

Basic: No Mind point cost. May register Zeppelin with a Staff member at an event to find out what will be the majority of combat during the weekend (Zombies Raiders Critters Strains).

Proficient: Add 1 more year to expiration date. Spend 5 Mind to get an additional item from the Basic or Proficient Trailblazing list. Must have the appropriate level of Trailblazing. May be used once per game multiple zeppelins do not provide additional uses.

Master: Add 1 more year to expiration date. Spend 10 Mind to get an additional item from the Basic Proficient or Master Trailblazing list. Must have the appropriate level of Trailblazing. May be used once per game in addition to the Proficient level multiple zeppelins do not provide additional uses.

Techno Savant: Spend 20 Mind or 1 Resolve and speak with a Staff member to learn three facts about the weekend's plot that you would have seen from the air.