as well as the use of this Skill. (The Saint may also use this time to prepare suitable props and costuming for the vision to follow, though they should not delay the vision more than absolutely necessary.) The target of this Skill can be anywhere in game, though they must be at the current event, and cannot be a secondary character to the Saint's player. This individual receives a final, one minute vision from the Saint, which should be roleplayed by the deceased Saint. This vision is visible to everyone around the target as well, and it is highly encouraged that steps be taken to make it miraculous and awe-inspiring.

When the Saint appears to the target, they may say whatever they like, but as a game effect they may choose to ask if the target is willing to follow in the Saint's path. If the target agrees, they count as having effectively been taught the Advanced Profession: Saint. This player has one year from the moment of their vision to fulfill the requirements for the Saint profession; if they do not do so, the path is lost forever and that player may never become a Saint. Recipients of this Skill may not actually purchase the Advanced Profession or its Skills until such a time as they meet its requirements. The moment all requirements are met and the recipient purchases this Advanced Profession, Logistics must be contacted. Before the next Twelves, the would-be Saint will have their resolve tested. Failure in this test delays becoming a Saint until the next event. Use of The Final Cause ignores the normal 6 month wait time for teaching Advanced Professions.



# Shadow

## Requirements

**Strain:** Any

**Prior Expenditure:** 200 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Assassin

Thief

Spy

Skill Name	Cost	Prerequisite
Unseen Hands	10	
Lurking Threat	10	
Inner Circle	10	Guild Member
Sandman	10	
Never Here	10	

## Profession Bio

There are those that live in the sun, and those that reside in the darkness. Shadows do not allow themselves to get caught, they do not reveal themselves outside of their criminal circles, they do not train those who are not worthy, and they definitely do not suffer failing Shadows to live.

## Advanced Skills

### Unseen Hands

A master of the art of pilfering items undetected, a Shadow can effectively utilize the Pick Pockets skill once per event, without the need for clothespins. By spending 10 Mind Points, a Shadow may register with a Staff Member that they will be using Unseen Hands on a particular person and a particular pocket or container. The Shadow then just needs to stand next to the target for 1 minute. Shortly after, a Staff Member will approach the victim and recover the stolen goods to be held for the Shadow at Logistics.

### Lurking Threat

Most accidents happen within a mile of home- however 100% of all home assaults happen there. Once per event, a Shadow can spend 20 Mind Points to enter and/or exit a person's home in a way that completely bypasses all existing locks, traps, barricades or other deterrents to entry. (Only devices on entrances are bypassed; interior traps or locks must be dealt with normally.) The only exception is an Overlord's special 'Lair of Solitude', which cannot be penetrated by this Skill. Indeed, all locks, traps and barricades are completely left untouched, leaving no sign of how someone bypassed them. If used to gain access to a location, the Shadow must depart within 5 minutes; failure to do so means that this Skill's benefits end and they must contend with any locks, traps or barricades normally on their way out. If witnessed by onlookers, the user of Lurking Threat should describe this Skill with phrases such as 'I climb to the roof, shimmy down the incredibly thin chimney, and vanish from sight'. Remember that cabin raiding may require the presence of a member of the game staff.

## **Inner Circle**

Inner Circle membership is an honor that certain elite Shadows earn over time. Viewed as 'made men' of Murder Inc., Shadows with this Skill have the power to spare a life with a single word or doom someone with the same. After reviewing the list at Logistics, they may remove any current contract with an expenditure of 10 Mind Points. No reason is needed or required- the Shadow's word is enough. On the other hand, Inner Circle members may choose to spend 10 Mind Points to name a target as an 'Honor Hunt' for members of Murder Inc. 'Honor Hunt' targets are the highest prize offered to Murder Inc. members, and the Shadow can certainly expect serious efforts will be made to fulfill that contract. A player with this Skill may only name one 'Honor Hunt' every 6 months.

## **Sandman**

A sleeping opponent is a vulnerable one; those that believe otherwise are deluding themselves, as a Shadow is only too able to prove. A Shadow with this Skill can only use it if they can reach melee range of a sleeping target without waking them up. At this point, the Shadow may expend 20 Mind Points and make a successful melee attack on the individual. The target takes 50 points of damage, which ignores all forms of armor. This Skill is not a Killing Blow, but it does have the effects of Choking Blow- the affected target cannot speak or use vocal Skills, though they can still move. An individual struck by Sandman may not use any Skills to avoid this damage.

## **Never Here**

This Skill is the last line defense for a Shadow about to be captured. By spending 10 Mind Points, a Shadow can declare 'NEVER HERE' to escape from a scene, vanishing in a puff of smoke. This Skill allows the Shadow to immediately put on an out-of-game headband or place their hand over their head to signify that they are no longer present, at which point they may walk to Logistics, who will tell them where and when to reappear. This Skill may only be used once per event. Never Here may not be used by a character who is currently under the effects of 'Blinding', 'Nail', or has both legs 'Mangled' or 'Sundered'.



# Shepherd of the Land

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 100 XP to have been spent into Mind or Health

One of the following Professions:

Cook

Brewer

Teacher

Entertainer

Farmer

Fishmonger

Skill Name	Cost	Prerequisite
Breaking Point	10	
Gossip Hound	10	
Gracious Guest	10	
Helping Hand	10	
More To Give	10	

## Profession Bio

Not every hero is the greatest of warriors. Sometimes the greatest of heroes are the people who provide you with food when you are starving, drink when you are dying, and encouragement when you think you cannot go on.

## Advanced Skills

### Breaking Point

There is nothing more terrifying than seeing a calm and resourceful person completely lose their shit. By spending 5 minutes expounding in a loud, animated, and detailed exposition in regards to how the Shepherd of the Land who is using Breaking Point has had "enough of this nonsense" the Shepherd of the Land may expend 10 Mind Points and declare "By my voice, TERROR". All persons within earshot must then either expend a Mind Resist or run from the user of Breaking Point for a minimum of 10 minutes. This Skill may only be used once per event and does not affect Full Dead or the Undead.

### Gossip Hound

The people who work the hardest are often those that often facilitate and perpetuate gossip and rumors. By expending 10 Mind Points a Shepherd of the Land using Gossip hound may write down a single rumor, no more than 20 words long, and hand that rumor to the director of the game they are at (we also suggest sending a reminder email after the event since game directors are so busy). The rumor provided will be implemented in the next months Bartenders Tongue for the game. By expending 20 Mind Points, a Shepherd of the Land using Gossip Hound may instead have their rumor appear in the public rumors instead of the Bartenders Tongue. Any rumors found to be personal attacks to a player instead of a character may be changed by Staff Members to make the rumor more appropriate for game.

## **Gracious Guest**

Taking care of the people around you often times involves taking care of the environment around you. A healthy person who resides in a place of sickness will become sick, and a sick person who resides in a place of sickness will never grow healthy. A Shepherd of the Land understands that people need to be Gracious Guests of the land they inhabit. By spending 1 Hour roleplaying cleaning and prepping an area that is at least 10x10 (feel free to actually clean) once per 12s a Shepherd of the Land can expend 20 Mind Points and produce one of the following effects in the cleared/cleaned area:

Name of 10x10 Space	Location	Effect	Duration
Cleared Farmland	Outside In Open Field. Marked off 10x10 area	Farming takes 1/2 time. One user at a time.	Until 12s
Community Space	Open outdoor picnic area marked off OR indoor public area. Indoor public areas cannot have locked doors during duration of Community Space. 10x10 area.	1 Liter of craft 5 Hootch Consumed  Heals 5 Health (requires card). Entire liter must be consumed by one person inside the community space.	Until 12s
Workspace	Location must have either a Kitchen, Printers table, Still, Workbench, or Forge. Indoor 10x10 area.	Increases total available allowed users of the assigned equipment by 3. Only one crafter tool (Forge, Printer table, etc) may be assigned to a Workspace. Once the item is removed from the Workspace the effects come to an end.	Until 12s

## **Helping Hand**

Every now and then you need to be able to go to your hidden reserves inside you to help those around you. A Shepherd of the Land with the Helping Hands Skill understands that every now and then you need to tap into those reserves to work a little harder. By expending 10 Mind Points when cooking Healthy Feast, Brewing, Fishing, or Farming you may produce two additional serving of that particular Brew, feast, Produce, or Herb. This additional volume does not require any additional time expenditure for production, harvest, or preparation, however only one use of production via Helping Hands is turned over to the Shepherd of the Land. The second serving is added to seeding for scrounging, gifted to a new player, or placed on a new player module by Staff Members. This Skill may only be used once per 12s.

## **More To Give**

Self-sacrifice isn't necessary to keep people going; sometimes all it takes is a bit of forethought and preparation. Once per event a Shepherd of the Land may expend 10 Mind Points to duplicate a single serving of brew or food that they have 'stashed away for an emergency'. When going to Logistics to utilize this Skill you will be issued a card identical to a non-expired food or brew card that you bring with you to Logistics. The new card you are given will have an expiration date of the next 12s, however, you may immediately bring this item into play as you have 'Remembered you stored one of these away for just such an emergency'.



# Survivor

## Requirements

Strain: Any

Prior Expenditure: 200 XP Points

Requires at least 100 XP to have been spent into Mind or Health

Skill Name	Cost	Prerequisite
Calloused Hands	10	
Scarred Bones	10	
Jaded World View	10	
Iron Kidney	10	
Pack Mule	10	

## Profession Bio

Everyone claims that they are a survivor; however, the truth is many people are just zombies waiting to happen. A true survivor understands that you need to be more than just skilled at fighting; a true survivor understands that you need to be able to endure and weather the assaults that come at you.

## Advanced Skills

### Calloused Hands

A Survivor with this Skill has scratched and worked nearly every day of their life. From manual labor to fighting to live, a Survivor has the ability to do what needs to be done without breaking under the labor. Whenever Brewing, Building a Better Tomorrow, Forging the Future, Cooking, Scrounging, Farming, or performing First Aide, as long as the player with this Skill leaves one hand on their current project they may utilize combat Skills with their offhand without their current project being ruined or having their completion timer reset.

### Scarred Bones

Chances are good that by the time someone becomes a Survivor, they have had their limbs mangled so many times that there is more scarring than clean bone on their frame. A Survivor with this Advanced Skill may have Mangled limbs repaired with a simple application of First Aide instead of requiring Fix Limb. Standard means of limb repair will work as per normal; however, they are not required.

### Jaded World View

A true survivor has seen it all, made notes of the bad spots, and has experienced so much that very little shakes them to their foundation any more. A Survivor with this Advanced Skill shrugs off temporary derangements at the end of the next Twelves instead of at the end of an event weekend. In addition, a survivor with this Advanced Skill may spend 10 Mind Points at the time of receiving a permanent derangement to instead receive the temporary version of the same derangement.

## **Iron Kidney**

In their travels a Survivor has consumed all sorts of rancid, vile, poisonous, and intoxicating substances; often times on purpose. A Survivor with this Advanced Skill may expend 5 Mind Points to negate the effects of intoxication. In addition a Survivor with this Skill may expend 10 Mind Points to ignore addictive or sensory effecting effects of a single brew they have inhaled, consumed, injected, or drank.

## **Pack Mule**

Sometimes a Survivor needs to be able to grab and go with all of their worldly possessions on their back. By expend 10 Mind Points a Survivor with this Advanced Skill can move at full speed regardless of the carry rate of an object, as long as they expend the appropriate number of points for the carry. In addition, use of the Skill Carry used in conjunction with spending for Pack Mule will extend the use of the duration of Carry to Ten Minutes.



# Techno Savant

## Requirements

Strain: Any

Prior Expenditure: 100 XP Points

Requires at least 50 XP to have been spent into Mind or Health

One of the following Professions:

Mad Scientist

Tinker

Engineer

Skill Name	Cost	Prerequisite
Elementary!	10	
Eureka!	10	Elementary!
Brilliant!	10	
Genius!	10	
Excelsior!	10	Elementary!

## Profession Bio

I can fix this... WITH MY SCIENCE! Now stand back, plebian - this could explode and I don't need your monkey grunts annoying me.

## Restrictions

Those who have achieved the standing of Techno Savant have done so through countless trials and tribulations, performing dangerous experiments in the name of fringe SCIENCE! Because of this, as soon as the Advanced Profession Techno Savant is gained, the learner gains one of the following derangements permanently: Megalomania, Delusions of Grandeur, Power Object Fixation, or Paranoid Personality Disorder. This derangement may be put down for small periods of time; however, it may never be completely lost even if the Advanced Profession Techno Savant is lost.

## Advanced Skills

### Elementary!

A Techno Savant forgets more Lore than most people ever memorize. With an expenditure of 5 Mind Points a Techno Savant with this skill may call on a single use of one of the following skills: Lore (Complex Electronics); Lore (Doomsday Device); Lore (Tesla Electronics); Lore (Biological Warfare); Lore (Gizmos); or Lore (Esoteric Cultural Anomalies); or Lore (Structural Anomalies). This Skill may only be used once per Twelves, and the Techno Savant may not teach Lore obtained with the Skill to others.

### Eureka!

A Techno Savant with this Skill has the capacity to design original blueprints for Augments, Gizmos, Engineering Prints, and Armor (not weapons or traps) that have not been created before. This Skill requires extensive work with the staff for the approval of a design between events, and approval from both branch and network must be obtained BEFORE roleplaying the creation of a new blueprint. All blueprints produced via Eureka will not be able to be duplicated, transcribed, or recreated in any way shape or form. The process of introducing an approved Gizmo blueprint into game should take at least half an hour of roleplaying the scientific discovery. This Skill may only be used once every six months and any item produced from a Eureka! Blueprint will have a maximum lifespan of 6 months. Use of Eureka! Costs 20 Mind Points.

## **Brilliant!**

While weapons can be broken, in the heat of the moment Techno Savants can squeeze a little more use out of a broken weapon as long as it has not actually been Chopped. To use this Skill, the Techno Savant must place their hand on the weapon in question and spend 5 Mind Points. The weapon will continue to work for up to an hour as long as the Techno Savant continues to hold the weapon, or at least keeps one hand on the device to 'hold it together'.

## **Genius!**

By making a significant effort at scientific progress, a Techno Savant is capable of producing a signature weapon Melee Weapon, Bolt Action weapon, or Room Augmentation; one that is capable of truly amazing things. What exactly it does, however, is somewhat... unpredictable. Upon creation of this weapon, a single sealed packet will be attached to the back of the Item Card. This packet represents a feature that has been added to the weapon. These features are often incredible, but they're not always safe. Using or even opening the packet causes the effects to go off within seconds of it being opened. The effect's timing is variable, i.e., meaning that how long it takes to open and read the packet is how long it takes to go off (holds are not called for this). Unfortunately, use of these cards causes the Genius! creation to burn out. These additions cost 10 Mind Points and 20 minutes of extensive crafting roleplaying at a Work Bench to add on to a weapon. Once the packet is used, the original weapon remains (unless the packet states otherwise).

## **Excelsior!**

A Techno Savant who is worth their weight in transistors has also endured more than their share of poison, radiation, and explosive shrapnel at the hands of their own inventions. By the time a mere scientist has become a Techno Savant, they have grown accustomed to most forms of technological abuse. With the expenditure of 10 Mind Points, a Techno Savant can triple the damage from a single trap or Gizmo that they have triggered. Assuming the experience does not kill the Techno Savant, they will be able to produce a single Blueprint for that device for future recreation. Damage received in this way ignores all forms of armor, and cannot be avoided. If the Gizmo or trap does no damage to the Techno Savant, then no Blueprint can be produced via this Skill. Gizmos created through Eureka! cannot have blueprints created in this way.

# Thought Bender

## Requirements

**Strain:** Any

**Prior Expenditure:** 100 XP Points

Requires at least 50 XP to have been spent into Mind

**Profession:** Psionist

**Skill:** Any two Advanced Psionic Skills

Skill Name	Cost	Prerequisite
Shattered Psyche	10	
Duality	10	Shattered Psyche
Grave Mind	10	Shattered Psyche
Mental Breakdown	10	Shattered Psyche
My Little Friend		Shattered Psyche

## Profession Bio

The mind is a terrible thing to waste, and a worse thing to taste. A Thought Bender is a Psion who manages the unusual feat of using the full potential of their mind while at the same time never completely realizing what's going on.

## Restrictions

A Thought Benders' primary personality can never use the term 'I', but instead only ever use 'we'. Their concept of 'I' is lost as soon as the psyche is shattered. Curiously, their second personality doesn't suffer the same restriction.

## Advanced Skills

### Shattered Psyche

The first Skill that any Thought Bender must learn, Shattered Psyche is an attack upon one's own ego. When this Skill is purchased, the Thought Bender gains 10 permanent Mind Points and 10 permanent Health Points. Mental boundaries are blurred as well, as the Thought Bender taps into the collective subconscious to augment their own capabilities. Once Shattered Psyche is purchased, the Thought Bender gains the permanent derangement 'Multiple Personality Disorder.' This derangement cannot be cured or suppressed so long as the character remains a Thought Bender. The primary personality and the secondary personality are completely unaware of each other, and actively resist any attempt to be reconciled or otherwise made aware of their shared circumstance. Even if indisputable proof is offered, a personality will quickly rationalize it away and forget about it within minutes; if personalities are found to be actively working together, this skill may be revoked, along with all other Thought Bender abilities.

A full costume change and extensive roleplaying are required to portray the two personalities, as it is always a drastic transformation; the two identities will never be mistaken for each other. Switching between personalities therefore takes as long as it does to switch costumes and change mannerisms, and regardless of other preparations, it should never be instantaneous. Unless otherwise noted, a personality switch only occurs when the player desires - and it is always an OOC decision, since the personalities are not aware of each other - though it is recommended that the player develop some general ideas about the type of situations and emotions that trigger a change, to give consistency to the personalities and the circumstances when they take charge. This Skill may only be purchased once.

## Duality

With the purchase of this Skill a Thought Bender gains the ability to learn fourth and fifth Professions, as per standard Profession costs and requirements, with the exception that these Professions can only be accessed by the secondary personality. The Professions, as well as the Skills learned within these Professions, will be marked with a (2nd) after them on the character sheet. Once Duality has been purchased, the secondary Personality loses ability to use any Skills or Professions gained by the primary personality.

## Grave Mind

There is a humming deep under the collective embodiment of the shambling horde, one that the shattered mind of a Thought Bender can access. When facing a shambling zombie, a Thought Bender may spend 20 Mind Points and engage a ranged psionic attack. If the attack succeeds, the Thought Bender gains basic mental control of the shambling zombie and is able to direct it with verbal commands for 30 minutes. Once the 30 minutes have passed, the control ends and the Thought Bender's personality immediately begins shifting to its other persona.

## My Little Friend

This Skill brings the psychosis and nightmares of a Thought Bender into the real world. After spending 20 Mind Points and 10 Health Points, the Thought Bender may record their action at Logistics. At this point a physical manifestation of the psionic energy released by the Thought Bender assaults a single target (or target type description) named by the Thought Bender at time of activation. The orders given to this psionic creature cannot be anything other than malicious. This psionic creature will attack for the full duration of 2 hours, returning time and again like horror movie monster if it is killed. In addition, during the full 2 hours the psionic creature is released, the Thought Bender is incapable of switching personalities for any reason.

## Mental Breakdown

The single most awesome and terrifying ability of a Thought Bender is their ability to upload their mind into the collective unconscious as the body dies. Faced with impending death, a Thought Bender may permanently expend their final Infection Rate and enter final death. The mind of the Thought Bender is then downloaded into a new body, created completely by the staff with the one third of the old body's spent Experience Points and an Infection Rate of 2.

Exactly how this new body comes to be inhabited is a matter of some speculation and no certainty. Some say they are created whole from raw psionic energies, fresh-forged from the raw stuff of creation through sheer force of will; others whisper that the Thought Bender steals into the body of one freshly dead and takes it for their own, in a warped parody of the Grave Mind. A few dark rumors even suggest that the body need not be either new or dead... but if any of these theories are true, no one know for sure.

**Note:** No matter its origins, this new body keeps the memories of one of the two former personalities, and is never a Psionic.



# Veteran

## Requirements

Strain: Any

Prior Expenditure: 200 XP Points

Requires: Lore (Local)

Requires character to have been in attendance for 3 games in succession (to establish ties and connections) before skills can be used.

Skill Name	Cost	Prerequisite
Been There Did That	10	
Dirty Connections	10	Literacy
Knows A Guy	10	
Owed Favors	10	
Prior Enemies	10	

## Profession Bio

Spend enough time in a town and you get to know every stone, every building, every tree, and every person. You may know more than you would like, understand more than you admit, and have ties you have earned through the most bizarre happenstance. Most of the time these relations are a pain in the ass, however, sometimes they come through for you in spades.

## Advanced Skills

### Been There Did That

With the expenditure of 10 Mind Points, a Veteran with this Skill can check to see if someone's story is true in regards to where they claim they have been or where they come from. This Skill requires 10 minutes of roleplaying asking details of the target's origin, such as names of people or locations they knew, and at the end of that 10 minutes the user of Been There Did That can either catch the individual in a lie, or, confirm their origins by asking for OOC confirmation from the player. This Skill may only be used to determine what townships, territories, or locations an individual has traveled through or lived in, not what buildings they have visited or activities they undertook in those locations. If this Skill is used on someone where their background has not been approved, this Skill results in a 'very doubtful' response.

### Dirty Connections

You may not be a member of the Black Market, you may not be a business member of Murder Inc., however you have been around long enough that you are pretty sure you know how to get in touch with these people. By spending 10 Mind Points and writing a letter to give to Logistics, that letter will be delivered to either a Murder Inc. or Black Market representative by the next event at latest. This letter is assumed to be left at either an old gathering place or old drop point, and will be delivered out-of-character. This Skill may be used to attempt to purchase favors, protection, or contracts from the appropriate organization.

## Knows a Guy

With enough time, you can get to know the movers and shakers in the 'get things done' communities. With an expenditure of 20 Mind Points and registering the use of 'Knows a Guy' with the game director, an NPC with one of the following Advanced Professions will travel to town to hear your request for aid either that event or the next event (Director's discretion). This request for assistance will not be all encompassing, and often will be very costly once the individual arrives, however sometimes having that assistance is key to getting things done. The Advanced Profession representative NPCs that can be contacted are Mercenary, Grave Robber, or Techno Savant. This Skill may only be used once every six months and will require extensive roleplaying for any form of teaching (teaching not guaranteed).

## Owed Favors

Do enough work over a long enough period of time, and someone is going to owe you one. A Veteran with the advantage of Owed Favors can spend 20 Mind Points and register at logistics that they are using 'Owed Favors' once per event. When activating Owed Favors the Veteran rolls a single 10 sided die to determine the outcome of Owed Favors in relation to the following table:

Die Roll	Result
1,2	Able to get a single Named Scrap or Named Herb of rollers choice for 50 of the local currency.
3,4	Able to get a single Named Scrap or Named Herb of rollers choice for 40 of the local currency.
5,6	Able to get a single Named Scrap or Named Herb of rollers choice for 30 of the local currency.
7	Able to get a single Named Scrap or Named Herb of rollers choice for 20 of the local currency.
8	Able to get a single Named Scrap or Named Herb of rollers choice for 10 of the local currency.
9	Able to get a single Named Scrap or Named Herb of rollers choice for free.
10	Able to get a single Named Scrap or Named Herb of the rollers choice and 5 basic Herbs for free.

## Prior Enemies

Over a long enough period of time, a Veteran grows to have a particular hatred for a specific kind of zombie. When taking the Skill 'Prior Enemies' the owner of the Skill names a particular kind of undead (Shambler, Hunter, Burster, Tank, etc.) or a particular strain of humanity (Red Star, Retrograde, Pure Blood, etc.). Once per twelves the user of Prior Enemies may expend 10 Mind Points to have all weapons used by the Veteran with the Prior Enemies skill gain the trait 'X Bane' where 'X' is the enemy type chosen for the next half hour. Bane trumps all other damage modifiers that would be used on a weapon, and each weapon may only have Bane verses a single target. As an example, if a Veteran with Prior Enemies 'Hunter Zombies' is wielding a blade that normally does 2 points of damage, has poison on it that does 10 points of poison damage, and they activate Prior Enemies, that blade now does 12 points of Hunter Bane (12 points against targets that are not Hunter zombies, and 24 points of damage against Hunter zombies).



# Villon

## Requirements

Strain: Any

Prior Expenditure: 100 XP Points

One of the following Professions:

Thief

Assassin

Spy

Skill Name	Cost	Prerequisite
Protection Racket	10	Disguise
Nimble Fingers	10	Pick Pockets
Fence	10	
Running Numbers	10	
Well... Shit.		

## Profession Bio

A person could till the fields, work the forge, and spend all of their days looking to build a life for themselves. What the worker bee doesn't realize is that at any moment the fruits of their labor can be taken away without a second thought. Why work the fields when you can work the laborers, I always say.

## Restrictions

Villon are subtle, and do not announce themselves for what they are publically. Even with groups of trusted friends, Villon have an identity that they present to the outside world that everyone believes. A Villon does not pocket petty credits, or a poor man's equipment - a Villon steals the jewels out of a crown while it is being worn.

## Advanced Skills

### Protection Racket

Ever wonder how it is that a thief is able to keep themselves from being caught? Well, there is an entire network of people that ensure that the best thieves have all the tools they need to keep their personas hidden. By expending 30 credits or 50 basic Scrap at Logistics, a Villon with the Protection Racket Advanced Skill can step into an established alternate identity for up to 24 hours. This identity can be of any Strain and use of Lores, Society Memberships, and Analyze Creature will all report that the disguise persona is accurate for the name and Strain of the disguise. In addition this disguise may not be removed by any means other than willing removal by the Villon using the advantage of the Protection Racket (disguise remains even through death if the Villon wishes it to). Each identity taken by the Villon will be provided a Gizmo card with a one month expiration date showing that the Protection Racket has done the leg work to fill in the back story of a falsified identity. Personas that have memberships into societies, communes, or set organizations may cost an additional 10 credits or 20 Herb/Scrap at Storyteller's discretion.

## **Nimble Fingers**

Any thief can grab something out of a pocket, a Villon on the other hand can tell the value of items by touch. Instead of activating Pick Pockets, a Villon can spend 10 Mind Points to enact Nimble Fingers. The Villon using this Advanced Skill must register their expenditure with a Marshal and then clip the pocket/bag they wish to rob. Instead of taking a single item at random from that pocket, the Villon will receive the item of the highest Crafts Level or value from that pocket. The Villon must inform the Marshal at time of activation if value or Crafts Level is the intended target.

## **Fence**

So what good is a high-end item if you can't get rid of it? Fortunately the Villon knows people who know people, who can turn around and try to sell hot items at the Black Market for them. A Fence will only take items of the highest quality, and may turn down items too generic for Black Market sale, however the Villon with the Fence Advanced Skill may show items to the Black Market representative at Check In to put those items up for sale at the Black Market. The Black Market representative will never betray who gave them the items to sell, however, they will take a small cut of the income for their interests. In addition, items sold to a Fence may have a minimum price assigned to them; however, the Fence will try to get as much as possible for your wares.

## **Running Numbers**

Sometimes getting a job done is all about having the right number of people doing the right number of things at the right time. By spending 30 minutes setting a plan and preparing with their cohorts and by spending 20 Mind Points, a Villon may extend their criminal expertise to a team of no more than 4 other people. The four targets of Running Numbers gain the effects of Disguise for a duration of 1 hour as well as one use of Balance and Escape that expires in 1 hour. Each sheet receiving this bonus must have 'Running Numbers' recorded in their expenditure section. It is highly suggested that a character using the Running Numbers Skill has already use the Protection Racket Skill to ensure that their identity is hidden from their mook assistants. This Skill may only be used once per event.

## **Well... Shit.**

Locks are a fantastic thing; however, they become completely useless once you have a key to the lock. By registering with a Marshal and then roleplaying analyzing a lock (must be within reaching distance of the lock the entire time) for 10 minutes per Crafts Level of the lock and spending 30 Mind Points, a Villon may then jot down the key code listed on the lock. With this code the Villon can then go directly to a Workbench to create a short term key for that lock. Key production itself only takes 5 minutes, however, each key produced in this way requires 1 basic Scrap and will expire within 24 hours. Locks that use multiple keys will require multiple expenditures of time, Mind Points, and Scrap.



# MU~~S~~CLE

## World Knowledge and Information

### Welcome to a New Age: What a Starting Character Would Know

There is a lot of information out there for the Dystopia Rising universe: table top books, the LARP book, location splash books, online information, novels, and local game info pages. With all of this material, sometimes it is tough to know what it is that a character SHOULD know when it comes into play the first time. With that in mind we've put together a few basic knowledge levels for you to choose from, and some basic information you should be aware of as your character.

While these lists are not all encompassing for every area, they are a good start. We recommend talking to your local branch about what additional local information would be appropriate for your character to know based on the theme and style of the local game.

#### Low World Knowledge

There are zombies in the world, thousands of different types. Some fast, some slow, some that are sneaky, some that have strange psionic powers. The zombies aren't spawned from just people dying, since that would really limit the number that are currently in the world.

There are many different Strains in the world, and these strains are almost like different species. Knowing the names and general conceptual ideas of many of the strains is not a stretch of the imagination, but there are unique nuances (the sort of stuff outlined in the table top extended knowledge) you probably don't know a lot about.

There are not a lot of settlements in the world, and most of the ones that do exist are built on the ruins of ancient structures. These old structures are filled with strange objects and overgrown remains that often get repurposed by modern survivors.

The world is not only dangerous, but it damn well hates you. There are zombies, mutated creatures, poisonous territories, and even Raiders. Raiders are not people, cannot be reformed, and are physically different on a basic level.

There are some big cities out there, but according to the old folklore, they are nothing compared to the way it used to be.

Technology is rare, and mostly found in larger civilizations. Most small settlements don't have power. Some rare small settlements may have a diesel generator, but most of the time that sort of resource is primarily used for purposes that are REALLY important. Bigger settlements, like Old York, the Iron Works, or Vegasia, have large sections that have power. These rare places have things like radio transmitters, electric lights, and powered tools. However, this sort of technology is more of the exception instead of the rule.

Culture is simple in most places, complex as population goes up. Most areas don't care about things such as skin color, gender, or sexual preference. There are not enough survivors in the world to be discriminatory. Strains on the other hand? Strainism is rampant in many parts of the globe.

## Moderate World Knowledge

All details outlined in low knowledge plus:

Some of the most common zombies are the shambler, the hunter, and the burster. Shamblers move slowly and normally in massive packs. They are dangerous due to their numbers, but with intelligent fighting they can be put down pretty easily. If you get swarmed by them, things can become dangerous.

Bursters look like a shambler but as they get closer, they get a massive burst of speed and strength. Bursters will chase down and attack a single target, often times moving faster than the quickest scout. Hunters can move quick-like bursters—but they have more of a feral intelligence about them. They will stalk areas at times when they know their targets are at a disadvantage. Hunters can attack alone, or frighteningly, use pack tactics.

All of the undead seem to have some sort of limited mental link of some sort. If one zombie finds food, somehow the rest start swarming in that direction. Zombies without eyes, ears, or even a nose instinctively know what direction they should go based on the reaction of one successful hunter. Sort of like ants, when one finds food, they all swarm.

Psions exist both as zombies and as people. They are strange people that can use their mind to change the world around them. Rumor has it that the undead and strange mutants are drawn to areas that have a higher psionic presence.

You know that there are creatures called zombies that are spawned from a biomass known as the Grave Mind. You know that when people die they have screwed up scenarios in their head and with their body that is in result of some sort of connection the Grave Mind has with the physical form. You also know that the quick heal times, strength, and ability to adapt to the current environment have something to do with the Grave Mind and an infection in people.

You know that there are zombies in the world, mutants, Raiders, strange psionic projections, and some nasty evolutions of creatures out there. However, you are also world-traveled enough to know that there is no such thing as magic, ghosts, curses, hexes, and magical rituals. You know that some folks of faith can make miracles happen, but you may also have a sneaking suspicion that these miracles are somehow related to psionics.

You are aware of the most common undead that are found in the area your branch is based out of, assuming your character has been in the area for a while. You should contact your local branch to find out what the most common and well-known threats in the area are.



## Advanced World Knowledge

Everything in Low and Moderate information plus:

There was a race of people that existed before the current Strains known as Humans. Humans were strange, self-destructive, and amazing creatures. Their technology bordered on the unbelievable and their inability to see the riches their life offered crested on the ridiculous.

The air that everyone is accustomed to is moderately radiated. The radiation is significantly higher than it used to be before Strains rose and Humanity fell.

The ground has changed drastically since the days of humans, and with that, much of the geography suggests there was a prolonged period of time between the start of the fall of mankind and the rise of the Strains. Most people say 4-5 generations, however, the first generations that existed did not report anything about Humans being around. There are questions in regards to the duration of time that passed between when humanity vanished and when the Strains began as they are.

You know many of the major settlements in the region that your character is based in, and, have heard of some of the settlements hundreds if not thousands of miles away. The further away the settlement is, the less you know, but you have at least heard about these places.

You know that each region has unique mutations of undead, and that there are hundreds of different 'zombie' variants. There are zombies in the world that spit poison, have limited thought processes, rot vegetables, hide under water, and even have the psionic ability to change the appearance of reality around it. The undead, while a massive threat, still do not pose anywhere a much of a threat as the greed and violence of the different strains.

There are a number of Raider clans that exist, each of them with their own simple tribal nature. Each of these tribes has different focuses, tactics, and even intellect levels. There are some tribes that are capable of passing themselves off almost as if they were Remnants, however, with a keen inspection an individual can detect the difference.



## A Closer Look at the World

The initial outbreak of the virus came hard and fast, because it had been with us for so long. Corpses piled high in the streets as men and women panicked, either sheltering in place or seeking the safety of remote locations. Many fell, sickened by the Infection that claimed so many lives—and then they rose again to devour family and friends, craving living flesh. The stench of death hung hot and heavy in the air as bombs rained upon cities and states in an attempt to halt the inevitable spread. Civilization crumbled, sacrificed to the ever-ravenous horde. Humans as we once knew them were eradicated.

Generations passed—generations and time. While humans themselves fell, new Strains of humanity emerged as evolution took its toll. Technology was all but forgotten as people turned back to simpler methods, casting off electronics and communications. The world fell into a new dark age.

In this new world, there are no cell phones, no computers, no Internet. Only the most basic of implements have survived. People had to re-learn how to spin cloth and work metal as the higher arts were forgotten. Knowing how to read is rare, and the advanced technology that once was has passed into legend. Books are almost non-existent, and many have been lost to either water or fire. Oral tradition has become far more common than the written word.

New religions sprung up from the legends of the past world. The Telling visionaries followed the ancient scriptures from the Oracle Boxes, using the tales as fables to tell children how to live their lives. The Kings Court unearthed old records and followed the lyrics from the Old World. Darwinists turned to the theory of evolution, believing in the mastery of what was left of science. The Fallow Hopes decided to care for what was left of the world, trying to re-establish what was. The Sainthood turned to fighting against the new order, destroying the undead creatures that now roamed the Earth while the Final Knights recognized the world for the hell it was.

Fortunately, the strains evolved to be smarter, stronger and faster. A simple bullet wound won't kill a person. In fact, six bullet wounds won't kill a person. The Infection, which flows through each and every individual, has the amazing ability to stitch bodies back together over time. What was once only a curse has now become a mixed blessing, though few realize its importance; after all, an educated individual is a very rare occurrence indeed.

Civilization is no longer what it once was. Instead of cities, there are merely small towns—settlements that try to eke out a living within the harsh environment. Trade between areas is slow, hindered by bad roads and the constant onslaught of the undead. The water has risen in many areas along the East Coast of the United States and the South, and vast deserts stretch over what was once the Great Plains. Storms sweep across the Midwest, and radiation seeps into the soil from the bombs that fell so long ago.

Only the most advanced settlements still possess the needed parts to create vehicles and machines. And even if you do have something that actually works, you still need something to power it. Black gold is harvested from Lone Star—what was once Texas—and others use the vestiges of old power plants to keep towns running. Electricity, though, is rare and faulty—and bright lights often draw the wrong kind of attention.



Because of these harsh conditions, people are more willing to let their morals slide. What was once considered taboo is now acceptable. Slavery and cannibalism are not unusual in this world, and men and women betray one another in order to get a better deal.

However, while the lack of civilization is something that the men and women of the wastes have to cope with, what is worse is the constant threat of the walking dead. With the rise of the Infection, death is no longer permanent. Bodies are stitched back together and people emerge, whole once more, from the Grave Mind—the mysterious force that was created from the Infection. Yet there is no guarantee that someone will emerge again as themselves. Sometimes, they rise again as a corpse—their minds consumed by the Infection as they hunger for living flesh.

This is the world that people must now live in. This is the harsh reality of their existence. Yet they continue to push forward and survive. After all, sometimes that's all you can do.

## A New Moral Compass

The world fell. Buildings crumbled into rubble as bombs toppled from the sky, crushing humanity and civilization in their wake. The screams of millions reverberated across the globe, the cries of the dying and the moans of the living mingling together in a chorus of misery. Entire cities collapsed, leaving rusting hulks of skeletal structures that were then torn apart by survivors. Men and women didn't fight for the right to live; they fought for the privilege to live as friend turned against friend, and as families ripped each other apart.

Is it any wonder that when the world changed, so did its moral compass? The world of Dystopia Rising is not like the world of today. What is considered "right" and what is considered "wrong" has been drastically altered as the Infection has spread and taken hold. Shooting a person to put them out of their misery is viewed as an act of kindness, and killing a man for the "good" of a settlement is common sense. The line has shifted—and morals fall firmly into a murky shade of grey when it comes to the apocalypse.

So what does this mean for you? Your character has grown up in this world, faced with the harsh realities of survival. Vice and sin is no longer viewed as a degradation of humanity; it's simply viewed as a distraction from the hard world—a welcome escape from the reality of the restless dead. This means that Strainism is expected, drugs are the norm, slavery is common, and torture is simply another tool for the local sheriff. It's important to understand what might seem morally abhorrent to you is not morally abhorrent to your character; after all, this is the apocalypse.

Take slavery as an example. In today's modern world, slavery is repellent (for good reason). Yet when the world fell, men and women took advantage of the situation and instated more of a Roman inspired form of slavery. Slaves were provided shelter and food in return for hard labor. Over time and over generations, this turned into a master-slave relationship. An entire industry grew up around slave labor. Highly-trained slaves star in Vagasia as performers. Hard laborers work in the mines in the Aysea, and others are raised as livestock to feed Full Dead and Semper Mort settlements. While this doesn't make slavery right, in any form, it makes it part of the landscape.

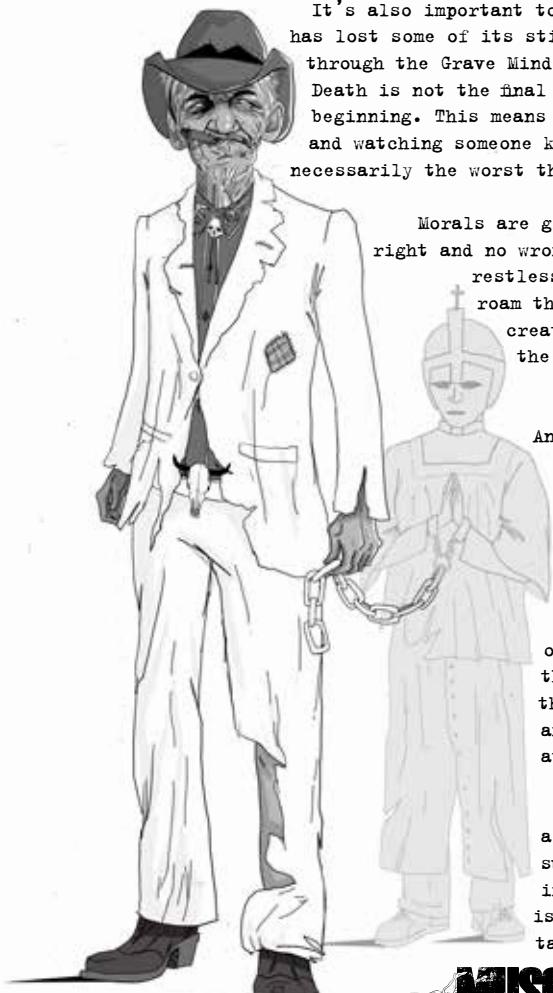
You are more than welcome to have a character that is either pro- or anti-

slavery. However, the subject of slavery should always be treated with respect. Always ensure that everyone involved in the subject matter understands that it is an in-game only aspect of culture, and that it in no way represents the real world or real viewpoints.

Drugs and substances that alter behavior are also not seen as vices. In fact, alcohol may be safer to drink than water in some cases. Drugs can enhance military performance and may mean the difference between life and death. An addiction may be irritating, but it's nothing a person can't deal with; all you have to do is toss another one back. It's not unusual to see men and women popping pills or shooting up drugs—it's just another part of life. This doesn't make it right by modern evolved cultural standards, but again, the post-apocalypse isn't functioning on the same evolved morality.

Families have also been broken down with civilization. The idea of a "traditional" family has long since passed. Marriages can still occur, but a group living situation, such as with the Red Star commune, isn't unusual. Similarly, the idea of "divorce" and marriage contracts are almost non-existent—except perhaps among certain Pure Blood circles or within the strict Rover society. And even then, these contracts are more of a financial understanding than anything else. Marriages turn into deals that ensure mutual survival.

It's also important to remember that with Infestation, death has lost some of its sting. It's a terrible thing to pass through the Grave Mind, but people can emerge eventually. Death is not the final journey; sometimes, it's only the beginning. This means that murder is more widely accepted, and watching someone killing or beating someone else isn't necessarily the worst thing your character has seen.



Morals are grey in Dystopia Rising; there is no right and no wrong. And the worst monsters aren't the restless dead or the irradiated beasts that roam the wastes. They're not the hulking creatures that lurk in the darkness. They're the survivors themselves.

The world fell. Civilization fell. And now, morality is fluid—a constantly shifting pattern of grey shades. It is your decision, as a player, what degree of roleplay and interaction you feel comfortable with in regards to these subjects. In addition, if this is subject matter that you are approaching, it is the responsibility of those engaged in story that involves this sort of subject matter to ensure that they everyone involved is consenting and comfortable with the subject matter at hand.

Because at no point are we, as a culture or community, saying that this subject matter is actually acceptable in the real world. What we are saying is that the imaginary world that we are taking part of is very, very flawed.

## Faith in the New World

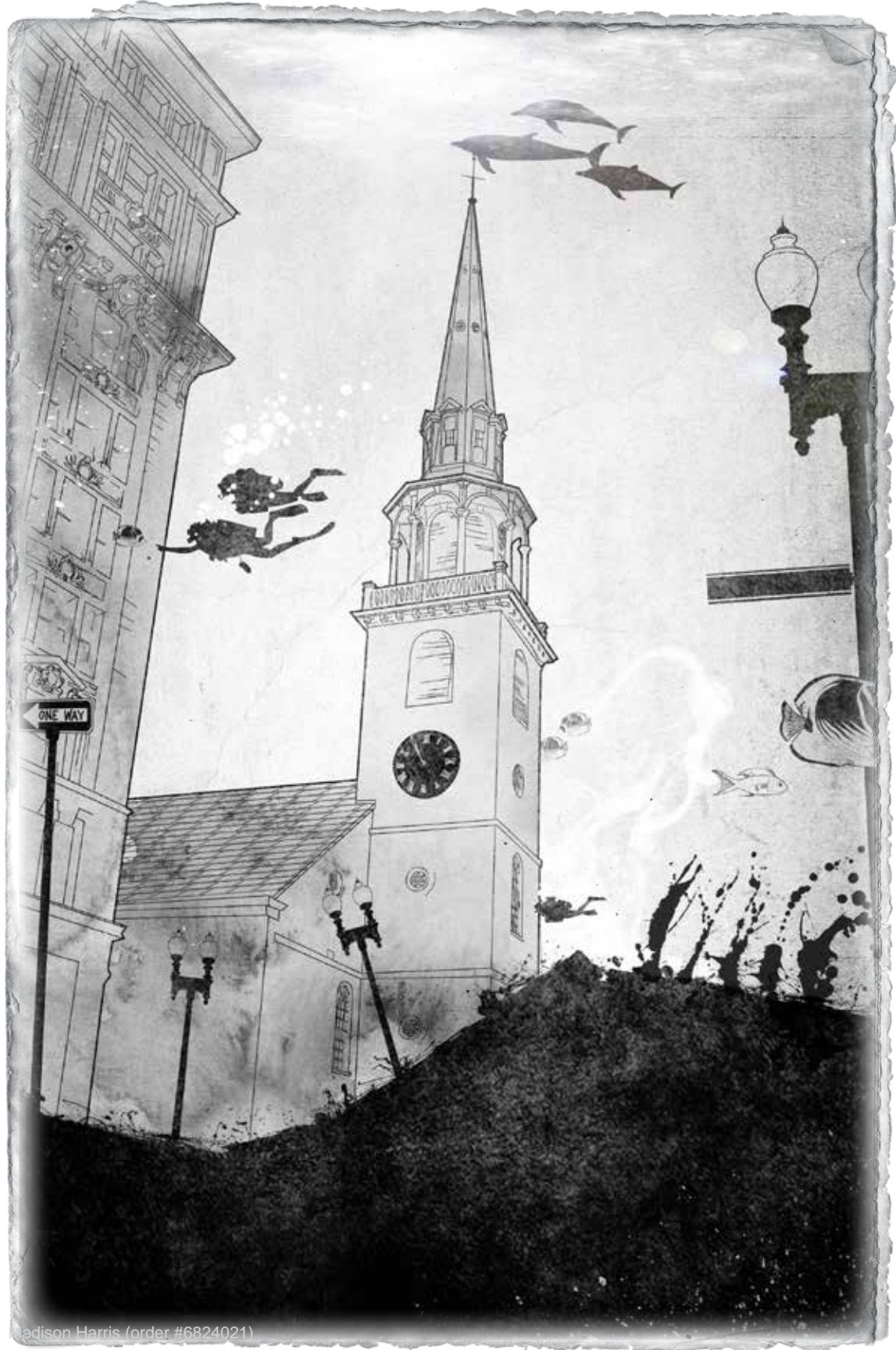
Faith and religion play unique roles in Dystopia Rising. The game setting takes place in a world where organized education, organized business, and organized religion have all but been destroyed by the wholesale loss of humanity. More than 90% of the world perished when the Infection Rate rose and the nuclear bombs dropped. Of the fragile ten percent of humanity that survived the initial year of this apocalyptic world, the majority spent it alone, spiritually if not literally. People did not gather in large forums to share faith, religion, or to spread the word of the religions before the Fall. The world became a place with few students and even fewer teachers and shepherds.

Now, four generations past the Fall of Mankind, the world is again starting to look outside itself for purpose, and religion is on the rise. From the ashes of our fractured and clouded history, some very bizarre churches and cults found life. The most predominant faiths are listed on the pages that follow, and represent everything from quiet altruism to decadent hedonism, from grim pragmatism to bizarre historical clarity. These faiths and many others, organized by post-apocalyptic religious prophets and charlatans alike, became the new focus for the religious heart of mankind. The world that was once known is lost, so now those who have been born into the chaos look to forge a foundation for the next generation.

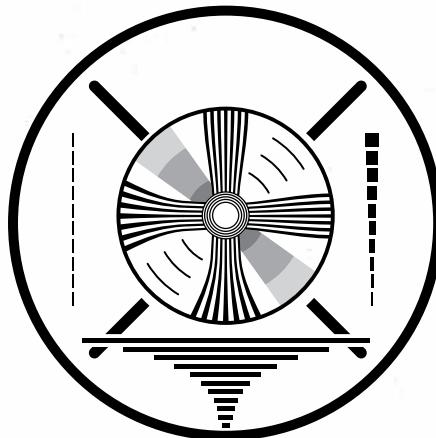
There are four stages of faith for you to roleplay, as it is recommended that you consider faith as an aspect of your character. The first stage of faith is not having faith in anything. If this stage is the most appropriate for your character or the most comfortable for you to roleplay, simply do not choose a faith for your character, and ignore the entire concept. The second stage of faith is the searching. Perhaps your character does have faith, but isn't sure in what. Your character can come into play without a particular faith or religion, but is 'shopping around' so to speak. The third stage of faith is having found a faith, and following its tenets... mostly. This level of faith is intended for characters who have found a faith that calls to them, and they try to follow it, but faith is not the primary focus of their life. The fourth level of faith is devotion to faith, which is where characters start looking to the deeper meaning of faith and actively participate in the religion.

If you do decide to play an aspect of faith and religion in regards to your character, remember a few things. First, should your character commit to a faith, they will be expected to participate in the rites and codes of your faith- and failing to do so may find you in bad standing with your fellow church or cult members. Second, in-character faith is nothing more than an additional form of story and plot. No matter how cool you may think it is to follow your 'Telling Vision' or that Hedon's Saturday night raves provide a moral compass, there is something you should know: it's not. This is not about real world truth. In truth, if you read through the faith section and have a good chuckle, get some great roleplay out of it, and perhaps a few philosophical discussions in game, then the staff achieved its goals.

The faiths listed in this section are not the only faiths allowed in game. If you wish to make up your own religion with defined tenets, the staff will work with you. These hedge faiths and local cults require approval by the staff before you are able to introduce them in-game. However, we prefer that new faiths introduced into game are creations of pure fiction, or roughly based on vague historical references. Real world faiths are discouraged in game, not to limit character concepts, but simply because it is too easy to cause out-of-character grief and offense to those who hold those beliefs in reality, even if purely by accident.



# Church of the Telling Visions



*"The faith of yesterday told us of what would come. The great telling visions warned us of storms, provided us with great morality plays, and told us to expect the final apocalypse. We did not listen to your great words, so now we wait on station break."*

## Summary

As groups of Scavengers and stalwart Joneses pick through the wreckage of the world that was, they tell stories of eerie similarity. In every house they find a sacred shrine, sometimes three or four. Each shrine holds a cube... the cubes that held the Telling Visions.

## History

Father R. Clark, the first visionary of the Church of the Telling Visions, wrote his visions not on earthly paper, but instead in the air itself. Such was the act of one blessed by god, and it is said that most of the world worshiped the Telling Visions. Icons left by those who have passed generations back, hollowed out plastic cubes offered looking glasses for each to worship, and be bestowed the wisdom of the words written in air. The first Priest of the Church of the Telling Visions adopted the name Father Ramirez Clark, and began to speak of a time when the Telling Visions would teach us how to live our lives. Now that the light has gone from the Telling Visions, it is our duty to stay tuned until god is back 'on the air'.

## Outlook

The Church of the Telling Visions looks to the lost mediums of the past in hopes that they can guide themselves to receive 'the great transmission' which is promised to be provided 'uncut, and without commercials'. Members of the church worship every morning, reciting the daily wisdom from the book of the Telling Visions Guide. They hope those who are the most divine and blessed amongst the Church will be allowed glimpses and visions through the divination glass of the Telling Visions. Sermons happen every Sunday morning, where members of the church recite the scriptures they find, and allow for the morality plays to be provided for the members of the audience.

Upon joining the Church of the Telling Visions, each person is baptized in a special liquid and has their new name chosen from one of the book of guides. The morality and guidance of the Telling Visions, and the Visionaries that follow the great Signal, are nebulous at best and mercurial at worst. While some of the members of the Telling Visions choose to embody the actions of a particular actor or director other Visionaries see things in a wider scale, and choose the scriptures that are best suited for the situation they currently face.

Regardless of the approach, most Visionaries have only read a handful of scriptures and never actually seen a actual Telling Visions program. For the rare individual Telling Visionary that has seen a working Telling Vision and has been able to witness one of the scriptures first hand, these moments are amongst the most sacred memories the Visionary will ever have.

## Hierarchy

The Hierarchy of the Telling Visions is as varied as the visions that the faith worships. While some areas of the wasteland have a single Director of Programming that all of the other Visionaries follow, other settlements organize bizarre religious hierarchies based on the structures found within scriptures of the Telling Visions.

## Guiding Tenets

There is the alpha and the ohm-mega. The Signal is the beginning and the end.

Collect the lost relics of the Telling Visions, and always quest to find the Signal.

Destroy those who would impede the great Signal.

Do not allow others to witness your prayers without having them pay-to-view.

Every member must carry a piece of "Holly Wood" upon them as a sign of faith.

Respect the merchants, and heed the words of their sponsors.

Follow the visions of the Telling Visions, and learn from their enigmatic ways.

## Religious Symbols

Faithful of the Church of the Telling Visions have much in the way of scavenged religious icons that can be carried with them. Beyond the staple 'Telling Visions Guides' and larger 'Oracle boxes of the Telling Visions,' members of the faith can adorn themselves with the icons and saviors that used to speak to the masses through the telling visions. Much can be learned from an individual depending on which icons they follow.

## Notes on the Faith

Playing a Telling Visionary is not reason to dress up like a TV or movie character to play at Dystopia Rising. Most Telling Visionaries have never actually seen a scripture played on a Telling Vision, nor do they have the resources to recreate a TV character's costume. If you do choose to have your character dress as a member of a particular movie or TV show dresses, the costume needs to be Dystopian Genre appropriate (faded, ripped, patched up,

*(blood stained, and made out of rugged materials).*

## Subsects of the Faith

### Actors Guild

The Actors Guild is a branch of the Telling Visions which believes the portrayal and tales told by an actor across multiple genres tells a story unto itself. While many members of the Telling Vision looks to the character being presented within a scripture, the member of the Actors Guild look to see who was credited for portraying that individual. Following individual actors across multiple genres allow the Actors Guild to gleam hidden knowledge and information from the shared body of work.

### Broadcast Standards and Practices

The militant arm of the Telling Visions, the order of Broadcast Standards and Practices look inward to monitor the activities of the Telling Vision religious centers. Ensuring no great heresies occur, ensuring that no great focuses of the Signal are lost, the followers of the Broadcast Practices and Standards use overly dramatized actions and scenarios to teach the viewing audience of the Telling Visions to follow the tenets of the faith... or else.

### The Film Union

A collection of archive keepers, the Film Union transcribes, protects, and keeps relics of the Telling Visions. Overseeing religious vaults that store technological advances of the silver screen, recorded documentation of different script-tures, and physical memorabilia of the long gone days of the pre-fall era, The Film Union are holy monks of the Telling Visions. Overseeing religious sites, ensuring the proper preparation of religious rites, and recovering every scrap of pre-fall holy relics they can.

### The Nemesis

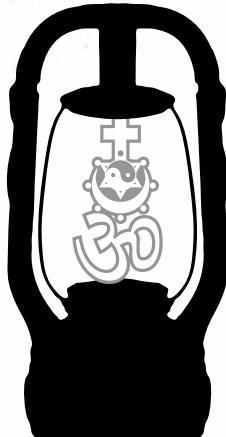
Not content with the idea that survival is the goal of life, The Nemesis seek to build a world of heroes. It is theorized that for a hero to stand forward a regular person needs to be confronted with a true face of evil; a nemesis. These followers of the Telling Vision secretly don the clothes and persona of villains of scriptures past with the hope of inspiring heroes to fight them. To The Nemesis, the future can only survive if we inspire people to attempt to become the avatars of goodness that were foretold in the scriptures.

### The Screen Writers Guild

The Screen Writers Guild are the secret masterminds of the Telling Visions. Using guile, preparation, and endless patience, the Screen Writers Guild looks at communities of survivors as characters without a script. After identifying the different arc-types that exist within a community, the Screen Writers Guild takes what actions are needed to introduce drama to a town that is far too calm, tension into a town that is far too complacent, levity to a place that is too dramatic, and morality to a place that is lacking morals. In hopes that the signal watches us in all of our days, The Screen Writers Guild works with the hopes of making life into good TV.



# Sainthood of Ashes



*"We walk the ruins of the lands our father's destroyed. In trial, we find salvation. In charity, others might find their own. God helps those who help others."*

## Summary

So says the Sainthood of Ashes, a motley collection of priests, saints, and holy people who seek to shepherd the lost and protect the weak. Humble and kind, travelers and salvagers look to them as sources of comfort and education. Less savory individuals see them as over-trusting targets and marks, but only a fool would doubt their dedication.

## History

Unlike many other religions and cults, the Sainthood of Ashes has no common beacon, no single point of inspiration to bring its members together. When Armageddon descended upon the peoples of the world, some very devout members of the many faiths came together for what they perceived as the common good, the common desire to shepherd those ill-prepared for the horrors released upon them. As such, the Sainthood's early years were spent in vagabonds' shoes, moving to where they could do the most good, and helping their flock -soon defined simply as the people of the world- along the way.

As generations pass, much knowledge of the past is lost, consumed in mankind's struggle just to survive. Yet the Sainthood of Ashes lives on as a handful of wandering holy men and women. Once upon a time, some of the religions lost to the sands of time preached towards and held their own traditions and values; within the Sainthood, though, they became much purer ideals. There is One God. Help your Neighbor. Mind your Pride.

## Outlook

The Sainthood of Ashes is comprised primarily of wanderers and vagabonds, those who can rarely stand to stay in one place for very long. As a result, the Sainthood focuses on performing charity and lending their aid on the fly, rather than building temples or consolidating flocks to care for. This suits them just fine, as it means they can spread their aid where it is most needed. Many holy people of the Sainthood lend themselves out to friendlier scrounging parties,

teach skills and letters to those interested as they pass through town, and serve as messengers. They can be heralds of good fortune, or harbingers of ill omen, when bringing news of another settlement overrun.

The Sainthood values self-sufficiency in its men and women, but acknowledges that others aren't as capable as they may be. Their greatest aim is to promote such sufficiency as needed, so that society might survive to rise again. They strive to give aid to those in need, stranger or no, so that they might get the chance to learn for themselves, if not from a Saint. Sadly, many look upon them as naive for such broad aid, and it is an unfortunate truth that many of these humble holy people have been on the bad end of a highwayman's pistol. As it is, many are penniless, prone to giving away all but their most necessary resources so others might suffer less.

Saints are no fools, however - they won't help arm brigands and raiders, nor do they look favorably on those that take their gifts and turn around to use them against their fellow men. Many bandits have mistaken the legendary generosity of the Saints for passivity, only to discover their error at the end of a blade or the barrel of a gun. And if their compassion for the living is storied, their zeal in fighting the undead is legendary, surpassed only by the more militant organization of the followers of Fallow Hopes.

Mostly, though, they serve their God through charity to others, whatever form that may take. Some might preach on occasion, but for the most part, the greatest lesson of their God they wish to pass on is to help others. Who knows when you'll need such generosity?

## Hierarchy

The Sainthood of Ashes has no true hierarchy. Formed from a melting pot of old and new faiths alike, the Saints recognized each other over time out of necessity, their tenets and outlook formed by word-of-mouth over many years. Saints refer to themselves and each other as 'Holy Men' and 'Holy Women,' while many who know them just call them 'Preachers.' Most don't actually preach, but no one seems to mind.

While there's no ranking within the faith, many Holy People recognize each other by reputation. There's a lot to be said for how far you've traveled and the adventures you've had in the course of tending the flock.

## Guiding Tenets

God gives us the power to make choices. Choose for good, always.

Never leave a fellow traveler hungry or hurt. Karma always comes back around.

Educate in your wake! Be it gardening or gun-fighting, knowledge is power.

Teach others to teach, so your touch might linger after your feet have moved on.

If you can do without, do so.

Combat the Undead wherever you can. Zombies are a parody of dynamic life.

## **Religious Symbols**

All Saints carry and brandish a lantern -whether they can fuel it or not isn't relevant- as a symbol of their faith, and their duty to light the dark ways of the world. Many wear dusters and hats, to protect against the environment while traveling from place to place. Crosses, candles, ankhs and other symbols of lost religions are all collected in earnest, some of the few possessions they don't part with.

## **Subsects of the Faith**

### **Engineers of Hope**

The world can only improve itself if given the tools it needs for the job. The Engineers of Hope are crafters, brewers, and engineers who look to the tools of the modern day as means to improve the condition of the future. Always searching for new discoveries in the fields of medicine, engineering, equipment design, and defense while looking for lost knowledge from the pre-fall, the Engineers of Hope risk everything and anything to put together the tools and equipment for the improvement of mankind.

### **Honorarium**

Hundreds of people die every day, and in the wake of the fallen, the lives of the survivors are forever marked. The Honorarium searches for the places where communities often suffer loss, and ensure that the survivors of the fallen are capable of taking care of themselves. Offering teaching, work, and faith in the times of darkness the Honorarium sees to the pains of the living. The least pleasant portion of an Honorarium's duties is to put down the undead shells of loved ones, so that the living survivors need not suffer the pain of separation twice.

### **Path Finders**

Keeping to the open roadways, and ensuring travelers have a light in the darkness, the Path Finders are a nomadic branch of the Sainthood of Ashes. Working tirelessly to clear the roadways and trader paths of the undead threat, the Path Finders also create shelters and safe havens on the side of roadways for travelers to use. Cutting paths to hidden watering holes, marking dangerous territories, and even giving detailed maps and instructions at settlements in regards to the nature of the surrounding territories.

### **Scribes of the Eternal Teacher**

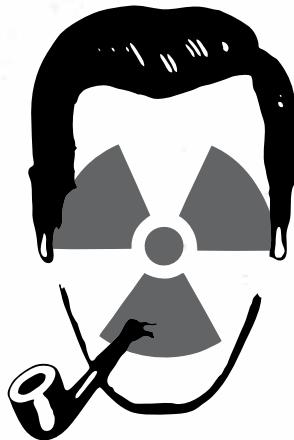
It is the responsibility of every member of the Sainthood of Ashes to oversee the teaching of the masses. The Sainthood of Ashes provides classes, offers to teach survivors to be stronger, and give what they can so that the individual can provide for themselves. The Scribes of the Eternal Teacher record the knowledge of man to ensure the teachings of the modern day are not forever lost. Often found transcribing Lore books, duplicating blueprints, and deciphering knowledge of the past, the Scribes of the Eternal Teacher fight to ensure that knowledge is never again lost to the world.

### **Watchers of the Crossroad**

While the members of the Sainthood of Ashes can fight and survive as well as anyone else (if not better), the Watchers of the Crossroad keep their intent focused and their skills sharpened. Looking for signs of another great fall, the Watchers of the Crossroad do anything and everything in their power to ensure that a threat such as the zombie plague never can happen again. Finding and destroying pre-fall weapons of mass destruction, assassinating Mad Scientists that are working on plagues, and ensuring that dangerous information is destroyed, the Watchers of the Crossroad never have time to let down their guard.



# The Nuclear Family



*"In this dog-eat-dog world, the people of the planet have degenerated into dysfunction and crummy values. Once, we had stability; we had discipline; we had a moral compass to light our way and for the Almighty to speak through. Yet the world ignored Ward's lessons, letting spinsters, Communists, and tramps rule the globe- and with that came disaster as we know it. Today, we embrace the lessons left us, and form the indestructible framework of success with trust, honesty, good manners, and most importantly, a strong family structure in which to heed Ward's Words."*

## Summary

When the world abandoned its values, it opened itself up to destruction and despair. Only by acknowledging the supremacy of the family, and reviving the morals and family values of generations past, can the world ever hope to come back from the brink.

## History

Father Ward understood what it was to stave off corruption and destruction, as the First Prophet and founder of the Nuclear Family. He understood that to have faith, to endure, was to teach others how best to live their life and learn through their experiences. When the world turned to drunkenness and Communism, he preserved his lessons for those that would survive the nuclear holocaust, so that they could provide for themselves, raise their own Children right, and demonstrate morality for others.

While the Church of the Telling Visions has perverted Father Ward's teachings with revisionist scripture, the Nuclear Family accepts their role as traditionalists - before their persecution and wide-spread cancellation by other cults, the Nuclear Family knew shelter, plenty, suburban paradise and 2.5 children, all made possible by Ward's Words and strong familial structure. Only when Ward's Words were suppressed by these wicked cults did the dead to rise and the world burn. So it is clear that only with these sacred truths restored to their rightful place, then good, hardworking people might build their own home and rise again. It is the Nuclear Family's duty to provide for their immediate Family Unit first and foremost, but by example, they will bring others into the fold.

## **Outlook**

The Nuclear Family stretches far and wide, but acts as a loose network of groups rather than one large faith. Each Family Unit represents themselves and holds true to Ward's Words, but to come together as a large mass would to go against one of the major principles of the faith- provide for yourself and your family first, and to them be true. Though outsiders would never know it, most Units of the Nuclear Family are quite distrustful of one another, constantly at worry that they may not be raising their Children right. Some are jealous, believing the grass to be greener in the other's lawn. To anyone else, the Nuclear Family is naught but polite and cooperative amongst all their own. It's important to put forth the image of the perfect family, at all odds.

While all are welcome in theory, in practice Pure Bloods, Mericans, Accensors, and a surprising number of Retrogrades account for the majority of the Nuclear Family- their cultures best support the inclusive and independent nature of each Family Unit. Many of the other Strains have a difficulty accepting the simple power of providing creature comforts and stable homes in such an unstable and dangerous time.

## **Hierarchy**

Each Unit always consists of the Father, the Mother, and their flock of Children. The Father is the patriarchal leader of each family, striving to follow Father Ward's example by dispensing worldly advice and assistance among his flock, putting his foot down on all hard decisions, and obligated to provide the best and most comfortable life for them he can. The Mother, while lacking any final say, is there to provide counsel and advice for Father (oft unasked), and comfort her Children when Father's discipline might wear harshly upon them. Children have little responsibilities outside what their Father assigns them, but must always strive to make Father and Mother proud, show respect and proper values in all things, and heed the lessons of their Parents.

While some families are larger, two to three Children are considered the norm, though it's a common topic of disagreement between Family Units over what is the "perfect size". The movers and shakers of the Nuclear Family are the Coaches - policy makers, problem solvers, and respected neutralities between the various Units.

## **Guiding Tenets**

Faith is family. Keep your family close, and God is on your side.

Never argue with your Parents, they know what is best for you.

The Family does not falter nor waver. The Family endures, no matter what.

Love thy siblings, even when they snitch to Father. It's for your own good.

When you make a mistake, admit it. If you don't, you only make matters worse.

Always treat others with respect, the neighbors might be watching.

Do not fall to the lures of Communism, and beware the Red Star influence.

## **Religious Symbols**

The Nuclear Family brandishes prayer cards of long past Saints and Prophets as symbols of their faith, such as St. Mantle and St. Mays, or the rare and highly coveted visage of Saint Beaver. Family Units typically collect many creature comforts in the course of providing for their family, and prefer difficult to find artifacts from the past that uphold wholesome values - marbles, aprons, conservative board games (typically played with a hodge-podge of pieces) and the like.

## **Subsects of the Faith**

### **Neilson Family**

Closely tied to the Telling Visionaries, the Neilson Family attempts to be the spitting image of the perfect pre-fall family. Usually with exactly two to three children, two parents, and a happy home, the Neilson Family followers are often the most unnerving members of the Nuclear Family just due to how unshaken their moralistic code and philosophy has been throughout the years.

### **The Atomic Home**

The future of the Nuclear Family is now, according to the sect of the Atomic Home. Throwing aside traditional concepts of the design of the Nuclear Family, the Atomic Home embraces eccentric mixed Strain families, gender and age neutral family positions, as well as encouraging free thought and independent growth within the family. Members of the Atomic Home become a nuclear family due to shared faith, desire for community, and the ideals of interior loyalty and linked faith. Many Diesel Jock tribes, traveling caravans, and Old York structures have adopted the less than traditional structure of the Atomic Home.

### **The Caretakers**

The Caretakers are a branch of the Nuclear Family that focuses on taking care of the greater community in addition to their own internal family structure. Members of The Caretakers understand that a community is defined by good neighbors and good neighbor relations. Often taking positions of responsibility in larger communities, the Caretakers oversee the needs and cares of heathen and faithful Nuclear Family member alike. Often times referring to non-nuclear family community members as 'rebellious teens' or 'friends just going through a phase' the Caretakers believe that the best way to expand the interests of the Nuclear Family is through continuous positive neighborly behavior.

### **The Neighborhood Watch**

The militant hand of the Nuclear Family, the Neighborhood Watch are a network of 'Mothers' and 'Fathers' of the Nuclear Family that eradicate what they view as unacceptable behavior. While some Neighborhood Watch members focus on slave trade, drug trafficking, or even heathen religions, other members of the Neighborhood Watch focus on removing the Red Threat.

### **Valued Hosts**

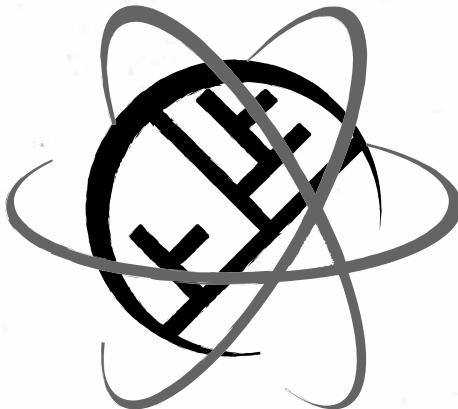
Valued Hosts are strange aspects of the Nuclear Family. Often overseeing less than savory professions such as prostitution, theft, or murder for hire, Valued Hosts adopt their employees as 'sons' and 'daughters' of the family. Each member of a Valued Host's family is expected to behave by a certain set of parameters, to follow rules set by the Valued Host, and to act as a repetitive of the Nuclear Family at all times.



MUSCLE

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# Church of Darwin



*"Listen all! This is the truth of it. The warring and the nukes were damn near the death of us all. Look at us now! Busted up, and everyone talking about hard rain! But we've learned, by the dust of those that fell. We kept evolving, while they stayed the same."*

## Summary

The radiation and mutations that followed in the wake of the bombs falling killed more than ninety-seven percent of those it came in contact with, most through a slow, agonizing death. The remaining three percent changed. Muties, Freaks, Degenerates, call them what you will; the Church of Darwin knows the truth. They're the next step in evolution; and this time it won't take millions of years, just a few more minutes next to that healthy green glow.

## History

As the armies of the world kept falling before a foe that didn't know pain or reason, several nations turned to their most desperate solution. A small nation in the east started off the chain of events, bombing its own citizens to prevent the plague from spreading. Other nations quickly followed suit. When people began crawling out from the ashes in the cities and towns outside the blast areas, within weeks almost all were dead from radiation poisoning. The remaining few, the 'Three Percenters' as they took to calling themselves, were changed. Something had affected them on the genetic level; radiation that should simply have killed them instead changed them. Maybe it was the infection. Or maybe, as the Darwinists believe, it was simply time for the next step forward.

At first most hid their deformities or new powers. Soon enough, some took them as blessings instead of curses and began to see this situation in a new light. A teenaged girl, Savannah, daughter of a preacher and a scientist, was the first to put together the obvious revelation

Darwin was more right than he had ever imagined. The only way to truly evolve was to force evolution onto the human template. The light given off by the irradiated particles was truth enough. Man had to move towards the light, embracing the change and becoming more human than before.

Eventually Savannah gathered followers, mutants all, who embraced the changes brought on by the radiation, and took the fevered dreams of exposure as prophecy and divine vision. While she finally succumbed before becoming one with the Light, others have taken up her mantle and continued spreading their faith. The purity of the Old World is past; now is the time to evolve.

## Outlook

It is a matter of fact that some individuals who are exposed to radiation change. In the wake of the first blasts, three percent of the initial survivors, usually those within the first mile outside of a blast radius, found themselves in some way "improved" by the exposure. If a little exposure was good, they reasoned, then a whole lot must be even better. The church is quite simply dedicated to pushing human evolution forward by repeated exposure to radioactive materials.

Sacred temples, otherwise known as Atolls or Shelters, are invariably built around some object that was contained enough within a blast zone as to be thoroughly irradiated. Most glow throughout the night, providing a light for its followers to gather around. Any area which contains higher doses of radiation are looked upon as sacred, and usually visited in great pilgrimages, designed to enhance the body through further mutation.

Ceremonies take place either immediately after dusk or just before dawn, when the glow from the Atoll's sacred object can be seen. A common fixture of these ceremonies is a "Telling" of a parable from Savannah's life, or relating a vision received by the congregation's resident Cassandra.

## Guiding Tenets

The Light is the way and the truth, only exposure can help you evolve.

Purity of flesh is to be scorned, evolution comes from mutation.

Seek out the places marked by radiation. Only here can we advance.

Oppose those who deny the light; show them the way if you can.

Some call our visions mad; they have not seen the truth.

Darwin knew we must evolve to survive, Savannah taught us the path; honor them with all you do.

## Religious Symbols

Darwin Fish, X-ray tech gear, images of bombs, their mutations, radiation and fallout symbols.

## Hierarchy

**Curie:** Head of the church in an area. As an honorific men are typically referred to as Pierre, women as Marie.

**Cassandra:** a member of the church most prone to visions. Usually one who has undergone enough exposure to "the Light" to have mental-related visions.

**Civil Corps:** the martial arm of the Church, also dedicated to finding new sources of radiation.



## **Subsects of the Faith**

### **Mortus Supremus**

An organization within the Church of Darwin, the Mortus Supremus believe that the world belongs to those who are strong enough to take the world. With a viewpoint dangerously similar to the Final Knights, the Mortus Supremus believe that coddling the weak and aiding the sickly only limits the evolution of mankind. The Mortus Supremus actively seek out weakness and 'defects' in day to day life, and those weaknesses that cannot be made into strengths are culled as to not drag down the strong.

### **New Arc Reactors**

The philosophical organization roughly known as the New Arc Reactors are a reformist group within the Church of Darwin. Seeing the outside world as a massive technical device that is in a state of disrepair, the members of the New Arc Reactors attempt to master medical science, Engineering, and SCIENCE! in the hopes of creating means for improving the world as a whole. While these goals may seem completely beneficial, there is some argument within the Church of Darwin in regards to whose vision of a better future is being pursued.

### **New Horizons**

The Darwinists of New Horizons believe that the answer for the ills of mankind does not exist within the confines of the earth, but instead, exist beyond the horizons of humanity. Aiming to bring mankind to the stars, the New Horizons push forward with the belief that somewhere beyond the rotted crust of the planet there is a utopia waiting to be discovered. Limited communication with far away shores, small islands, and bizarre pre-fall technologies give hope to the New Horizons organization that one day the Church of Darwin can be gods walking amongst the stars.

### **Organus Sempris**

The evolution of the strains of humanity relies on the strength of the infection, and the opportunities that the infection has provided the faithful. The Organus Sempris study the changes that occur to the strains of humanity, animals, and undead with the hopes of unraveling the secrets of the augmented evolutionary process. The infection, which has caused thousands of different variations in what was once the human condition, must hold the key to evolving beyond the confines of the flesh.

### **Techno-Evolutionaries**

The followers of the Techno-Evolutionary train of thought believe that the flesh is weak, and through machine, mankind can evolve. The Techno-Evolutionary experiment with mechanical limb replacement, brain surgery, and grafting infected flesh with mechanical design. While the Techno-Evolutionaries have not shown much in the way of success, this does not break their faith.



muscle

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# Cult of Fallow Hopes



*"Some say that demons aren't real. That they are a myth made to keep kids in their beds at night. I've seen them, though, and so have you. Some are in the bodies of the dead, come back to torment us with the faces of our loved ones. Others got their horns from staying too close to where the bombs fell. Either way, they are here to test the faithful, and it is my duty to send them back to hell."*

## Summary

This is the Time of Tribulation, and the only way to heaven is to keep God's law on earth. The Cult of Fallow Hopes has a duty to destroy the wicked in this world, in order to pave the way for the next.

## History

Old time religions, those from before the fall, told us that there would be a time when the dead would walk the Earth and demons would torment the living. Whether this was the End of Days or just a step before the world was reborn in fire was never clear, but the duty of the faithful remained; hunt down the demons and return them to hell.

Doomsday cults, survivalists, hardcore evangelicals, even those who just saw too much when the world fell apart; those that lived came together to put things back right. Some had been training for years, some picked up a gun or a cricket bat the first day they saw the Shambling Horde. For years they were separate groups, spread throughout the countryside, working at the same goals with no direct leadership. Whispers began among the groups of a man with a vision who was teaching them how to take out the dead, ways to avoid the dangers of the radiation, and their solemn responsibility as God-fearing men and women to destroy the hell-spawn that were taking over. His name varies depending on who's telling the tale; Rockatansky, Eckert, Constantine, the Sergeant, but all agree on his appearance and demeanor. The man with the long coat and the big hat, came in their time of need, showed them how to destroy the fiends, and moved on, telling them that "Hope isn't dead, it just needs a few seasons to lie fallow." Eventually the groups came together and founded the Cult, clearing roads, taking back towns and kicking ass in the name of the Lord.

After a few years, their disorganization led to more problems than solutions, and the groups came together from miles apart. Most say a vision led them to the shell of a bombed-out church, where they sat down and hashed out their organization. Two parts paramilitary organization, one part church hierarchy, with a pinch of old feudalism; the Cult began to function like a well-oiled machine. While the demons are the first priority, now and forever, only slightly behind came discipline. The world descended this far because man got lazy and forgot the chain of command.

That will never happen again.

## **Outlook**

While their individual level of faith varies somewhat, they all adhere strictly to their internal hierarchy and their duty to purifying the Earth. Though most consider them to be grim faced and somber, the Cult is not without joy, they just know that their responsibility comes first. When the dead walk the Earth, the Faithful must send them to hell. Their structure is very military, with a strong cross-over into church hierarchy. The lesser in rank follow the greater without question, but they are not mindless. The damned are clever, and strategic thinking will gain rank faster than strength of arm.

Ceremonies are serious affairs. Readings are given from old religious works as well as tales harvested since the fall. Each story is designed to remind the faithful of the dangers and obligations that they have. At the end of their dedication to the divine, ranks are awarded, weapons blessed, and duties for the next few nights are handed out.

As often as possible, their sacred spaces are old temples reclaimed from the damned. Despite their reliance on the divine, these buildings are multi-functional, serving as weapons lockers, barracks, churches and sanctuaries. Quite often bunks are cleared out to make room for ceremonies, and weapons stored in altars.

## **Guiding Tenets**

Seek the damned where they dwell; wipe the scourge from the Earth.

Follow your superior's commands to the letter, dereliction of duty lead us to this fallen world.

Remain faithful, God is testing us and we must meet the challenge through strength of arms.

Do not trust those who rely on the green glow, they call it radiation, but it is the light of hellfire.

A man, even one tainted by hellfire, may be redeemed if he finds the light; all are given a second chance. There is no third chance.

## **Religious Symbols**

Plows, shovels and other gardening implements, hammers, old world holy symbols, chains to remind them of their duty, military insignia.

## Hierarchy

**Minister-General:** the ultimate authority on matters both martial and divine in a geographic region.

**Colonel:** in charge of the military duties of the Cult within a diocese.

**Chaplain:** in charge of the religious duties of the Cult within a diocese. Second in power only to the Colonel.

**Brother or Sister:** Any member of the Cult, they may also be assigned military rank.

## Subsects of the Faith

### Marterum

The Marterum are a belief structure of the Fallow Hopes which believes that each and every member of the Fallow Hopes has the responsibility to fight to cleanse the world of evil or die trying. The Marterum believe that the Strains of humanity that currently exist are only steps away from the immortal damned due to the fact that every person who walks the earth carries a portion of the infection plague with them. The demons that walk the face of the earth, the undead, have dug their seeds deep within the strains of humanity. The only hope that members of the Fallow Hopes have in regards to purging themselves of this infernal taint is a martyr's death.

### Recruitment Officers

Not every member of the Fallow Hopes can wage war with weapon in hand and prayers on their lips. Some members of the Fallow Hopes must fight the social and political wars of the faith, ensuring that outsiders understand that the focus and interests of the Fallow Hopes are in the best interests of everyone. The Recruitment Officers, the members of the Fallow Hopes more skilled with words than with sword and gun, fight as tirelessly as their combatant brothers but redouble their efforts in regards to public relations for the faith.

### Templarus Immortum

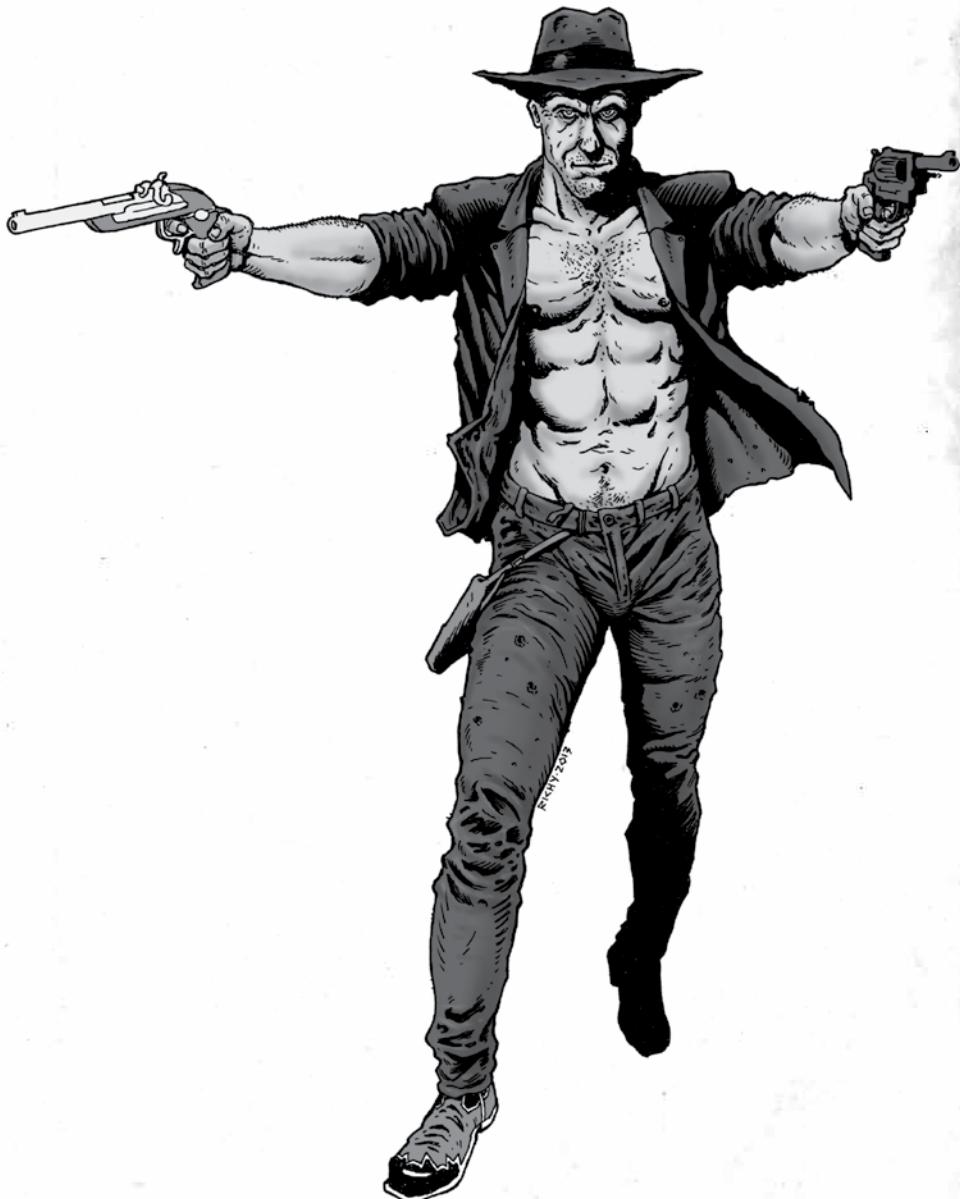
The wrath of the Templarus Immortum is legendary across the wastelands. Warriors of the Fallow Hopes that will purge entire settlements of 'the damned', the Templarus Immortum focus their efforts on cutting down heretic priests, saints of wayward religions, and burning out psions. The Templarus Immortum take their oath to 'not suffer a witch to live' very seriously, and as it is branded upon their collar bones the oath is driven into the heart and mind of the Templarus Immortum. The Witches, the heathens, the psions, may only be redeemed by having their infernal brains removed from their bodies.

### The Inquisition

In a faith of black and white, good and evil, the Inquisition is the final word on all aspects of gray. The Inquisition researches the undead so that the warriors of the Fallow Hopes may fight more efficiently. The Inquisition contains and steals away the radioactive rods of balefire as to ensure they understand how heretics can use the substance. The Inquisition is the sect of the faith that is called upon when it is believed that the heart of one of the Fallow Hopes warriors has been turned to the demonic. The Inquisition determine what is truth, what is lie, and who must die within the faith of the Fallow Hopes.

## **The Warring Hammer**

The closest thing to the 'status quo' within the Fallow Hopes, The War Hammer are the collective militaristic troops of the Fallow Hopes that have been organized into rank and file. The Warring Hammer, the collective forces of the Fallow Hopes, are all those active militant members of the faith who raise weapon and prayer in the name of cleansing the world of the impure.



# Final Knights



*"What do you mean, redemption? We're way past that. Look around— does it look like anything is watching over us? So who's worth your prayers? The 'loving God' behind the locked door? The one that never answers? Or the forces still at work all around us?"*

## Summary

There are those who saw in the fall of the Old World the chance to rebuild or another chance for redemption. Others saw a chance to move backward and recreate a world that had passed before The End. The Final Knights see nothing of the sort; they know for sure that the world has ended and the holy and pure have left. What is left behind is Hell; and as the man said, it is far better to reign in Hell.

## History

Although the date was generations past, the world came to an end when the dead began to rise and the mushroom clouds bloomed over the horizon. At the time a young priest struggled to make sense of what had become of the world. He knew for sure that the faithful should be taken away to heaven, but why was he still here? As the flash of a nuclear detonation took his sight, it opened his mind to the one possible answer; this was Hell. Paradise was lost to him; he had been found wanting.

There was nothing to do but accept his new place in this new world and lead the newly faithful to begin to rebuild the world in Hell's image. The scars of both Divine and Infernal wrath were all about the world, made manifest where the bombs fell or the dead returned to consume flesh. His prayers moved from the Divine to the Infernal as he spent hours, days, and weeks in solitude, discovering his new way. After 40 days wandering in the desert of the nuclear wasteland, he had a second revelation. Renaming himself Brother Isaac, he revealed to a ragged group of witnesses that he found the names of the demons who would grant them infernal power, so that he might lead his new followers to their rightful place as masters of Hell on Earth. These were the Final Knights, nothing would come hereafter, and it was the duty of those who remained to complete the transformation and fully create the Infernal on the terrestrial plane.

After many years had passed Brother Isaac's appearances became less and less among the Faithless. Others rose, fighting amongst themselves, to reign over the cult. Tonight the Final Knights recognize a hierarchy determined by the demons they serve, though jockeying for position and internal assassinations are time-tested ways to rise in their pecking order.

## **Outlook**

The Final Knights believe in two basic tenets upon which they build their entire faith; the world that remains after the Fall is Hell, and it is their job to use the power of the Infernal to enforce this view upon the world.

When Brother Isaac had his revelation in the desert, he unlocked the names of Infernal beings who were able to grant him and his followers powers. The exact number of demons, devils or evil gods revealed to him has been in dispute for many years, though the number 33 is most often cited.

Knights gather and share their worship in dark churches called "Gates" in honor of Dante's Inferno. Above each door are engraved the words "All hope abandon, for ye have already entered" as a reminder that the world itself is Hell. Areas of heavy zombie outbreaks as well as those spots where heavy bombing (especially nuclear bombing) occurred are considered sacred, but also dangerous, as these are the place where the Infernal last touched the world. And the Infernal tolerates weakness in no one, especially its own followers.

## **Guiding Tenets**

This is Hell and we are Damned.

Power is the true role of the Damned, those who have none should take it. If they can't they do not deserve it.

Thwart those who would promote the false truths of the divine.

Uphold the laws of Hell.

Bring suffering where you can, take power at all times. As the custodians of the true way, it is your duty to act as the Infernal's agent on this world.

Use the Thirty-Three names of the Infernal to gain more power.

## **Religious Symbols**

Unholy symbols of the church include the number 33, and an eye whose iris has been replaced by a mushroom cloud as a reminder of the way Brother Isaac's eyes were opened to the reality of Hell on Earth. Knights adorn with these and implements of torture, five-pointed stars (military and otherwise), and references to explosions.

## **Hierarchy**

**Pontifex** (plural *Pontifices*): The highest ranking Knight in an area; to him fall all the sins of those below him. Only he knows all 33 names; when a new Pontifex is made he goes through a ritual which bestows on him the names he does not know.

**Lord:** Just under a Pontifex, the Lord is responsible for a number of deacons. They generally know at least 15 of the Names entrusted to Brother Isaac.

**Deacon:** A Knight who has taken his devotion to a higher level to become essentially a priest of the Final Knights is called a Deacon. Only Deacons and higher are taught the Names.

**Damned:** Any Knight is technically damned, those undergoing entry into the church through the Rite of Condemnation are considered full members of the church. When speaking of a member of the church they can be called "A Damned" or collectively "the Damned."



# **Subsects of the Faith**

## **Architects of the Fallen**

The Architects of the Fallen believe that this world is hell, and that judgment has been passed upon the living. Unlike most members of the Final Knights the Architects of the Fallen are taking a proactive approach to ensure that the future of the wastelands will be a future without the scriptures of the other faiths. Disproving faith through science, rewriting old world documents to eradicate the importance of faith, and destroying religious artifacts whenever possible, the Architects of the Fallen are thinking of the long plan instead of this one instant in Hell.

## **Bone Collectors**

The Bone Collectors are what most outsiders think of whenever they think of the Final Knights. Deadly religious zealots that introduce suffering to the masses for enlightenment, assassinate priests and religious leaders, and unleash untold suffering on the mass populace. Most Bone Collectors act under the cover of a false identity, allowing themselves to insert themselves into communities as trusted friends and neighbors. These identities allow for the Bone Collector to act unseen, causing the most effective acts of betrayal.

## **Shepherd of the Lost**

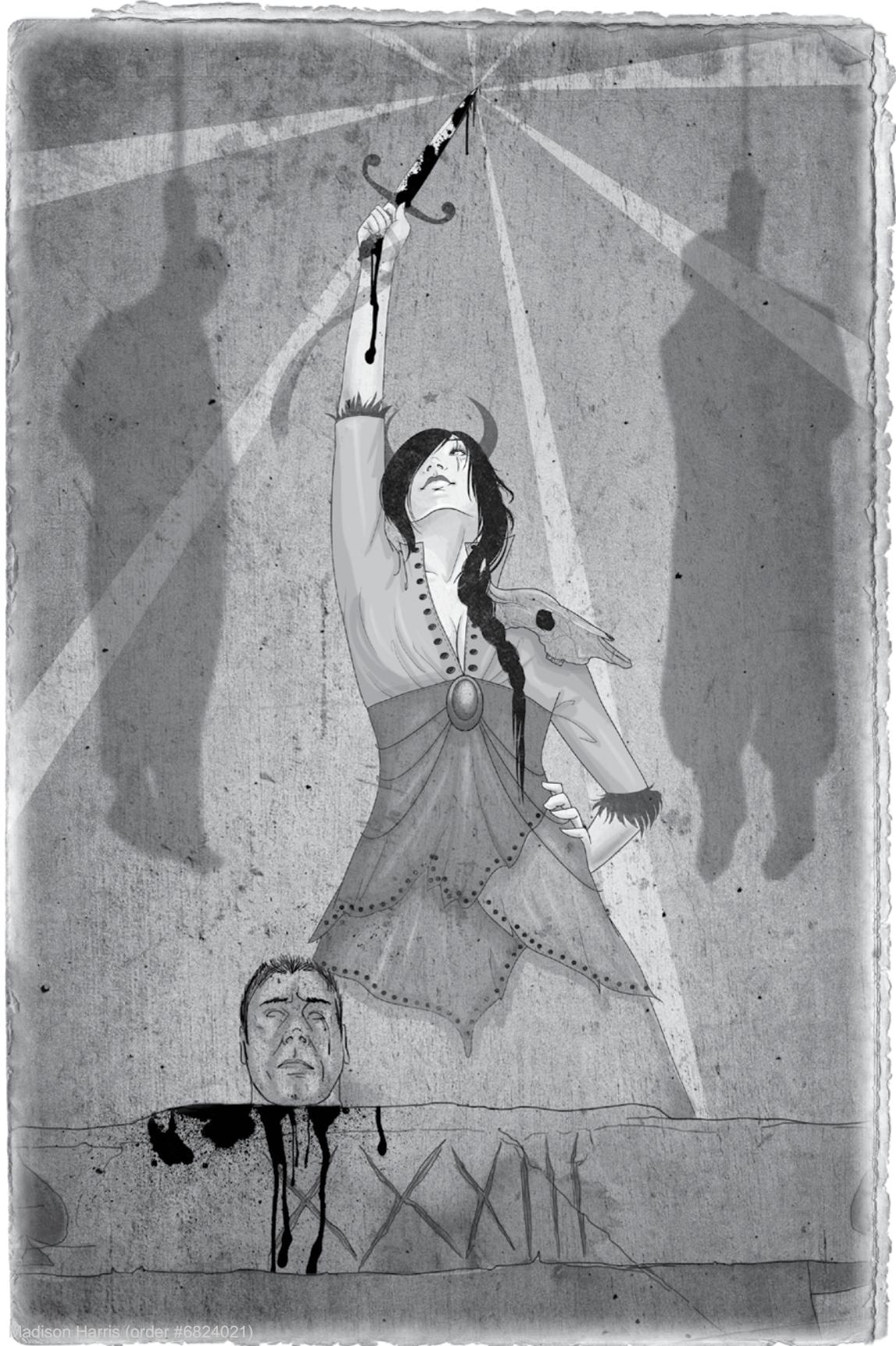
Even the lords of the damned occasionally take pity on the ignorant and uneducated. The Shepherds of the Lost are a facet of the Final Knight faith that teaches both the unknowing and the unwilling the tenets of the Final Knights. Taking great efforts to sculpt the future of individual 'students' like pets, the Shepherds of the Lost ensure that their chosen student always suffer to overcome, see the futility in humility and passion, and refuse to bend to the weak and witless. More than one Shepherd of the Lost has faced their own demise at the hands of the student they have wisely raised.

## **Undying Monks**

Within agony there is wisdom, within madness there is truth, and within suffering there is strength. The followers of the Undying Monks delve into the truth of existence through the extreme excesses of masochistic suffering, sadistic rituals, and sensory deprivation. Originators of the dark rights of defilement, the decree to purge Vegasia, and the heartless monsters at the nexus of the Final Knights, the Undying Monks cause ripples of torment and destruction in their wake.

## **Player Advisory**

*While membership in the Final Knights is not forbidden per se, players should consider very carefully before choosing this faith for their characters. Perhaps unsurprisingly, many other faiths consider the Knights heretics of the most dangerous sort; even many secular organizations forbid their presence due to the destabilizing effect they tend to have on communities. To make matters worse, fanatical Knights have been behind a number of notorious atrocities, leading many survivors to adopt a 'shoot first, then shoot again, then stomp on, then stab a few times, then ask questions if they're somehow still alive' policy when it comes to known members of the Damned.*



# Virtues of the Kings Court



*"The world did not fall when the infection began. The world did not fall when the fire rained down from the sky. The world, the world died many seasons before that. Before the coming of the fire, before our sins of the past rose from the dead, before the death of the human culture came a death that truly marked the end of the world. We speak of the day that the music died."*

*We must bring the music back, we must give reverence to the Kings who have passed before, and through their wisdom and inspiration we can survive another day. Our gangs, our bands, pull together by the inspiration of their words. When two of our gangs meet, we rumble, but in the end we do not kill. There is no blood on the dance floor."*

## Summary

The world that went before left a legacy in the air, which can still be found when the dials are right and the antenna is high. While the Telling Vision followers look for lights and sights, the followers of the Kings listen for the music they can feel beneath their skin.

## History

Throughout time there have been hundreds of kings, rulers whose voices could bend hearts, whose words could inspire nations. Those Kings and Queens, icons of the past, gave birth to words of inspiration and ways of living that need to be rekindled. We pull together with depictions of our loyalty to our Kings, we dress in their image, we memorize their sonnets, and we live as they would have wanted to live.

Over the decades we have come together, and our bands have fought one another, we strengthen ourselves by combating those who follow foreign Kings. We do not slay those who follow the words of other Kings, since we have taught them the strength of our song.

## Outlook

"The Telling Visions speak of the signal, of the great broadcast... but they do not understand. The signal, the signal was nothing more than a way for the Kings to preach to us. The Light of Hedon, the Light speaks of Saturday Night... but while they work for the weekend we will party in the streets. The Nuclear Family wants us home by curfew, but parents just don't understand that we are the voice of the new generation. Fallow Hopes... Ashes? Keep to the past and be run over by the future.

We are the disciples of the Kings of Rock. We are the Children of Soul. We are the future lords to serve our Diva Queens. The world is a tough place, the streets are full of brain dead zombies that need to be rolled. Our King, our Queen, our Saint, we must prove that our rhythm is the next beat."

## Hierarchy

Those that follow the Virtues of the Kings Court are organized into bands and groups no more than a handful of people who worship the same icon. These icons, Kings and Queens of old, are the bardic skalds of a time before the fall of man that dictate the activities and actions of each gang. These bands are organized under a single 'front man' (the term 'front man' is gender neutral).

On high holidays, important periods of time from the Kings and Queens of these bands -release dates, birthdays, date of death, whatever can be discovered - massive celebrations are hosted by individual bands. Bands also 'battle' one another, claiming local bragging rights and better territories, and sometimes they gather together in super-groups to take on a single threat before splitting up again. Peace never reigns long on the dance floor.

## Guiding Tenets

The voice, words, and spirit of your leader is the voice, spirit, and word of your band. They interpret the voices of the King or Queen you follow.

Faith is more than just following blindly. Prove the strength of your faith by challenging the faiths of others. Strengthen all, not to destroy.

Celebrate as the Kings and Queens would. Fight as they would. Live as they would dream us to live. Die with the beat on your lips.

Recover the icons of your fallen skalds, but do not worship them. The day the music died has come and gone, and these icons are nothing but ghosts.

Let all who walk in your presence give respect to your King or Queen.

Let your battle hymns be heard, as the mindless and soulless undead are sent to their final rest. One day we will be able to bring these songs to the masses again, and one day you will be called upon to recite them.

## Religious Symbols

Dress as your King or Queen would dress. Colors, styles, and paraphernalia.

Recreate the splendor of the forgotten age with the scraps we now have. Icons such as musical instruments, CDs, Posters, Pins, and 'Tee- Shirts'.

An icon of authority, often different for every band, is carried by the front man. Items such as tablatures, lyrics, imagery, and other icons.

The band. Each follower must either be a part of a gang or band, or look to form a new project with new members. Solo artists never survive for long.

## **Subsects of the Faith**

### **The Kings of Rock**

Despite the masculine term 'King' the Kings of Rock are not focused as either male or female members. Followers of the many faceted rockers of the pre-fall skalds, the Kings of Rock are known to be the loudest and rowdiest followers of the Virtues of the Kings Court. Always looking for a drink, a party, and a cause to follow, the Kings of Rock believe it is better to burn out than to fade away.

### **The Queens of Soul**

Despite the female term 'Queen' the Queens of Soul are not either a male or female predominant organization. The Queens of Soul tend to follow skalds with a slower, deeper, and more potent vocal message than most followers of the Virtues of the Kings Court. Looking for meaning in the words, inspiration in the context, and emotion in the tones, the Queens of Soul understand that the music of old speaks to the soul and not to the ear.

### **Road Crew**

Not every follower of the Virtues of the Kings Court is a capable musician, is an encyclopedia of musical knowledge, or a talented music broadcast professional. Some of the most devoted members of the court, the Road Crew, follow the word and spirit of the Virtues of the Kings Court without every singing a single note. With the song in their heart, with the beat in their steps, and the music on their mind, the members of the Road Crew do all of the less than glamorous work that is necessary to keep the music alive. Recovering the relics of music, crafting the instruments of the court, and learning the SCIENCE! to ensure that radio towers continue to broadcast, the Road Crew are the unsung heroes of the Kings Court.

### **Priests of Sound**

The Priests of Sound understand that the day the music died has come and gone, but fear that another wave of silence may come some day in the future. Priests of Sound are a secretive organization of follower of the Virtues of the Kings Court that create vaults to store copies of music, hide away instruments, and ensure that the blueprints for radio broadcast and receiving equipment are never lost again. While the Telling Vision towers are almost all dead and gone, the Priests of Sound ensure that new radio broadcast units can be created for the future. The most devoted of members of the Priests of Sound have musical scores, sheet music, or blueprints for radio devices tattooed into their skin. The hope is that even if the Priest of Sound dies, the skin of the zombie they become may give hints to future generations to unlock the secrets of music.

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2 BIG SHOWS 2 & 8 P.M.

STORY BY THE FLYING

JOHNNY CASH

HOW

JUNE CARTER

THE TENN. THREE

MOTHER MAYBELLE

& CARTER FAMILY

CARTER BROS.

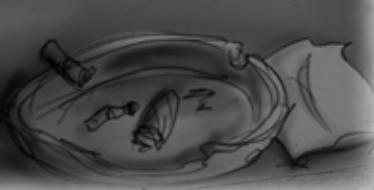
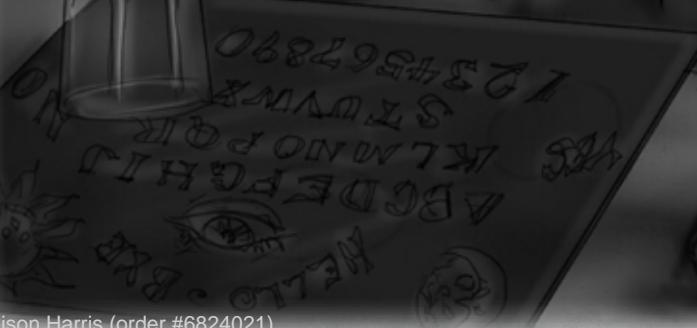
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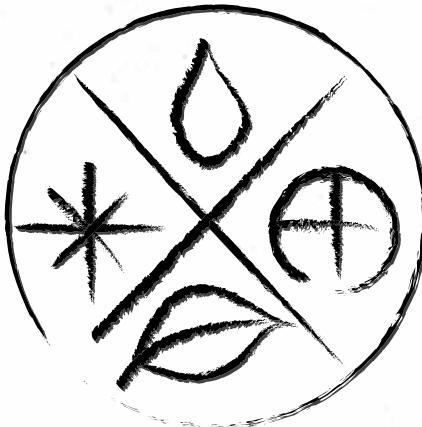
EDEN CONCERT

ENLEVEZ L'BALLOON

JUMP



# Tribes of the Seasons



*"The world was new, the seasons changed.  
The world grew, the seasons changed.  
The world thrived, the seasons changed.  
The world stumbled, the seasons changed.  
The world fell, the seasons changed.  
The world has died, and still, the seasons change."*

## Summary

There are four great deities to the Tribes of the Seasons, each ruling for only a few lunar cycles. The Tribes watch the skies, watch the trees, and know the signs of the cycles. The Tribes celebrate each turn of the season, knowing that with proper offerings the wheel will continue to turn.

## History

The Tribes of the Seasonz are a religion based on the idea that each turning season is unto itself its own reflection of God. The Spring is the reflection of growth, and a time for celebration and sowing the fields. The Summer is the aspect of hunting and crafting, where the fields are tilled and Scrap of the year is crafted. The Fall marks the time of death, where wars are traditionally started and excursions clearing away the undead horde are most common. Lastly, the Wynter is a time of slumber and spiritual introspection.

Each follower is assigned to a Tribe, based on what natural skills they exhibit. The Tribe of Spring mostly is filled with Farmers, Scavengers, and those that gather the product from the land. The Tribe of Summer has Brewers, Builders, and Crafters that fill its ranks. Those of Fall are strong warriors who bring destruction to the undead who plague the seasons. Lastly, those strong of mind such as Priests, Scholars, and other educated sorts rule the Wynter. Each Tribe of Season conducts rites in regards to the honoring of their season, and each in turn rule the Tribes as a whole when their season is ascendant.

## Outlook

"The children who do not watch the seasons do not understand what it is that is provided for them. We do not hate them for their ignorance, and if one were to ask of our views I would gladly host them and teach them, if it were my season and right to do so."

Those who represent the season that we are in are to be followed, but not at the expense of abandoning the faith you follow of the season you watch. Be the advisor to those whose season is in rule, if it is not yours, but bend to their decisions."

## Hierarchy

Each Tribe of Season has one leader, chosen at the coming of the appropriate season. That leader is responsible for orchestrating and designing the rites of that season, until the time that season comes to an end. The seasons are marked by the natural turn of the world and by signs of the change, not by some arbitrary date or number of days of rule. In places where the seasons do not change steadily (warm climates with long summers and short winters, etc.) the appropriate ruling season is in charge for longer periods of time...

...obviously they are smiled upon by their season.

## Guiding Tenets

The cycle of the seasons is proof that the world will continue, and that there are forces outside the suffering of this world that we cannot understand.

Each season must rule in kind, if a season is without followers, then none rule during that period and no decisions can be made.

Mark the turning of the seasons with the natural rites; never turn another away from your ceremonies.

The seasons rule in all places that the seasons exist, be it forest or be it city. Do not let the ways of the local people sway your faith.

Those of the tribe may call on the aid of the other tribes in turn with their season.

Let our Springs be fruitful, our Summers productive, our Autumns feared, and our Wynters insightful.

## Religious Symbols

Markings, colors, and insignias appropriate for your season.

Places of worship dedicated to your season.

Offerings of the labors linked with your faith.

Calendars and devices which mark the passing of time (sun dials).

## **Subsects of the Faith**

### **Children of Father Night**

With members following each of the four seasons, the Children of Father Night are primarily a Lascarian branch of the Tribes of the Seasons. Offering sacrifices to Father Night and Mother Luna, the Children of the Night embrace the nocturnal aspect of nature. Often dressed in the skins of wolves, owl masks, and the markings of other nocturnal creatures. The Children of Father Night often take the tokens and totems of nocturnal animals appropriate for the season of which they are a part.

### **Crow Eaters**

The Crow Eaters are an aspect of the Tribes of the Seasons which leans heavily towards the followers of Fall and Wynter. Brutal tacticians, fierce warriors, and vicious savages that focus primarily on the act of war, the Crow Eaters earn their name by leaving the fields of battle filled with corpses for the crows to eat. In turn the members of the Crow Eaters adorn themselves with feathers and skulls of carrion birds, believing these markings will ward away the carrion birds (and with that death itself).

### **Natural Order**

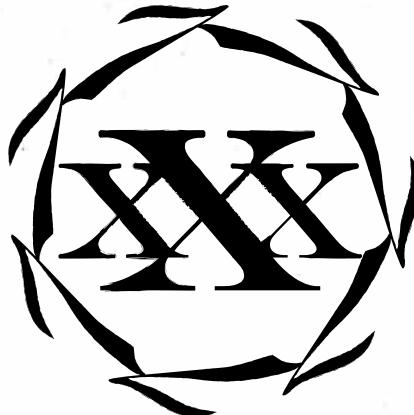
The Natural Order is a more mainstream and accepted by outsiders than many other paths of the tribes of the season. Seeing the growth, cycle, and existence of the living earth as proof of the strength of the Tribes of the Seasons, the Natural Order does not actively seek to destroy the devices of science that outsiders rely on. Instead of waging war, the Natural Order provides examples of how the world provides simpler, more reliable, and more natural tools to achieve the same effect; knowing that the tools of science will rot away with time.

### **Redeemed Earth**

The sect of the Redeemed Earth sees that the world as a natural progression of a river. Each action that a person takes, each decision a person makes, is nothing but another stone in the riverbed of time. The Redeemed Earth sees the actions of pre-fall man as nothing more than stones that need to be moved, and will be moved, in time. More passive, introspective, and purposeful than many other members of the Tribes of the Seasons, the followers of the Redeemed Earth look to find peace with their environment while gauging every thought and motion they take with the greatest degree of consideration.



# Light of Hedon



*"Eat, drink and be merry, for tomorrow, or maybe even an hour from now, we die. When the excrement hit the oscillating device, there wasn't much of a reason to worry about the future, it was over. Get it while you can."*

## Summary

Greed, sloth, gluttony, lust, and all the rest of the Seven are the only way to make anything of what's left. What good is scrambling to life for another week while starving and thirsty, when you can eat and drink it all tonight while having your way with the girl next door?

## History

Most whispered that Bambi Thumper must have been a mutie, changed by the radiation as it rained from the sky; it was known that from before the Fall she was called "Bunny of the Month". Despite the challenges she needed to overcome, she taught the lessons she had kept since ancient times, some of which are still remembered, some of which are sadly lost.

After the Fall she led a small group of people on a quest to rebuild their pleasure. Taking each Saturday night as sacred, they put down their tools and spent the night reveling, sleeping late into the day on Sunday. Curiously, those who did found themselves much more ready to pick up work on Monday, and so dedicated much more time to preparing for the weekly revels. Eventually, they had rebuilt a place where they could spend more and more time experiencing life, and less toiling on the construction from the ashes. Before she died, one night after a particularly long revel she taught several hierophants the secrets of 7 Ways to Make Him Say Wow!, How to Make the Perfect Cosmo, and Secrets to Cheating when you don't have all the ingredients.

Now if someone can just find the secrets of the lost 'Altoid Trick'.

## Outlook

Guided by the Seven Deadly Sins, the teachings of the Lost of Vegas, and the teachings of the ancients to live life, the Light of Hedon seeks no truer enlightenment than a full belly, a drunk head and a quickie with your neighbor's wife. Considered by some to be frivolous, the Enlightened take their pleasures very seriously. Most have seen loved ones succumb to radiation poisoning, devoured by the walking dead, or gunned down by raiders looking for clean water or a few Scraps of food. When one knows with certainty that one will die, why shouldn't one make the most of what they have now?

Ceremonies take place on Saturday nights, when the Enlightened gather to sup on the finest foods, eat the most sumptuous meals and then revel in debauchery late into the night. While the ultimate goal of an Enlightened is to take no care in any action and revel in pleasure until death, most spend their weeks preparing for their Saturday night ceremonies when they can leave their cares for a few hours, and stop working to start living.

Sacred temples are usually a cross between a strip club and a Turkish harem. Soft fabrics, pillows and neon lights dominate. The simplest are a place curtained off from the World with a few spare pillows, while the most luxurious have sacred rooms for intercourse, wine cellars and -of course- vomitoriums.

## **Guiding Tenets**

Stop trying to plan, there is no tomorrow, there may not be a later today.

Enjoy yourself while you can, there is no vice anymore, the gods of temperance have left us.

Oppose no one, but do not let them prohibit you from enjoying what you can.

Show others the pleasure of the now, offer them a drink and a bed.

Each person who worries more about the now will help you enjoy it more.

Do not worry about the Eight Commandments or the Six Habits of Highly Effective People; those were of the world before.

The Seven are the guide to supreme enjoyment, do not leave any out

## **Religious Symbols**

Bottles of wine and beer, martini glasses, shisha pipes, erotic literature, pictures and statues, luxurious beddings, Cosmo.

## **Hierarchy**

Hierophant: the supreme leader of the Light of Hedon in an area. This Enlightened is usually the one who has to do the least work to maintain their lifestyle, and is looked to help provide for the newest members.

Host or Hostess: master of a local temple, looked up to and expected to host Saturday night revels

Playmate or Playboy: one baptized into the faith by having participated in a holy rite and pledging themselves to the gods of plenty.

## **Subsects of the Faith**

### **Chosen of Excess**

Some followers of the Light of Hedon find revelation in the experience of the moment. Knowing that every moment may be your last allows a degree of reckless abandon with life. If you do not need to live to see tomorrow, then you do not need to concern yourself with anything other than today. The Chosen of Excess take this philosophy to a new level by embracing each sin to such an extreme that they court self destruction. The Chosen of Excess take it upon themselves to become an embodiment of the guiding sins; some choose to embody a single sin, while others attempt to push themselves to ascend through pushing their limits through each of the sins one at a time.



## Crafters of Sin

The followers of the Light of Hedon are intended to take pride in their work, to enjoy their work, and to embrace enlightenment by finding pleasure in even the most rudimentary aspects of day to day life. The Crafters of Sin have taken it upon themselves to focus their abilities towards expanding the experience of others through the creation of new tools of Hedon. Crafters of brews of the highest quality, builders of entertaining equipment, and designers of incredible pieces of artwork, the Crafters of Sin have poured their passion into their work, and work with their passions.

## Hosts of Sensation

Blessed are the Hosts, for the Hosts guide the Light of Hedon to the masses. The Hosts of Sensation focus their interests and desires in regards to the teachings of Hedon's Light. Hosts do not embrace the sins of the Light directly, but instead, pull a much deeper and richer experience by riding the group high of dozens of people embracing the sins. The Hosts of Sensation orchestrate and organize large celebrations, trade routes of recreational supplies, and sponsor artists to perform for the pleasure of the masses.

## Wrath of the Seven

Even the playboys and playgirls of the Light of Hedon have a militant force within their ranks, and that militant force is known as the Wrath of the Seven. Guardians, psychotic warriors, bouncers, body guards, and assassins, the members of the Wrath of the Seven oversee the interests of the Light of Hedon. Taking orders directly from local Hosts and Hostesses, the Wrath of the Seven often blur the rule of 'taking no pleasure in death'. At times viewed as a heretical sect, the Wrath of the Seven are accepted as a necessary evil.



# Regions of the World

The following materials have been provided to help players envision their play area to a greater level. The names of the regions use real world land markers instead of the post-apocalypse Dystopia Rising terminology. While in-game, areas should be referred to by their genre appropriate and in-character titles, instead of the out-of-character regional reference points. For further information and details on each of these regions, please reference the Dystopia Rising Table Top materials.

With the Dystopia Rising LARP network growing, and the number of games that now exist, it is impossible to give high details of every region in this book. Instead, we intend on giving you a broader and more generalized description, with the names of a few key locations in each area.

We know that we cannot possibly cover the entire globe with the detail it deserves, but we will strive to provide enough materials that you should be able to extrapolate between two defined areas of the map. Locations are divided by Continent, Country, and then Region in the instance that the country is larger.

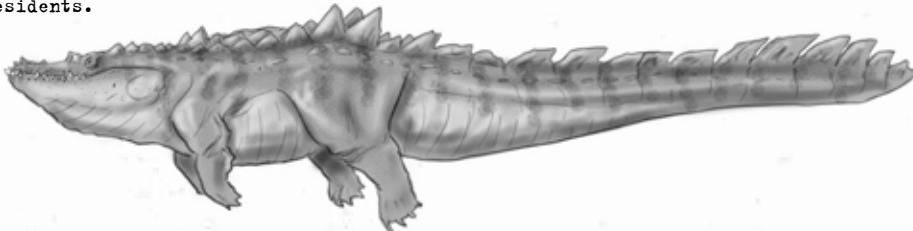
## African Continent

### Northern Africa

With the rise of the waters along the Nile Valley, much of the landscape of the Northern African Continent has been terra-formed into a lush landscape with rich grasslands, fertile soil, and only a few signs of radiation via the regularly mutating wildlife. With over a dozen variations of infection-bearing elephants, one story tall warthogs, and hundreds of swarms of carnivorous hyenas, this territory has begun to grow into a new world. The Strains of the post-fall are not unknown on the Northern African Continent, as powerful Pure Blood families and Natural One Tribes live with very little conflict in the rich resources of the Northern African Continent.

### Western Africa

With much of the coastline shattered and broken, the landscape of the Western African Continent appears much different than it did before the fall. With a series of deep rivers cutting inward and dumping into large naturally forming basins, society has begun to regrow only a few miles inland. With the majority of pre-fall structures of the area having been washed away with the swelling tides, here in the West African Continent, high populations of Salt Wise reside in communities that dot the shoreline, as well as travel inland by rivers connecting to large oceanic bays. On the Western Africa continent massive swarms of the undead threat not only rise from the rich soil, but also regularly get washed into the bays and harbors. As the tide pulls outward, entire inlets will go shallow, and allow masses of the undead to return to the shores. It is said there is a massive necropolis named New Ibadan that has been erected by local Full Dead residents.



## **Central Africa**

The heart of the Central African Continent is a dense series of jungles and wetlands that are surprisingly less irradiated than the rest of the wastelands. Deep in the living jungles of what was once Central Africa, newly evolved fungus and bioluminescent clinging moss hang to the trees and thick canopies, washing the ground with an unearthly glow. In the glow that radiates beneath the thick canopy of trees, the indigenous life of the continent has adapted to the dim light sources beneath the trees. The glowing fauna of the area, working as limited filter to radioactive material, allows the cultures that reside within the Central Africa region to exist without many of the illnesses and diseases that populate the rest of the wastelands. Thousands of tribal families of Pure Bloods and Rovers live deep in the jungles of Central Africa, nearly completely ignorant of the existence of the outside world.

## **Eastern Africa**

The beauty that is the Eastern African Continent survived much of the destruction that marred the rest of the world. In the wasteland that is the modern day, the East African Continent remains a place of beauty and wonder. With the high rises of the landscape, the rich fishing ports that have grown into bustling settlements, and the rich soil that offers bountiful resources the territory of the Eastern African Continent is a veritable paradise in which civilization could be reborn. Here in a rich and bountiful environment oceanic born Salt Wise work in harmony with the many varied strains of the territory. As you look to the population as a whole, it is found that the majority of the Strains that reside within the East African Continent are primarily defined as Remnants. However, if one were to observe the birthing cycles of the newest generations one would see that genetic specific traits have begun to form in the area, suggesting the genesis of completely new Strains unseen outside of the territory.

## **Southern Africa**

With the loss of the majority of the low laying coastal areas of the South African continent, the more interior mountainous regions have become a series of islands extending outward into the ocean from the raised mainland. Along the drowned coastline, a number of massive landlocked barges have become a swarming metropolis of survivor Strains. Ruled by a cult-like leadership, the majority of the cultures of the South Africa continent worship their noble-born leadership hierarchies as living embodiments of the gods. Across the landscape the settlement leaders live in adorned shrines of hammered gold and raw diamonds, while entire communities war one another with devoted zealotry. The most influential of the families, descendants of Pure Blood, Diesel Jock, and Nation of Accensor lineage, fuel the tribal war machines that spill more blood than the undead.

# **Asian Continent**

## **Northern Asia**

After the reawakening of a number of the volcanic mountains in the Northern Asian Continent, the territory that once spanned the territories that were once Kazakhstan and Russia have become a strange mixture of both fire and ice. Along the northern-most regions of the Northern Asian continent, the permanent frost of the landscape offers both death and refuge for those that reside within the territory's existing settlements. Miles of underground bunkers, networks of carved caves, and entire civilizations of Lascarians have carved a home within the warmth of the earth.



While the cold irradiated winds scour the surface, freezing and ripping away at the flesh of those on the surface, entire generations have been birthed beneath the ground. Tapping into the warm springs in the mountains, taking advantage of the thermal dynamics of the earth, and even using the deep ice as sources of mostly clean water, life continues under the frozen misery. Not all settlements in Northern Asia are underground however, as entire civilizations of Retrogrades and Red Star have kept above ground communities alive in the more southern and central regions of Northern Asia. In addition to the strong communities of Retrograde and Red Star cultures, a large number of Full Dead have awakened from their pre-fall graves. It is rumored that the tombs and shrines of Northern Asia have become homes for the reawakened dead.

## Central Asia

There are few that witness the landscape that is the Central Asian Continent who are not forever changed by the horrors of the destructive power of the pre-apocalypse humans. Across the continent of Central Asia span craters larger than the entirety of all of Old York. Across the Central Asian Continent, massive fields of radiation consuming fungus have grown in deep lakes created by thousands of explosions. Miles and miles of the landscape of the Central Asian Continent is, to this day, an irradiated wasteland in which only the heartiest Retrogrades are capable of surviving. On the southern-most reaches of what was once the Continent of Central Asia, the radiation and wastelands have receded enough to allow the beginning of life. Here all Strains have taken to nomadic life as a means to survive not only the dangerous environment, but also the heavily irradiated zombies that swarm the territory in the millions. Rovers, Diesel Jocks, and a handful of Strains indigenous to the area have taken to building mobile caravan empires in the pitted and irradiated lands.

## Western Asia (Middle East)

On the Southern Asia portion of the Asian continent, the militarized cultures of the pre-fall era adapted well to the fall of mankind and the rise of the undead. Generations old cultural enemies banded together to resist the growing undead threat. While humanity did indeed fall in Southern Asia as it did in the rest of the world, the xenophobic strains of Southern Asia were able to carry on the light of their human ancestors with very little loss of resources. Now Western Asia begins to adapt old world technologies to survive in the limited resource, damaging, and highly irradiated modern world.

## Southern Asia

While the world has died and been reborn a dozen times over, much of the culture of the Southern Asian Continent lives on through its people. A territory rich with culture expressed in its mercantile, artwork, music, and communities, the Southern Asian Continent is the geographic location of the wastelands most heavily saturated with swarms of the undead. Between the artifacts that adventurous architects find and the sheer volume of the undead, the survivors of the modern age have been able to paint a somewhat accurate picture of the scale and size of the humans of the pre-fall. While the Southern Asian Continent occasionally suffers from thick brackish clouds of radiation that blow into the area, devastating oceanic activities, landscape that has been pitted by prefill explosions, and terrifying storms that rain poison from the skies, the people of the Southern Asian Continent have adapted to survive these conditions. Using the high mountain tops and stilt raised structures, the diverse and varied people of the Southern Asian Continent have learned to live just outside of death's reach. With Raiders nowhere near as common as, say, areas such as the North and South American Continent, the majority of the threats of the Southern Asian continent can be overcome with vigilance and sound engineering design.

## **Eastern Asia**

One of the last standing outposts of humanity, many generations lived and died in Eastern Asia during the apocalypse, prior to the rise of the new strains. Evidence points to the fact that the predecessors to the Genjian were born from experimentations and medical remedies produced in Eastern Asia during the fall of humanity. While these drugs were able to allow a handful of generations to try and save humanity from extinction, eventually the evolution of the fungal plague adapted to the Eastern Asian medical technologies. While Eastern Asia was able to hold out the longest, and even had limited success in reintroducing colonies around the world, the incredibly potent adaptation of the fungal plague has riddled Eastern Asia with some of the deadliest zombies in the entire wastelands. The medical techniques that were meant to save humanity instead later spawned the Genjian as well as the zombie commonly known as a hunter.

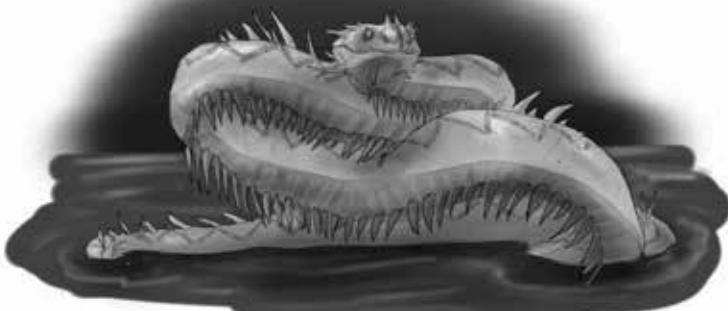
## **Southeastern Asia**

Southeastern Asia has returned to a point of existence that leaves very little suggestion of the existence of humanity. Deep within the dense jungles, and hidden beneath feet of rapidly growing radiation consuming fungus, the remains of cities and civilizations may be dug out and rediscovered. Across Southeastern Asia, massive adapted mutations of creatures have taken to these jungles, with the food chain reasserting itself in the dense foliage. Massive lizards and adaptive birds, not unlike the dinosaurs, thrive where only pockets of modern Strains are able to eke out an existence.

# **Australian Continent**

## **Western Australia**

Welcome to the wasteland too deadly for zombies to last in. On the Western Australian Continent, the adaptation of wildlife has made the territory far too dangerous for most creatures of limited sentience to exist in. This statement includes many Strains. Save for a handful of Natural One and local indigenous Strains, the Western Australian Continent is a place completely overtaken by the indigenous wild life. Massive raptor-like birds, descendants of the Cassowary that have now grown to nearly 8 ft in height, defend sections of territory with fruit bearing trees. These monstrous and aggressive birds destroy anything living or dead that comes near their territory. What undead do stalk the wastes are infested with swarms of deadly funnel spiders. Massive irradiated boars thunder across the high grass, wielding more striking force than a Goliath zombie. While other portions of the wastelands have seasons such as spring, summer, fall, and winter, the territory of Western Australian Continent has the tolerable, warm, hot, and burning seasons.



## **Northern Territory**

While the chaos of the overgrowth has claimed much of what was once the Australian Continent, the land that was known as the Northern Territory has been transformed by heat, fire, and radiation. Off the northern coast of the territory new volcanic eruptions has caused a series of multiple mile islands to grow out of the sea, and on the mainland the heat and the hard soil has baked most indigenous life to non-existence. Giant clefts in the land, the deep red hue of the irradiated soil, and the newly erupted volcanic terrain has made the landscape of the northern ridges nightmarish. It isn't until one travels more near the center of the mainland of the Australian Continent, that stiff reed like grasses, harsh bushes, engorged lizards, and massive insects overtake the burning nightmare of the Northern Territory. Despite the horrific nature of the landscape and the unlivable climate, some tribes still make expeditions into the burning wastes. While the more pragmatic tribes traverse the area to harvest obsidian, some extremist Darwinist cults believe that by overcoming the tortures of what was the Northern Territories, one can truly evolve and find the heart of Darwin.

## **South Australia**

On what was the continent of Australia, South Australia has become a promised land to many a people. The land is rich with tribes of Natural Ones, Rovers living nomadic lives, and even Pure Blood settlements working hand in hand with Baywalker docks along the shoreline. It is said that when the infection first hit the largest cities of the continent of Australia, that many of those who resided in the cities fled to the south in hopes of organized safety. As the generations moved on, the land grew into chaos, and the sadistic and cruel thrived in the territory that was to be known as Hellbourne. Those that wished to live a civilized life moved to the west, and embraced the edge of the frontier. While many thousands of people died, others were able to adapt to the natural provisions of the territory. Life, while good, is not easy for those that reside in the territory that was once known as South Australia. The ravaging and raiding Diesel Jock clans of the Hellbourne region disrupt major commerce. The indigenous life of the area is both deadly and brutal. The storms that strike the continent can bring ravaging winds, electrical storms, and hail that is large enough to kill on impact. However, despite all of the efforts of the environment to crush the people of South Australia they weather on with the dedication and good spirit that they earned from their ancestors.

## **Queensland**

Now commonly known as the Frontier of the Australian Continent, the territory that was once Queensland bleeds from the burning and irradiated wastes of the western portion of the territory to a more civilized farming territory to the east. In the territory known as the Frontier, Natural One and Accensorites populate the territory with traveling hunting packs and smaller farming communities. The locals have created 'Bird Borders' as a primary means of defense. These 'Bird Borders' are a series of strategically placed fruit tree forests that draw the western Engorged Cassowary birds. These birds, with incredibly sharp claws and vile aggressive attitudes, attack any undead that are drawn towards the inward territories, providing an ample border of feathers and death. On occasion the population of Engorged Cassowary birds become too large for the area, and threaten to travel inward to find new sources of food. Fortunately many of the local Natural One tribes as well as the Tribes of the Season have taken to having Cassowary hunting as a rite of adulthood. Entire squads of youth look to prove their worth by bringing back talismans of Cassowary claws. This regional tradition assists in making sure that the local populations of both Engorged Cassowary birds -as well as local children- do not outgrow the available food sources of the territory.

## New South Wales

The swollen waterways of the New South Wales portion of the Australian continent is the perfect symbolism of the dichotomy in the post-apocalyptic culture on the Australian continent. After the shattering of a number of the pre-fall dams, and the rising of the oceanic waters, the New South Wales territory has become divided. With the mainland shaped somewhat like a swollen crescent moon and what was once Sydney shining as a standalone island, it is almost as if the primal mainland has divorced the partially drowned island of Sydney from itself. With the complex buildings, culture, and economics of the secondary Isle being a culture of influence and social networking, the main body of the New South Wales territory has returned to a more pragmatic culture. The largest of the New South Wales continental settlements, home to the tribal lords of the Canberra Council, resides miles inland from the more 'high thinking' island refuge. As the culture of the island has grown to posturing, proper breeding, and networking, the opposite has happened in the mainland of the New South Wales territory. Pragmatic and 'down to earth' mindsets primarily govern the farming, ore gathering, and sheep herding tribes in the area. The primary threat that the territory faces does not come through the undead, but instead throngs of thrill seeking Diesel Jocks who have bred with the local Raider tribes.

## Victoria

Along the southern most portion of the Australian Continent, the bay of Hellbourne has become a burning spire of chaos in the wastelands. Overrun with sadistic Diesel Jock clans, Thrill Kill Raider Tribes, and some of the most depraved Hedonists the world has known, what was once a community of arts and ideas has become an oceanic bay dotted with sadists and the depraved. The total lawlessness of the Victoria territory on the Australian Continent would be reason enough to avoid it completely, if it were not for the steady supply of fuel oil that the Diesel Jocks are capable of piping to the mainland. Operational refineries on the coast leave belches of fire and smoke clogging the skies while lost resources of blood and oil spill into the bay.

## Tasmania

The necropolis island of Tasmania is still known as Tasmania in the post-fall world. The cities, towns, and culture of pre-fall Tasmania has been enshrined by a number of Full Dead and Unborn of Teixiptla who have painstakingly rebuilt the settlements and buildings of the pre-fall era to a near identical likeness. There are slight variances in the visual design of Tasmania, as a handful of sections of the territory are remembered in conflicting ways by the inhabitants, or are not remembered at all. While the ports of Tasmania have been rebuilt almost identically as they were at the fall of man (due to the historic and long unchanging nature of the area) other portions of the island were wracked with earthquakes and rising waters to obscure the landscape.



# **European Continent**

## **Northern Europe**

The bombs which irradiated much of southern Europe left Northern Europe virtually untouched. In the land of the midnight sun, cold and ice rule the day. Frozen zed march along the icy plains as packs of Raiders seek out warmth. With lower population numbers, Northern Europe managed to survive the Infection. Now, the survivors eke out a living along the coasts, eating what they can pull from the waters. Their biggest enemy, though, is the relentless cold.

## **British Isles**

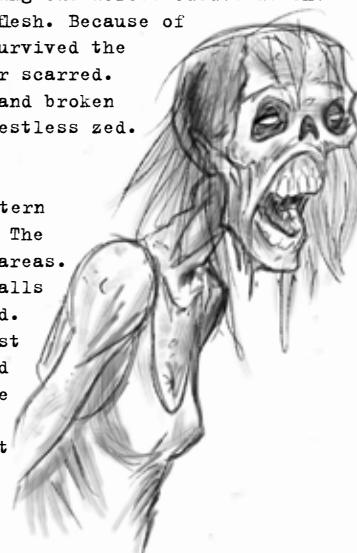
When the world fell, the British Isles succumbed more quickly than most. The dense population caused corpses to pile up faster than they could be removed. The screams of the dying echoed through cities populated only by the dead. Bombs rained down on cities in an effort to control the spread of the Infection—to little effect. Radiation still remains a major problem even in the present. Here, you can find Bay Walkers along the coasts to the north, taking hold of old strongholds with stone walls, whereas the Full Dead largely populate the dead cities to the south.

## **Eastern Europe**

Howling winds scour what was once Eastern Europe, bringing with it the radiation that afflicts most of the rest of the region. A nuclear winter has caused plants and animals to die, casting the sun in a red hue. The bitter cold of the turn of seasons has become colder still as ice blasts over tundra and plains. Very little survives in these areas—and even the undead have trouble existing when their limbs stiffen and keep them from moving. And yet, while major cities in this region fell quickly during the rise of the Infection, more remote settlements were able to eke out a living. Groups of Rovers still roam the area, herding livestock from place to place as they eke out a meager living amidst the harsh environmental conditions.

## **Western Europe**

Like the British Isles, Western Europe fell quickly and hard during the initial outbreak. The screams of men and women rang out across cities as the dead rose with the insatiable hunger for living flesh. Because of the dense populations in this region, very few survived the initial outbreak, and those that did were forever scarred. Retrogrades and Full Dead reign within the dead and broken cities, which are mostly populated by the ever restless zed.



## **Southern Europe**

As the bombs crashed down in Eastern and Western Europe, so too did they fall in Southern Europe. The Infection ran rampant through densely populated areas. And while some cities attempted to close their walls against the plague, they too eventually succumbed. Yet Southern Europe had an advantage that the rest of Europe did not—the sea. Many men and women fled to open water, and a large community of Salt Wise now populates the waters of the Mediterranean Sea. Men and women make homes in the hollowed out remains of buildings on nearby islands.

# **Greenland**

## **North Greenland & Disko Bay**

One of the last strongholds of actual humanity, the territory of North Greenland and the Disko Bay is the home of a series of massive bio-domes surrounded by outer wall perimeters. Constructed during the time of the fall of man by the cultural precursors of the Genjian, these functional bio-domes use thermal dynamic heating and power supply provided by hot springs, filter their own air using terraforming plants, and filter their own water into a nearly completely enclosed world. To ensure that the needs of the culture do not outweigh the ability of these massive domes to provide, population control and culling ages have been rigorously pursued. Beyond the safety of the protective dome, the spread of the Grave Mind has been slowed in Greenland due to the harsh climate of the region. There is fear, within the human community, that with the warming change of the region that the Grave Mind will spread to these far reaches as well. The New Hope project, a cryogenic freeze program instituted during the time of the fall, has already begun to fail as warped creatures emerge from suspended animation. The Semper Morte were never meant to be as they have become.

## **West Greenland**

The territory of West Greenland is primarily populated by two cultures of people, the Natural Ones and the Semper Mort. The Natural Ones came to what was West Greenland as a combination of whaling and hunting communities. These hearty people created settlements and folklore that spread all along the Western Greenland coast. It is said, in the local traditions, that within the past decade the tribes went against the teachings of their elders and began to spread inland. In doing so, the Natural One tribes found remains of an ancient and incredibly advanced civilization. Fields of thousands of rows of metal and glass tubes, each in turn wired together by technological nightmares. Looking to use the metal Scrap and give burials to the bodies frozen in the glass, small camps began setting up in the region of 'First Hope'. The Natural Ones understood the wisdom of their elders once the Semper Mort began to rise from their glass tombs. Clawed creatures with maws of jagged teeth, the Semper Mort were seen as ancient demons awakened by the sins of the Natural Ones. While the Natural Ones fled, the awakened Semper Mort began the process of awakening their fellow tube-mates, and finding 'provisions' for their continued existence.

## **East Greenland**

Much of the shores of what was once the territory of East Greenland has been melted into the sea. Here, of all of the continents, the visual results of the world's increased temperature and irradiated environment can be seen. Along the territory that was once the Eastern portion of the continent of Greenland, small communities of Natural Ones have begun to rebuild life. Embracing the lives that existed before the fall, the tribes of the region have complex rituals that involve the spirit of the past. Youth, looking to become adults, would embrace the cold shores and stand near the waterways of their home. Here the youth would cut small wounds into their body, a cultural tradition known as bleeding, with the intent of drawing in the massive sharks in the area. The tribes of the region kill the lurching beast, using massive nets and spears to capture the creature, before the shark is able to harm the youth. If the youth does not wince away from the dangerous beast during their time of bleed, they are considered an adult in their community.

## **South Greenland**

A community of sailors, fishmongers, and farmers the territory of South Greenland has remained as a Natural One's untouched dreamscape for many generations. While the culture of the area spoke of legends of the talking dead and fish people, it is only recently that these rumors have been made truthful. Off of the shore of South Greenland a pod of Salt Wise have taken up residence. The massive community ships of the Salt Wise dwarfed even the largest fishing vessel of the local tribes, while the metal blades of the sea faring folk were far superior to the local crafted weapons. Fortunately the Salt Wise, accompanied by a number of Full Dead, were looking to set up relations and an off shore colony instead of waging war with the indigenous people. The communities of the Salt Wise seem happy enough to provide resources to the locals while operating what the Natural Ones are to understand are some sort of off shore metal islands that bleed black. So with only some simple communication, the old world Oil Platforms of the pre-fall were tapped by the Salt Wise in exchange for gifts of resources and survival techniques. Filled with stories of faraway lands filled with riches ready to be taken, the Natural Ones of what was once South Greenland have begun sailing outward to small islands and neighboring territories.

## **North American Continent**

### **Canada**

#### **Atlantic Region**

The eastern most region of the territory formerly known as Canada has been primarily reclaimed by a resurgence of nature. Thick pine forests have thrived where pre-fall roads have been long since decimated and erased from memory. Nestled in the thick forests are communities based on small mining towns, fishing villages, and settlements that thrive on lumber and forestry. These small towns, networked via hidden roads and water borne shipping routes, shift in threats that vary as you travel further and further north. In the southern regions of what was once the Atlantic Region of Canada the thick forests are inundated with millions of shambling dead. While this does not pose a threat most of the time, when traveling off the thin 'roadways' one's line of sight is often obscured by dense pine trees- making close calls all that much closer. In addition to the nestled undead, the woods are hunted by a number of massive creatures such as omega wolves and the surly and massive irradiated moose. As you travel north in the former Atlantic Canadian Region, there are less and less numbers of the undead, but much greater threat from the individual creature. Stalking undead, massive moving mountains, and even Frost-Biters can be found with some regularity. Beyond the threats of the undead, as you travel north you begin to find evidence of the horrific Ice Spiders and other terrible mutants that reside in the cold territories of the Atlantic Region.

## **Quebec Region**

The second largest holdout of the Reclaimer people, the territory that was once the Quebec Region of Canada stands as a shining example of a unified people. The territory that was the Quebec Region has organized into a series of highly defended port cities as well as a number of mainland outposts, which serve to manage one of the finest resources that the territory has to offer- untainted water. Brewers and Pure Blood merchants desperate for a taste or pure water will send runners high and low through the pine filled forests of the Quebec Region looking to find a single unclaimed natural spring or crystal clear lake. In the wilds of the territories outside of the Reclaimer bastions, a number of Natural One and Pure Blood families have grown small towns and settlements. These family settlements and small towns, living in perfect harmony with the Natural Ones and surrounding wilds, share a language unknown to many outsiders. A language that evolved from Quebecois French, what is known as the Bordages Tongue or La Bell'Fransez is commonly spoken throughout the territory. The territory minds its southern borders with a violent voracity, after a few instances of northern born Yorkers looking for resources, as well as Natural Ones landing from foreign shores via longboats to raid.

## **Ontario Region**

What was once the Ontario region of Canada contains some of the highest population density of the entire former Canadian territory. With Reclaimers building foot-holds in areas such as the Reach, the Spire, and throughout the remains of the once bountiful city of Toronto, the former Ontario region is active with life. While constantly engaged in cold warfare with the Iron Works, pushing back northern bound Merican mobs, and actively seeking out to remove slaver tribes, the Ontario Region has done remarkably well in resisting the dangers of the outside world. While small Raider tribes cause little more than a nuisance to the strong survivors of the region, the territories like the Spire have actively begun search and destroy tactics to eradicate the Raider population. Here, in the former Ontario region, uranium mines continue to operate from days before the fall and thick veins of bloodstones are harvested from the earth.

## **Prairie Region**

If you want to find people, then the Prairie region is certainly not the place to go. This area was spared the worst of the Infection during the initial spread- mostly due to its lack of population. Isolated by acres of farmland, the people that lived in this area evolved slowly, generations eventually turning into the Reclaimers that characterize the northern reaches of the continent. Here, you can now find small farms that are guarded by Reclaimer families who tend acres and acres of crops. Small settlements can be found in between these farms, acting as trade posts so that the farmers can gather necessary supplies. Further north, you can find the sparse boreal forest, a region the plays home to tribes of Raiders and more dangerous threats.



## **Western Region**

While most major cities fell in the north, some settlements clung on. In the west, you can still find larger settlements along the coast, an area which experiences fewer environmental extremes and less of the biting cold that clings to other regions. Hordes of undead shamble from fallen cities, and are summarily dealt with by the people still in this area. Yet while the west may have better weather, it also has fewer resources. This region mainly relies on the outlying farms to supply food, and does not have much in terms of its own natural resources aside from timber. Because of this, the Reclaimers from this area are slightly more open to outsiders; they will occasionally trade with the Mericans from the south- as long as they abide by strict rules.

## **United States**

### **New England**

The waters rose in New England as buildings and monuments sunk beneath the waves. The Infection spread quickly in crowded New England, millions of people falling to the disease. Yet as these men and women succumbed to illness, their shambling corpses rose up again. New England became the home of the shambler, the zombie that travels in hordes across the wastes. But as the waters rose, salt marshes and docks began to stretch across the remains of major cities, creating the perfect breeding ground for sly hunters. Feuding Yorkers and Bay Walkers remain in their respective regions, ruled over by wealthy Pure Bloods who live within the remains of high rise buildings. A few outlying farms lie outside of these major cities where small communities eke out a living in the irradiated soils.

### **Central Atlantic**

As the waters rose in the south, many men and women journeyed north, seeking dry land within the foothills and slightly higher country of the central Atlantic. There, they created farms homes, most of them taking to the woods or becoming part of a more rural lifestyle. You can mostly find Mericans in this region, along with a few tribes of Natural Ones. This area has avoided most of the radiation found in the Midwest and the south, though it harbors its own horrors. Zed are a constant threat, and the Raiders that live in the hilly regions in this area are some of the worst to be found.



## **Lower Atlantic**

As the waters rose along the Gulf Coast, so too did they rise in the Lower Atlantic region. Settlements moved inland as swamps and marshes encroached on what was once dry ground. Farms sprung up across the area, dealing in both crops and flesh. In the swamps, settlements of Full Dead secreted themselves away as tribes of Natural Ones flourished. Mericans spread outward to farms and away from the coast as Salt Wise appeared in the local waters. Raiders began appearing in large numbers, becoming a major threat to settlements in the area. Brews and hooch became a major export of the region, fueling the trade around the Gulf Coast.

## **Midwest**

Radiation spreads out across the Midwest, rolling across flat plains that were scorched by the hail of bombs that fell from the sky. The cracked remnants of roads provide trade routes for Rovers and Diesel Jocks, as Natural Ones remain clustered in groups across the prairie. Settlements of Mericans sprung up in towns, using the hollowed-out remains of what were once thriving cities. Massive summer storms roll across the wide expanse, creating environmental conditions that are some of the harshest to be found in any locale. Irradiated beasts stalk grasslands, spawned from a combination of the Infection and the radiation. With the openness of the area, zed can grow to be monstrosities—better to be avoided. And while New England may be known for its shamblers, the Midwest is known for its hordes. Hundreds of zed can group together and shamble across the countryside, unimpeded by natural obstacles.

## **Gulf Coast**

When the world fell, the waters rose. The Gulf Coast as we know it today slowly sunk beneath the waves, swamps and coastline replacing what were once bustling cities. Known as the Rum Coast, this region is renowned for its bustling slave trade. Salt Wise sail the waters while Bay Walkers manage local docks. Communities of Semper Mort and Full Dead buy living flesh to satiate their need for blood. Here, you can find teams of diving scavengers, and monstrous sea creatures, warped by the infection. Water-logged sleepers rest beneath the waves as River Hunters rule the waters. Raiders haunt the swamps, ready to kill anyone who encroaches on their territory. Settlements are spread across islands and floating docks, with a few inland towns that focus on farming and brewing businesses.

## **Rocky Mountains**

The Rocky Mountains are no place for the faint of heart. Here, you can find steep cliffs and forests and gorges. Acting as a natural barrier that separates the West Coast from the rest of the country, the Rocky Mountains host Mericans and Natural Ones. These men and women eke out a living amidst the high mountain elevations. Because of the terrain, shambling zed aren't as much of an issue as Raiders and larger threats. Hunters lurk within the forests, and the calls of strange creations can be heard reverberating through the trees.

## **West Coast**

Largely isolated by vast deserts, the West Coast was spared some of the horrors that afflicted the east. Yet while it avoided the very worst of the zed, other terrors awaited the people that managed to survive—themselves. This region is characterized by irradiated deserts and plains, a flat landscape that can harbor some of the largest zed. Along the crumbling coasts, you can find large settlements of people—places where civilization hasn't completely broken down. Slavery has become the norm in these areas, and men and women on top live lives of vice.

## Pacific Island

When the world fell, the Infection took longer than usual to reach island-bound nations. And yet eventually it did travel over water and wave, settling in the islands of the Pacific. Largely isolated from the horrors of radiation on the mainland, the people of the Pacific were slower to adapt to the Infection. Here, you can find small communities of Genjian, Natural Ones, and Salt Wise who live their lives along the coasts, plying the waters for fish. Yet while the islands were mostly safe from radiation, the creatures of the deep were not. Many have mutated and have created a host of animals that are as deadly as they are strange.

## Mexico

### Pacific

As the Infection spread across the world, Mexico fell quickly and hard—perhaps a blessing considering the horrors that awaited other areas that clung on. Men and women fled packed cities into the wilderness. When it was all over, though, the desolate remains were all that were left. Along the Pacific, you can find the Pridelands. Mostly made up of desert and plagued by the constant heat, this region is known for hosting Diesel Jocks, Solestros and Mericans.

### North

There is little in the way of civilization in the northern reaches of Mexico. There are, however, Natural Ones. Tribes of these people wander the wastes, plagued by raiders and radiation. Diesel Jocks roam the open roads, outdistancing the massive hordes of zed that walk across the wastes, grouping together by the hundreds.

### Lowlands

The world fell and the land sank. Cities slowly disappeared as the waters around them rose. Men and women tried desperately to stave off the floodwaters, building up structures and docks in order to keep the tide at bay. In the end, though, the cities succumbed. These days, gangs rule the sunken cities, which are composed of docks and rafts. High walls surround them to keep out the worst of the restless dead.

### Central

While most of the now-named Pridelands consist of barren wasteland, there is one boon to the region: the Oil Fields. Here, Merican overseers watch slaves work night and day, pulling black gold from the ground to power the engines of Diesel Jock rides. Every so often, the Pure Blood owners of these pieces of machinery visit to make sure operations run smoothly. While the area is profitable, though, it's also incredibly dangerous. Massive zed hordes are drawn by the noise, and need to be culled by guards. Otherwise, it's likely that these massive walls of bodies would overturn the machinery and halt operations completely.

### Southeast

Most of Mexico is now dominated by deserts and stagnant water—and the same is true of the south. Yet here, there are more dominant structures—vestiges from the Old World that are used as temples for those who follow the Tribes of Seasons. Men and women come to worship, honoring the ever-changing seasons. Along the coast, you can find famed ocean waters that are known for their bounty of fish—an unusual occurrence in a world where most water has been contaminated by radiation.

# South American Continent

## Northern

Bordering Central America with its fisheries and ancient temples is South America, the continent of forests and mountains and ridges. The northern reaches of this country host overgrown mangrove swamps and rainforests where you can find some of the most dangerous creatures imaginable. Here, small settlements of Natural Ones stick to the coasts and forests, trying to eke out a living in an area where the undead lie in wait within branches and trees. Salt Wise can be found nearer to the coasts, living along the warm waters of the Caribbean Sea and trading with the Natural Ones from further inland. Yet this area is also exploited by Pure Bloods. The fertile oil fields in this region are some of the largest to be found anywhere, and laborers sweat and toil beneath the relentless overseers that the Pure Bloods hire to oversee this work. These goods, in turn, are shipped up the Rum Coast toward Lone Star to fuel the machines and rides of the Diesel Jocks.

## Western

The whistling winds of the Andes mountains are what characterize the Western side of South America. Here, you can find settlements of the Unborn of Teixiptla high within the ruins of what was once Machu Picchu. Viewing outsiders with suspicion, these settlements are mostly isolated due to their elevation; even the undead seem to stick clear, instead preferring the lush rainforests at lower elevations. These settlements eke out a living through farming steep ridges and also by venturing to the coast in order to trade with Salt Wise settlements for fish and other goods.

## Eastern (Brazil)

As the world fell, the Eastern reaches of South America experienced the worst of the Infection. More densely population than the rest of the continent, men and women quickly succumbed to the plague. Bodies piled in the streets as some fled to the wilderness, only to die of exposure in the harsh rainforests. Only the dead survive in this area—the dead and the strange creatures which now haunt the darkest reaches of the forests, warped by the Infection. Large populations of Full Dead and the Unborn of Teixiptla can be found in this humid region; and while nothing living really survives in the area, these Strains trade with outsiders for slaves to work the mines in the region.

## Southern

While rainforests dominate much of South America, in the south you can find the grasslands that stretch for miles and miles. Here you can find settlements of Mericans herding sheep and cattle—far from what were once cities and towns. Preferring to be called “Gauchos,” these men and women are all that’s left of the great cities that once populated the region. This area provides much of the farmland of South America, and many of the settlements scattered across the continent trade with the farmers that have set up shop in this region. It’s also the area where many of the Full Dead find their victims to work as slaves or to use as a food source.

## Outer Space

Rumor has it that before the final whimpers of humanity were driven into near non-existence, a number of processes were tried, in the attempt to force humanity beyond the infection and into the future. One example of the projects that humanity undertook was the First Hope and Second Hope projects, where a number of humans who had only begun to show signs of the infection were frozen in a cryogenic state. Due to time, and lack of upkeep, most of these pods have either been destroyed, scrapped, or eventually had enough of a seal breach to allow the infection in. With the delay and involvement of two separate forms of the viral fungus, the Semper Mort were born.

Another attempt that humans made was to launch themselves into the blind recesses of space. A number of humans, or limited infection humans, attempted to survive in a suspended state out among the stars. A journey calculated to sling shot around a far reaching planet's gravitational pull, to then be returned to earth, the majority of these projects failed. Those that have crash landed back to earth, mostly in the oceans, did not survive the environment that the world has become. Nothing from space ever survives here. The impact of a land fall destroys technology, people, and most usable resources.

But planned projected ships are not the only objects that fall to earth. While most objects burn up in the atmosphere, the occasional remains of a part of a satellite do crash land on earth. More times than not these rocketing chunks of crazy future metal are nothing more than twisted Scrap, but on the rarest of occasion information can be gleaned from the people of the past.



# Introduction to Secret Societies

There are rumors within cities, within settlements, within towns— rumors of secret meetings and organized groups. There are whispers of men and women who gather together in order to accomplish goals that are known only to them. Wherever there are people with dreams and aspirations and greed, there are societies that choose only the worthy enter their ranks.

Secret societies (and not-so-secret societies) are an integral part of what is left of civilization in the post-apocalyptic world. These societies are organized groups that have their own agendas and goals. For example, the Lineage League keeps track of Pure Blood bloodlines, and only allows the most pedigreed and elite Pure Bloods within their circle. Because of the secrecy, or elitism, of these groups, many characters may never encounter them within game.

These groups are present at all games— though you may not necessarily hear about them. Some are game-specific, while others are regional or even nationwide. Larger, nationwide societies have branches at each settlement, and one branch, while bowing to the demands of the overall society, may have its own unique goals. For example, Murder Inc. has reach that extends throughout most of the known world; yet regions are controlled by different branches, and even smaller groups exist within individual settlements. These groups operate in different ways and have different goals, depending on the needs of the settlement. In addition, information between different branches travels slowly; after all, the only way to pass along news is through letter or word of mouth.

These societies don't accept just anyone, and the only way to join a society is through roleplay. In other words, you can't start out as a member when you first enter game. Instead, your character must attract a society's notice through their actions— and then the society must be recruiting. It's also worth noting that some societies look unfavorably on those who ask to join; after all, some people can be suspicious as to how a person finds out about their society in the first place.

Secret societies don't necessarily give additional benefits to members— aside from connections. If you're expecting to receive items for free, expect to be disappointed. Secret societies often simply offer status and prestige rather than physical objects. The point of joining a society is often due to shared goals, and working toward the same agenda.

Joining a society isn't necessarily easy, either. Some groups place potential members through a series of rigorous tests before they're allowed to fully join. These can include tasks that range from proving their loyalty to simply agreeing to a set contract. Those who pass these tests, though, can expect to be welcomed into the fold.

When you're accepted into a society, the character that writes the society membership on your character sheet becomes your sponsor. This sponsor is often responsible for your actions, and acts as a mentor for your character. While some mentors like to take a laid back approach, others may intercede on your behalf, and train you when it comes to the society's rules.

Note that there's a reason why society membership costs no Experience Points to take; it's primarily a roleplay-based Skill with no mechanical benefits.

# Commonly Found Secret Societies

While some societies remain elusive, there are others that are commonly found within the world. These societies aren't always recruiting new members, but they may be encountered within the world.

## The Aggies

The Aggies are an organization best known for their scientific experiments in Aggieland, far to the south in Lone Star. While these Darwinists are often demonized for the experiments that have gone awry, there are some within the Aggies who truly believe in furthering the different strains of mankind.

## Black Market

Wherever there is trade, there's the Black Market. Very little is known about this organization—only whispers and rumors. This is a secret organization, and unless you've heard about the Black Market in-game, your character most likely hasn't heard of it. For those that have heard rumors, though, the Black Market thought to have access to some very valuable items indeed; where those items are gotten from, though, is another question entirely. The Black Market provides means to fence stolen goods, but items that are not available any other way, and network with shadier sides of commerce. Black Market must be purchased with experience points via "Black Market Connections."

## Inner Circle

Within the very heart of Black Market lies a hidden organization, known only to the most elite. These thieving masterminds are the best of the best of this group, and oversee the operations and activities of local cells. Yet earning a place within the Inner Circle isn't easy; it can take years before a person within Black Market is deemed worthy of promotion—if ever. For those within this organization, though, there is much power to be gained. Inner Circle can only be gained after Black Market is achieved, which is purchased with the skill "Black Market Connections."



## The Lineage League

This organization is known as the height of Pure Blood society. It tracks the esteemed lineages of Pure Bloods, and only the most distinguished bloodlines make it into the League. Being recognized and accepted by the Lineage League is an honor for any Pure Blood—and those who are shunned by the League soon find themselves shunned by other Pure Bloods, as well.

## **The Postal Service**

This organization is an elite group primarily overseen by the religious Sainthood of Ashes, bent on spreading the written word and communication across what is left of civilization. The men and women who are part of the Postal Service travel the wastes alone, delivering mail to different settlements. Postwalkers are revered within the Sainthood, and are almost always treated with courtesy and respect within the settlements they visit. After all, anyone who can survive the wastes alone is probably not someone you should mess with.

## **Murder Inc.**

Very little is known about this shady organization—merely whispers and rumors. And unless your character has directly encountered Murder Inc., they have very little idea it exists outside of rumors and the ranting of madmen. It's said that men and women who are professional killers may be found within their ranks. How this organization operates, though, is only known to the members themselves. Murder Inc. provides tools of the trade, offers its members the ability to perform hits for rewards, and must be purchased via Guild Membership instead of via the Secret society Skill.

## **Upper Management**

There are those who make the hard decisions so that others don't have to—those who act as surgeons and weed out the cancerous growths of society. Upper Management is a network of highly trained killers within Murder Inc. These individuals, chosen from the ranks of Murder Inc. after years of service, track dangerous people that need to be removed quickly, quietly and efficiently. These men and women also look for rival assassin organizations that need to be put down, and work as scientists and builders to advance the technologies of the association as a whole. Upper Management can only be gained after Murder Inc. is achieved, which is purchased with the skill "Guild Membership."

## **Servants of the Undying**

There is power within the Grave Mind—power and everlasting life. This organization spans a number of faiths that use the Grave Mind as an ideological focus, and believes that the Grave Mind itself holds the key to immortality. The Servants of the Undying seek to harness the Grave Mind for their own purposes—mainly by manipulating the Grave Mind so that they can emerge from death time and time again, essentially achieving a type of everlasting life. This group is known to mostly consist of Full Dead, Semper Mort and the Unborn of Teixiptla.

## **Trade Union**

There are organizations that work for the good of the people, and then there are groups that aim to make a profit. The Trade Union has a reach that extends across towns and settlements throughout the wastelands. Based on commerce, this organization is a network of trade route and caravan overseers that are connected across a number of settlements. Men and women within this organization work on facilitating trade relations, and will even fund road projects if it's in their best interests (and if it will eventually turn a profit). Rumored to be based out of the remains of DC, individual trade union representatives are known as Senators.

## **Dead Sight Society**

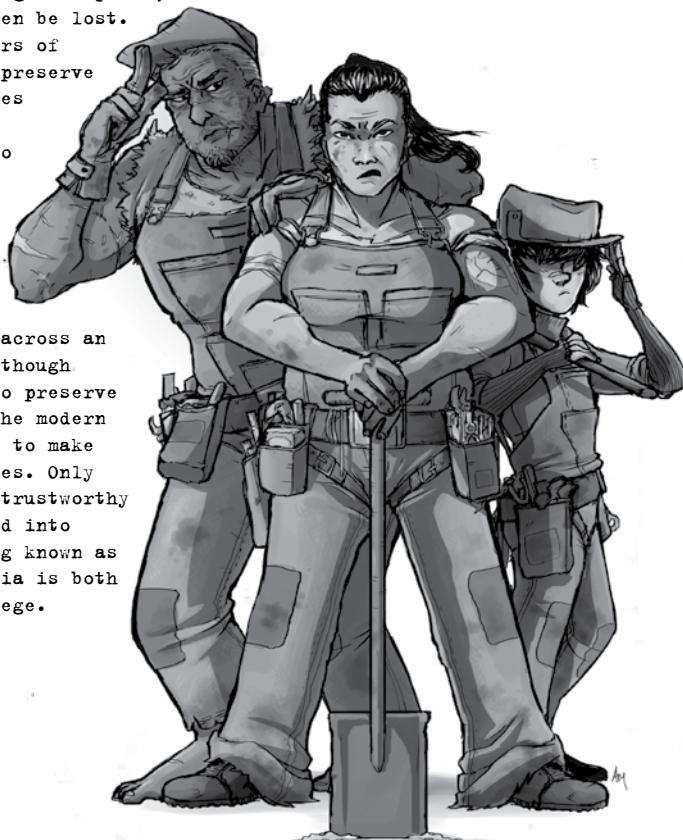
Psions are a blight on the land. They are monstrous abominations that should be eradicated at any and all costs; at least, that's what the Dead Sight Society would have you believe. This organization transcends strains and faiths with only one goal: the complete and utter destruction of any and all psions. The members of this organization are highly trained to work within settlements to stop the spread of psionic influence, and recruit those who are strong willed and who often have a personal vendetta against psions. This group believes that since psions are the eyes and shared awareness of the Grave Mind, they can remove the Grave Mind's influence from the world by removing psions themselves.

## **Underground Railroad**

Slavery may be accepted by most settlements and people— but not all are satisfied with the status quo. The Underground Railroad is a network of individuals, safe houses, and freedom fighters that actively work to remove the injustice of slavery. It's rumored that these men and women communicate through a series of secret signals and signs, moving slaves from pro-slave settlements and breeding towns to safe locations. The men and women who are part of the Underground Railroad often create sanctuaries for slaves where they can be rehabilitated before being set free.

## **Crafters of Alexandria**

The world is a dangerous place, and knowledge can often be lost. That's why the Crafters of Alexandria exist: to preserve technological resources and advancements in case the worst were to occur. This group is a wide network of crafters, engineers and tinkers who gather all of their collective works and share them across an intricate network. Although their aim is mainly to preserve the advancements of the modern world, they also work to make advancements themselves. Only the most skilled and trustworthy craftsmen are accepted into their ranks, and being known as a Crafter of Alexandria is both an honor and a privilege.



# Slang and Strainist Terminology

The world became a much larger place when it fell. Communication between areas became less frequent as roads disappeared beneath trees and scrub. Men and women huddled in small settlements, slowly turning into the various strains seen in Dystopia Rising. It's not all that surprising that terms, slang, and insults emerged in these different regions, becoming part of the world's language.

Part of the reason why have included this section in the book is to provide a unique culture to the in-character language of the people in the world of Dystopia Rising. The other reason we are providing this section is to provide a language that is not based on real world racism or hurtful words. We all have to remember that behind every character is a friend who is playing the character, and that while we may be vile to one another as a character is to another, we do not want to hurt the person 'behind' the character.

## Beacon Hill Region/Bay Walkers

### **Masshole**

A term commonly used to insult someone from the Mass, usually a Bay Walker. This term is most often used by Yorkers.

### **Puddle Jumper**

A term commonly used to insult Bay Walkers due to their tendency to live near water.

### **Swamp Mouth**

A term commonly used to insult Bay Walkers due to their tendency to live near water. This term is most often used in the southern regions of the world, including the Rum Coast.

### **Swamp Rat**

A term commonly used to insult Bay Walkers due to their usually pointed features, which can appear rodent-like.

### **Water Rat**

A term commonly used to insult Bay Walkers due to their usually pointed features, which can appear rodent-like. This term is most often used in the northern regions of the world, including Old York, the Mass and the Iron Works.

## Old York Region/Yorkers

### **Borough Hopper**

A term commonly used to insult Yorkers, implying that the Yorker won't stay loyal to one gang.



### **Lead Head**

A term commonly used to insult Yorkers, implying stupidity due to taking head shots.

### **Rust Monkey**

A term commonly used to insult Yorkers due to their tendency to live in the rusting, metal remains of high rise buildings.

### **Rivet Dick/Rust Trap**

A term commonly used to insult Yorkers by comparing their genitalia with features commonly found in Old York.

### **Bullet Bag**

A term commonly used to insult Yorkers by implying that a Yorker is only as useful as a sandbag that is intended to stop bullets.

## **Semper Mort**

### **Flea Fucker**

A term commonly used to insult Semper Mort due to their blood-sucking nature. This term is also used to insult someone dating a Semper Mort.

### **Leech**

A term commonly used to insult Semper Mort due to their blood-sucking nature.

### **Ghoulie**

A term commonly used to insult Semper Mort due to their strange and awkward appearance.

### **Nibbler**

A term commonly used to demean a Semper Mort by making light of their consumption needs.

### **Pickle**

A derogatory term used to insult Semper Mort based on the idea that they come from people who have been suspended in a jarred liquid state like pickles.

## **Iron Slaves**

### **Clink**

A very insulting term used to slur Iron Slaves due to the likelihood of them being in chains.

### **Glow Bug**

A term commonly used to patronize Iron Slaves due to their ability to glow. For example: "Awww, poor little glow bug. Your life must be so hard." This term can also be used as a term of endearment, though only if the Iron Slave is known well.

### **Lamp**

A term commonly used to insult Iron Slaves due to their ability to glow and their assignment as being 'less than' a person.

### **Night Light**

A term commonly used to patronize Iron Slaves due to their ability to glow.

### **Glow Mules**

A derogatory term that refers to Iron Slaves as a means to haul heavy weights, pull caravans, and be treated sub-humanely as animals or objects.

## **Retrogrades**

### **Double Bagger**

A term commonly used to insult exceptionally ugly Retrogrades. It refers to needing two bags in order to have sex with the Retrograde- one for the Retrograde's face, and then one for your own in case the Retrograde's bag falls off.

### **Flakey**

A term commonly used to insult Retrogrades, due to the tendency for their skin to peel and flake off.

### **Rot Face/Rottie**

A term commonly used to insult Retrogrades, due to their rotting skin.

### **Nann/Nanner**

A term commonly used to insult a Retrograde based on the idea that their skin is coming off like the peel of a banana.

### **SATE**

An acronym for a Sin Against The Eyes.



## **Full Dead**

### **Zed Head**

A term commonly used to insult Retrogrades or Full Dead, referring to their corpse-like appearance.

### **Stiffy**

A term commonly used to insult Full Dead referring to their corpse-like appearance while having a double meaning to imply male genitalia.

### **D.C. (Dee Cee)**

Short for a Dapper Cadaver. Spawned from a need to differentiate different types of Strains that appear corpse or zombie like.

## **Rigger**

Spawned from a nasty rumor that Full Dead suffer from rigor mortis when they sit in one place for too long. Believed to be related to the periods of time where a Full Dead is distracted, and just sitting in place for prolonged periods.

## **Rottingham**

Originating from the Telling Visions, the insult of pointing out the contradiction of both being undead as well as somehow maintaining some form of dignity and superiority.

# **Lascarians**

## **Roach**

A term commonly used to insult Lascarians due to their tendency to scatter when the lights are turned on.

## **G-Dis (Gee-Dus)**

A term commonly used to describe a Lascarian that is kept around just to dispose of bodies. Likened to a garbage disposal.

## **Blinky**

A term commonly used to describe a Lascarian that originated from the cruel Merican practice of shining bright lights into Lascarian eyes when they come up at night.

## **F-Bug**

A term commonly to describe the swarming and insect-like tendencies of Lascarians in groups.

## **Scav**

A derogatory term used to insult a Lascarian due to their scavenger-like tendencies when it comes to eating dead bodies.

# **Pure Blood**

## **Mud Blood**

A term commonly used to insult Pure Bloods, referring to the likelihood that their heritage might not be exactly as pure as they claim.

## **Piggy Bank**

A term commonly used to insult Pure Bloods which refers to the financial wellbeing of the Pure Blood being their only means of worth. Used in context: 'I cracked open a couple of Piggy Banks and left them on the side of the road.'

## **Shutter**

A double insult referring to the fact that Pure Bloods lived in a secluded world, and, suggesting that a Pure Blood would lock you out to face danger for their own safety.

### **Swooners**

An insult used to suggest that Pure Bloods may faint at the slightest reason.

### **Gloss Boss**

A derogatory term for a makeup wearing Pure Blood that oversees a labor group.

## **Salt Wise**

### **Fish Face**

A term commonly used to insult Salt Wise due to their aquatic nature.

### **Fish Fucker**

A term commonly used to insult Salt Wise due to their aquatic nature.

### **Drip**

A term commonly used to insult Salt Wise that just came into land, suggesting that they leave drips of water wherever they go.

### **Froggies**

A term commonly used to insult Salt Wise due to their adaption to both land and sea.

### **Throater**

A term meant to be extremely derogatory, suggesting that Salt Wise copulate with one another in their gill slits when they want to prevent pregnancy.

## **Genjian**

### **Canners**

A derogatory term used to describe Genjian, commonly referring to their armor as being a can that you would store food in. Used in context, "Saw a bunch of hunters rip open a squad of Canners, it was like watching a chicken eat an egg."

### **Selfies**

A shortened version of 'self-cleaning garbage', referring to the way that Genjian commit ritualistic suicide to prevent their corpses from rising back from the dead.

### **Remmies**

An insult against the pride that a Genjian holds in their heritage, suggesting that Genjians are nothing more than elitist remnants.

### **Posies**

An insult to suggest that a Genjian is posing when they get into a prepared combat stance.

### **Failies**

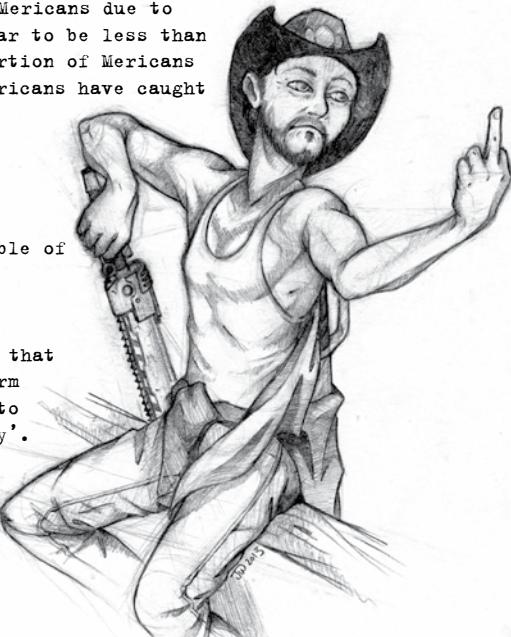
An insult that mocks many Genjian stories of how they intended to save the world, but didn't.



# **Mericans**

## **Yokel**

A term commonly used to insult Mericans due to their tactlessness making them appear to be less than intelligent. Since only a small portion of Mericans come from very rural areas, some Mericans have caught on that this is a form of insult.



## **Merican't**

A play on words to suggest that Mericans are often inept and incapable of actually succeeding at anything.

## **Gummy**

An insult referring to the fact that Mericans continuously talk. The term 'flapping their gums' was shortened to 'Gum Flaps' and then later to 'Gummy'.

## **Welcs**

An insult against Mericans, suggesting that they die so quickly that you can't even finish saying 'welcome' to them.

## **Saddlebagger**

An insult that suggests that a Merican carries their life in a saddle-bag so that they can move easily when they are kicked out of another town.

# **Nation of Accensor**

## **Freaks of Faith (FoFers)**

A derogatory term used to insult Accensors by referring to the mutations that they accumulate as they age.

## **Kneelers**

An insult that implies that Accensors are always on their knees. While in reality that's usually to pray, this term implies otherwise.

## **Sheeple**

An insult that implies that Accensors will blindly follow their faith like sheep, no matter what. It also suggests a lack of intelligence among Accensors for doing do.

## **Zoned Drones**

This insulting term refers to an Accensors constant mumbling when he prays. It also refers to an Accensors tendency to "zone out" at times while praying.

## **Moral Mooks**

An insult that refers to the fact that many Accensors are moral to a fault, implying an inherent stupidity and closed mindedness.

# **Vegasian**

## **Snake Eyes**

A derogatory term that refers to Vegasians' gambling heritage while at the same time insulting their physical features.

## **Gutter Glitter**

An insult to imply that Vegasians are a bright and shiny material commonly thrown away to try and make something prettier, but are often times just found washed up in the gutters. Doubles to imply that the garish dress of a Vegasian is still of lackluster quality and dubious stature no matter how much it is shined up.

## **Fake Bloods**

An insult to suggest that Vegasians want to dress like Pure Bloods, but can't seem to make it work out.

## **Comb Clogger**

An insult referring to the large volumes of animal fat and grease used to ensure Vegasians achieve the high maintenance hair styles they desired. Implies that a Vegasian is greasy.

## **Jokers**

An insult referring to the fact that you can never take a Vegasian seriously because more than likely, they're lying to you.

# **Natural Ones**

## **Pinecone Wiper**

A derogatory term to suggest that a Natural One cleans their back side with the harsh and rigged edges of a pinecone.

## **Rocky**

A derogatory term to suggest that Natural Ones are stupid enough to keep pet rocks and name them.

## **Nub-Nubs**

A derogatory term to suggest that Natural Ones are barbaric enough that they are incapable of wearing enough clothes to prevent their nipples and genitalia from being seen. This term is used on primarily loin cloth wearing Natural Ones or Natural Ones that shun basic protective clothes.



### **Toer**

A term commonly used to insult Natural Ones based on the idea of lacking textile or quality crafted footwear. This insult confuses most Natural Ones since their utilitarian clothes often times make much more sense than the clothes of Vegasians or Pure Bloods.

### **Knotter**

An insult meant to imply that Natural Ones take care of their sexual needs by humping knots or branches of trees.

## **Diesel Jock**

### **Mouther**

Short for Motor Mouth, an insult based on the idea that Diesel Jocks are incapable of talking about anything other than their rides.

### **Clanker**

An insult for a Diesel Jock, hinting at the fact that a Diesel Jock's ride isn't really up to par and instead "clanks" when it moves.

### **Bucket Head**

An insult referring to the protective helmets that Diesel Jocks sometimes wear while riding their vehicles.

### **Rashface**

An insult implying that a Diesel Jock is not only ugly, but has fallen off his ride more than once and has gotten road rash.

### **BaSeB (Bayseb)**

Back Seat Bastard(Bitch). An insult commonly thrown around between Diesel Jocks suggesting that the only way they will see a truly fast vehicle is from the back seat.

## **Rover**

### **Ragrat**

An insulting term referring to a Rover's "pack rat" nature due to moving from place to place while at the same time insulting the scarves they usually wear.

### **Scarfies**

An insult that refers to the fact that Rovers tend to wear multiple scarves.

### **Hitch Bitch**

A derogatory and demeaning insult referring to the part of a caravan that connects a cart to the work horses. The hitch is the part that swivels, often makes the most noise, and follows right behind the posteriors of the pulling animals.

### **Scarf Monkey**

An insult used to describe Rovers that travel around the Old York region (See: "Rust Monkey" under Yorkers). It also implies that Rovers are prone to having fleas.

### **Traffic**

A phrase used to insult large numbers of Rovers, often times traveling together on the road. Use: 'I ran into a bunch of traffic, damn near ended up wearing a scarf and married to someone.'

## **Reclaimer**

### **Sap Sucker**

This insult refers to a Reclaimer's tendency to live in areas rich with Maple trees. Maple trees are commonly known for their sap, and the food products that can be made from the maple sap.

### **Reddie**

This insulting term refers to a Reclaimer's red-hued arms and exposed muscles.

### **Frosty**

This derogatory term refers not only to the fact that a Reclaimer is likely to be from the north, but also to their silver or blue eyes.

### **Pineskin**

This insult refers to a Reclaimer's bark-like, leathery skin along his arms.

### **Procto**

This insult originates in the pre-fall medical practice of proctology. At some point a pre-fall item was found that connected proctologists with putting on gloves. While most modern survivors are unaware of what a proctologist is, the term Procto unfortunately stuck with the Reclaimers.

## **Unborn of Teixiptla**

### **Dewy**

An insulting term that refers to the fact that the Unborn can look "moldy" or "rotten" in appearance, like something that has been eaten up by mildew.

### **Floater**

An insulting term that suggests that Unborn look like either a waterlogged corpse or physical waste left in water.

### **Gurgler**

An insult that refers to the fact that the Unborn look sickly and unwell.

### **Mosser**

An insult that refers to the Unborn's greenish appearance.



## **Coqui**

The name of a type of frog found in the warm jungle regions where the Unborn are found, it is a common joke that the Unborn are the ones causing the unique 'Coe-Key' noises in the jungles that are produced by the Coqui frogs produce.

## **Solestros**

### **Half Blood**

An insulting term referring to the fact that Solestros are only part Pure Blood.

### **Grubbers**

An insult that refers to the fact that Solestros need to actually work and "grub around in the dirt" to make a living rather than simply live off of their families' earnings.

### **Drudger**

An insult that refers to the fact that Solestros are a bit like slaves to the Pure Bloods that they work for.

### **Shaker**

An insult that refers to a Solestros' dislike for cold temperatures in addition to the fact that they can be cowardly when faced with physical danger.

## **Remnant**

### **Leftover**

A derogatory term used to insult Remnants that implies that they are merely the "leftover" parts from other Strains, and that no one really wants them.

### **Mutie**

An insulting term that not only refers to a Remnant's strange mutations, but also refers to their mixed parentage.

### **Mule**

An insult that implies a Remnant's mixed heritage and questions their ability to be sexually viable or wanted.

### **Rando**

A derogatory term commonly used to insult Remnants by suggesting their heritage is a random mix of strains and parenting.

### **Forgotten**

An insult used to imply that Remnants are both unwanted and forgotten. This term is usually thrown in as word play when talking to a Remnant. For example: "Oh, I was supposed to pay you? I'm sorry. I must have forgotten."

# **Red Star**

## **Sickle Slave**

A derogatory term that implies that Red Stars are slaves to their commune without any free will of their own.

## **Tool**

An insult that refers to a Red Star's likelihood of simply being used as a "tool" for the betterment of their commune.

## **Lemming**

An insult that refers to a Red Star's likelihood of following his commune blindly and without question.

## **Soulless**

An insult commonly used by the spiritually inclined, in particular Accensorites and Priests, referring to the fact that acts of faith do not work on Red Star due to the fact that they have no soul.

## **Popoffs**

Originating as an old Nuclear Family tradition of making a game of completely shooting the star out of anything that had a Red Star insignia on it. Nuclear Family members would load up extra ammunition and try to 'pop off a star'.

# **Common Slang and Insults**

## **Slack-Jaw**

Term used commonly to refer to the infected dead, or, people acting as mindlessly as the infected dead. "Look at all dem slack-jaws. And if you look past the townfolk, you can even see real slack-jaws sneaking up behind em."

## **Nutter**

A person who runs into combat with the hopes that their armor will protect them despite the fact that their physical body is incapable of taking much damage. "I've got ten that says that nutter's armor ends up on a work bench pissing off a tink-tink."

## **Muffle**

An individual who believes that everyone should be treated fairly and equally regardless of the individual's capabilities. Also known as 'suckers'. "That muffle wants us to all be nice and get along like some sort of inbred nuclear family."

## **Ankle Biter**

A zed that has been dropped, but, no one has remembered to dismember and finish off. "HEY! Finish your kills. Don't leave all these Ankle Biters around"

## **Brainers**

A term referring to Raiders and their rotten, infected, brains. "Hear that screaming? Sounds like some brainers hit the Chandler's farm. So, get you another drink?"



# DONE

## Mechanics and Conflict Resolution

### Mechanics Interaction

So now you have a concept for the survivor you want to play, a character sheet, and your costume all together; but what does all of this mean? Truth be told, you have already completed the difficult portion of the game mechanics in Dystopia Rising. Use of Skills, Mind Points, Health Points, teaching, learning, and fighting is a simple process. We have made the process simple so that once it comes to game time at a Dystopia Rising event, you are thinking more about surviving and interacting from your character's perspective instead of trying to figure out rules.

### The Character Sheet

The first mechanic interaction to learn is your character sheet. Your character sheet is not an in-game item —and you should ignore their presence when you see other people consult them— but instead a representation of the Skills and abilities that you have. It should be stored in a manner that protects it from wear and tear during play, but still be readily available for you to access at any point during an event. (Plastic bags or small tins such as those used for some brands of mints are good choices.) A character sheet is printed new for you at the start of each event, and will be collected before you leave. The reason we collect and produce these sheets for you is that as you spend Experience Points in game to learn new things, we will add them to your sheet for the next time you come to an event.

Your character sheet is double-sided, with all of your game information on the front, and sections of time marked out on the back. In-game Skills are listed on the front; it is your responsibility to know what they do, so that if you use them in a situation and someone is unsure of what you are doing, you may explain them quickly and concisely. If you need to look up a Skill, especially one you've just learned, rulebooks are available for referencing at Logistics, and rules Marshals may be consulted during play. At the end of a module —a period of intense action— or after character on character interactions, you are expected to note what Skills you used on the back of your character sheet in the correct lined section.

As you use Skills in non-combat situations, you will record the Skill use on the back of your character sheet along with the Mind Point expenditure. In the instance that the Skill is used mid-combat, as soon as the conflict slows you will update your character sheet with the Skills that were used during the conflict.

Any augments that your character receives from another player, from your gear, from brews, or from food should be recorded on the back of your sheet as well. These notes can be as simple as 'Faith Healed by Bob' or 'Snake Oil'. These notes should be enough that when a Marshal spot checks character sheets, or after the event when character sheets are reviewed, the staff members understand what mechanical resources you used or consumed to increase your health or mind.

You should store your character sheet in a plastic bag, and have the character sheet in a place of easy access. Please understand that other people will be handling your character sheet, so be sure to keep your character sheet stored in a location that doesn't press up against your skin (not in your corset, your sock, or your underwear folks).

## Skill Conflict Resolution

So now that you know your Skills, and how to register their use, it's time to figure out conflict resolution. While sometimes conflict resolution refers to contact safe combat, as a term it actually refers to determining an outcome for any situation of contested intent. In many games you need to roll dice, flip cards, or some other randomized aspect to determine the capacity of chance. In Dystopia Rising, more often than not we rely on skill instead of random variables.

### Using Mind Points

Many Skills also require an expenditure of Mind Points - a trait your character has, reflecting their ability to perform various extraordinary feats - for activation. Mind Points are required to activate many of your accumulated tricks, techniques, and even supernatural powers. At twelve noon and twelve midnight, referred to as the Twelves, your character's available Mind Points automatically refresh, unless specific effects prevent it. If a Skill has other requirements, they will be specified in its description.

### Additional Requirements: Time

Many Skills require nothing more than a simple Mind Point expenditure; if you have the Mind Points and you spend them, then you have successfully activated that skill. Some Skills specify a certain amount of time before they take effect - unless it says otherwise, you should roleplay the process of using that Skill during that time. This time must be continuous; if a Skill requires ten minutes to use, it cannot be done in one or two minute increments. Note that many abilities with Time requirements can be interrupted, and will say so in their description.

### Additional Requirements: Resources

Some Skills, crafting in particular, require that you have resources or tools on hand to successfully complete the Skill. If a Skill has other requirements, those must be met at the time of its use; for example, if you have plenty of Mind Points but no raw materials to work with, then crafting Skills such as Brewing or Forging the Future won't be of much use. Those resources are invested at the beginning of the Skill's use, and are lost if the Skill is abandoned or otherwise interrupted, and the Mind Points lost.

### Additional Requirements: Role Play

Many uses of Skills require a player to fulfill a series of roleplaying requirements before they are able to reap the benefits of a Skill. Skills such as Forging the Future, Crop Tending, and Fishing all generate Item Cards after a period of roleplay appropriate to the Skill being used, tools with appropriate Physical Representations are possessed (Workbenches, Fishing Poles, Forges, etc), and an appropriate value of Mind Points has been expended.



## **Melee vs Ranged effects**

Some Skills require a ranged attack or a melee attack to be used successfully. What they are referring to in regards to these terms is our contact safe combat system. If the attack misses, or if it is negated by a defensive skill, the Skill does not take effect. (Some Skills may exceptions to this rule, which will be detailed in their description.) A melee attack means a strike with a contact safe melee weapon - it cannot be delivered with any prop, hard shell weapon, your bare hands or any other part of your body. (In-game 'bare hand' attacks are represented by special brawling boffer weapons, covered under the contact safety rules.) Ranged attacks mean a successful attack made with a soft cloth packet, boffer thrown weapon, or an approved contact safe foam dart.

## **Defenses**

At times, especially if you are targeting a person, someone else can use a Skill that negates yours. If someone wishes to do so, they have 5 seconds after your Skill use to do so. For example, if you strike a target from the front and use Mangle Limb, they could possibly call a defensive Skill such as Parry, which would negate your Mangle Limb. A Skill can only negate those Skills or types of Skills specifically listed in its description- even if you think it makes sense that you should be able to Avoid a use of Break Weapon, since Avoid does not list it as a type of Skill it can prevent, it cannot be used to negate that Skill.

## **Automatic Hits**

Some Skills and abilities automatically hit their target without needing to engage in a contact safe combat attack. These abilities must be announced loudly and clearly, with the user gesturing to the target of the attack to indicate the automatic hit target. For example, when calling out a use of the Sniped Shot Skill, the Sniper would need to declare "Sniped Shot" followed by the Target, and then any damage or effects being delivered. The target would then have the opportunity to utilize defensive Skills as normal. Note that if the target cannot hear the attack call, they cannot take the attack call, so be loud and clear!

## **Specific Targets**

Many combat Skills require that you land the attack on a specific target for it to take effect. For example, "Destroy Shield" will only work if it strikes a shield. With both Melee and Ranged attacks, if the Skill specifies that a specific target must be struck, and the attack fails to hit the intended target, the Mind Points are lost, and the ability has no effect.



# **Headbands and Hand Gestures**

There are a number of gestures that augment or change the mechanical progression of the game. Headbands and particular arm gestures will change how you interact with your environment, and even what your character is capable of seeing. Be sure to have a set of headbands with you at game, and read over the list of gestures and what they mean.

## **Bright Orange Headband**

Non-combatant character, cannot swing contact safe weapons nor be hit by contact safe weapons.

## **Bright Green Headband**

Not in character. This color is only used when leaving game, when traveling to or from NPC shifts, in the instance that your character has died and you are on your way to logistics, or in the instance of emergency.

## **Forearm in Front of Face (as if hanging an opera cape)**

Unseen due to stealth.

## **Forearm in Front of Face, Other Arm Pointed at the Sky**

Unseen due to high flight.

## **Forearm in Front of Face, Other Arm Pointed at the Ground**

Unseen due to burrowing

## **Hand out, palm open, and directed towards a target**

Approachability skill in use. This is combined with the declaration of the Skill, in the instance you see the gesture without knowing what skill was used simply ask clarify.

## **Fist in the Air**

Using an effect that has a radius effect. This is combined with the declaration of the Skill or effect, in the instance you see the gesture without knowing what Skill was used simply ask Clarify.

## **Both Palms Open With Both Hands Over Head**

Call halt to action due to safety reasons. This is combined with people calling 'HOLD'. This should only be used in instances where a danger, injury, or threat has been confirmed.

## **Palm Open Facing Outward on Top of Head**

Signifies quick out-of-character clarification or comment. Please Clarify without stopping the flow of action. Often used in conjunction with say 'Clarify: (situation or skill name)'.



## **Combat Privileges**

Dystopia Rising allows for safe and controlled melee and ranged combat between combatants to determine successful strikes and unsuccessful strikes. First, players should understand that contact safe combat is a privilege, and not a right. Those who endanger others with unsafe actions will receive the following:

- First offense results in a warning and a notation added to your sheet
- Second offense results in two months suspension from active combat
- Third offense results in having all contact combat privileges revoked permanently

Staff Members may choose to move directly to a greater punishment level if they believe the offending action requires such. Reprimands are not limited to these punishments, and may result in actions up to and including banning a guest from future events.

## **Combat Safe Melee Weapons**

During Check In, each guest must present their melee weapons, packets, and armor for staff review. This must be done at each event, even if an item has passed inspection before, in order to ensure that a previously acceptable item has not become unsafe due to routine wear, weather deterioration, etc. These items will be inspected to ensure that they are in accordance with our safety standards and guidelines. This review will determine if equipment can be used during a Dystopia Rising event. If an item is not approved, that item must be removed from the game site; being returned to that person's vehicle is acceptable. Please read our prop creation guidelines to ensure that the product you are bringing is acceptable. When in doubt, contact game staff with questions in advance, in order to avoid surprises during Check In. See the Logistics section under Equipment Tags for more details.

## **Physical Representations of Firearms**

Dystopia Rising allows Physical Representations for firearms. These Physical Representations must have a bright orange tip that is visible from the front and all sides. This Day-Glo orange tip on the gun barrel must completely cover the firing opening as well as encompassing one and one half inches of the sides of the weapon. This tip may not be covered at any time, and must be easily noticeable from at least twenty paces away. These physical representations cannot be an actual firearm, nor actually capable of firing. We highly recommend constructing contact safe firearms.



Firearms Physical Representations, when drawn, must never be pointed anyone's face, nor should other physical representations ever be aimed any higher than center torso. If combat becomes melee range for someone using a firearm, the firearm must be lowered to that person's side. That individual may still throw packets or fire safe foam darts to represent firing, however, for safety the Physical Representations may not be extended outward at any time during close quarter situations.

## Non-Combatant Characters

A player who has combat privileges suspended or revoked, or who is non-contact combat for other reasons such as health issues, must wear a bright orange headband to signify their status. Players who are unable to participate in combat are heavily encouraged at character creation to design characters that are not focused on combat. Non-contact players may have martial concepts denied by the staff.

### Engaging in Combat with a Non-Combat Character

A non-contact combat character can still be attacked, but the attacker must not strike the player. Instead, the attack must approach within melee striking range, or reasonable missile range (approximately 10 feet) and then call damage (or Skills). Each strike that is called automatically lands. Note that these attacks cannot be rattled off rapid-fire, but must be delivered at a cadence that is reasonable to the type of attack being used. Non-contact players cannot hold weapons in their hands, but can wear them at their side. If the non-contact player is in contact with a weapon, including one in a sheath or holster, they can call defensive Skills that are dependent on having a weapon in-hand.

# Contact Safe Combat

Dystopia Rising is a lightest touch contact safe combat game. This means that by engaging in a Dystopia Rising LARP Network event, you understand that you are entering an environment where consensual physical contact is going to happen in the simulation of combat.

## Engaging in Contact Safe Combat

Once that you have determined that an area is safe and that all those involved are available for contact safe combat, then the following rules apply must be followed to determine legal strikes, damage, and Skill use. Any violation of these rules can be cause for your contact safe combat privileges to be revoked.

### Legal Striking Areas

- 1) You may strike the chest, back, side, legs, shoulders, and arms of your target
- 2) Strikes to the head, neck, groin, hand, and foot are not legal strikes and not allowed
- 3) Striking prohibited targets may cause harm to others and may be cause for your contact safe combat privileges to be revoked

### Strike Speed, Location, and Force

- 1) At all times you must be in control of your contact safe weapon, and all strikes are to be to lightest touch. Failure to show proper control or complaints due to hard strikes may result in contact safe rights being revoked.
- 2) All strikes must be 90 degree strikes to lightest touch. Strikes significantly less than 90 degrees do not simulate realistic melee combat, and may not count. Strikes significantly over 90 degrees are not safe, and may cause harm to your target. These strikes are not allowed.
- 3) During a flurry of three strikes, the first and the second strike may not strike the same location on your target. In a series of two to three strikes, the second strike must always land on a different location than the first (upper torso and lower torso are acceptable).
- 4) No more than three strikes may be landed in a row without first observing a full second disengagement before striking again. 'Drum rolling', 'machine gunning' or 'flurry attacks' are not allowed and do not count for damage or Skill effects. Between each set of three strikes a player should be able to say 'One Mississippi'.
- 5) Tangential strikes must land in different parts of the body. This means that while strike 1 and strike 3 may be in the same place on the body, strike 2 must be in a different zone. The different zones of the body are



considered upper front torso, lower front torso, upper back torso, lower back torso, upper right arm, lower right arm, upper left arm, lower left arm, upper right leg, lower right leg, upper left leg, lower left leg.

6) In the instance that you wish to strike the same place twice in a row, you must pause for a second before reengaging. The 1 second 'reset' pause between flurries starts a flurry over new.

7) Striking two or three different people does not cause flurry rules. Striking the same person multiple times in a row with the same weapon causes a three strike flurry. In the instance that a player strikes their first target, and then a second target, and then goes back to the first target then the player does not need to pause to reset their flurry. In the instance that Florentine fighting is being used, a total of 6 strikes may be landed (three with each blade) before reset needs to occur. Brawling strikes is limited to 3 strikes total (sum between both brawlers) before reset needs to occur.

8) As all strikes are to lightest touch, any melee strike that contacts a shield or melee weapon prior to landing is considered blocked. 'Pushing past' a parry is unsafe and not allowed.

9) Weapons must be held upright, and reverse gripping weapons is not allowed. Reverse gripped weapons increase the likelihood of a punch strike accidentally happening.

10) Weapon trapping, or ensnaring or holding another person's weapon is not allowed.

## Calling Damage, Skills, and Defenses

1) When swinging or firing you must call your damage and any skill modifiers. If damage and skill modifiers are not called then it is assumed that any melee strike only does one point of damage and any ranged strike does three. We recommend calling at least the numerical value of the damage to ensure that the struck person acknowledges the damage done. (example of three different attack calls: '3', '3 Rad', '3 blessed')

2) When you are striking with a mock combat weapon, you must call out the damage or effects that are associated with a strike.

3) When using a Skill to counter a strike or effect, the defending player has roughly 5 seconds to respond with the defensive Skill being used to negate the simulated attack.

## **Safely Using Shields**

- 1) Shields must be kept vertical and close to the body. Do not extend your arm to block shots aimed at other people or push your shield out as a means of forcing distance between you and another player.
- 2) Hooking or holding another person's Shield is not allowed.
- 3) Shield bashing, charging, or other tactics to force a person backward or to cause an individual to lose their footing are not allowed.

## **Ranged Weapons, Darts, and Packets**

- 1) Packets and foam darts representing firearm rounds are considered to have hit if they strike a shield, unless Skills are used to cause these shots to reflect, or if the item in question causes a 'no effect' response.
- 2) Firing ranged combat mock weapons (representation for bows or pistols) may only be used at a minimum range of two steps. Once combat engages closer than 2 steps, the user of a ranged combat mock weapon may no longer fire but instead must use fabric and seed packets to represent ranged attacks (*see crafting guides presented by the Dystopia Rising Network*).

## **General Rules**

- 1) At any point if a 'Hold' is called, all those within ear shot must immediately cease movement and conversation until the 'Hold' is cleared. At any point if safety is in question a 'Hold' may be called by any person.
- 2) Person to person contact mid conflict is not allowed.
- 3) Guidelines for mock melee, brawling, throwing, and range weapons are provided via the Dystopia Rising Network. These guidelines can and will change to match to the available technologies and techniques available to the LARP community as a whole.

**And when all else fails,  
always err on the side of safety.**



## Damage vs Health

In a world as full of threats, it is no surprise that every survivor will likely see damage hurled their way. Some have gotten tough to withstand that harm, while others turn tail and run before they get dropped. To represent that toughness, every character has what is known as their Health. A character's Health is the number of points of damage that a character can take before they enter the state known as Bleed Out.

A character starts each event entering play with full health. From that point on, however, Health does not naturally replenish like Mind Points on the twelves. Health can be restored in a variety of ways, such as Brews, medical skills, faith based abilities, or even psionic powers. However, most of these abilities take time to implement, so it's important for a character to keep close track of their health if they don't want to take an untimely dirt-nap.



## Restoring Health

Medical Skills, Meals, faith based abilities, and psionic powers all can restore the body, but they take time. Any skill that restores Health or Mind only only does so upon the successful completion of the skill, even though the Mind Points spent to start the Skill are invested at the beginning, so best be sure you are somewhere safe when the preacher starts laying hands to heal your wounds!

## Healing Quick List

The following chart is a quick reference list of the most common means to heal a character, and, who the legal targets of that means of healing are. These effects may change if equipment or items have specific mechanics listed that override who can be the target of an effect.

Means of Healing	Self-Administer?	Self - Administer in Bleed Out?	Administer to Others?	Administer to Others who are in Bleed Out?	Special Notes
Brew, Injected	Yes	Yes	Yes, if other allows it.	Yes	Injections require acceptance of receiving person.
Brew, Consumed	Yes	No	Yes, if other allows it.	Yes	
Brew, Inhaled	Yes	No	No	No	Requires generic crafted smoking devices.
Brew, Applied	Yes	No	No	Yes	Applied brews are applied to objects such as weapons unless otherwise stated.
Call the Almighty	No	No	Yes	Yes	Does not work if under the effects of choking blow. Does not work on Red Star
Cure Toxin	Yes	No	Yes	Yes	

Means of Healing	Self-Administer?	Self - Administer in Bleed Out?	Administer to Others?	Administer to Others who are in Bleed Out?	Special Notes
Faith Healing	Yes	No	Yes	Yes	Does not work if under the effects of choking blow. Does not work on Red Star
First Aid	Yes	No	Yes	Yes	*Use for self-administration in non bleed-out relate to equipment and Advanced Professions.
Fix Limb	Yes	No	Yes	Yes	Requires functioning (non-mangled etc.) arms to use Fix Limb.
Meal, Consumed	Yes	No	No	No	
Medical Assistance	No	No	Yes	Yes	
Medical Genius	No	No	Yes	Yes	
Psionic Skill: Jolt	Yes	No	Yes	Yes	



**DONE**

## **Damage vs Armor**

Most survivors figure out that the best way to protect themselves from the things that want to hurt them is to put something tough between those things and their squishy bits. Armor Items provide Armor Points similar to Health that are depleted before Health when taking damage. In addition to that, Armor is a fantastic defense against Poisons, which only affect the target if they deal damage directly to your Health Points. A character may only wear one set of Armor at a time. Armor cannot be stacked unless the item card specifically states otherwise.

### **The Benefits of Armor**

Armor is a piece of equipment that is crafted in game, and requires a player to wear armor physical representation to gain the benefit of an additional pool of 'Armor Health' or 'Armor Points'. Health that is provided by Armor is the first damage that is loss whenever a character is struck for damage or is hit with an effect that causes damage.

Armor also can provide a "Damage Reduction." Damage Reductions 'X' reduces any and all incoming damage by 'X' amount, to a minimum of 1 Damage. So a suit of Armor that sports a Damage Reduction '5' would cut a damage call of '15' down to a damage call of '10', but a damage call of '4' would only be reduced to a damage call of '1'. In the case that a damage call has been reduced to the minimum of 1 damage, it is the Armor wearer's responsibility to call 'Minimal' in response to the damage call, so that the attacker knows their strikes are doing significantly less damage.

### **Armor Types & Appropriate Phys Reps**

The rule for Armor is: For every point of Armor that you are wearing, 1% of your body needs to be covered with an appropriate representation of post-apocalyptic Armor. So an armored harness providing 15 Armor Points should cover 15% or more of your body.

However, you will find a few different styles of Armor in the Dystopia Rising world, each with their own flair. Each item card will have a name indicating the style of armor which you should keep in mind when finding appropriate Phys Reps. You cannot benefit from the Armor Points or any special traits granted by Armor unless you are actively wearing the complete Physical Representation of the armor in question. Any Armor that is in play must be properly tagged to be used and associated with an Armor Item tag. See the Logistics Equipment Tag section for more details.

#### **Jackets and Vests**

Exactly what you would think, these Armors cover a smaller area, and area generally lightweight and fashionable. They provide few armor points, but can be discreet and cheap.



## **Outerwear, Rigs, and Harnesses**

These medium weight Armors are typically crafted from heavy longcoats, protective equipment, and plenty of belts and tactical webbing. They provide a moderate amount of Armor points to the wearer, as well as a fair amount of utility.

## **Body Armor and Armor Suits**

These heavy Armors typically cover the majority of the body, and provide added protection to particularly vulnerable points like the neck, shoulders, and hips. These Armors grant a significant amount of armor points, and are generally made of sturdy materials, such as heavy synthetic fibers, plastic impact panels, and metal plating.

## **Military Grade Armor**

These armors can be of any of the previous three types, but are made with only the best materials, and were designed for heavy combat. Rumors exist that Military grade gear not only provides the most armor, but also can have accept military grade augments and attachments.

## **Starter Armor**

When a player comes to an event for the first time, they may be provided starter Armor based on the Physical Representation that the player brings to game. Starter armor is never as good as crafted armor, and will expire within 12 months of having the Armor provided. Crafted Armor is always superior Armor, and players are encouraged to interact with crafters (or be one themselves) to see about having Armor crafted.

## **Breaking and Repairing Armor**

Armor at times provides benefits more than just armor points. These benefits are provided by the armor as long as the armor is not 'broken'. Armor is considered 'broken' if the skills Break or Destroy Armor has been successfully used on a set of armor, or if the Armor reaches zero Armor Points. If at any time an armor is 'Broken', all mechanical benefits of the Armor are lost. Note that any detriments associated with wearing the Armor, are not.

Some attacks bypass Armor. As an example, ZONE types of damage ignore Armor completely in regards to damage. If an attack bypasses Armor (does not interact with the Armor at all) then any modifications that the Armor would provide are also ignored (such as being effective against Fire damage, or providing a damage reduction).

If Armor is broken, or brought to zero, for the ease of bookkeeping any use of Repair completely replenishes the available Armor provided Health. This means that, for example, a set of Armor provides 30 points of Armor Health. If it is damaged down to 20 available points and then hit with Break Armor, and is then brought to be repaired, the armor will be given back repaired and back at 30 points of armor.



# **When a Character Hits Zero Health: Dying and Bleed Out**

**E**ven with Armor and plenty of Health, the toughest survivors can get taken down. If you receive more damage than what you have in Health and Armor points, you have reached a stage known as 'Bleeding Out' and are perilously close to meeting the Grave Mind yourself!

## **Wailing Wounded**

While 'Bleeding Out', you have 5 minutes to have your wounds tended to. You cannot move, attack, or use Skills during Bleed Out. During that time you may call out in pain, moan, and make other death noises, unless silencing effects have been used on you.

## **Bleed Out Timer**

Any Skills that halt or heal your Bleed Out process must be COMPLETED before the 5 minutes have passed. If stabilizing a character takes 2 minutes to process, then that 2 minutes of roleplay must be completed before the 5 minutes are up. There are many tools of the trade, such as Crash Kits, that make the stabilization process faster.

You may not say how much time you have left in minutes, but you may communicate your sense of urgency to the people patching you up. Phrases like 'You're quick, I just got dropped' or 'Holy shit... I think I'm dying' are both completely acceptable ways to communicate to a player how long you have been on the ground. Saying 'I only have 2 minutes left in my Bleed Out' not only is inappropriate to say given the fact that you are currently on the ground dying, but also is a very genre jarring statement. Always try to communicate mechanics via in-character terminology.

## **Killing Blows**

During those 5 minutes of Bleeding Out, someone can end your 5 minutes faster. By walking up and placing a weapon on you, they must loudly call out "Killing blow one, Killing blow two, Killing blow three," and then declare the amount of damage of their attack. This process must be no faster than 5 seconds at which at the end they must declare damage and strike. Knocking away a weapon before the count is complete forces the count to restart, as do certain defensive Skills such as Interfere. If damage is not called, or it is not sufficient to overcome any damage reducing effects, Bleed Out continues as normal. If a Killing Blow does not do enough damage to kill a character, the target receiving the Killing Blow must declare 'insufficient damage'.





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# **Taking a Death and Being Claimed by the Grave**

If a Killing Blow is used on you, or 5 minutes of Bleed Out pass without any healing Skills or items successfully used on you, your character has 'taken a death'. What happens is that you will wait for 15 minutes beyond the 15 minute count as a prone corpse in character, and then you will put a green headband on. The 15 minute past your Bleed Out allows PCs and NPCs the ability to interact with your corpse before the infected body rots breaks apart and the entire body is absorbed into the ground. During this 15 minutes players may loot, eat, or interact with your corpse. Remember, you are not playing a human, and the sudden and brutal dissolve of the post mortal flesh is something that people have come to accept as a part of life. While this doesn't make the emotional reaction of what has happened any less potent, it does make it a part of your regular acceptance of the world. It should also be noted that both Raiders and Zombies do not rot at the same speed as Strains. Raiders and Zombies may decay in anywhere from 0 seconds to 5 minutes time. If you are looking to harvest materials from the undead, you will want to hustle.

After the 15 minutes of post-mortem time, at this point you should immediately head to Logistics, who will record your character's death and narrate a special scene for you. If items were on your person, those items come with you. Any items that were going to be 'looted' from you need to be taken before the 15 minutes you spent post Bleed Out as a corpse.

## **Post Mortem – What Happens Next**

After a character has taken a death, and the player goes to Logistics, a few things happen. First, the Storyteller or Marshal on duty is informed that a character death has happened. The Marshal will inform the Storyteller that the death has occurred in the instance that the Storyteller is currently occupied with organizing a module.

There are instances where a character death happens during a period of time where Logistics is not open. More times than not, if Logistics is not open, then the character death happened due to character verses character actions. If character verses character actions have occurred, then a Storyteller or Marshal is already on hand to marshal the character verses character action. That Storyteller or marshal will oversee the recording of changes that occur on a player's sheet, and the player is given the option of having their Grave Mind scene once Logistics opens up or if they would like the Marshal to find a Storyteller to run their scene. In either instance, the Marshal will ensure that the player who has taken a character death is taken care of before leaving the player.

What happens next is that the character sheet has the infection change recorded on their character sheet, and, the Storyteller who is overseeing the Grave Mind scene or the Marshal present for the character verses character action makes sure that the player is not having any issues in regards to how the character death happened, or taking the character death personally on an out-of-game level. This is the perfect opportunity for the player and the staff member to discuss what happened, to ensure that the player is emotionally stable and of a right mind before entering play, and provides the player with one-on-one interaction with an attentive and caring staff member.

After the player is tended to, the Storyteller asks the player if they would prefer to have a derangement randomly rolled for OR have one assigned based on the Grave Mind scene which is about to occur. This is completely up to the player, allowing a degree of control over what is going to flavor the role-play of the character when they return to game.

The Storyteller then takes the player to a secluded location, and has the character close their eyes. The player then describes the last moments of their death, and the Storyteller then in turn gives narration in regards to the experience of what it is like to die in Dystopia Rising. A personal scene occurs, part of the nature of which is outlined in the section introducing the Grave Mind and returning from the Grave Mind, after which the player returns to play.

When the player returns to play, they will have the loss of an infection recorded on their sheet as well as the temporary derangement they have gained. They will be walked back to where they will re-enter play (often time the morgue), and they are instructed as to what their first experiences will be once they return to play. The player will return to play at full Health, however, they will not have regained any Mind Points from the experience of death.

## **The Grave Mind Scene and Returning from the Grave Mind**

The Grave Mind, as a concept, is an aspect of the Dystopia Rising universe that permeates everything from the mythos of how the world fell all the way through the very existence of the Strains that live in this post-apocalyptic world. Whenever a character is having lethal wounds pulled back together with just some effort and bailing string, whenever a Psion uses their ability for mental focus, and whenever an undead consumes the flesh of the living, both the 'Infection' and the 'Grave Mind' is involved.

The 'Infection' is an organic born host that exists symbiotically within modern day survivors. It is often argued if what is commonly known as the 'Infection' is a blood born fungal entity, a viral inhabitant that affects the body like a retrovirus, or some condition that pre-fall humanity has accidentally engineered. What is known is that within each Strain is a degree of this 'Infection', and when one of the Strains dies it is eagerly consumed by the Grave Mind.

The Grave Mind is both a series of physical locations as much as it a conceptual state of being. Rotted organic entities, immeasurable in size, which exist in spaces in anywhere from a few yards to a few miles beneath the surface. Often times the Grave Mind has long networks of web-like flesh that extends close to the surface. These areas are commonly referred to as 'Morgues': Locations where creatures that have been processed by the Grave Mind return to the surface. Morgues have a tendency to grow into areas where high population (*read: food sources*) of the Infected exist. In areas that have a number of Psion presences, often times the Grave Mind will have a multitude of locations where it will expel individuals post death.



The heart of the importance of the Grave Mind, beyond how it connects to the existence of the world as a whole, relates directly to what happens when an individual that carries a degree of the Infection (that would be all Strains, most Raiders, and the undead) die. The Infection that is within the individual body works as the potent bond which keeps the flesh together, despite the radioactive environment, water that is poisonous by real world modern day standards, and the continued existence of a people who routinely deal with near death situations.

It is theorized that the Infection is an extension of the Grave Mind as a whole, and with that, anything that carries a portion of the Infection within it is part of a loosely linked network that ties back to the Grave Mind creatures. The Grave Mind, as an unliving psionic entity, pushes the infected Strains into the world the same way that a starfish pushes its stomach out to eat. The large, nearly immobile, masses of the Grave Mind use the living Strains as a means to not only collect sustenance, but also as a means to add unknown materials to the collective psionic link.

This co-dependent existence causes a unique situation for the world. As creatures with the Infection, it is due to the fact that the Infection carrying materials within their body either cannot support life any longer or the body has lost enough of the Infection carrying blood from their system that the environment becomes terminal. Regardless of which means causes the demise of the Strain or Raider or Undead that carries the Infection, the Grave Mind reacts by reabsorbing the corpse into itself. Feeling a part of its system fail, the fallen individual triggers a reaction that is not unlike when white blood cells and platelets react to a cut on a human body. It reacts in a way where it looks to repair what damage has been done.

The Grave Mind, each creature measured in hundreds of miles of mass, absorbs the deceased Infection carrying portion back into itself. Here the Grave Mind temporarily stores the consciousness of the individual in the shared undead consciousness that exists within the psionic link of all infected creatures, and the Grave Mind attempts to repair the damages that have been done to the formerly living individual.

Unfortunately for those that have died, having your consciousness linked across millions of undead minds as well as having it traipse through the primal subconscious of the mentally diseased Raiders is not healthy for the mind. Being aware, and sentient, as your flesh is deconstructed and reknit is not healthy for the mind. The immeasurable pain and nearly unfathomable experiences of existing in a near pure thought form often causes minds to break.



The experience that the individual experiences, when they are dead, is often dependent on the circumstances in which the individual died. In addition to the flavor of the individuals last moments breathing, the experience that the individual has often time is completely colored by how one's mind attempts to comprehend and maintain its sense of ID and Ego while having its very existence melted away. Visual effects, memories from the long dead, harsh emotions, and personification of the individual's negative emotions may bombard the person who is being reknit.

Each time the Grave Mind reknits a fallen Infection carrier, the individual that returns does so changed. Much like a mirror that has been broken and glued back together, the individual that has died has metaphorical cracks that are filled in by the infection. Often times appearing as dark veins filled with the Infection, scars, or skin discolorations individuals that return from the Grave Mind do so with a number of mental and physical shortcomings. At times individuals report feeling a presence within the Grave Mind 'take something' away from them, like portions of the brain or emotional connections. This explanation of personification is the mind's attempt to comprehend and describe what a completely alien and horrific experience.

When a character emerges from the Grave Mind, they do so at full health unless otherwise instructed by the overseeing staff member. The Mind Points that the player had when they entered the Grave Mind is the same as when they exited the Grave Mind, unless the overseeing staff member states otherwise. Any diseases, poisons, psionic effects, and chemical augmentations that the player had on them are removed unless otherwise instructed by the staff member overseeing the Grave Mind scene.

One thing that players should keep in mind is that the Grave Mind is not a place that people would willingly wish to enter. From dullards to Grave Robbers, entering the Grave Mind is a situation that may result in the permanent end of a character's life. Characters that take entering the Grave Mind lightly may find that the Grave Mind takes more than one infection from them, or that the Grave Mind rips the mind of those that enter apart. The Grave Mind intends on absorbing all thought, and all flesh, into itself so that it may be fed and evolve. Those that do not fight to live, or enter the Grave Mind in mirth unprepared, may never come back out.

## Grave Mind Basic Information

Since we are discussing the Grave Mind in relation to what happens when a character dies, it is appropriate to then discuss the Basic information that any character a player would portray would have in regards to the Grave Mind. The Grave Mind, as a whole, is a concept that has many of its details purposely hidden from standard player view. With the volume of story and plot that is related to the process of character death, it is often times important to keep certain details about localized Grave Mind nuances kept hidden.

However, there are a number of standardized details that any player can assume that their character knows about the Grave Mind from word of mouth, written materials, or first hand experiences. If a player chooses to come into play without this information, they are welcome to do so, however, this is a decision for a player to make for themselves.



The Grave Mind is a series of massive biological masses that range in size from hundreds to low thousands of miles. These masses of undead biological networked flesh exist beneath the surface of the earth, and reach hundreds of miles beneath the surface. The Grave Mind is a creature suspended between a state of steady organic growth and continued organic decay. These festering creatures, far too large to exist on their own, are an amalgamation of shapeless flesh, muscle, and mucus tissue networked together with spans of sickly fungal materials.

Where the Grave Mind comes closest to the surface are areas commonly known as Morgues. While many simpler minded characters may believe that morgues are some form of spiritual manifestation that exists between the world of the living and the world of the dead, the horrible fact is that morgues are more accurately described as orifices or sphincters.

As one could easily then extrapolate, each Grave Mind is a creature so massive that its ability to feed itself through conventional means is severely restricted. When you are creature that is larger than many smaller pre-fall countries, and your physical form exists in a state of constant growth and death, being capable of feeding yourself requires extensive efforts.

To feed itself, in many forms of the word, the Grave Mind uses the process of death and consumption of infected living tissue as a means to feed itself. Like a parasite, as the living Strains and the even heavier infected undead corpses consume, the infection within the parasitically linked host is fed. As a living or undead host is destroyed, the Grave Mind infection begins to liquefy the deceased corpse. The corpse in turn is pulled back into the earth within 1-5 minutes of the death of the host form. The un-living infection within the host signals back to the primary form of the localized Grave Mind that a food source is ready to be harvested, and the decaying form is pulled back into the rotted womblike form of the Grave Mind.

The experience of entering the Grave Mind varies slightly from person to person, however, the reason behind the process does not change. As the body of an infection host dies, the body and mind are absorbed back into the rotting form of the Grave Mind. The physical body and ego of the dying individual (the part of the mind that says 'I am me') begins to break down. As the body and concept of self begin to break down, the individual dying person begins to experience stimulus that their mind cannot completely understand or sanely comprehend. Tens of thousands of hive mind thoughts, almost in the form of dead 'voices', flood into the dead person's mind. The physical limitations of the physical form (having a body) goes away.

Depending on the individual, either experiences of extreme pain or complete inability to feel anything spread as the individual's body and mind are absorbed into the Grave Mind.

What happens next is what causes the most confusion, and argument, about the nature of the Grave Mind. As the individual's mind becomes part of the 'whole' of the Grave Mind, the individual's mind connects with an inhuman consciousness that does not think or believe or care in what would be traditionally considered 'sentient consciousness'.

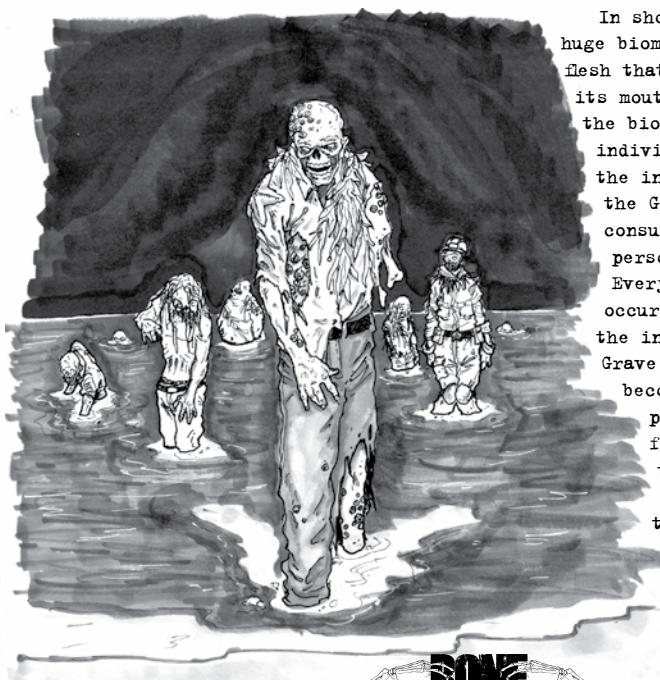
The Grave Mind is not a person. The Grave Mind is not a human. The Grave Mind is not any Strain. The Grave Mind does not actually appear to a single person, nor does it give any more consideration for a dying person than a starving person would give the emotions of a dinner roll. The Grave Mind is not a thing that cares or understands the dying.

The Grave Mind is an eldritch horror that exists on a plane of shared consciousness that is beyond the comprehension of any individual or Strain. The Grave Mind is not consciously aware of any individual that enters. The Grave Mind uses the living Strains as a means to collect food, to add knowledge to the deathless knowledge base, and when the Grave Mind is finished consuming it exudes the husk away from itself.

However, the individual ego and perception of the person who is dying struggles to understand the crushing awareness and limitless thought that \*is\* the Grave Mind, and the individual dying person's mind translates and restricts what is truly happening while trying to make what it sees make sense.

The Grave Mind does not make deals. The Grave Mind does not care about those that pass through it. The Grave Mind has no gender, does not abide by logical 'thought', and does not care about the dying container that its food came in. The visions that occur within the Grave Mind are the visions of a desperate person trying to apply reason and thought to something that they cannot control and do not understand. While people may have memories and thoughts that they believe are real in regards to interactions within the grave, the fact of the matter is that these scenes are nothing more than a dying person's ego trying to reassert a comprehensible reality.

Sometimes, on a rare occasion, the dying individual gains thoughts and memories that are not their own as they pass through the Grave Mind. The dying person sees thoughts and memories that have become a part of the Grave Mind when others passed through the unliving biomass. These experiences, thoughts, and memories play out like real memories and thoughts leaving the dying person unsure of the borders and definition of their own mind and the broken remains of the suffering dead. Also, on other rare occasions, an individual passing through the Grave Mind may leave enough of themselves within the Grave Mind where there are mental residual 'imprints' on the experience of those that pass through during death. These 'imprints' may be people or memories that reoccur to those within a state of death, however, they are not physical and real to those outside of the Grave Mind.



In short, the Grave Mind is a huge biomass of fungus and dying flesh that uses the infected as its mouths. As the infected die, the biomass absorbs the dying individual and is fed through the infected materials. When the Grave Mind is finished consuming, it expels the dead person back into the world. Every time this process occurs, more of the mind of the individual is lost to the Grave Mind and the infection becomes more and more predominant in the living form. Eventually, both the mind and the body of the individual are broken to the point where they cannot be reconstructed by the Grave Mind and a zombie 'feeder' is expelled instead.

## Non-Damage Effects

Not every mechanical conflict resolution involves fighting. Sometimes the use of brews, roleplay changing effects, and unique items are brought into play that need to be considered in regards to conflict resolution. Even at times conflict will happen that is consensual, and does not require a Marshal to be present.

The following guideline should be followed in regards to the use of Brews, Gizmos, and Non-Damage Effects.

First, ask yourself if there is a negative character sheet changing effect. If you are adding a derangement, adding an addiction, causing harm, using psionic powers, taking items against a player's will, causing harm or character death then without a doubt you need to go to step number 2. Uses of Skills that are purely socially focused such as Lie, Interrogate, and Charisma do not require a Marshal. Use of devices, meals, or brews that cause a non-mechanical response (intoxication, roleplay direction, etc) do not require a Marshal.

Second, if there is a negative sheet changing effect, clarify with those involved in the interaction if they are comfortable with resolving simple non-lethal mechanical items between those involved. Simply put your hand on your head and clarify 'Can we resolve mechanics ourselves?' in any situation that cannot result in the loss of items or cause harm to another character. ALL instances that involve potential character death MUST require a staff member. All instances of 'cabin raiding' or item theft require a Marshal.

Third, if any party involved does not agree to resolving mechanics with one another the intended scene should be put off until a Marshal can be found. There is not a 'hold' put on the scene, but instead, those involved will in-character wait until a Marshal is available.



# Items and Equipment

## Basic Equipment Guide

The following guide is designed to allow players to understand the scale of the crafting system and subsequent economy that exists within Dystopia Rising. To explain crafting, equipment, and mechanical design equipment has been given five general categories of use. These four general categories are defined as Starter Equipment, Basic Equipment, Expendable Equipment, Invested Equipment, and Superior Equipment. These descriptors have absolutely no weight or use in regards to actual mechanic design, but instead are simply used to explain basic crafting concepts and equipment evolution to players.

### Starter Equipment

Starter equipment are materials that a new character is provided when they attend game for the first time. This equipment is designed to be short lived (only 6 months until it expires) but allows players to have materials from their 'time before game'. Starter Equipment is also limited on how far the equipment can be improved, allowing only a maximum crafts level of 3. Here is a complete list of Starter equipment a character may start with:

Starting Skill	Starting Item
Bolt Action	Starter Shooter. 1 Handed. 3 Damage. Maximum Crafts 3
Bow	Starter Bow, 2 Handed, 2 Damage, Maximum Crafts 3
Brawling	Starter Knucks. 2 Handed. 1 Damage. Maximum Crafts 3
Brewing	2 Snake Oil Brews. Ingested. Heals 5 body.
First Aid	Starter Emergency Kit. 2 Handed. Causes First Aid to take 30 seconds.
Fishing	Starter Fishing Pole (As per generic item creation). Used for Fishing
Melee Large	Starter Melee Large. 1 or 2 hands. 2 or 3 Damage (by hands) Maximum Crafts 3.
Melee Small	Starter Melee Small. 1 Hand. 2 Damage. Maximum Craft 3.
Melee Standard	Starter Melee Standard. 1 Hand. 2 Damage. Maximum Craft 3.
Melee Two-Handed	Starter Melee Two-Handed. 2 Hands. 3 Damage. Maximum Craft 3.
Shield	Starter Shield. 1 Hand. Crafts Level 1. Bounce rate 5 damage.
Throwing	Starter Thrown Weapons, Set of 6. One Hand. 2 Damage. Maximum Craft 3.
Throwing, Javelins	Starter Throwing Javelins. Set of 1. One Hand. 3 Damage. Maximum Craft 3.
Trade Ties	2 uncommon Herb or Scrap. Herb has 6 month expiration.

All starter items have a maximum expiration date of 6 months.



## **Starter Armor, available without skill.**

Anyone is allowed to come into their first or second game and receive the benefits of getting a set of Starter Armor. Like all other starter gear, Starter Armor has an expiration date of 6 months from the time the card was issued. If you are making your own starter armor physical representation you will want to make a very basic set of armor for your first piece. Often times characters have armor crafted in game to produce better valued armor item cards. Better valued armor requires more coverage, and with that, you will want to leave yourself the leeway to add and improve your armor Physical Representation to match your newly in-game crafted armor.

Starter armor is rated on the following scale.

### **1-10 points of armor provided for total body coverage**

Points break down as full torso coverage providing 4 points, both arms providing 2 points, both legs providing 2 points, and head providing 2 points.

### **1-10 points of armor provided for materials used for armor**

Points break down as 1-3 points for leathers, 4-6 points for leathers with genre appropriate plastics reinforcing, 7-9 given for battered metal reinforced cloth and leather, 10 given to combinations of mostly metals.

### **1-10 points of armor provided for genre appropriate nature of armor**

Points break down as 1-2 points given if it looks like it was taken straight off the shelf or purchased at a ren fair, 3-4 points if it looks like it was hand made and/or incorporates cold war era components, 5-6 if the armor is armor appropriate materials re-purposed as workable armor (items that would stop a bullet), 7-10 if the materials are hand made from re-purposed materials that look like they jumped off the pages of the Dystopia Rising Table Top Books.

## **Basic Equipment**

Basic equipment is any piece of equipment that can be crafted in game, using crafting skills, to produce a piece of non-starter equipment. Basic Equipment often times does not have an expiration date to it, is much more efficient in regards to use, and is an item that can be improved to higher quality. Basic Equipment is the fall back equipment that every character should look to have crafted even if they have better Invested or Superior equipment. Basic Equipment is reliable, and when everything else breaks, is the item that survivors reach for in a pinch.

## **Expendable Equipment**

Expendable Equipment are single use or limited use items. Expendable Equipment includes things such as brews, meals, ammunition, grenades, and other limited use items. Expendable Equipment often times has a listing of the number of uses the item has, or, the duration of the items effect. Expendable Equipment ranges from cheap to expensive, with simple brews and complex engineered items all sometimes falling under the Expendable Equipment category. Expendable Equipment is important, as most life-saving and major effect items are only single use items.

## **Invested Equipment**

Invested Equipment are equipment that have been crafted from a blueprint. A blueprint is a series of instructions, skill requirements, time, and resources needed for crafting a specific item. Invested Equipment, items that come from Blueprints, often times have expiration dates. While this equipment does only last a limited number of months from the time they are crafted, these items are much more useful and much more potent than anything found in Basic Equipment. The more powerful an item is, the shorter the expiration will be (most of the time down to 6 months).

## **Superior Equipment**

There is some equipment that players are just incapable of crafting. Even with Techno Savants working themselves silly, some equipment can only be achieved by special means. Superior Equipment is rare. Superior Equipment has its details outlined on a Unique item card, and often times Superior Equipment requires extensive role play, networking, or great feats of prowess to get. Superior Equipment is branch specific, and like any other unique item card, needs to be approved by the directors of a home branch before it is allowed to enter play. All Superior Equipment items must be signed by either the Head Storyteller or the Director of a branch, and all Superior Equipment items may not have more than a 6 month expiration date on them. Any item that is found signed by someone other than a Director or Head Storyteller, hasn't been approved by a local branch, or does not have the appropriate expiration date on it is considered immediately null and void. It is in a player's best interests to ensure their item cards are properly filled out, reviewed, and follow the guidelines given for Superior Equipment.



# Usage of Brews

Brews come in 4 forms of use: Ingested, Injected, Inhaled, and Applied. These four forms have different usage mechanics.

## Ingested

This form of brew requires a volume of liquid that is swallowed. This form of brew requires a Physical Representation of a liquid (water preferred) that is available for mock consumption. Ingested brews cannot be self-administered during Bleed Out.

## Injected

Injected brews are injected via a form of syringe. These brews may be used by an individual on themselves, even in Bleed Out, however may not be stabbed into another player as an attack unless the individual is subdued (Tie bonds, Knocked out, asleep, paralyzed, in Bleed Out). If players choose to mediate the injection of a brew between each other without the presence of a marshal, then an injection may be allowed as long as all parties accept. This does not prevent a player from in-character lying about the content of an Injectable during roleplay, or assuming that the injection is not an effect which causes the loss of health and/or life. To inject an individual against their will, an Injected substance must be loaded into a mechanical device (crafted by Blueprint) that will forcibly inject the item into a target. In the instance that the target is wearing armor, the strike would have to bypass armor to be successful.

## Inhaled

Inhaled brews generally require a form of pipe or mask for inhalation. Often times combined in a smokable form, these brews have an effect upon partaking in the inhalation of the item. These brews do not require the actual inhalation of smoke or the like by players, however, appropriate Physical Representations and roleplaying should be followed. Some Inhaled brews are delivered as packet-attacks via the Thrown weapon Skill using a green packet and are treated as a ranged attack, representing a powder or gas inhaled by the victim.

## Applied

Applied brews have an effect once they are applied to an object. These effects have limited use, and, are considered expended even if the brew strikes armor and does not trigger their effect. Most Applied brews are combat modifiers, and with that in mind, often times require a Marshal for any sort of player character verses player character use (at time of strike, not at time of putting item on the blade). A weapon or object may only have one Applied brew on it at any time.

## Brew Effects

To revive the effects or benefit of a Brew or Meal, one must consume a full serving (defined by the volume that is produced). This rule applies to all forms of Brews and Meals. It is acceptable to split Brews and Meals between multiple people, however, unique item cards will not be provided for portions of meals. In addition, if a Meal or a Brew is split between multiple people, none of the people partaking in the Brew or a Meal will receive the benefit or disadvantages of the Brew or Meal. This includes full intoxication, medicinal effects, health benefits, mechanical bonus- no benefit is bestowed. The Item Card is, however, destroyed as the item in question has been consumed when the volume is empty.

In the instance that a Brew or Meal requires a certain volume to have a non-mechanical roleplay effect, that equivalent volume must be consumed to have the effect. As an example, taking a sip from a slightly alcoholic brew doesn't get you drunk.

## Stacking Damage Augmentations, Poisons, Effects, and Damage Reductions

When using equipment, Brews, Skill effects, and other forms of augmentations there are a few important concepts and rules to keep in mind.

### Base versus Burst Damage

The amount of damage you swing, every swing, is considered your "Base" damage. Your base damage can be temporarily augmented by a variety of items and Skills for some duration of time, (typically 1, 5, or 10 minutes). "Burst" damage is the damage dealt by single-use Skills and items, or items that have a limited number of shots before expiring. Burst damage cannot be augmented unless a Skill or item expressly states that it can be combined or augmented.

For example, a character is wielding a Crafts Level 5 weapon that deals 6 damage. They use a dose of crafts 5 Liquid Gold that boosts their Base Damage to 11 for 30 minutes. During their next fight, they use "Sever" to deal 15 Burst Damage for a single blow, which is not augmented by the Liquid Gold.

### Skills Do the Specified Amount of Burst Damage Unless Expressly Stated.

If a Skill causes a weapon to do a specific numerical value of Burst Damage, use of that Skill will cause that amount of Burst Damage unless the modifier specifically says otherwise.

For example, a weapon that somehow swings 13 Base Damage still only does 10 Burst Damage when 'Murder' is used. However, if the character were under the effect of an item that expressly states "Doubles the damage of one use of Murder while in effect," then one use of Murder would deal 20 Burst Damage instead of its usual 10.



## Duplicate Effects Do Not Stack. Only the Greatest Effect is Active.

Effects of the same type do not stack with one another, such as damage buffs, bonus health, bonus armor, etc, unless the item or Skill expressly states that it can be stacked with the same types of effects. Whichever effect has the greater numerical total trumps and replaces any other duplicate effects. So, for example, if you get a Brew that gives you +4 Damage in Melee and then drink a Brew that gives +3 Rad Damage in Melee, you only get the +4 Damage.

## Damage Modifiers Do Not Stack.

Damage modifiers are all considered the same type of effect, but there is no hierarchy to their strength. Only the last damage modifier applied is used. If you have a weapon that always deals Poison Damage and then apply a Radiation effect to a weapon, you only declare Rad damage for the duration of the effect.

The only exception to this is the "Body" modifier, since it indicates bypassing the armor of a target specifically. Body damage can stack with other damage types, but the second damage modifier still follows the general rule above.

## Stronger Effects Negate Weaker Effects Regardless of Duration.

As indicated above, it is possible for someone to have a +3 Damage buff active, only to then use a +4 Damage buff which replaces the +3 Damage buff. If the replaced effect had a duration, it is immediately prematurely ended. So for example, if the +3 Damage Buff had a duration of 30 Minutes, and the +4 Damage Buff had a duration of 5 Minutes, the +3 for 30 minutes would be immediately cancelled, the +4 for 5 minutes would take immediate effect, and after it had run its 5 minute course, the character would no longer be under the effect of any damage buffering effects.

Note that these rules only affect the positive benefits from using an item or skill. If there is a drawback associated with the negated ability, it will still affect the character as normal.



# Item Mechanics

The Dystopia Rising world explores the many different aspects of survival in a post-apocalyptic world, including the many crafts and trades that survivors can take up in an effort to get an edge in such a cut-throat world. How that translates into gameplay is in the form of crafting Skills and Item Cards, which players can use in play.

## Roleplay Items

Most of the objects you will interact with in a Dystopia Rising event are considered roleplay items, which do not require Item Cards to possess. These can be as simple as buttons and decorations on clothing, or basic tools and equipment you carry on your person for your in-game trades and roleplay. These items do not require Item Cards, since they have no effect on in game mechanics and effects. These items should always be genre appropriate, and help build the post-apocalyptic atmosphere of the game.

### Non-Mechanics Item Cards

Some roleplay items stand out, however, because they are particularly useful, or perhaps rare in the Dystopia Rising world. For example, a Printer may want a tinker to craft him a refurbished Type Writer. While an intact Type Writer is difficult to come by, a dedicated Tinker could certainly use Building Tomorrow to expend in-game resources and time to craft such a device with what technologies are available to survivors. After completing the construction of the item, an appropriate Generic Item Card would be issued for the Type Writer, and the device can now enter play as an in-game roleplay tool and resource.

Generic Item Cards can also be used to represent Brews, Meals, and Building Augments which do not have mechanical effect, but can be traded for in-game resources, such as selling drinks at a bar or tea shop, or selling snacks at a lunch stand or farmer's market.

## Resources

Everything built by the hands of in game Tinkers, Brewers, Engineers, and Cooks require resources. Those resources come from a variety of profession skills, as well as from the world at large in play. The most common resources you will find are Scrap and Herb.

Scrap represents the most basic building materials that can be found in the wasteland. These leftover bits and pieces from the pre-fall world still have useful bits of hardware, metal, plastic, or other simple elements that can be reclaimed and reused to build new items. Scrap can come in one of four levels of quality: Basic, Uncommon, Rare, and Named. Each level of quality represents how generally useful and valuable each piece of Scrap is, and how hard it is to find. Named Scrap, in particular, are very particular pieces of Scrap like Firing Pins, Motors, and Animal Hides that can be used in specific crafting procedures like Master Crafting. Generally Scrap is durable, but particularly beat up Scrap can expire in anywhere from two months to a year.



Herb represents basic vegetation that can be harnessed by Brewers and Cooks to make into powerful restoratives and augmentations. These Herbs grow in the toxic wastelands, so it's hard to come by Herb safe enough to use for human consumption. Thankfully, Farmers and Scroungers can come up with quite a bit of it of varying qualities: Basic, Uncommon, Rare, and Named. Each level of quality represents how useful and difficult to find a given Herb is. Named Herb, in particular, represents specific plants and berries that can unlock potent and especially sought after brews and meals. Herb found in the wild will expire after three months. Herb raised through farming will expire after six months.

Produce represents the fundamentals needed for making foodstuffs, usually grown in controlled environments, like milk, eggs, and honey. These resources are very difficult to come by without the assistance of a Farmer or Hunter, but can allow a skilled Cook to make some truly spectacular meals. Produce, unless properly preserved, will expire after six months.

Currency represents a local region's trade notes, be they pre-fall credit cards, transport passes, or billets of pressed metal. While craftsmen may not be able to use these resources directly to produce their goods, they certainly can use them to barter and trade for the component parts they need. Each currency has its own trade rate against the Trade Union's Trade Note, a universal caravan currency established by one of the largest trade networks of the wasteland, and many communities take pride in how valuable their currency is by comparison to that caravan currency used for trading between settlements.



# Weapons

Weapons are any item that requires a Weapon Skill to properly use. Melee weapons can be used to deliver melee attacks keyed to their weapon type. Generally speaking, melee weapons are items designed to provide a character a means of affecting other creatures through the use of aggressive attack Skills. Any weapon that is in play must be properly tagged to be used and associated with a weapon Item Tag. See the Logistics Equipment Tag section for more details.

Weapons can come a huge variety of shapes and sizes, given that most are cobbled together from what resources folks can find in their environment. You are just as likely to see someone using an old hockey stick as a stock for a rifle or as a handle for an axe. Below are all the different styles of weapons you will find in the Dystopia Rising system.

## Melee Weapons

### **Small**

A one handed small weapon, used for precision strikes.

### **Standard**

A one handed weapon, simple to use and simple to find.

### **Large**

A weapon that can be wielded with one or two hands. These are sought after for their flexibility in combat and mostly wielded by militant professions.

### **Two Handed**

A two handed weapon, typically use for powerful and long reaching strikes.

### **Pole-Arm**

A two handed long weapon, only used by the most dedicated melee fighters.

## Ranged Weapons

### **Throwing, Small**

A one handed thrown weapon that typically comes in sets of 6 and are prized for their stealth.

### **Throwing, Javelins**

A one handed thrown weapon that packs more punch than their smaller cousins.



## Bows

From one handed crossbow pistols to two handed recurve bows, these weapons don't have the damage potential of guns, but their easy to reuse ammo makes them dangerous.

## Bolt Action

One handed pistols and two handed rifles both qualify to use a wide range of munitions that make them particularly deadly in the hands of Gunslingers and Snipers.

## Heavy Ordinance

These massive weapons can utilize ammo meant for bows or guns with little modification. Only the most dedicated (some would say crazy) gunmen around use these.

# Shields

It is no surprise that the post apocalypse has brought shields back into fashion. With every other survivor wearing a machete or cleaver on their belt, having a solid plank of something to put between them and you is a pretty attractive proposition. Shields are defensive "weapons" of a sort that allow a competent survivor to deflect blows, Bounce away incoming projectiles, and even Knock Down enemies getting to close for comfort. However, shields have some inherent drawbacks, such as being very large targets for psionics and bullets.

## Shields Stop

Melee Strikes

Arrows (Blue Packets)

Projectile Poisons (Green Packets)

## Shields Do Not Stop

Bullets (Red Packets)

Psionics (White Packets)



## Gizmos

Aside from your typical weapons, shields, and armor, there are Gizmos. Gizmos are a broad catch-all category of items that a survivor may be able to benefit from. These devices can be tools, SCIENCE! gadgetry, or useful baubles that give the survivor some advantage out there in the wasteland. Many Gizmos require power to operate, and it is not uncommon to find items such as batteries and specialized fuel that can operate these devices.

## Traps

Traps are items that can be mounted to other objects via the Attach skill. These items have to be activated by a triggering mechanism and are generally designed to inflict terrible harm on someone for being so foolish as to set them off. However, Traps can also be useful tools to the right people. Hunters and Fishermen can use a variety of Traps to gather specialty Produce and Hides. Traps require a minimum Phys Rep of the Trap card attached to a black string indicating the trigger mechanism of the Trap. You can find more details regarding Traps in the Skills section under Attach and Trapmaking.

## Prints

Survivors exemplify the age old adage that necessity is the mother of all invention, so it should come as not surprise that the wasteland is filled with opportunities to find instructions and hints about how to push the limits of crafting and even some skills. Prints are sheets of paper found in game that provide the necessary instructions for characters to perform specialized techniques and alter the way certain skills work. Traders, craftsmen, and survivors regularly will trade, sell, and duplicate prints in an effort to spread the knowledge of these techniques across the wasteland, while others hoard and closely guard their stash. Many communities can be measured by the access they have to prints, and the comforts, advantages, and advancements they offer.

While they may have many names, all such instructions are considered Prints as a broad category. The most common print types are as follows.

### Blueprints

These Prints pertain to the construction of items, typically through the use of Building Tomorrow or Trap Making.

### Recipes

These Prints provide instructions for crafting consumables, typically through the use of Brewing or Prepare Meal.

### Plans

These Prints are tailored for Engineers to produce large scale projects and items using Forging the Future, Weld, and Smelt.

### Techniques

These Prints are specialized instructions for modifying the way that a survivor uses specific skills, such as Printing, Medical Genius, or Research.

### Unique

Some Prints are so rare, so untested, and so unique that they don't last. These Prints are known as Unique Prints, and have an expiration date of 6 Months. These Prints are also so complicated that they cannot be duplicated, transcribed, or copied by any in-game means.



Prints will always include the name of the print, which is typically the name of the effect the print has, the mechanics of the object produced or skill modified, the required Skills to use the print, the required components to use the print, and the signature of the Marshal, Storyteller, or Director who issued the print. Whenever a print is used, it must be present with you as you check at Logistics to log the use of your Skill and the Print relating to it to ensure that all requirements of the print has been met. For more information on using prints, see the Skills section for the appropriate crafting Skill.

## Building Augmentations & Work Stations

Engineers are capable of not only building large work stations, but also modifying existing structures so that individual rooms or even whole buildings can benefit from the new features. Work stations are large engineered objects which are required for certain crafting Skills to be used. After an Engineer has established a Basic Forge, they can produce several other useful work stations, such as a Research Library, Brewer's Still, Printer's Table, or a Workbench. Any work station, unless otherwise specified, can only have 1 user working at it on one project at a time.

Engineered building augmentations take a room or building, and commit it to a specific use, providing the necessary ventilation, niceties, and tools needed to fully utilize the space for its chosen purpose. A room is defined as a space inside a building no more than 10ft by 10ft that is clearly divided from other spaces inside the building. A building is defined as a structure no smaller than 10ft by 10ft that can contain any number of rooms within. A room cannot have more than one augmentation on it at once. A building can only have one augmentation on it, unless otherwise stated, and any room within a building that has an augment on it does not gain the benefit of the building's augment.

So for example, a 30ft by 10ft lodge is upgraded by an engineer. The back 10ft has been divided as a separate room and upgraded as a Kitchen. The Building has been given the upgrade "Beatific Building" to enhance faith based healing done inside. However, only the front 20ft by 10ft space benefits from the Building Augment, while the back Room benefits from the Room Augment.

You can find more information on Augmentations and Work Stations in the Skills section under Forging the Future.



# Individual Item Usage

## Using an Item

To use an item, the item must be properly available to your character, either because it is being worn (in the case of Armor, armor attachment Gizmos, and worn Gizmos), you are in the area affected (such as building augments), or it is held in hand (in the case of pretty much everything else). Objects that are stored in bags, pouches, on nearby tables, or otherwise not actively be interacted with cannot be used.

## Number of Hands

Even though it seems obvious, all characters in Dystopia Rising are assumed to have two hands, and can only wield as many objects as two hands would allow. For example, a character can wield a shield (one handed) and a standard weapon (one handed), or a two handed weapon (two handed), but not a shield (one handed) and a 2 handed weapon (two handed).

Worn items, such as armor, worn Gizmos, and armor attachments do not require a hand to wield. All other items, unless otherwise stated, require one hand to use.

So for example, we have a very well equipped character heading into the fray, wearing a suit of armor, a worn Gizmo (a pair of boots), and a bandolier full of bottled brews. In hand, they have a shield and a standard weapon. During the fight, they want to use one of the brews in their bandolier. The character must free up a hand, by either removing their shield or sheathing their weapon, to be able to use a Brew.

All crafting, unless otherwise stated, requires two hands throughout the entire process. Items relating to crafting do not count against your hands total during crafting so long as they are not wielded as a weapon. This allows for multiple crafting items to be utilized during the crafting process so long as the item allows for such combinations.

## Items with Special Abilities

Many items grant additional benefits beyond their basic use as armor or weapons. Unless otherwise stated, the item must be properly worn or wielded if the character wishes to use its special abilities. Additionally, you must meet any and all prerequisites for wielding or using an item to gain access to its special abilities.

For example, if someone wishes to use a two-handed weapon that grants a special ability for Farmers, but does not have the Two-Handed Melee Skill, they cannot access the special ability.

For another example, if a character has a spare suit of armor in their bag that gives them access to Avoid, and are wearing another suit of armor that gives them access to Parry, they can only use the special ability and armor points of the armor they are actively wearing.



## **Knuckles, Beaters, and What Can Target Them**

Brawler's Knuckles are a special category of weapon representing a glove, brace, or similar fist weapon that can be used via the Brawling skill. Knuckles, unless otherwise stated, do not provide any additional mechanics to the wearer beyond their damage. So for example, a basic pair of Brass Knuckles allows a brawler to call "two" damage instead of "one." Knuckles do not grant the user the "Iron Fists" skill unless specifically stated.

Because brawler Physical Reps represent more than just the weapon, but the hand and forearm as well, any strike landed against a Beater style contact safe combat weapon count as having struck the limb. Because of this, knuckles cannot be targeted by the 'Break Weapon' melee attack. However, it does mean that a brawler's beaters can be targeted by the "Mangle Limb" melee attack. The only means by which a brawler's Knucks can be directly targeted is via the Concentrated Fire Range Attack modifier or by an area of effect that targets melee items or Knucks.

## **Carrying Broken Items or Items That Cannot Be Used**

While clearly you can defend yourself with items that are in good repair and you have the requisite Skills to wield or wear, there are times when you might be struck via an attack on something other than a working item or one you can use. In any instance where you are struck by an attack or effect on an object that cannot be used to block an incoming blow, the strike is assumed to have struck the limb or body part nearest to the intervening object. Needless to say, it can be a dangerous proposition to be caught carrying busted gear or equipment you are not trained to properly use.

For example: *a character is wearing a large hiking pack full of their scrapping haul when a bandit opens fire on them with contact safe foam darts. The darts hit the backpack. Whatever damage or Skills were carried by the darts are assumed to have hit the character's torso since the backpack does not count as an item that can block contact safe foam dart attacks.*

Another example: *a character just had their shield broken by the "Break Shield" melee attack, and has disengaged in an effort to find someone to Patch Job it back together. Another attacker lays into their shield while it's broken. These attacks count as having landed on the arm that the character has the shield still strapped to and they take whatever damage or skills were called with those strikes.*

And a final example: *a character is holding a pole-arm for a friend, and is set upon by an assassin. Out of reflex, they block the incoming attack with the pole-arm, even though they do not have the proper Skill to wield it. Any attacks landed against the pole-arm count as strikes to the arm or arms of the hand(s) holding it, delivering any damage or skills to the character.*



## Searching Bodies and Looting

When a person is incapacitated (Knocked Out, Tied Bonds, in Bleed Out, or within the first 15 minutes of having just been killed) a player may choose to loot items from a person.

Looting equipment is not an instant action, nor is it a subtle action. Rifling through a person's pockets, taking their weapons and gear, and patting them down to make sure you got everything takes time and is evident to those people around you. When looting equipment, there are two options a player has for looting to GRAB or to SEARCH.

When a player wants to just take what is in a particular pocket, or, a particular visible item they may place both hands on the object or above the location that they are looting and say 'Grabbing (descriptor)'. When Grabbing, the player must have both hands empty and most roleplay at least 5 seconds of pulling materials from a pocket or satchel. Players that are 'Grabbing' only get one random item, if any, from the area they described. Players are unaware if there is more in the pocket or satchel that they grabbed from. Armor and items bound to a person may not be quick taken with the 'Grabbing' mechanic, nor can containers that contain a number of objects.

When a player wants to make sure that they are getting everything possible from an incapacitated target, they may SEARCH the target. Searching a target requires 60 seconds of uninterrupted roleplay using both hands. After roleplaying for at least a full 60 seconds (slow count of 60) of searching, the player will receive any and all items that an incapacitated character has on them, unless the mechanics of the item state that the item cannot be found via searching.

Both SEARCHING and GRABBING require roleplaying that the character that is doing the looting is actively searching or taking objects. Just kneeling next to a person is insufficient in regards to this requirement. If a person does not roleplay looting then the person being looted is to respond 'Please roleplay looting, start again.'

Looting, when done against another player character, is considered a player character verses player character action and requires a Marshal.



# **Player Character versus Player Character Death and Theft**

While the action of Dystopia Rising is not driven by player on player combat or theft, in a world of gray morality sometimes player on player combat or theft happens. Player on player combat or theft requires an additional step to ensure that it is all handled in accordance to the rules. Whenever player versus player activity is going to occur, the following guidelines must be followed:

## **Combat & Character Death**

The player initiating player versus player combat **MUST** get a marshal prior to initiating the combat.

The player who initiates player versus player combat must have been in play as the assaulting character for at least 3 hours.

The player who initiates player versus player combat must remain in play as that character until the end of the next Twelves or at least 3 hours, whichever is greater. They may take pains to hide or lie low during that time, but cannot leave the play area or start their NPC shift in order to avoid repercussions.

In the instance that an effect would cause a player character to attack another player character (such as diseases or the like), the attacking character is still responsible for getting a Marshal. The availability of a Marshal ensures that the attacks are happening at less than 'planned opportune' moments.

## **Theft/Safety Check System**

This following section serves to outline the system used in Dystopia Rising for both weapon safety checks as well as the tagging and theft system where it pertains to weapons.

This is not meant to fully explain what is required for a weapon to pass a safety check, simply how it is tracked. The Dystopia Rising Network provides guidelines for safety checking weapons, however each item is approved on a case by case basis by the branch that it has been brought to. For specifics on this, please check with your local branch staff.

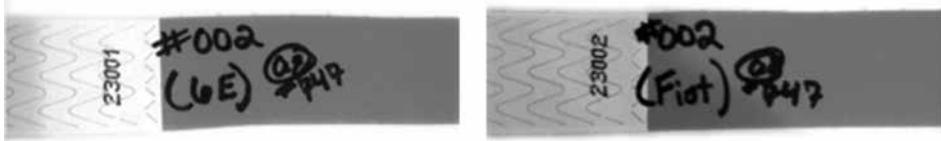
All weapons must come to Check-In/Logistics before going into play. The weapon should be checked for safety and the Item Card that accompanies the weapon must be presented.

Once the weapon is confirmed for safety and card legitimacy, a paper/fabric wrist band is attached. It can be attached anywhere on the weapon, so long as it does not interfere with use or holding.

On the wrist band must be written the owner's player #, the Weapon Damage

and Marshal signature. If there is an effect on the card (Poison, Body, etc) an "E" should be written with the damage amount.

- If a weapon is upgraded or the tag falls off, it must be brought to Logistics to have a new tag put on.
- Multiple item cards will be assigned to multiple props. If a player has only one prop, they must come to Logistics when they swap weapons to have the tag replaced.



## Theft

The player initiating the player versus player theft MUST get a Marshal prior to initiating the theft. This applies to interpersonal stealing as well as "cabin raiding" activities in sleeping areas.

The player who initiates player versus player theft must have been in play as the thieving character since the start of the Twelves.

The player who initiates player versus player theft must remain in play as that character until the end of the next Twelves or at least 3 hours, whichever is greater. They may take pains to hide or lie low during that time, but cannot leave the play area or start their NPC shift in order to avoid repercussions.

All Physical Representations and props that are stolen by a player must immediately be brought to Logistics and turned in. Item cards for stolen items may be reclaimed later when the Physical Representations and props are picked up. Any items taken from a character on NPC shift will be immediately returned to the player who had the items taken from them.

At the discretion of the Staff Member overseeing the theft scene, particularly valuable, fragile and/or sentimental items will not be taken to Logistics, but rather a red tag will be left behind with the item indicating that it has been stolen in-game. That item should be removed from sight/play immediately.

### Theft System

- All theft must be witnessed by a Marshal and be signed off on the back of the sheet.
- When an Item is stolen it is brought to Logistics after the one hour "in-play" time has passed and logged in the Theft Log (blank available in Dropbox).
- When the owner comes to exchange card for item, confirm that the damage matches on both items.



- Take the card, return the weapon. Write the previous owners Player # on the Item Card.
- When the thief comes back for the card, the original owner's player number is written on the back of the card. When they bring a prop to match this card, the original owner's number is written on the tag in addition, as such: "S - #437"
- A player can bring a stolen item to The Black Market (Skill: Black Market) to get the item "Washed" and have the player number removed. This must be done at a Black Market Meeting and the Item Card must be present. This is not a "use" Skill when picking up the Item Card.

- Card checks will now include a prop tag versus Item Card check.

- Item Cards must be kept with the weapon. Both on the same person is acceptable, the intent is that in a card check the weapon Item Card must be easily accessible and presentable upon request.

The purpose of this is multifold:

- Owners of stolen weapons will now be easily found and their props returned after a card exchange.
- Give the owner a chance of finding the character who had stolen their weapon, giving an actual risk to the thief.
- Tags will fall off or need to be replaced. This will allow the game a semi-regular opportunity to safety check each weapon.
- Confirm the quality of the weapon that was stolen, removing the chance of a Starter card being turned in rather than what might have been a higher damage item card.
- Allows a quick visual of approved weapons/cards from a distance or in a melee.
- Allows a player to throw a weapon to their friend in combat without having to discuss how much damage it does.
- Provides shady groups such as Black Market the ability to 'file off' recognizable identification of stolen merchandise. NPC inner circle members of Black Market may charge to take stolen goods and render goods untraceable. NPCs will be able to return these items with new tags and cards, sans the original owner's player numbers.



# Mechanical Terms and Combat Modifiers

## Damage Modifiers

Beyond specific Skills that cause modified damage and effects when combat occurs, there are a variety of effect modifiers that define how damage is delivered and whom it effects to a higher degree. These modifiers, while not as common as basic damage and Skill calls, are important to know in regards to how they interact with the world.

### (Strain/Creature) Bane

Bane damage deals double damage to the subject of the Bane. Focuses of Bane damage can be specific Strains, Creature types, or types of Undead. This damage is applied even if the damage does not penetrate armor.

### Blessed (Faith)

Blessed damage deals enhanced damage against certain creatures, especially the undead, ignoring damage reductions. Common Blessed types are Tribes, Fallow, Knights, Visions, Family, Ashes, Darwin, and Hedon. These words have been chosen since they sound the least like the names of other faiths. This does no additional damage.

### Body

The Body damage modifier means that the damage received from the attack ignores all forms of armor and damage reductions and goes directly to a person's health. This differs from Fire damage only in that Fire damage has unique effects to many undead as well as interacts with equipment differently than Body.

### Fire

Fire damage has advantages and disadvantages. Fire damage ignores armor; however, there are certain kinds of armor and Gizmos that prevent Fire damage. The only difference between Fire damage and Body damage is that modifiers that prevent Fire damage do not prevent Body damage. Additionally, some zombies hit with Fire damage swing Fire damage for 5 minutes. You've been warned.

### Heavy

Some weapons are just built big, and their heavy construction allows them to crush their way through forces that would otherwise hold them back. These weapons deal Heavy damage, which ignores Damage Reductions.



## **Infection**

If afflicted with the Infection status effect, it lasts until it has been removed by standard means of curing toxins, or until triggered. If you are knocked into Bleed Out while afflicted with the Infection status, after 30 seconds your Bleed Out count will pause and you will rise as a shambler zombie with Health equal to half your permanent Health. (Use beaters and small weapons, or short-haft safe weapons as needed.) Once knocked into Bleed Out again, your original Bleed Out resumes, and the individual comes back to their senses, typically with serious emotional issues. While Infected, you should roleplay flu and fever-like symptoms, as something is clearly wrong with you.

## **Poison**

Every Poison has its own Item Card with unique effects; however, regardless of any other effect a Poison might have, whenever someone suffers Poison damage, they become 'poisoned'. Poisoned individuals do not refresh their Mind Points at the Twelves until cured, though they will refresh immediately once the status effect is cured. Poisons may have other effects, as described on their cards. Poison also triggers the Baywalker Toxic Shock disadvantage.

## **Rad (Radiation)**

Many areas in Dystopia Rising were irradiated during the Fall, and radiation is an insidious threat. Radiation damage comes in two forms: Direct and Area of Effect. Direct Radiation is a modifier to standard Ranged, Melee, or Mental Attacks. Area of Effect Radiation Damage is pervasive, and ignores armor. Prolonged or heavy exposure to Radiation can cause the victim to become afflicted with Disease: Radiation Sickness. Any form of Radiation Damage causes Pure Bloods to lose an equal number of Mind Points as Health Points suffered.

## **Rending**

Rending damage damages both Armor and Health equally. For example, if '10 Rending' is called, the target's armor suffers 10 points of damage, and the wearer also takes 10 Body damage.

## **Toxic**

Many creatures and plants in the wasteland produce toxins even the most resilient Survivors can't shrug off. Healing individuals afflicted with the Toxic effect costs double the Mind Points until the Toxic effect has been cured. Toxic Damage also triggers the Baywalker Toxic Shock disadvantage.

## **Area of Effect Modifiers**

Unless otherwise stated, Skills and items only affect a single target that has been struck. However, you will run into some modifiers that allow an effect to hit multiple targets.

## **By My Voice**

This Area of Effect will affect anyone that is out-of-character capable of hearing what the person is saying, up to a maximum distance of roughly 30 yards. By My Voice does not require Line of Sight with its victims, ignoring walls, doors, and other barriers, representing all manners of shrapnel, gases, waves of

fire, concussive force, and more. By My Voice Area Effects are applied to Armor before Health, and cannot be Avoided.

### **By Sight Of (Item or Creature)**

This Area of Effect will affect anyone that can physically see (and is looking in the direction of) the item or creature named in-game. This effect is immediate, and cannot be prevented by closing your eyes or averting your gaze after the call is made. Blinded characters or characters that are not looking in the direction of the call at the time of the call are not affected. This modifier is often combined with items that blind or have a visual effect.

### **Zone Effect (Location)**

This Area of Effect is often used by Marshals and Storytellers. If the modifier Zone Effect is called, then anyone that is within the defined Location is affected by the following skills or damage called. Zone Effects ignore armor and cannot be Avoided as it is assumed to be a complete immersion into the effect that is being called.

### **Radius (Distance)**

This Area of Effect is found typically with Traps and other small deployable effects. This ability affects any and all targets in the defined Radius.

## **Common NPC Abilities & Effects**

There are a huge variety of creatures found in the Dystopia Rising landscape, and many of them have special or unique abilities that make them particularly deadly. List below are some of the more common abilities and effects found across the wasteland.

### **Absorb**

This ability allows a creature to learn Skills and traits, instantly accessing them. To Absorb a skill, the creature must witness the Skill being used and declare "Absorb 1, Absorb 2, Absorb 3. Absorb 'X' Skill" where 'X' is the target skill.

### **Agony**

Counteracted by Parry, Avoid, or Refuse depending on delivery method. For example, if a ranged bullet is accompanied by "Agony," then you can use "Avoid" to negate the attack. This ability causes 10 seconds of excruciating pain. After a successful Ranged or Melee Attack, the user must declare "Agony, Dazed 10 seconds".

### **Animate**

This ability allows a creature to reanimate fallen zombies and survivors who have bled out to fight as shamblers with 10 Body swinging 1 Damage. Small melee weapons or brawling boffers should be used if available; longer melee weapons should be short haited as needed.



## **Blood Scent**

Countered by Avoid. Some zombies mark their prey with a violent eruption of blood. Like sharks at a kill, surrounding zombies frenzy, relentlessly attacking the target of Blood Scent. After landing a successful Ranged Attack, the user of the Skill must call "Blood Scent! All Undead Attack (Target)." If at all possible, NPCs should communicate beforehand to be ready to react to the Skill use without the modifier being called.

## **Burrow**

A creature may declare "Burrow!" and point at the ground with their other forearm in front of their face, and immediately move to another point within 40 steps of entry before resurfacing. While the creature is unseen, anyone can see the ground moving and shifting as the burrower moves.

## **Cleave**

Countered by Parry. This ability is a devastating melee strike called as "Cleave! Disarm, 10 Damage"

## **Confuse**

Countered by Mind Resist. Friends become enemies and enemies become friends for ten minutes. Unlike Body Puppet, a person affected by Confuse is required to attack and may not flee. The Confused target will fight to the fullest of their ability and skill.

## **Daze**

Countered by Parry, Avoid, or Mind Resist depending on delivery method. This ranged or melee effect prevents the target from using any offensive abilities or move for its duration. The target may still defend themselves normally, including the use of non-movement based defenses such as Avoid, Parry, Balance, Bounce, Blind Fighting, Mind Resist, and Refuse.

## **Devour**

Countered by Parry or Avoid, depending on delivery. A ranged or melee attack that causes loss other than Health Points. This could be 'Devour x Mind' -X amount of Mind Points lost- or other descriptors.

## **Diseased**

This effect afflicts the target with a specific named Disease. This disease is assumed to be at "Stage One" unless otherwise stated. When introducing a Disease carrier into play, it is suggested that the initial carrier of the Disease have small printouts of the mechanical effects of the Disease that is carried. Further information can be found in the Diseases Appendix.

## **Enslavement**

Countered by Mind Resist. This psionic ability causes a target to follow a single simple non-self destructive command. 'Defend me,' 'Bring me X item,' or 'Kill X person' are all samples of Enslavement. Enslavement can be defended against with Mind Resist and lasts for 30 minutes or until Bleed Out.

## **Fear**

Countered by Refuse. This ability inspires tremendous Fear of the user in its target for five minute unless otherwise stated. By declaring "Fear, cannot attack me, five Minutes!" the target cannot attack or engage the user. Unless otherwise noted, a target may still defend themselves, but will always prioritize fleeing over fighting whenever possible.

## **Flight**

Creatures with this rare skill are immune to melee attacks due to being out of range, though ranged attacks still work at a 1 damage reduction. Flight is represented by creatures pointing at the sky.

## **Frenzy**

When seriously wounded, some heavily infected beings can enter a state where pain no longer matters. Creatures that Frenzy take very little damage from strikes, becoming immune to Mangled Limbs, Fear, Nail, Charisma, and psionics for 10 minutes.



## **Gnaw**

When a creature with this ability comes on a helpless or bleeding target, they can double over and begin to call 'Gnaw'. Gnawing a person inflicts 1 damage every 10 seconds, and causes agonizing pain to the person being gnawed. If someone is in Bleed Out, this damage does not stack nor shorten the count - however it does cause the person being gnawed on to scream in pain as they are being eaten alive. If someone has used Feign Death, these points of damage do indeed strike and cannot be reduced. Zombies that Gnaw regain 5 Health every 10 seconds of uninterrupted Gnawing. To simulate the use of Gnaw, individuals using the Skill should crouch low over the target of their gnawing and call out 'Gnaw 1, Gnaw 2...' until they reach 'Gnaw 10'. At the end of Gnaw 10, the recipient of Gnaw takes 1 damage and the individual using Gnaw regains Health.

## **Impale**

Countered by Parry. An Impale attack pins the struck limb of its target until the striking weapon, fang or claw can either be removed via a Mangle Limb or destroying the impaling creature. A creature that uses Impale may not make further attacks except for 'Gnaw'. Impaled targets lose the ability to use ranged weapons or melee weapons of Standard size or larger, but can still make brawling attacks, melee Small weapons, and use psionics.

## **Melt (Item)**

Countered by Parry or Avoid depending on delivery. This Skill works the same as Break Weapon, Armor, or shield except that it brings that Crafts Level of the affected item down by a Crafts Level when it is used. For example, a Crafts Level 3 item would become a Crafts Level 2 item. Items that are Crafts Level 1 stay at crafts level 1.

## **Rip Through**

This ability allows the user to remove Nail or Impale effects by ripping themselves free of the offending weapon. This effect causes the user to take five Body damage.

## **Shatter**

Countered by Parry. Shields are great for defending against all manners of creatures, but a few have come up with answers to the noble shield. A creature can call "Shatter! Break Shield, Mangle Limb" and strike the target's shield to incapacitate their shield arm and shield in one go.

## **Slaughter**

Countered by Parry as long as the Slaughter hits you from the front. A horrific attack, hearing a creature declare 'SLAUGHTER!' is a sure sign that you should run. Slaughter deals 50 points of Body damage. If a target is dropped into Bleed Out due to a Slaughter, that target has a shortened one minute Bleed Out (regardless of effects that extend Bleed Out times). Seriously. Run!

## **Snare 'X'**

Countered by Parry, Avoid, Carry 'X', or Bomb Awareness, depending on delivery. Some creatures and items can completely bind and immobilize a target instantly. Snare effects trap the target, pinning their legs and arms, preventing any movement or the use of weapons and Skills except for Carry. The target may still speak and use psionics. The Snare can be removed by overcoming

the value 'X' with a sufficient Carry Rating via the Carry, Rescue, or natural strength of characters freeing the target. So, for example, Snare '4' could be defeated by someone using Carry '4' to escape, having another person use Rescue (Carry 5) on them, or 4 other people pulling them free of the Snare.

### Sunder Limb

Counteracted by Parry. An attack that removes a limb from a body completely, a Sundered Limb is represented by completely hiding the afflicted limb from sight (tucked into clothes, covered with jacket, covered with cloth). A Sundered Limb has the same effects as a Mangled Limb, however, they require twice the standard Mind Point cost and time duration for Fix Limb to work.

### Terror

Counteracted by Mind Resist. A horrific psionic attack that forces the victim to flee from the source of Terror for 5 minutes. The victim will attempt to flee from the presence of the individual if it is possible to do so regardless of safety; if they cannot, they will cower or otherwise show panic and deference behaviors. Unless otherwise noted, a target may still defend themselves, but will always prioritize fleeing over fighting whenever possible.



# **Derangements and Diseases**

Outside of basic damage and Skill effects, there are a few other dangers that are present in a survivor character's life. These dangers are those that stay with them, even after they've had time to rest or a doctor has seen to their wounds. While it is common knowledge that many injuries and diseases can be cured by taking a trip through the Grave Mind, most survivors prefer to seek out more reasonable medical treatment. These injuries and effects will be listed on your character sheet in the Notes section, as well as in the appropriate time slot on the back of your character sheet for when it was received. Any mechanics associated with these injuries must be followed until such a time as they have been properly treated and removed from your character sheet.

## **Detecting Diseases, and Derangements**

Post-apocalyptic medicine is far from an exact science, but thanks to the persistent need for care, even in the post-infection world, there are those who can study a subject and provide quick diagnosis of problems through the Check Status Skill.

### **Check Status on Diseases**

If a character uses the Skill 'Check Status' on a person who has a disease or illness they may ask 'Do you have any diseases?'. In the instance that the person being checked does have an illness or disease they must reply 'Yes' as well as say the name of the disease or illness. The person who is checking the illness or disease may look up what means are required for purging the disease or illness. In the instance that the disease or illness is a new mutation of sickness, primarily a plot related outbreak or engineered biological weapon, if a player has the Educated Skill for purposes of research as well as the appropriate lore for investigation (examples being Lore: Diseases and Plagues, Lore: Biological Warfare) the player can research to ask questions such as 'What are the symptoms of this new illness,' 'What are the physical ramifications of this illness,' or 'How do I cure a particular progression of the illness.'

### **Check Status on Derangements**

If a character uses the Skill 'Check Status' on a person who is suffering from a Derangement they may ask 'Do you have any Derangements?'. In the case that the person being checked does have a Derangement they must reply 'Yes' as well as state the name of the Derangement. The person who is checking the Derangement may look up the effects of the Derangement and any special requirements that may be needed to treat the condition. They may proceed with treating the condition via Head Shrink should they so choose and be able to do so. As a reminder, Derangements may not be cured via Head Shrink within the first hour of receiving the derangement.



## Diseases

On occasion, plot related materials may cause the spread of diseases or illnesses. Due to the incredibly robust nature of most post-apocalypse Strains, many of these diseases and illnesses can be halted prior to any major harm being done. However, if a disease or illness is allowed to gestate or to spread then the effects of the Disease could become deadly.

Each disease listed below is broken down into three stages for game simplicity. Conditions can be considered Onset, Active, or Severe. During the Onset of most diseases and illnesses, the individual Strain's body can fight off the illness with a little rest and assistance. The physical restrictions and negative effects of the illness or disease can progress to a much more dangerous (and difficult to cure) second stage known as Active, which then in turn could progress to a severe state.

Each listed illness and disease has been broken down into the three stages of illness, has been given a 'progression trigger' for what will cause the disease to move onto the next stage, has the mechanical changes that a player suffers per each stage of an illness, is provided the required roleplaying requirements for each level of illness, and is given the required cure for each stage of the individual disease or illness.

Some illnesses have been given triggers that will cause the disease to spread to others in an area as well as events that can (and will) cause spontaneous outbreaks. These diseases and illnesses are intended to be used as Storyteller tools. In the instance that a Marshal wishes to have a spontaneous outbreak, due to the marshal witnessing regularly reoccurring conditions that could trigger a spontaneous outbreak, the Marshal must first clear the outbreak with a Storyteller.

Staff members are encouraged to print out small paper copies of the mechanics for a disease in the instance that they are being introduced into play. When a player becomes a carrier for a disease or illness, the name of the illness contracted should be put into the notes section of a player's character card. On the back of the player's character card the player should record the contraction of the illness in the appropriate time field. If a player has their disease cured by another player, the curing player must sign off on the back of the first player's sheet listing the cure or means in which the disease was cured.

If a character uses the skill 'Check Status' on a person who has a disease or illness they may ask 'Do you have any diseases?'. In the instance that the person being checked does have an illness or disease they must reply 'Yes' as well as say the name of the disease or illness. The person who is checking the illness or disease may look up what means are required for purging the disease or illness. In the instance that the disease or illness is a new mutation of sickness, primarily a plot related outbreak or engineered biological weapon, if a player has the Educated Skill for purposes of research as well as the appropriate lore for investigation (examples being Lore: Diseases and Plagues, Lore: Biological Warfare) the player can research to ask questions such as 'What are the symptoms of this new illness?', 'What are the physical ramifications of this illness', or 'How do I cure a particular progression of the illness'.



A player that has become infected with a disease or illness must roleplay the illness or disease accordingly. The player who is carrying an illness or disease is not to state the name of the illness or disease they are carrying unless they have been given an in-character reason to say the name. As an example, if there is a known outbreak of an illness with the symptoms and the player starts feeling the same symptoms, the player may say that they believe they have the particular illness.

## Stages and Progression

Each disease is broken down into three stages for simplicity:

### Onset

The earliest stage when minimal treatment and rest can typically cure a patient.

### Active

The disease has become entrenched, and is now more difficult to cure, and could worsen.

### Severe

The disease ravages the victim, and extreme measures are required to save them.

Each listed illness and disease has been broken down into the three stages of illness, each with a 'progression trigger' for what will cause the disease to move onto the next stage. Each listing includes the mechanical changes that a player suffers per each stage of an illness along with the required role-playing requirements for each level of illness, and provides the required cure for each stage of the individual disease or illness.

## Contagious Conditions

Some illnesses have been given triggers that will cause the disease to spread to others in an area as well as events that can (and will) cause spontaneous outbreaks. These diseases and illnesses are Storyteller tools. Any Marshal may request to have a spontaneous outbreak due to the Marshal witnessing regularly reoccurring conditions that could trigger a spontaneous outbreak. The Marshal must first clear the outbreak with a Storyteller before proceeding.

Staff members are encouraged to print out small paper copies of the mechanics for a disease in the instance that they are being introduced into play. On the back of the player's character card, the player should record the contraction of the illness in the appropriate time field. If a player has their disease cured by another player, the curing player must sign off on the back of the first player's sheet listing the cure or means in which the disease was cured.

A player that has become infected with a disease or illness must roleplay the illness or disease accordingly. The player who is carrying an illness or disease is not to state the name of the illness or disease they are carrying unless they have been given an in-character reason to say the name. As an example, if there is a known outbreak of an illness with the symptoms and the player starts feeling the same symptoms, the player may say that they believe they have the particular illness.

# Bad Brain Syndrome

An extremely terrifying disease, and perhaps the most frightening in this post-apocalyptic world. 'Bad Brain' onset is the precursor to complete mental subsumption by the Infection. In short, those who give in to 'Bad Brain' end up as Raiders - Infected whose bodies are yet unaffected, but minds are already completely subsumed by the Grave Mind. Symptoms are manicness, extreme aggressiveness, obliviousness and self-identification towards the undead, and a lingering craving for human flesh. If left untreated for too long, the infected will eventually either die, or be subsumed.

## Spontaneous Triggers

None.

## Means of Contraction

Bad Brain Syndrome most commonly occurs in instances where individuals have had prolonged exposure to the blood, saliva, and organic matter of living Raiders. It is extremely rare for this disease to transmit through dead Raider tissue (such as meaty bits) however it is not completely unknown for particularly hearty Raiders to transmit the disease via their flesh post mortem.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Nervousness, anxiety, and occasional bouts of hostility.	Nervousness, anxiety, bouts of hostility, hallucinations.	Nervousness, anxiety, bouts of hostility, hallucinations, occasional loss of motor skills.
Mechanics	Mechanics	Mechanics
Once per twelves loss of self-control (attack others), desire to 'gnaw' others in Bleed Out without mechanical advantage.	All of prior mechanics increased to twice per twelves.	All of Onset mechanics increased to 5 times per twelves.
Cure	Cure	Cure
First Aid at 20 Mind, 10 minutes roleplaying draining fluid from brain.	First Aid at 20 Mind, liquid, 10 minutes role-playing draining fluid from brain and replacing with Glowing Blue Liquid.	First Aid at 20 Mind, 2 Gizmo: Glowing Blue Liquid, 1 Gizmo: Meaty Bits, 30 minutes role-playing brain surgery and injection of Glowing Blue Liquid into Hypothalamus.
Progression	Progression	Progression
2 months without cure.	2 months without cure.	2 Months without cure. Progresses to complete character death (no longer playable) due to the character becoming a Raider. This character is now an NPC



# Black Lung

**T**hick, toxic particles that have settled into the chest and lungs impair breathing and the ability to engage in prolonged labor. This sickness is non-infectious, but still potentially deadly due to its symptoms. Also known as Miner's Lung and the Ironworks Cocktail.

## Spontaneous Triggers

Locations that have Forges, Workbenches, and Stills crammed into a space where not enough area has been provided for Physical Representations or appropriate props.

## Means of Contraction

Residing, sleeping, or spending extended time in locations that have Forges, Workbenches, and Stills crammed into a space where not enough area has been provided for a physical props. This sickness may also be contracted from contaminated mines, smoke filled work areas, and locations with toxic fumes.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Occasional mucus producing cough, severe winding from physical labor, wheezing.	Regular coughing every 20 minutes with occasional bloody mucus.	Severe coughing with blood loss with cough. Coughing near nonstop and doubled-over with chest pains. Movement is painful, breathing is painful.
Mechanics	Mechanics	Mechanics
Banned from use of Escape, Chase, or Balance while at this stage.	Banned from use of Escape, Chase, Balance, or Carry while at this stage.	Banned from use of Escape, Chase, Balance, or Carry while at this stage. Take 1 Body damage every 10 minutes from damage to lungs.
Cure	Cure	Cure
Disease removal via Brew, Meal, or Gizmo that removes diseases and 12 hours removed from Spontaneous Trigger sources.	Disease removal via Brew, Meal, or Gizmo that removes diseases and 12 hours removed from Spontaneous Trigger sources.	Medical Genius 30 minute operation on the lungs with an expenditure of 10 Mind. Requires LORE: Diseases to perform this procedure.
Progression	Progression	Progression
Not curing by the end of the event, advances before starting next event.	Not curing by the end of the event, advances before starting next event.	Not curing by the end of the event, advances each month to do 1 additional Body damage per 10 minutes from damage to lungs and asphyxiation.



# Disresonance

A mental condition which typically only affects Psionists. Disresonance is caused by exposure to sites or situations that produce extreme psionic reverb as a result of emotional occurrences, or sites so steeped in past emotional reverb that it affects the mind, sometimes years or even decades later. Symptoms include severe headaches, trouble seeing or focusing, whispers of voices in the mind, and minor crystallization of tissue.

## Spontaneous Triggers

None.

## Means of Contraction

Disresonance is spread via psions being in contact with areas of extensive psionic activity. These locations may exist due to psionic crystal growths, incredible emotional resonance, or near surface protrusions of the Grave Mind. Disresonance is not contagious via secondary carriers, only via direct psion interaction with one of these 'psionic hot spots'.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Psions suffer from occasional blurred vision, headaches, and bouts of vertigo.	Psions suffer from severe headaches, chills, and nausea induced by dizziness. Occasionally individuals report hearing voices and seeing undead that are not there.	Psions suffers from crippling head pains, vomiting, cold sweats, and occasional blood loss via the nose, eye, and ears. Severe hallucinations of hearing voices of the dead, regular vivid visual hallucinations of ghostlike figures, and feelings of dread.
Mechanics	Mechanics	Mechanics
All Psionic Power use cost 5 Additional Mind Points to activate.	All Psionic Power use costs 10 additional Mind Points to activate.	All Psionic Power use costs 10 additional mind and 5 body to activate.
Cure	Cure	Cure
Medical Genius at 15 Mind Points, and 30 minutes of 'Trepanation' roleplay.	Medical Genius at 30 mind, and 30 minutes of 'Brain Surgery' roleplay.	Replacement Parts at 20 Mind, 1 Gizmo: Glowing Blue Liquid, 30 minute role-play of partial lobotomy with forced flesh reconstruction.
Progression	Progression	Progression
One month uncured.	Medical Genius at 30 mind, and 30 minutes of 'Brain Surgery' roleplay. One month uncured.	One month month uncured, progresses to death due to brain hemorrhaging.



# Tuberculosis

A lethal, highly infectious disease that targets primarily the lungs and has a high mortality rate. The sturdiness of modern Strains means that the infected can still live long lives and it's more difficult to contract than in pre-fall times, but still deadly. The classic symptoms are a chronic cough with blood-tinged sputum, fever, night sweats, and weight loss (the last giving rise to the formerly prevalent colloquial term "consumption").

## Spontaneous Triggers

None.

## Means of Contraction

Prolonged interaction with molded area, corpse filled regions, or the sick.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Heavy cough that produces mucus. Coughing fits occur after physical activity, when laying at rest for prolonged periods, and periodically over the hour.	Heavy fits of coughing that produce mucus and blood. Coughing fits occur regularly, and any activity that causes heavy breathing or lung irritation forces heavy coughing fits that produce muscle spasms.	Progression beyond human capacity. Heavy fits of coughing that produce mouthfuls of blood. Coughing fits occur regularly, and any activity forces heavy coughing fits that produce muscle spasms and occasional rib fractures.
Mechanics	Mechanics	Mechanics
No physical mechanics	Coughing fits 1 per twelves that has effects of Nerve Punch and does 10 Body damage	Mechanics - Coughing fits 3 times per twelves that have the effects of Nerve Punch and do 10 Body damage.
Cure	Cure	Cure
Medical Genius at 10 Mind Points, 30 minute role-play of forced medical attention and 'lung Scraping'. Strains being more robust than humans were is both good and bad at times.	Medical Genius at 20 Mind Points, 30 minutes of role-playing operating on the infected lungs and breathing tube to remove fungus and sterilize lungs.	Replacement Parts at 20 Mind, 1 Gizmo: Glowing Blue Liquid, 1 Gizmo 'Meaty Bits', 30 minute roleplay of replacing damaged sections of lung via operation.
Progression	Progression	Progression
1 month uncured	1 month uncured	1 month uncured, progresses to death



# Pneumonia

**P**neumonia is an inflammatory condition of the lung—especially affecting the microscopic air sacs (alveoli)—associated with fever, chest symptoms, and a lack of air space. Typical symptoms include cough, chest pain, fever, and difficulty breathing. Coughing fits, wheezing, and shortness of breath are common.

## Spontaneous Triggers

Spending extensive periods in the rain or cold without proper cover or equipment or being active when one is already a carrier of illness or disease.

## Means of Contraction

Some forms of Pneumonia can be spread via viral or bacterial spread. Failing to wash hands, clean areas, and properly sanitize eating areas can result in spread of Pneumonia causing illnesses.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Wheezing and shortness of breath, fever, aches and pains in chest.	Shortness of breath, coughing, cold sweats, fever, and pain in chest.	Severe breathing difficulties, coughing fits, immobilized due to pain and body aches, dementia causing fever, and overall weakness.
Mechanics	Mechanics	Mechanics
Loss of ability to use Chase or Escape	All of prior negatives, loss of ability to move faster than a walk.	All of prior negatives, maximum total Health reduced to 1/2 (rounded down) of total health during duration of illness. Until cured no effects will raise your health above half.
Cure	Cure	Cure
Medical Genius at 10 Mind with 30 minutes of assisted respiration roleplay	Medical Genius at 20 Mind with 30 minutes of assisted respiration and consumption of 3 Brews: Cough and Cold (must be Cough and Cold, no other similar brews will work).	Medical Genius at 30 Mind with 30 minutes of assisted respiration, injection of 3 Gizmo: Glowing Blue Vial
Progression	Progression	Progression
1 month uncured	1 month uncured	1 month uncured, results in death



# Frostbite

A medical condition where localized damage is caused to skin and other tissues due to extreme cold. Frostbite is most likely to happen in body parts farthest from the heart and those with large exposed areas. The initial stages of frostbite are sometimes called "frost nip".

## Spontaneous Triggers

Not wearing enough clothes in dangerously cold conditions.

## Means of Contraction

Weather conditions, frozen zombies.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Bluish discoloration of extremities at first, and then face and lips. Shivering, feeling of cold, nausea, and loss of fine motor skills.	Bluish and blackened discoloration of extremities, face, and lips. Shivering, feeling of cold, nausea, and loss of fine motor skills. Loss of fingers and toes. Portions of flesh missing.	Loss of limbs, bluish and blackened flesh around face and torso. Shivering, feeling of cold, nausea, and impaired vision.
Mechanics	Mechanics	Mechanics
As per Mangle Limb, that does not go away until Frostbite is cured. After curing Frostbite the limb must be fixed via Fix Limb.	As per Sundered Limb, that does not go away until Frostbite is cured. After curing Frostbite the limb must be fixed via double use of Fix Limb.	As per Sundered 4 Limbs, that does not go away until Frostbite is cured. After curing Frostbite each limb must be fixed via double use of Fix Limb.
Cure	Cure	Cure
First Aid at 30 minutes of role-playing warming the affected areas with soaking in warm water while adding blankets to increase the core temperature.	Medical Assistance at 30 minutes of roleplaying warming the affected areas with soaking in warm water, adding blankets to increase the patient's core temperature, application of bandages to regions missing flesh.	Cured using 'Glowing Blue Liquid'
Progression	Progression	Progression
Does not progress by itself without additional affliction of Frostbite being added.	Does not progress by itself without additional affliction of Frostbite being added.	Does not progress by itself without additional affliction of Frostbite being added.



# Gibbering Disease

**R**elated to Lockjaw, Gibbering Disease causes a slurring of speech and a swelling along the mouth and throat which causes attempted communication to become nothing more than unintelligible gurgles and gasps. This blood borne illness eventually results in constricted arm movements and eventually death due to mental decay.

## Spontaneous Triggers

Refusing to return to in character conversation when being asked to kindly remain in-character. Outbreaks occur when large groups of people speak or act unnecessarily out of character.

## Means of Contraction

Gibbering Disease is fortunately not contagious. Medical professionals work tirelessly to ensure that Gibbering Disease never reaches contagious state.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Garbled speech, bloated tongue and mouth, shortness of breath.	Gagging breath, incapable of speech, dementia due to oxygen deprivation.	Occasional blackouts from lack of oxygen, struggling for breath, bloated mouth, incapable of speech.
Mechanics	Mechanics	Mechanics
Inability to use any Faith powers, or speak clearly for 30 minutes.	As per effect of Choking Blow for 30 minutes	As per effect of Choking Blow for 30 minutes followed by knockout.
Cure	Cure	Cure
Requires being wounded by at least 15 damage to Bleed Out ill humours.	Requires being wounded to Bleed Out to drain out ill humours.	Requires either passing through the Grave Mind or 1 hour of extensive Torture to force the body to regulate its serotonin and adrenaline levels.
Progression	Progression	Progression
Fortunately does not progress on its own.	Fortunately does not progress on its own.	Fortunately does not progress on its own.



# Hemophilia

A non-infectious condition often caused by parasites and infected leeches, though almost identical symptoms are occasionally caused by over-exposure to deadly chemicals, or even simply grievous bloody injury that didn't heal right. Those affected by Hemophilia have very thin blood, and find it extremely difficult to stop simple nose bleeds let alone normal injuries. Even normally mundane accidents suddenly risk being life and death.

## Spontaneous Triggers

None.

## Means of Contraction

Large number of undead and raiders carry Hemophilia triggering toxins on their bodies. Contraction of Hemophilia is actually the result of a number of other plague born interactions.

## Onset

### Roleplay

Wounds produce excessive volumes of blood. Bruises form more easily.

### Mechanics

Mangled Limbs become Sundered Limbs, Bleed Out time reduced by 1 minute. Does not apply to Skills which cause a shortened Bleed Out (such as Slaughter).

### Cure

Medical Genius at 20 Mind, 30 minutes of roleplay doing a blood transfusion

### Progression

1 month without cure

## Active

### Roleplay

Wounds produce excessive volumes of blood. Wounds take longer to heal. Bruises form more easily.

### Mechanics

Mangled Limbs become Sundered Limbs, Bleed Out time reduced by 2 minutes. Applies to Skills which cause a shortened Bleed Out (example, a Slaughter could be an instant kill).

### Cure

Medical Genius at 20 Mind, 30 minutes of roleplay doing a blood transfusion, 5 damage to a second willing character who is the blood donor (donor must be same Strain at this level).

### Progression

1 month without cure

## Severe

### Roleplay

Wounds produce excessive volumes of blood. Wounds take longer to heal. Bruises form more easily. Small normally ignorable wounds become severe issues to manage.

### Mechanics

All forms of damage taken to the characters health (the body) is doubled. All Mangled Limbs are Sundered Limbs. Bleed Out time is reduced by 3 minutes, which applies to Skills which cause a shortened Bleed Out (example, a Slaughter could be an instant kill).

### Cure

Medical Genius at 20 Mind, 30 minutes of roleplay doing a blood transfusion, 5 dmg to a second willing character who is the blood donor (donor must be same Strain at this level).

### Progression

Does not progress further.

# Necrosis

**N**ecrosis causes the extended breakdown and liquefaction of living tissue due to the flesh being consumed or destroyed on a cellular level. Necrosis often times turns flesh areas into yellowish liquid pits, or, can cause almost a rotting and decaying of a section of prior healthy flesh. Necrosis is not contagious, however the toxins, viral injections, or bacteria that cause necrosis may be. Animal attacks that cause necrosis are commonly found in warm regions, and need to be proactively tended to as to prevent muscle damage.

## Spontaneous Triggers

None.

## Means of Contraction

Contracted through deadly poisons as well as many arachnid and serpent bites.

### Onset

#### Roleplay

Small patch of black and green discoloration on contact point (roughly 1 inch in diameter). Mild itch and irritation at source. Difficult to identify on Retrogrades.

#### Mechanics

None to start

#### Cure

Medical Assistance at 20 Mind Points, use of Gizmo: Meaty Bits. 30 Minutes of flesh grafting roleplay.

#### Progression

Progresses at the following twelves (or 3 hours later, whichever is longer

### Active

#### Roleplay

Medium patch of black and green discoloration on contact point (roughly 6 inches in diameter). Feeling of ache and pain similar to being bruised in area. Difficult to identify on Retrogrades.

#### Mechanics

As per mechanics of Mangle Limb that cannot be cured until Necrosis is cured.

#### Cure

Medical Assistance at 20 Mind Points, use of 2 Gizmo: Meaty Bits. 30 Minutes of Agony causing flesh grafting roleplay.

#### Progression

Progresses at the following twelves (or 3 hours later, whichever is longer)

### Severe

#### Roleplay

Large area of black and green discoloration around pits and missing sections of flesh (roughly 12-24 inches in diameter). Feeling similar to a bruise combined with a scrape. Easy to identify even on Retrogrades.

#### Mechanics

As per mechanics of Sundered Limb, that cannot be cured until Necrosis is cured.

#### Cure

Replacement Parts at 20 Mind Points, use of 2 Gizmo: Meaty Bits and 1 Gizmo: Glowing Blue Liquid. 30 Minutes of Agony causing muscle and flesh replacement roleplay.

#### Progression

Progresses at the following twelves (or 3 hours later, whichever is longer). Sweating Sickness at Active State is added.



**DONE**

# Radiation Poisoning

A non-infectious condition caused by over exposure to radiation. Degree of effect depends on the dose of radiation exposure. Relatively smaller doses result in gastrointestinal effects such as nausea, vomiting, and bleeding. Relatively larger doses can result in rapid death.

## Spontaneous Triggers

Extensive exposure to damaging glowing green and blue rods.

## Means of Contraction

Onset is triggered by carrying unshielded glowing green rods or 6 irradiated objects for more than an hour. Active is triggered by carrying or prolonged exposed to glowing blue rods or 12 irradiated objects for more than an hour. Severe is triggered by carrying or being exposed to multiple glowing blue rods or 18 irradiated objects for more than an hour. Specific devices, events, and situations may INSTANTLY introduce different degrees of radiation poisoning. Retrogrades require 1 degree of exposure higher than normal to trigger Onset or Active radiation poisoning. Severe radiation poisoning rarely occurs to Retrogrades.

### Onset

#### Roleplay

Nausea, vomiting,  
headache, cough,  
dizziness, and fever.

### Active

#### Roleplay

All Roleplay from Onset  
with addition of hair  
loss, blisters, and  
bleeding.

### Severe

#### Roleplay

All roleplay from  
Onset and Active with  
addition of severe  
burns and blisters.

### Mechanics

At the turning of the  
12's, lose 5 Mind  
Points.

### Mechanics

Mind Points do not  
refresh at the 12s  
without healing at  
least 10 body worth  
of Health when already  
at full Heath each  
Twelves.

### Mechanics

Mind Points do not  
refresh at the 12s  
without healing at  
least 20 body worth of  
health when already at  
full heath each Twelves

### Cure

Medical Genius and  
Cure Toxins at 20 Mind  
Points. 30 Minutes  
of roleplaying blood  
transfusion and forced  
vomiting combined with  
forced hydration.

### Cure

Medical Genius and  
Cure Toxins at 30 Mind  
Points. 30 Minutes  
of roleplaying blood  
transfusion and forced  
vomiting combined with  
forced hydration.

### Cure

Medical Genius and  
Cure Toxins at 30 Mind  
Points. Requires use  
of Gizmo: Glowing Blue  
Liquid 30 Minutes  
of roleplaying blood  
transfusion and forced  
vomiting combined with  
forced hydration.

### Progression

Does not Progress

### Progression

Does not Progress

### Progression

If uncured within 3  
month of infliction,  
will cause death to  
non-Retrograde carriers

# Sweating Sickness

A mysterious disease with debatable sources. Some believe poor sanitation or disease-ridden carriers spread this disease, others believe it's carried by extremely high sources of the Infection. Regardless the source, it's an extremely dangerous malady - the body becomes much less efficient at pulling itself back together and much more susceptible to harm. Symptoms include very sudden senses of apprehension, cold shivers (sometimes very violent), giddiness, headache and severe pains in the neck. Later stages include ruptured vessels in the body which causes blood to seep from the pores.

## Spontaneous Triggers

None.

## Means of Contraction

Toxic water sources, carried by insects, rats, fleas, shared containers, blood and saliva transferal.

Onset	Active	Severe
Roleplay	Roleplay	Roleplay
Aches and pains in the neck and shoulders, occasional cold shivers, and headache.	All symptoms from Onset with addition of spasm like shivers, blurred vision, bouts of paranoia, and occasional cold sweats.	All symptoms from Onset and Active with the addition of prolonged periods of dementia and audio and visual hallucinations.
Mechanics	Mechanics	Mechanics
Inability to use the Carry Skill. Iron Slaves can still use Carry Skill, but no longer have their Strong Back advantage.	All mechanics from Onset with the addition of the inability to accurately use thrown weapons, bolt action weapons, or bows due to clouded vision and unstable hands.	All mechanics from Onset and Active with addition of Knockdown twice per twelves representing muscle cramping.
Cure	Cure	Cure
Medical Assistance at 10 Mind Points and 1 crafted Meal (may be generic). 20 minutes of strength building roleplay in addition to meal and recovery time.	Medical Assistance at 10 Mind Points and 1 crafted Meal (may be generic but requires card) and one brew (may be generic but requires card). 30 minutes of strength building roleplay in addition to Meal and recovery time.	As per Active Cure, with the addition of a Gizmo: Glowing Blue Liquid added to the Brew.
Progression	Progression	Progression
Progresses in 1 month if not cured	Progresses in 1 month if not cured	In 3 months progresses to being cured
	Progression	
	Progresses in 1 month if not cured	



# **Derangements of the Mind**

The apocalypse is a harsh place. Men and women are torn limb from limb, the bodies of the dead and the dying litter the ground. Businessmen stab associates in the back, while people betray both friend and foe in the name of survival. It's not surprising that in a way to cope with these brutal realities of everyday life, people turn inward. Their minds fracture and break as they try to make sense of a world where each day might be their last.

And then there's the Grave Mind— the monstrous creature born of the Infection. It rips and tears at a person's consciousness as they pass through the gates of death, needling through the cracks of their will. It can break a survivor— both body and mind.

There are many Derangements to potentially suffer from. With that said, Dystopia Rising recognizes that real world mental illness is not something to be taken lightly, and these Derangements are not meant to accurately depict any real world ailments or conditions— despite being heavily inspired by them. Instead, this list is purely meant for roleplaying purposes and to give these conditions direct, in-game mechanics so that players know how to generally roleplay the conditions without being psychological experts.

If portraying a certain conditions makes you uncomfortable for any reason OOC, please alert the staff; that way, your character can be assigned another Derangement to replace it.

## **Developing a Derangement**

When your character suffers a particularly traumatic experience, such as passing through the Grave Mind, it's likely that they'll receive a Derangement. A Storyteller or Marshal will tell you what Derangement your character will receive at the time— or you can request a specific Derangement that makes sense for your character and the circumstances surrounding the situation. Derangements are essentially mental afflictions that must be roleplayed until they are cured. They can be either permanent or temporary, and usually require extensive roleplay before they are gotten rid of. The most common way to receive a Derangement is passing through the Grave Mind, but there are also other ways to receive them in-game; your character sheet will be clearly marked if your character has received one of these afflictions.

## **Roleplaying Derangements**

When roleplaying a Derangement, it's important to remember that they're not supposed to be funny or silly. Derangements are serious afflictions and should be roleplayed accordingly. Think about your character's experiences and incorporate them into your Derangement roleplay. Why would your character feel anti-social? Is there something that happened that would make your character turn away from the rest of the world? Why would your character construct another personality? Is it a protection mechanism, or something else? Thinking about these questions can help you get into your character's head when roleplaying a Derangement. Derangements are also an excellent opportunity for furthering character development and progression.

## **Derangement Durations and Mechanics**

Derangements are more than just roleplaying requirements. Derangements can either be Temporary or Permanent, and many will have a Trigger condition, as well as a Mechanical disadvantage while afflicted. When you receive a Derangement, you immediately begin suffering the effects of it, and must continue to roleplay it until cured via appropriate in-game means. When you receive a Derangement, your character is affected by it constantly. This means that you have to actively roleplay the Derangement until it is cured. If you downplay or act against your character's Derangement, then another Derangement may be assigned by the StoryTelling staff. If one has to be assigned, the new one becomes temporary while the old one turns into a permanent Derangement. This represents a character's worsening mental degeneration. Derangements may not be cured within the first hour that they are received.

Each Derangement will list its Name, Duration, and if appropriate its Trigger, followed by its Role Play requirements, and its Mechanics. A temporary Derangement ends at the end of the event, worked through by your character during down time, or as a side effect of a jaded world view living in the wasteland. Repeated exposure to a Derangement's triggers or sufficiently severe trauma can cause a temporary Derangement to turn into something far more serious— a permanent Derangement. A permanent Derangement takes significantly greater effort to cure, and persists until cured.



Die Roll	Derangement	Mechanic
1-3	<b>Addictive Personality</b> <i>Addiction</i>  <b>Typical Triggers:</b> Brew, Meal	<p><b>Description:</b> The Victim seeks out and indulges in addictive substances regularly, and has become dependent on them to function. Difficult to identify with how many survivors use drugs and hooch as coping mechanisms.</p> <p><b>Role Play:</b> The need for addictive substances controls the victim's mood, leading to irritability the longer they are without their vice. Victims often suffer from withdrawal symptoms as well, such as headaches and nausea if they "go straight" for prolonged periods.</p> <p><b>Mechanics:</b> Victim's Mind Points do not refresh on the 12s unless they consume at least 1 Brew or Meal that causes an "Addiction" effect prior to the 12s.</p>
4-6	<b>Nester Syndrome</b> <i>Agoraphobia</i>  <b>Typical Trigger:</b> Locations associated with Trauma, Crowds, Markets, Bars, Dangerous Situations	<p><b>Description:</b> The Victim actively avoids environments that present unknown dangers or are associated with past trauma. Often confused for Freak-outs or simply being a shut-in.</p> <p><b>Role Play:</b> The victim suffers from anxiety, doing everything they can to avoid the source of their trauma, especially spaces where there is the unknown as to whether their stressors could be present, such as large social environments, or open spaces from which the victim cannot easily flee back to safety. Victims will often develop a specific safe space, such as their home, or a trusted ally, that they have difficulty leaving the presence of.</p> <p><b>Mechanics:</b> Victim suffers from "Fear" for every 10 minutes they spend around their triggers. Refuse may be used to overcome one instance of this fear.</p>
7-9	<b>Memory Loss</b> <i>(Amnesia)</i>  <b>Typical Triggers:</b> None	<p><b>Description:</b> The Victim's long term memory is severely damaged, and is inaccessible to them. Despite repeated efforts, no reliable cure has been found for the Semper Mort and their extreme case of this derangement.</p> <p><b>Role Play:</b> The victim loses all memory from before the moment they received this derangement, forgetting everything including their name, friendships, connections, and are generally lost as to where they might be. Skills are used for the first time with a great deal of confused difficulty. Victims are often scared, confused, and paranoid while starting to cope with their memory loss.</p> <p><b>Mechanics:</b> Victim may not utilize any Lores or perform Research via the Educated skill.</p>

Die Roll	Derangement	Mechanic
10-13	<b>Psychopath</b> <i>Antisocial Personality Disorder</i>  <b>Typical Trigger:</b> None	<p><b>Description:</b> The Victim is easily irritable and prone to impulsive behaviors with a total disregard for others. This derangement is considered an early warning sign of developing Thrill Kill Disorder.</p> <p><b>Role Play:</b> The victim displays absolutely no empathy for others, and exhibits an inflated sense of self worth. Most often, these impulsive behaviors will result in vandalism, manipulation, persistent lying, theft, irresponsibility, and social and physical aggression. Punishment does not dissuade this behavior, nor the negative consequences of their actions.</p> <p><b>Mechanics:</b> Victim cannot use Refuse against the Insult skill, and must respond violently.</p>
14-17	<b>Reclusive</b> <i>Avoidant Personality Disorder</i>  <b>Typical Triggers:</b> Fear of Failure, Fear of Rejection, Specific Society or Strain	<p><b>Description:</b> The Victim becomes withdrawn, pessimistic, and suffers from low self-esteem.</p> <p><b>Role Play:</b> The victim becomes deeply sensitive to negative feedback, real or imagined, which leads them to avoid most relationships and appear exceptionally shy. They suffer from a severe fear of rejection and avoid conflict or interaction with others that might bring criticism their direction.</p> <p><b>Mechanics:</b> None</p>
18-20	<b>The Twitch</b> <i>Chronic Motor Tic</i>  <b>Typical Triggers:</b> Stress, Fatigue, Excitement, Combat	<p><b>Description:</b> The victim suffers from persistent, difficult to control physical or vocal repetitions. These are very dangerous given that they have a habit of manifesting at the worst time while under pressure.</p> <p><b>Role Play:</b> When in the presence of their triggers, the victim will have a sudden, fast, repeated movement or sound that has no reason or goal (such as blinking, grimacing, quick arm or leg movements, or sounds like grunting, stutters, and throat clearing). Some people have many tics, but they are either movement or sound, typically not both. The symptoms can be held off for a short time, but feels relief only after giving in.</p> <p><b>Mechanics:</b> Victim cannot use the Attach, Unlock, or Balance skills.</p>



Die Roll	Derangement	Mechanic
21-23	<p><b>Miner Anxiety</b> <i>Claustrophobia</i></p> <p><b>Typical Triggers:</b> Enclosed Spaces, Bindings, Entrapment</p>	<p><b>Description:</b> These victims almost universally suffered some manner of trauma relating to becoming entrapped or confined, and now exhibit panic behaviors when presented with their stressors. Unsurprisingly, miners and jones are the most common victims of this derangement.</p> <p><b>Role Play:</b> Victims cannot tolerate being in environments where they feel trapped, enclosed, or pinned, going to great lengths to avoid small rooms and buildings, or tight spaces like tunnels or crawl-ways. If forced into a situation where the victim has to confront their trigger, they will be quickly overwhelmed with the need to flee, and will suffer from shortness of breath and fight or flight behaviors to escape their triggers.</p> <p><b>Mechanics:</b> Victim suffers from "Fear" for every 5 minutes they spend in a small or crowded enclosed space or trapped via Tie Binds or Nail. Refuse may be used to overcome one instance of this fear.</p>
24-26	<p><b>Deluded Self-Importance</b> <i>Delusions of Grandeur</i></p> <p><b>Typical Triggers:</b> Social Conflict, Competition</p>	<p><b>Description:</b> This condition rarely gets diagnosed, often just attributed to the personality of the victim, but is in fact a break from reality. The victim genuinely believes they are the most important person on earth!</p> <p><b>Role Play:</b> The victim believes they are the center of the universe. They give orders, make unreasonable demands, and refuse to follow orders from others. Each delusion is specific to the individual, so one victim may see themselves as a wealthy trade magnate in control of a vast trade network, while another sees themselves as a high ranking figure from one of the apocalyptic religions.</p> <p><b>Mechanics:</b> Victim will not willingly follow orders that are not their own.</p>
27-30	<p><b>Split Personality</b> <i>Dissociative Identity Disorder</i></p> <p><b>Typical Triggers:</b> Unique to the Individual</p>	<p><b>Description:</b> The victim's mind, in an effort to escape or survive severe trauma, fractures and creates two unique personalities sharing the same memories. These personalities recurrently take control of the victim's behavior.</p> <p><b>Role Play:</b> This extreme form of PTSD causes a split in your character. Each personality has its own distinct wants, likes, and motives, but share the same memories and experiences. There should be a highly personal trigger that causes the switch between the personalities, defined by the player appropriate to the trauma that caused their split. Each personality should have its own distinct mannerisms and demeanor (movement, speech patterns, posture, etc), so that when the switch occurs quickly and subtly, the two personalities can be clearly told apart from one another. This derangement is not two whole and unique people with their own memories and experiences, but rather, a drastic shift in how you socially interact with others.</p> <p><b>Mechanics:</b> None</p>

Die Roll	Derangement	Mechanic
31-33	<b>Eating Disorder</b> <i>Anorexia</i>  <b>Typical Triggers:</b> None	<p><b>Description:</b> The victim becomes deeply food and body conscious, avoiding eating where at all possible, either due to a past food related trauma, poisoning, or severe body image issues.</p> <p><b>Role Play:</b> The victim should be avoidant to eating, making excuses for why they aren't hungry (not wanting to waste food, it doesn't agree with their stomach, etc) and trying to change the subject. They will suffer from painful cramping and nausea if forced to eat. Make up should be used to create the appearance of sunken cheeks and eyes over time.</p> <p><b>Note:</b> This does not mean you shouldn't eat Out of Game! For goodness sake DO EAT, just be sure to do so OOG away from where folks will see you In Game.</p> <p><b>Mechanics:</b> Victim will not willingly consume Brews or Meals. They deal 1 less damage with Brawling, Melee, and Thrown weapons to a minimum of 1 and cannot use the Carry or Rescue skills.</p>
34-36	<b>Stalker's Complex</b> <i>Erotomania</i>  <b>Typical Triggers:</b> Specific Person	<p><b>Description:</b> The victim develops an unreasonable belief that another character of high standing or notoriety is completely in love with them, to the point of acting as though they are a couple in an active relationship.</p> <p><b>Role Play:</b> The victim will go to great lengths to support this belief, fulfilling their role within the relationship, using pet names, and becoming deeply lovesick if they cannot act around the trigger of their affection. It's also likely that the victim will lash out jealously if their trigger is involved with someone else or doesn't actively reciprocate their obsessive behavior. When selecting the other character, keep the victim's own personality in mind, and choose someone that they would naturally be attracted towards and adore. This should not be seen as comical, but tragic and rather creepy and scary.</p> <p><b>Mechanics:</b> Victim must spend at least 5 minutes in line of sight of their Trigger once per 12s, or all social skills costs +1 Mind Point to utilize.</p>
37-39	<b>Vegasian Fever</b> <i>Histrionic Personality Disorder</i>  <b>Typical Triggers:</b> Social Situations, Competition	<p><b>Description:</b> The victim has a burning need to be the center of attention, and will go to great lengths to stay there. Occurs often among Vegasians, Pure Bloods, and Entertainers. More extreme forms of this can manifest as what's known as "Therapy Dependence".</p> <p><b>Role Play:</b> The victim will constantly be "on" and perform in front of others to gain the most possible attention. The victim is liable to be lively, vivacious, and constantly seeking approval from others. They may make loud and inappropriate comments, act out, fake injuries or illness, or lie to gain the attention of others. This constant need to please others will also lead to mood swings and constantly fluctuating opinions and beliefs depending on their audience.</p> <p><b>Mechanics:</b> The victim cannot use Refuse to defend against the Charisma skill.</p>



Die Roll	Derangement	Mechanic
40-42	<p><b>Hot Headed</b>  <i>Impulse Control Disorder</i></p> <p><b>Typical Triggers:</b>  None</p>	<p><b>Description:</b> The victim is at a complete loss to stop themselves and constantly acts on impulse without thought of consequences until after the fact. Many miss this derangement when diagnosing Mericans, believing it to simply be part of the victim's core personality.</p> <p><b>Role Play:</b> Impulses come to mind, and the victim acts on them without hesitation, leading them to end up in dangerous, confrontational, and foolish situations that a more rational mind may have avoided. If someone insults them, they will fight them. If they want something, they will take it. If they have an opinion, they will voice it and loudly. The victim may run into battle without backup or throw themselves headlong into danger without thinking of the consequences until afterwards.</p> <p><b>Mechanics:</b> Victim cannot Refuse the Insult skill.</p>
43-45	<p><b>Zedophobia</b>  <i>Kinemortophobia</i></p> <p><b>Typical Triggers:</b>  Corpses, Zombies, Full Dead, Retrogrades</p>	<p><b>Description:</b> The victim has an irrational fear response whenever presented by the trappings of death, be they mobile or not, resulting in severe anxiety and a constant state of dread.</p> <p><b>Role Play:</b> The victim must run away from all zombies, Full Dead, and Retrogrades as described below. The victim also will flee any situation where dead bodies or obvious viscera are present, or any other clear signs of death, such as coffins and grave sites. This is not a rational fear, but a gut wrenching need to get away. Even if you were once friends with Full Dead and Retrogrades, you have to be reviled by them and flee to avoid them at all costs.</p> <p><b>Mechanics:</b> Victim suffers from the effects of "Fear" any time they are in the presence of their Triggers. Refuse may be used to overcome this fear for 1 minute with intense discomfort.</p>
46-49	<p><b>Filcher</b>  <i>Kleptomania</i></p> <p><b>Typical Trigger:</b>  None</p>	<p><b>Description:</b> The victim has a persistent and nearly automatic need to steal and hoard objects, regardless of if they are useful or not. They often times will not even realize they have done it until after the fact. Lascarians seem to demonstrate a disproportionately high occurrence of this derangement.</p> <p><b>Role Play:</b> It doesn't matter whom an object may belong to, the victim is just as likely to steal from their friend as from an enemy. The victim is not necessarily subtle about these thefts, either, often brazenly walking off with things or pocketing them without thinking in front of other people.</p> <p><b>Mechanics:</b> Victim must attempt to steal at least 2 times per 12s, if not more.</p>

Die Roll	Derangement	Mechanic
50-53	<b>Tantrumatic Episodes</b> <i>Intermittent Explosive Disorder</i>  <b>Typical Trigger:</b> Stressors	<p><b>Description:</b> The victim becomes volatile and irritable, often responding to stressors with disproportionate reactions. This derangement is considered a close relative to Hot Headed and can be easily confused with it.</p> <p><b>Role Play:</b> The victim is prone to explosive tantrums, in excess of what would be deemed an appropriate response to their triggers. The victim may attack others, harm themselves, destroy property, scream, or simply lash out emotionally during their outburst, only to have sudden remorse, regret, or embarrassment immediately afterwards.</p> <p><b>Mechanics:</b> Victim must have at least 2 episodes per 12s, each lasting no less than 20 minutes.</p>
54-57	<b>Pain Junkie</b> <i>Masochistic Disorder</i>  <b>Typical Triggers:</b> None	<p><b>Description:</b> This derangement is hotly debated by head shrinks whether it's physical or psychological, but regardless of source, the victim finds intense pleasure from receiving pain of any kind, especially from outside sources. Some believe this is an early onset of surgical addiction.</p> <p><b>Role Play:</b> The victim's pain receptors register pleasure instead of pain, leading to dangerous behavior as the victim will not make an effort to avoid injury. Over time the subject will seek out more and more dangerous situations that may result in pain, chasing down that next intense adrenaline rush.</p> <p><b>Mechanics:</b> Victim may no longer use Avoid, Parry, or Bounce, and may not wield Shields, wear Armor, or use other defensive Items.</p>
58-60	<b>Survivor's Fatigue</b> <i>Melancholia</i>  <b>Typical Triggers:</b> None	<p><b>Description:</b> This derangement is associated with a complete lack of desire, drive, or want for the world. Remnants are particularly prone to this condition.</p> <p><b>Role Play:</b> Similar to depression or hopelessness, a victim suffering from survivor's fatigue will seem despondent and disconnected from others. They may fail at their duties and responsibilities that they normally would accomplish easily, or become lethargic. Others should be able to notice that the victim is distinctly "off" or depressed.</p> <p><b>Mechanics:</b> All skills cost +1 Mind Point for the Victim to utilize.</p>



Die Roll	Derangement	Mechanic
61-63	<p><b>Bulldog Syndrome</b> <i>Napoleon Complex</i></p> <p><b>Typical Triggers:</b> Social Situations, Competition, Mass Combat</p>	<p><b>Description:</b> The victim demonstrates overly aggressive and domineering social behavior, often to compensate for some personal handicap. This derangement manifests frequently among Retrograde and Red Star populations, especially in regions where they are heavily shunned or victimized.</p> <p><b>Role Play:</b> The victim is compensating for a real or perceived handicap that they face in their day to day life, such as being short, ugly, financially disadvantaged, or an outcast. The manifestation of this domineering behavior is directly informed by the individual's sensitivity about their disadvantage, and will be triggered heavily by those that are ignorant or antagonistic about the victim's shortcoming.</p> <p><b>Mechanics:</b> None</p>
64-67	<p><b>Dead Drop Disorder</b> <i>Narcolepsy/Cataplexy</i></p> <p><b>Typical Triggers:</b> None</p>	<p><b>Description:</b> This derangement is characterized by sudden bouts of unconsciousness, often while in the middle of conversation or other activities, resulting in semi-paralysis, collapse, and in an awful lot of cases, death at the hands of the undead and raiders.</p> <p><b>Role Play:</b> The victim regularly "nods off" during the course of a typical day. These small bursts of sleep often occur in moments of rest like sitting, reclining, or leaning, but can also occur standing up or during lulls in physical activities like crafting or writing. It is not uncommon for this to happen mid conversation. These brief bouts of unconsciousness leave the victim disoriented when they jerk back awake.</p> <p><b>Mechanics:</b> Victim suffers from the effects of "Knockout" once per 12s.</p>
68-70	<p><b>Boaster</b> <i>Narcissism</i></p> <p><b>Typical Triggers:</b> None</p>	<p><b>Description:</b> This derangement is rarely diagnosed, as it can easily be confused for pride or vanity on the part of the victim. Pure Bloods and Accensorites are common sufferers of this particular derangement, though they rarely consider themselves victims. It is not uncommon for this to develop alongside other derangements.</p> <p><b>Role Play:</b> The victim displays a hugely inflated sense of self-worth, viewing themselves as a flawless paragon, an icon of perfection. They often become self-obsessed and will become preoccupied with their perceived superiority, especially when it comes to matters of appearance. The victim will go to great lengths to always look their best and will relish any chance to hear others praise their good looks and clear superiority.</p> <p><b>Mechanics:</b> None</p>

Die Roll	Derangement	Mechanic
71-73	<b>Nightmares</b> <i>Nightmare Disorder</i>  <b>Typical Triggers:</b> Unconsciousness	<p><b>Description:</b> This derangement is closely related to sleep terrors, but produce a far more violent and disorienting effect for the victim, often leading to bouts of violence if they are woken by others that they fail to realize are not part of the nightmare they were suffering from.</p> <p><b>Role Play:</b> The victim suffers from extremely vivid, and often violent nightmares. When waking from any form of unconsciousness, the victim is extremely disoriented and cannot differentiate the real world from the dreamstate they were in for the first few minutes. This inability to tell dream from reality may cause the victim to lash out at those around them or flee while their mind is still caught up in the nightmare. Their fight or flight response is closely linked to the nature and subject of their nightmares, which are usually a direct reflection of the trauma that created the disorder.</p> <p><b>Mechanics:</b> Any time the Victim comes out of an unconscious state, such as natural sleep, Knockout, etc, they treat all available targets, friend or foe, as enemies for 1 minute.</p>
74-76	<b>Freak-outs</b> <i>Panic Disorder</i>  <b>Typical Triggers:</b> Specific Situations, Specific Locations, Specific Creatures	<p><b>Description:</b> This derangement occurs in victims after having a panic attack or similar traumatic experience, leading to severe anxiety and fear of future attacks or traumas that could come at any moment. This can lead to Nester Syndrome and is clearly related to Miner Anxiety. It can also easily be confused for being paranoid.</p> <p><b>Role Play:</b> The victim constantly suffers from a sense of dread and anxiety anticipating the next time they might find themselves confronted by their trigger. Most victims manage to cope with this low level of background stress functionally in their day to day life. The victims will go to great lengths to remain in perceived "safety" to reduce their stress, often becoming paranoid about their trigger. These avoidance techniques only make it worse when they are confronted with their trigger, leading to full blown panic attacks and fight or flight response.</p> <p><b>Mechanics:</b> Victim suffers from the effects of "Fear" for every 5 minutes they spend around their triggers. Refuse may be used to overcome this fear.</p>



Die Roll	Derangement	Mechanic
77-79	<b>Paranoid</b> <i>Paranoia</i>  <b>Typical Triggers:</b> None	<p><b>Description:</b> The victim develops irrational beliefs that they are being persecuted, pursued, or otherwise targeted. This often is paired with a delusional sense of importance or the belief that vast conspiracies exist to thwart the victim's every action.</p> <p>Unsurprisingly, this often manifests alongside other delusional derangements such as Bulldog Syndrome and Schizoids.</p> <p><b>Role Play:</b> The victim is completely unaware of their delusions, and will construct ornate ideas of conspiracies, alliances, and antagonists hidden throughout their local society, insisting that shadowy hands and eyes exist everywhere. These delusions are almost always focused on the victim, and are the rationale and explanation for every misfortune and difficulty the individual suffers. The victim has a persistent feeling of being watched, and goes to great lengths to prevent others from spying on them while trying to spy on and discover these supposed hidden agents themselves.</p> <p><b>Mechanics:</b> None</p>
80-82	<b>Shell Shock</b> <i>Post Traumatic Stress Disorder</i>  <b>Typical Triggers:</b> Combat, Specific Places, Specific Strains, Specific Creatures	<p><b>Description:</b> A sadly common derangement, often the result of trauma at the hands of other people. These victims re-experience their trauma in some way anytime they are around their trigger. Soldiers and mercenaries are just as likely to suffer from this as farmers and scavengers.</p> <p><b>Role Play:</b> Victims tend to avoid their triggers, including things that even remind them of their triggers and are highly sensitive to normal life experiences. They carry themselves constantly ready to defend themselves, never fully disengaging from the trauma that caused their derangement. Victims often have a hard time relating with others who do not live with these constant reminders of trauma, and as a result may be socially awkward, on edge, and constantly living life with the lurking fear that their trigger could be around the next corner and they need to be ready to react accordingly.</p> <p><b>Mechanics:</b> None</p>

Die Roll	Derangement	Mechanic
83-85	<b>Fire-starter</b> <i>Pyromania</i> <p><b>Typical Triggers:</b> Boredom</p>	<p><b>Description:</b> This derangement is rooted deeply in instant gratification and a need for control over the world around the victim. The victim typically starts small in their destruction, but steadily increases the intensity and size of their fires over time to keep chasing the rush. Psions are particularly prone to this derangement.</p> <p><b>Role Play:</b> Fire-starters are almost never diagnosed until after they have suffered for a while, having kept their urges in check with smaller fires, but the itch simply doesn't go away. What started with twigs, leaves, and candles become coal grills and camp fires. Coal grills become furnaces and bonfires. Bonfires become Texas Tea fueled blazes that wipe out forests and settlements. The victim ultimately does this to have control in their life over something, even if it's destruction to get that rush of instant gratification and adrenaline.</p> <p><b>Mechanics:</b> Victim must attempt to light at least 1 fire larger than a match or lighter per 12s or else their Mind Points do not refresh on the 12s. Each subsequent fire must be larger than the previous.</p> <p><b>Note:</b> No actual fires should be lit. Contact a Marshal to set in-game fires.</p>
86-88	<b>Schizoid</b> <i>Schizophrenia</i> <p><b>Typical Triggers:</b> Stress, Hostility, Criticism, Emotional Intrusion, Psionics</p>	<p><b>Description:</b> This insidious derangement is characterized by hallucinations, beliefs that the victim has magical powers, and/or severe distortions of behavior when dealing with their peers. It is frequently complicated by other derangements such as paranoia, deluded self-importance, and hot headedness. Bizarrely, Psions and Priests seem better equipped to cope with living with this derangement than other survivors thanks to their already skewed perception of the world, and are often misdiagnosed with this derangement.</p> <p><b>Role Play:</b> This derangement can manifest in a lot of different ways, especially when paired with other derangements, but there are a few core behaviors that track across all of them. Schizoids manifest abnormal behaviors, such as mimicking words of others, presenting no outward emotions despite having internal emotional responses, silly and immature emotionality, the inability to complete activities, and rambling disorganized speech, to list just a few. They also can develop hallucinations and delusions, believing they are dead, have magical powers, or interacting with people that aren't there. This derangement is hugely disruptive to the victim, and dramatically impairs their ability to interact with other survivors. This condition is not cartoonish or funny, but is deeply tragic and painful to watch the victim devolve from functional person.</p> <p><b>Mechanics:</b> Victim may not utilize any skill that requires more than 30 seconds of concentration, though they certainly may try (and fail after 30 seconds) without understanding why it doesn't work as they lose their focus.</p>



Die Roll	Derangement	Mechanic
89-91	<b>Abandonment Issues</b> <i>Separation Anxiety</i>  <b>Typical Triggers:</b> Isolation	<p><b>Description:</b> Victims exhibit an inability to stay on their own for prolonged periods of time, as the result of a deep rooted fear of isolation. This is particularly common among those who return from being left behind during evacuations and routs from battles.</p> <p><b>Role Play:</b> The victim develops a complete unwillingness to be left alone, ever. The victim actively seeks out those they consider trustworthy and sticks to them like glue. If they are rejected or pushed away, the victim will grow emotionally unstable and become very upset. It is almost impossible for the victim to enter a situation or space alone.</p> <p><b>Mechanics:</b> Victim suffers from the effect of "Fear" for every 5 minutes they spend alone and must seek the company of others. Refuse may be used to overcome this fear.</p>
92-94	<b>Sleep Terrors</b> <i>Sleep Terror Disorder</i>  <b>Typical Triggers:</b> Natural Sleep	<p><b>Description:</b> Victims of this derangement suffer from restless sleep filled with nightmares inspired by their deepest fears and trauma, often startling them awake with their own screams.</p> <p><b>Role Play:</b> The victim should appear tired and groggy through the day, with heavy bags under their eyes. It should be apparent that they have not been getting sufficient sleep. The victim never recalls the dream that inspired the reaction, but will wake with all the symptoms of extreme duress, such as cold sweat, signs of panic, and racing pulse. Using a loud "scream" sound effect alarm to help wake you up in the morning can help you be sure to meet the requirements of this derangement.</p> <p><b>Mechanics:</b> Victim must scream, loudly, at least once per sleep cycle, or when waking up.</p>
95-97	<b>Thrill Kill Disorder</b> <i>Severe Anti-Social and Narcissistic Personality Disorder</i>  <b>Typical Triggers:</b> Combat, Boredom	<p><b>Description:</b> This derangement is a disturbing condition in which the victim becomes dangerously sadistic, eliciting pleasure from the hunting, torture, and killing of other living creatures. This is almost universally the result of contracting Bad Brain Disorder, but can also evolve from psychopaths that haven't been properly treated.</p> <p><b>Role Play:</b> The victim views killing as the best and greatest aspect of their life. They will actively seek out living creatures to kill, such as Raiders, animals, and other survivors. The undead simply aren't the same thrill, since they can't feel or suffer in the throes of their defeat and destruction. These victims will actively hunt, torture, and kill on a regular basis, relishing in the experience and proudly demonstrating their enjoyment and prowess as a hunter and murderer. Needless to say, other survivors find this behavior deeply unsettling.</p> <p><b>Mechanics:</b> Victim must hunt, torture, and kill one living creature per 12s.</p>

Die Roll	Derangement	Mechanic
98-100	<p><b>Trapez Syndrome</b>  <i>Schizo-effective Behavior</i></p> <p><b>Typical Triggers:</b>      The Undead, or "The Neighbors"</p>	<p><b>Description:</b> Victims of this derangement are a very strange lot, developing a delusion by which they believe that the undead are in fact, still alive, and will have conversations with them, invent personalities for them, and be genuinely confused when the monsters turn violently against them. The Full Dead exhibit this behavior normally, but that's because of their bizarre connection with the Legion. For anyone else, this condition is exceedingly dangerous to let take hold.</p> <p><b>Role Play:</b> Victims view zombies and other undead creatures as living people with personalities. If the victim sees a horde of zed, they may create one sided conversations with them, false memories, and even imagine long term relationships with the undead. These victims are often confused when the zed eventually attack them. After all, to them, that's someone attacking them that they believe to be an ally and friend. Many victims of this derangement will attempt to stop and subdue the attacker instead of killing them, believing them to merely be under some psionic influence.</p> <p><b>Mechanics:</b> Victim may never initiate an attack against the undead, but once attacked, may defend themselves and fight as normal.</p>



