

MUTANT

YEAR ZERO



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PREVIEW PDF

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MUTANT

YEAR ZERO

This free PDF includes the complete first two chapters of *Mutant: Year Zero*, the postapocalyptic RPG coming this December from Modiphius Entertainment. To learn more – and to preorder the full 256-page full-color hardcover book and get a large Zone map at no additional cost – please visit:

www.modiphius.com/mutant



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THE PEOPLE AT THE END OF TIME

Of course the world ends. It happens quickly, faster than anyone could predict. The Red Plague hits a world already on the brink of collapse. Extreme climate change, global economic crisis, increasing conflict between old and new superpowers. When the pandemic comes, the last thin veneer of stability crumbles.

One billion people die in the first year. Utter panic reigns supreme, solidarity between nations is non-existent. Wars break out over the last, dwindling resources of the world. For the first time since 1945 nuclear weapons are used in armed conflict. Mushroom clouds rise from east to west.

Everyone tries to save themselves. The rich and powerful start monumental projects to escape the surface of the dying Earth: underground, to the bottom of the oceans, into space. The seats in these final lifeboats for mankind of humanity are desperately few. For most of the world's inhabitants, there is no way out.

Once it's all over, Earth is still. Nature invades ruined cities. Winds sweep through empty streets turned into graveyards. Time gnaws the windows

off skyscrapers, panes falling to the ground in a slow rain of glass.

Yet life remains. Slivers of humanity survive the Apocalypse. In the Ark, a small settlement at the edge of a dead city, the People live. You are the spawn of humanity, but not quite human. You are twisted funhouse images, mutated freaks. Your bodies and minds have incredible powers, but you are unstable. Fragile. None of the People are over 30 years old.

Except the Elder. Your leader, but not like you. One of the Old Ones. For decades he has warned you: be on your guard, don't leave the Ark. Stay here, or the Rot will get you. Or something even worse. So far, you have obeyed his commands. Lived off rations from the Old Age. Chased off every stranger who came close to the Ark. Few dared to go out into the Zone. That is what the Elder calls the outside world.

But the safe days are over. Food is running scarce, and the fight for what's left is turning violent. You starve. Factions are forming, bosses on top and slaves at the bottom. In the middle, fixers who

try to turn a profit from anyone and everyone. And the Elder can't stand up on his own anymore. They say he can't even take a piss without help. You're on your own now.

It's time to venture out. To explore the Zone, to search for artifacts and knowledge. Build, grow the land, seek out others, create a new civilization on the ruins of the old one. Seek your origin. No children are born to the People – if you do nothing, you will perish. Maybe, one day, you will find the Eden of legend, the Old Ones' haven from the encroaching hellscape. That's where salvation and truth await, the stories say.

Maybe it's all bullshit. It doesn't matter. You have no choice. This is the beginning.

This is Year Zero.

A ROLEPLAYING GAME

Welcome to *Mutant: Year Zero*. In this roleplaying game you play mutated human beings in a fallen world. On your shoulders rests the greatest responsibility of all: to save the last glimmer of human civilization from total annihilation.

PLAYERS

Every player except one takes the role of a mutant, a Player Character (PC). You decide what your PC thinks and feels, what he does and says – but not what happens to him. It's your job as a player to immerse yourself in your PC. He may be a mutant with supernatural powers – but he is still, at his very core, a human being in a desperate world. Imagine yourself in your PC's shoes. What would you do?



**WARNING TO PLAYERS:
DON'T READ SECTION II**

If you're a player in this game and not the GM, you should not read Section II of this book. Chapter 9–18 are for the GM's eyes only. This is especially important for Chapter 18, which contains huge spoilers for the metaplot and backstory of the game. If you read it beforehand you'll ruin the fun for yourself!

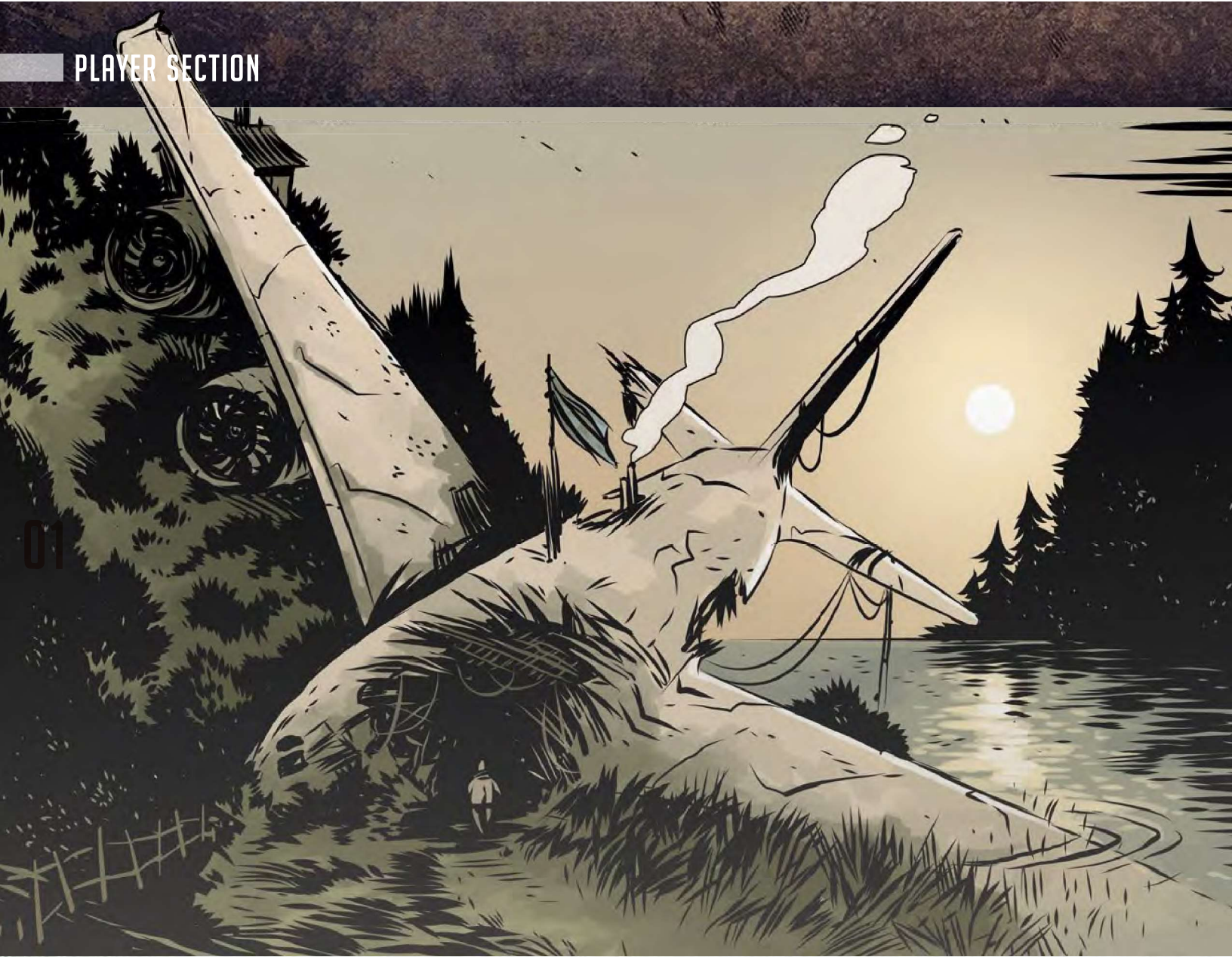
Your PCs are always the protagonists of the story. This game is about you. Your decisions, your lives.

Assembly: Sometimes you as players have influence over the People as a whole. At so called Assemblies you speak for the entire population of the Ark and make decisions about which projects the People should undertake. Read more about Assemblies in Chapter 7.

THE GAMEMASTER

The final player is the Gamemaster (GM). She describes the ravaged world to you, she plays the other mutants in the Ark (so called Non-Player Characters, or NPCs), she controls the monsters roaming the Zone, she decides where the artifacts are hidden. It's the GM's job to put obstacles in your path and challenge your PCs, make them show what they are really made of. But it's not up to the GM to decide everything that happens in the game – and certainly





not how your story ends. That is up to the game. That is what you are playing to find out.

Use the players! Being the GM can feel like an overwhelming responsibility, as if the entire game rests on your shoulders. It doesn't. In Section II of this book you will find many useful tools. One important piece of advice: don't be afraid to let the players help you. Can't think of anything to say when describing a ruined building or an NPC? Let a player describe it instead!

SO, WHAT DO YOU DO?

In *Mutant: Year Zero* no one will hold your hand and show you where to go. You and the other players create the stories in the game, they are not

pre-written. You have the power to decide the fate of your mutants, and, in the end, of the People as a whole. And there is much to do:

FIGHT FOR GRUB, WATER, BULLETS

Starvation is never far away in *Mutant: Year Zero*. Clean water is a luxury. If you don't have grub and water you'll have to fight to get it – and if you do have what you need, you can be sure some other freak will try to take it from you. And then you'll need bullets to load your gun, or to buy protection from someone stronger.

TAKE PART IN THE PROJECTS

Every day is a fight for survival, but the People want more than just to survive. A new society must be built, or the Ark – your home – will sooner or later

face collapse and ruin. The People's projects can be anything from building a palisade or growing mushrooms to creating a militia or opening a theater. The projects increase the Ark's Development Levels (DEV's). Read more about that in Chapter 7.

PROTECT THE ARK

The Ark is an island in an ocean of chaos. The People have made it so far, but the threats to the Ark are getting worse and becoming more frequent. Acid rain, disease, attacks from wild beasts or savages from the depths of the Zone – when danger looms someone has to stand in the front line and protect the People. Will you do your part?

PROTECT YOUR OWN

You won't make it far without friends, but your friends are also your weakness. When someone threatens a friend you need to stand up for them – or you'll be alone when it's your turn to face the heat. And it will be, sooner or later. The grub is too scarce, the bullets too few to meet everyone's needs. No one gets far in the Ark without making enemies.

EXPLORE THE ZONE

The Zone is a dangerous and devastated wasteland, where the Elder has told you never to go. But if the People are to endure, you have to go out there. To search. For other mutants, for artifacts from the Old Age, for knowledge. The Zone is unknown territory, where the invisible Rot will kill you if savages or ancient war machines don't do it first. But you have no choice. In the Zone, your future awaits.

SEARCH FOR EDEN

Maybe it's just a fairytale. A collective figment of the imagination. Stories whispered around the flickering trashcan-fires in the Ark. But you cannot stop believing. Believing that salvation – or at least the truth about the origin of the People – is somewhere out there in the Zone. The People call this place Eden.

The hunt for Eden relates to the so called meta-plot, an overarching storyline that is a big part of this game. This is explained in depth in Chapter 16 (for the GM's eyes only).

TOOLS OF THE GAME

Mutant: Year Zero requires you to improvise, but the game gives you many tools to help you create your own story.

CHARACTER SHEETS

The People are far from an anonymous mass of mutants. You are individuals with different roles and tasks, unique skills and abilities, relations and dreams. In *Mutant: Year Zero* you create your own PC and write down everything you need to know about him or her on a character sheet. You will find one of those at the back of this book, and you can download them for printing from the Modiphius and Free League Publishing websites. You will learn how to create your PC in the next chapter of this book.

DICE

You are mutants – chance carved in flesh. No matter how strong you are or how well you play your hand, chance will have the final say.

There is a unique dice set for this game, available for purchase separately. The set contains 15 custom six-sided dice, in three different colors. The

D6 AND D66

Players and the GM sometimes roll what's called a D6 or a D66. D6 means you ignore the symbols ☢ and ☣, and just read the number on the die. 2D6 means you roll two D6's and add the results together, 3D6 that you roll three dice and add, etc. Another type of roll is the D66, which means you roll two D6's of different colors – like a Base Die and a Gear Die. Consider the first die the tens and the second die the ones. That gives your a result between 11 and 66. You can even roll a D666 – roll three dice and consider the first die the hundreds, the second die the tens and the third die the ones. That gives you a result between 111 and 666.



yellow ones are called *Base Dice*, the green ones *Skill Dice* and the black ones *Gear Dice*. You roll the dice when you perform a dramatic action that might determine if your mutant lives or dies.

As you can see, the dice have symbols on some sides, with the numbers next to them in tiny font. The ☢ symbol usually means something good happens. The ☣ symbol means your mutant powers rage forth in your body. The ⚙ symbol means your gear might break. How all that works you will learn later.

Note: You can play this game with any normal six-sided dice. It does help, however, if you have them in three different colors. If you use normal

dice, a six means ☢ for all types of dice. A one means ☣ on a Base Die and ⚙ on a Gear Die.

THE MUTANT CARD DECK

The Card Deck for *Mutant: Year Zero* (available for purchase separately) contains playing cards of three types: *Threat Cards*, *Mutation Cards* and *Artifact Cards*. The cards help you play the game, but they are not absolutely necessary. All information on the cards is repeated in this book, and you can roll dice instead of drawing cards to get a random result.

Threat Cards: The Ark is your home, but no longer a safe haven. The Threat Cards describe threats that



the People have to deal with. Draw a Threat Card at the start of every game session, or whenever you want to add drama to the game. If the game was a television show the Threat Card would be a teaser of what the episode – the session – is about. You can draw Threat Cards openly, or the Gamemaster can keep them hidden. A third option is for the GM to choose a Threat Card. Threat Cards are explained further in Chapter 10.

Mutation Cards: Most aspects of your PC are yours to decide, but there is one major exception: mutations. You draw Mutation Cards to decide which mutations you get, and you keep them by your

character sheet as you play. Read more about mutations in Chapter 5.

Artifact Cards: To build a new world you need to learn how the old one worked. Out there in the Zone there are artifacts, objects from the Old Age that still work – or at least can be repaired. To determine which artifact you find, you draw an Artifact Card. An artifact can you give the extra edge over other mutants in the Ark – but if you instead let the People study the artifact, the whole Ark can learn and benefit from the object. Read more about artifacts in Chapter 16.

MAP OF THE ZONE

When the game starts the Zone – that is, the world outside the Ark – is alien and unknown. All the People know is what a few brave Stalkers (page XX) have seen, seldom more than the coastlines and major landmarks.

On the inside covers of this book, there are maps of example Zones. These maps and more example Zones are also available for free download from the Modiphius and Free League websites.

The Zone maps have plenty of empty space – during the game you will explore the Zone sector by sector, and draw or note down what you find. Square by square the map gets ever more detailed, until your campaign is over. Read more about exploring the Zone in Chapter 8.

On our websites you can also find an empty map template, with nothing but the grid and coordinates. You can use this template to draw a map of your own Zone – perhaps based on your own hometown?

FAST-FORWARDING

During the game you say what your character does and the GM tells you how the world reacts, back and forth. But to describe every minute of your mutants' life would get tedious. When nothing important is going on, you can fast-forward the story, and continue playing at a new time and place. Usually it's up to the GM to decide when it's time to fast-forward, and where to continue. But players are free to make suggestions. Usually it's pretty obvious when to fast-forward.

Cutting between PCs. When your characters are in different locations, the GM will cut between you when appropriate. Cut pretty often – every 15 minutes or so is a good rule – so that no player is left out for too long. And if your PC isn't in the scene, this doesn't mean you have to be quiet – instead, stay engaged, immersed and comment on the action. Maybe you can even play an NPC for a little while?

Don't over-do it. *Mutant: Year Zero* is a game about surviving and exploring a deadly world. There is no comfort zone, no safe haven where nothing bad can

happen. Threats are everywhere – even in the Ark – and expeditions into the Zone are always a gamble with your life at stake. In the Ark you can fast-forward the story every now and then, even jump forward days or weeks when appropriate – but do it sparingly. Out in the Zone you should play every day, hour by hour, and every sector you pass.

TEAM PLAY VS INDIVIDUAL PLAY

Your mutant has his own dreams and relationships, but he's also part of a team of PCs. Where you put your focus in your gaming group – on the individual or on the team – is a matter of personal preferences. Talk about it before the game so that everyone knows what to expect.

INDIVIDUAL PLAY

If you focus on individuals, you get more space to explore each PC personally, and you can let them choose their own paths through a ravaged world. The GM can tailor specific challenges for your individual PCs. The drawback is that the game can feel scattered and unfocused, as your PCs will pretty often be in different places. Individual play often works best in and around the Ark, where there are plenty of NPCs to interact with.

TEAM PLAY

If your game is focused on the team, your PCs form a small gang in the Ark, a (mostly) loyal band of mutants who are not always friends but who very rarely split up. You are usually in the same place, which makes it easier for the GM to keep the story focused. The drawback of team play is that you have to agree on what you want to do and where you want to go, which leaves less space for developing your individual PCs.

Team play is often the natural play style in the Zone, where you have to work together to survive the dangers lurking among the ruins.

HYBRID PLAY

A third way is to move your focus back and forth during the course of the game. Your PCs are a team that usually sticks together, but every now and then you make individual excursions.

HIM & HER

The Ark may be a hellhole, but at least it doesn't discriminate. Hunger doesn't care if you're male or female, and neither does the Rot. To reflect both genders in the way the rules are written, and still keep the language consistent, we use "he" for unnamed players, PCs and NPCs, while the GM is always a "she". In every one of these cases, what it really means is "he or she" – but it would be too cumbersome to spell that out each and every time.

ROLEPLAYING? WHAT'S THAT?

If you have made it this far without knowing what a roleplaying game is – congratulations! Welcome to a creative and very rewarding hobby. Roleplaying is a unique form of gaming that combines dice-rolling and storytelling. In a way that books, movies and even video games cannot match, roleplaying games let you create your own story together with your friends, using the rules as a guide and support.

GETTING STARTED

Mutant: Year Zero lets you get started quickly. The GM should preferably read the entire book, but the players need only get acquainted with the basic mechanics before the first game session. It's often best to learn the system by actually playing the game.

1. First, create your player characters. Grab a character sheet and follow the instructions in Chapter 2 of this book.
2. Then, choose your Zone and create your Ark. Chapter 7 explains how this is done.
3. You're done and ready to play! If you like, start the game with *For a Mouthful of Water*, an introductory sector of the Zone (GM, look it up in Chapter 17).

The strength of a roleplaying game can also be its weakness – the freedom to create the story yourselves can feel overwhelming. But *Mutant: Year Zero* contains a lot of story hooks, events, locations and personalities for you to fill your stories with, as well as plenty of tools for the GM to use. And if you need help or advice, there is a forum dedicated to *Mutant: Year Zero* at www.modiphius.com as well as at www.freeleaguepublishing.com.

Welcome!

ABBREVIATIONS

PC = Player Character
 XP = Experience Points
 GM = Gamemaster
 NPC = Non-Player Character
 DEV = Development Level

A TYPICAL SESSION

Game sessions of *Mutant: Year Zero* can vary a lot, but this is the typical rundown:

1. Bring out your map of the Zone, character sheets, dice and, if you have them, playing cards for mutations and artifacts.
2. Add a number of new Mutation Points equal to the number of mutations you have (page XX).
3. Hold an Assembly (Chapter 7), where you as players decide on which projects the People should undertake. Skip this step if no PCs are in the Ark.
4. Let the GM introduce a new threat to the Ark, using Threat Cards or a dice roll (see Chapter 10). Skip this step if no PC is in the Ark, or if enough is going on already.
5. Play your characters. Put yourself mentally in their shoes and act as if they were real – but play boldly and push their limits.
6. Hold a debriefing. Discuss which actions during the session should be rewarded with Experience Points (page XX).
7. Decide if you want to change your relations to the other PCs and to NPCs, and if you want to change your big dream (page XX).





YOUR MUTANT

Your Player Character (PC) – your mutant – is your most important asset in *Mutant: Year Zero*. He is your weapon, your eyes and ears in the world. But he, in return, depends on you making the right decisions for him. Don't screw it up. Take your PC seriously and play him as if he was a real person. It's more fun that way. At the same time, don't try to protect your PC from every conceivable danger. The goal of the game is to create a good story. For that to happen you need to take risks – if you never dare, you'll never win.

ROLE

The first thing you pick for your mutant is his role. The role determines who you are and what you do in the Ark, your position in the Dawnworld. There are eight roles to choose from, each described on pages XX-XX at the end of this chapter. Avoid having several players pick the same role for their characters, as this would make the group less diverse.

EXAMPLE

The player Joanna is creating a PC, and she decides that she wants to play a Stalker. She takes a character sheet and writes down her chosen role.

AGE

When were you born? You don't know. Nobody in the Ark does. But you are all young adults. There are no older people except for the Elder. And there are no children. Unlike the scrawny mutts that live off the Ark's refuse, the People bear no children. You all realize what this means. If no children are born, and no one arrives from elsewhere, it's only a matter of time before the People are extinct. Can you find Eden before your time is up?

OTHER ROLES

The eight roles on pages XX-XX are those most common in the Ark, but others can be introduced – especially once the Ark develops into a more advanced society (Chapter 7). New roles will be published in the future, and you can of course create your own. Every role needs a key attribute, a specialist skill and three unique talents. The skill and the talents should be useful but not overly powerful. Try to avoid overlap with existing skills and talents.

NAME

Every role description gives you ten typical names, five male and five female. Choose one of these names, or make up your own name if you prefer.

EXAMPLE

Joanna picks the name Krin for her Stalker.

ATTRIBUTES

Your four attributes determines what basic strengths and weaknesses you are born with. They are measured on a scale from 1 to 5 for PCs and other regular mutants. A higher score is better. Your attributes are used when you perform important actions. The attribute scores are decreased when you suffer different types of *trauma*. If an attribute reaches zero you are *broken*. Read more about this in chapter 6. There you can also find out how you recover lost attribute scores - by consuming a different resource for each.

Starting scores: When you create your PC, you should distribute a total of 14 points across the four attribute scores. Each attribute must have a starting value from 2 to 4 - except one. The attribute listed as your "key attribute" by your role description may have a starting score of 5.

STRENGTH

Raw physical power and endurance. Strength is decreased by *damage*, and recovered by *grub*.

AGILITY

Your overall body control and motor skills. Agility is decreased by *fatigue*, and recovered by *water*.

WITS

Intelligence, alertness and sharpness of mind. Wits is decreased by *confusion*, and recovered by *sleep*.

EMPATHY

Your charisma and ability to read and affect others. Empathy is decreased by *doubt* and recovered by *sympathy*.

CREATE YOUR CHARACTER

Take a character sheet, and then follow these twelve steps:

1. Choose your role.
2. Choose your name.
3. Define your appearance.
4. Distribute 14 points across the four attribute scores.
5. Distribute 10 points across your skill levels.
6. Choose a talent.
7. Draw a mutation.
8. Define your relationships to the other PCs and NPCs.
9. Choose your big dream.
10. Choose your gear.
11. Create the Ark (Chapter 7).
12. Describe your den.

EXAMPLE

Joanna gives Krin Strength 3, Agility 5, Wits 4 and Empathy 2. She is allowed to set Agility to 5 because Agility is the Stalker's key attribute.

EXTRA MUTATION

If you choose to start the game with an extra mutation, one of your attribute scores must be decreased one step (read more about mutations below).

SKILLS

Your *skills* are trained abilities and learning, things you have picked up along the way in the harsh post-apocalyptic world. In this game there are twelve basic skills that all mutants can use. In addition, every role has a unique, thirteenth skill - a specialist skill.

Skills are measured by skill level, from 0 to 5. You can use a basic skill even if you don't have a skill level. To use a specialist skill, you need at least skill level 1. Read more about skills and how they work in chapter 3.

Starting Levels: When creating your character, you get to distribute 10 points across your skills. The maximum starting level for any skill is 3, and you must have at least level 1 in your specialist skill – apart from that, you choose your skills freely. You can increase your skill levels during play (page 29).

EXAMPLE

Krin buys skill level 3 in Shoot, level 2 in Sneak and Find the Path, and level 1 in Move, Know the Zone, and Heal.

TALENTS

Talents are tricks, moves and minor abilities that give you a small edge. They are more specialized than skills and give you a way to fine-tune your character. Talents are further explained in Chapter 4.

You can pick one talent when creating your character – but your choices are limited. Your role description indicates which talents you can choose from. You can learn more talents during the course of the game, at which point you will have many more talents to choose from.

EXAMPLE

Joanna gets to choose one from the talents Monster Hunter, Rot Finder and Scavenger for Krin. She picks Scavenger.

MUTATIONS

Your mutations are superhuman abilities. Where the mutations come from, no one among the People knows. The problem is that they are both unpredictable and dangerous – even to yourselves. Besides, they can't always be activated on command. Sometimes the power is there, ready to unleash, sometimes it's not.

THE MUTATION DRAW

Normally, you get only get one mutation from start. You don't get to choose your mutation – instead you draw a random Mutation Card, or roll D66 once on

the Mutation Table on page XX. Learn to make the most of the mutation you've got, even if you would have preferred another. Mutations are random. Deal with it.

Two mutations? Once you have drawn your first mutation, you can, if you want to, draw a second mutation and start the game with two. The price you pay is that you must decrease one of your attribute scores by one step – your mind or body is more mutated than most, but also more degenerated.

If you choose to have two mutations, you may end up starting the game with the score of 1 in an attribute – however, this is hardly advisable.

New mutations: Your PC can develop more mutations during the course of the game. Read more about that on page XX.

Using Cards: If you use Mutation Cards, no two PCs will ever have the same mutations. This is a good thing, it makes your group more diverse. If you don't have Mutation Cards, we suggest you re-roll any mutation that another PC already has.

MUTATION POINTS

How the individual mutations work is set out on the Mutation Cards and in Chapter 5. To activate a mutation you must spend at least one Mutation Point (MP). Without MPs, you can't use any mutations. You can never fail when activating a mutation – all you need to do is to expend an MP. But the power of the mutation can have unpredictable side effects (page XX).

- ❑ At the beginning of every game session, you get a number of MP equal to the number of mutations you have.
- ❑ You can win more MP by *pushing* a dice roll (page 50).
- ❑ You can never have more than 10 MP.

EXAMPLE

Joanna rolls a mutation for Krin and gets Rot-Eater – very useful in the Zone.

CHARACTER SHEET

MUTANT

YEAR ZERO

ATTRIBUTES	
Strength	3
Agility	5
Wits	4
Empathy	2

CONDITIONS	
Starving	☐
Sleepless	☐
Dehydrated	☐
Hypothermic	☐
Critical injuries:	

SKILLS	
Endure (Strength)	☐
Force (Strength)	☐
Fight (Strength)	☐
Sneak (Agility)	2
Move (Agility)	☐
Shoot (Agility)	3
Scout (Wits)	☐
Comprehend (Wits)	☐
Know the Zone (Wits)	1
Sense Emotion (Empathy)	☐
Manipulate (Empathy)	☐
Heal (Empathy)	1
FIND THE PATH	2

ROT POINTS
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

EXPERIENCE POINTS
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Name: KRIN	Role: STALKER
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APPEARANCE
Face: HIDDEN UNDER A HOOD
Body: WIRY, SKINNY
Clothing: CAMOUFLAGE GEAR

GEAR
1 SCRAP RIFLE
2 WATER, 2 RATIONS
3 GRUB, 4 RATIONS
4
5
6
7
8
9
10
Bullets: 4

WEAPONS	Bonus	Damage	Range	Special
SCRAP RIFLE	+1	1	LONG	JURY-RIGGED

RELATIONSHIPS	Buddy
PC1: NAPHTA HAS WALKED IN THE ZONE WITH ME	☒
PC2: DENRIK IS A POMPOUS IDIOT	☐
PC3: HUGUST MIGHT ACTUALLY UNDERSTAND ME	☐
PC4:	☐
I hate: THE STALKER YASSAN, WHO HAS GONE DEEPER INTO THE ZONE	
I need to protect: THE SLAVE ERIEL. SHE DOESN'T DESERVE A LIFE IN CHAINS.	
My Big Dream: TO GO DEEP INTO THE ZONE AND FIND EDEN	

TALENTS
SCAVENGER

MUTATIONS
ROT-EATER

MUTATION POINTS
☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ARMOR	Rating

CHARACTER SHEET

MUTANT

YEAR ZERO

PEOPLE I'VE MET	Role	Notes
YASSAN	STALKER	
ERIEL	SLAVE	

MY DEN

Description: *THE WRECK OF A VAN AT THE EDGE OF THE ARK*

Gear stashed:

TINY ITEMS

NOTES

RELATIONSHIPS AND DREAMS

Without friends to back you up you won't survive for long in the Ark – and even shorter in the Zone. But you have to know who you can trust. Turning your back to the wrong mutant can kill you faster than the Rot.

Relationships are not the only things connecting you to the world. You also have a personal dream of a better future.

Your relationships and dreams affect how you earn Experience Points (XP). These choices are also important to the GM, who will use them to create story elements for the game. This is explained further in Chapter 9.

RELATIONSHIPS TO PCs

When creating your PC you must describe your relationship to all of the other PCs. You only need to write one sentence per PC. Your role description gives you premade options to pick from. If you prefer, you can ignore these options and create your own relationships.

Buddy: When you have noted your relationships to the other PCs you must choose which one of them you feel closest to. That PC is your buddy. Mark your choice in the checkbox on the character sheet.

RELATIONSHIPS TO NPCs

Next, choose two NPCs that you have a strong relationship to in some way. You must choose one NPC whom you hate and another whom you want to keep safe. Your role description provides premade options here as well. If you prefer to make these NPCs up by yourself (or together with the other players in the group), that's fine too.

YOUR BIG DREAM

Finally, choose what your big dream is, what you want more than anything in the world. As in the case of relationships, your role description provides you with premade options to choose from. Use them if you want to.

CHANGING DREAMS & RELATIONSHIPS

Events during the course of the game can change your PC fundamentally. Your relationships to other PCs, which NPCs matter most to you, and what your big dream is – all of this is subject to change. After every game session, when XP have been distributed, you may change any or all of these freely. You are not allowed to make changes during the session, only after.

EXAMPLE

Krin is part of a group that includes the Gearhead Naphta, the Fixer Denrik and the Enforcer Hugust. Joanna chooses relationships to them from the premade alternatives. Naphta has roamed the Zone with Krin, and survived. Krin thinks Denrik is an arrogant fool. If he messes with her, he's going to get what he deserves. Krin respects Hugust and thinks he might understand her, but she is afraid to let him get too close.

Next, Joanna chooses Krin's relationships to NPCs, and her big dream. Joanna decides that Krin hates the Stalker Yassan - because he has ventured deeper into the Zone than she has. Krin wants to keep the Slave Eriel safe - because she doesn't deserve a life in chains. Krin dreams of walking deeper into the Zone and finding Eden.

YOUR GEAR

The People are hungry and the struggle for grub and clean water is hard. To keep others away from your grub and water you need weapons – preferably guns. And guns need bullets from the Old Age. There is no money in the Ark, all business is done through barter, but bullets are often used as an unofficial currency.

In the Ark, there are no shops. But you can trade with other mutants, and there are fixers and bosses who can get you almost anything – for something valuable, or some service, in return. It's all about how much you need it, and what you're willing to pay – or do – to get it. The supply of grub and other things is also affected by the development of the Ark itself (page XX).



Starting Gear: Your role description tells you what weapons you can choose from when starting the game, and how much grub, water and bullets you have at the outset. Note that the Gearhead also gets to draw a random Artifact Card (or roll once on the Artifact table in Chapter 16) right at the start. If you want to, you can use your bullets to buy extra gear from the start. Use the gear list at the back of this book.

Grub & Water: You must consume one ration of grub and one ration of water per day, or you'll suffer. Read more about this on page XX.

ENCUMBRANCE

There's a limit to how much gear you can carry - and you don't want to make yourself a target for robbers anyway. You can carry a number of regular items equal to double your Strength score. Use your base

Strength for this, not the temporarily decreased value you get when you are hurt (page XX).

Write it down! You must list everything you are carrying on the character sheet. List up to one regular item on each row of the sheet. If an item is not on your sheet, you've forgotten it or lost it somehow. You've only got yourself to blame.

HEAVY & LIGHT ITEMS

Heavy or otherwise cumbersome items are harder to carry. An item designated as heavy counts as two regular items, and takes up two rows on your character sheet. Some objects may need as many as three or even more rows on your sheet. At the opposite end of the spectrum, there are items that are light - they count as half of a regular item, and you can list two of them on the same row on your sheet.

GRUB, WATER & BOOZE

Four rations of grub or water count as one regular item. That means you can list four rations on one row on your character sheet, or two rations plus one light item.

Booze is normally kept in a bottle that counts as one regular item. One such bottle contains ten doses of the strong stuff (see chapter 6 for effects of booze).



WHAT ARE YOU EATING?

The Ark has an ancient stockpile of canned food from the Old Age, but it's almost gone now. What little is left is strictly rationed by the Old One and the people close to him, an arrangement that has been accepted by the bosses – so far.

At the start of the game, your grub is probably mostly rusty old cans, filled with nasty, decaying sludge. As your campaign progresses, the canned food will be supplanted by potatoes, mushrooms and other vegetables grown in the Ark or growing wild in the Zone (page XX). Maybe you can even find fresh meat – but from what?

Technically, grub is an abstract unit in this game, but try to describe what you actually eat in some detail. It's a great way to immerse yourselves in the post-apocalyptic world.

TINY ITEMS & BULLETS

Things even smaller than light items are called tiny. They are so small and light that they don't encumber you at all. The rule of thumb is: if the item can be hidden in a closed fist, it's tiny. Tiny things must be noted on your character sheet even if they don't encumber you.

Bullets: Individual bullets count as tiny items. However, more than 10 bullets count as a light item, more than 20 as a basic item and more than 40 as a heavy item.

OVER-ENCUMBERED

You can temporarily carry more than your normal limit ($\text{Strength} \times 2$ items). The drawback is that you have to make a roll for the skill Endure (page XX) when you want to walk a significant distance, for example crossing into a new sector when in the Zone (page XX). The same rule applies if you drag some other heavy object, like a broken mutant who needs care in the Ark. If you fail your skill roll you have to drop what you are carrying, or stay where you are.

CARTS & RAFTS

In the Zone, you can use rafts, carts, vehicles and the like to load heavy stuff onto. That way, you won't be over-encumbered by it. It's up to the GM's judgment how much can be loaded onto the cart or raft.

EXAMPLE

Krin starts the game with 4 bullets, 2 rations of grub and 4 rations of water. She also chooses a scrap rifle. Krin has Strength 2, and thus she can carry one more regular item without being over-encumbered.

YOUR DEN

When you sleep you are a potential victim, incapable of protecting yourself and your gear. Choose where you sleep, and who you sleep next to, carefully. Note the location of your den on your character sheet. Here you can also keep any gear, grub, water and bullets that you can't bring with you. You have to keep a record of everything you have in your den.

Your den should be located in the Ark or just outside of it. You can share a den with other PCs or NPCs – if you trust them. It's a good idea to hold off choosing your den until after you have decided what the Ark looks like.

DEVELOP YOUR MUTANT

Your character won't walk through the Zone unaffected. The harsh realities of life after the apocalypse will change you, that's all you can be certain of in an uncertain world. You can develop your mutant in several different ways during the game.

NEW MUTATIONS

Every time you activate a mutation, there is a small risk that your body or mind will suffer permanent trauma. If that happens, you also gain a new mutation (page XX). Simply draw a new Mutation Card or roll up new random mutation. Over time, this means you will slowly become weaker – and more mutated. This does not mean that you suddenly develop completely new mutation – rather, latent abilities awaken inside you. That's what it means to be a mutant.

EXPERIENCE

As a mutant, it is your fate to slowly decay and mutate – but you can learn much before your end comes. Such learning is measured in Experience Points (XP). You get your XP at the end of every session. Hold a debriefing and let the entire group talk about that session's event. For each of the following questions that you can answer with a “yes”, you get one XP:

- ❑ Did you participate in the session? (You get one XP just for being there.)
- ❑ Did you perform a Day's Work for a project in the Ark (page XX)?
- ❑ Did you explore at least one new sector in the Zone?
- ❑ Did you sacrifice or risk something for you PC buddy (page XX)?
- ❑ Did you sacrifice or risk something for the NPC you want to keep safe?

- ❑ Did you sacrifice or risk something to mess with the NPC you hate?
- ❑ Did you sacrifice or risk something to reach your big dream?

The GM has the final say on how many XP each PC should get, but let all players around the table take part in the discussion. Mark your XP total in the check boxes on your character sheet.

RAISE A SKILL OR GET A TALENT

Once you have collected five XP you can improve your PC – either raise a skill of your choice by one level, or learn one new talent. You can raise any basic skill you like (even if you had no level in it to begin with), but not specialist skills from another role. You can choose a talent specific to your role, or any of the general talents (Chapter 4), but not a talent from another role. Once you have made an improvement, erase all XP marks and start over. Once you have gained another five XP you can improve your character again.

NEW RELATIONSHIPS AND DREAMS

After every session, after XP have been awarded, you may revisit your choice of important PC and NPC relationships, as well as your big dream.

ARTIFACTS

A different way to improve your mutant is to find artifacts in the Zone. Many artifacts give you a Gear Bonus that can give you the edge over those cowards who never dared to leave the Ark.

DEVELOP THE ARK

The final – but perhaps most important – development in the game does not happen to your character, but to the entire Ark itself. Chapter 7 describes how the People's projects can strengthen the Ark and increase its Development Levels.

ENFORCER

Every day is a fight for survival. No one knows that better than you. As long as you can remember, you have been fighting. For grub, for bullets, for respect. Your knuckles and your soul are hardened, crushing a jaw no longer hurts. You have learned the fighter's secret: It's not about who is the strongest. It's about who will never quit.



Typical Names: Hugust, Lenny, Marl, Pontis, Otiak, Ingrid, Mubba, Nelma, Nogga, Rebeth

Key Attribute: Strength

Specialist Skill: Intimidate

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** broken nose, dead eyes, scarred head, welding mask, hockey mask, metal jaw.
- ❑ **Body:** scarred, muscular, compact, wiry, huge, arm prosthesis
- ❑ **Clothing:** worn leather coat, dirty coverall, undersized T-shirt, cut-up car tires, hubcaps

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Barge Through**
- ❑ **Mean Streak**
- ❑ **Sucker Punch**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... was still standing after one of your punches.
- ... fought by your side.
- ... left you to die.
- ... is wonderful. Some day he/she will be yours.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Boss Johammed, who killed your previous Boss and tortured you.
- ❑ The Enforcer Elon, the only one who beat you in a fair fight.
- ❑ The Fixer Milix, who you think stole your stash of grub.

You need to protect:

- ❑ The Boss Marlotte, who provides grub for you.
- ❑ The Chronicler Astrina, whom you secretly desire.
- ❑ Nobody. No one in this rotten world deserves to live.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ❑ To crush everything that is pretty.
- ❑ That your beloved will love you back.
- ❑ To build rather than destroy.

GEAR

You start the game with D6 bullets, 2D6 rations of grub and D6 rations of water.

Choose one of these starting weapons: Spiked bat, brass knuckles (light weapon), scrap axe (heavy weapon). You can buy extra gear with your bullets.

GEARHEAD

For other people, the Zone is an empty wasteland, littered with useless scrap and garbage. For you, it's a gold mine that is never depleted. There are remains from the Old Age everywhere, broken technical wonders. You have mastered the art of turning them into new, working contraptions. They're not pretty. But they work. Most of the time. And the People have learned to value your craft.



Typical Names: Quark, Octane, Plonk, Zingo, Zippo, Delta, Iridia, Loranga, Nafta, Zanova

Key Attribute: Wits

Specialist Skill: Jury-Rig

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** goggles, grinning, spiked hair, hairless, bloodshot eyes, dirty, always chewing
- ❑ **Body:** thin, wiry, extremely skinny, midget, abnormally fat
- ❑ **Clothes:** dirty yellow coverall, bicycle chains, patched-up raincoat, T-shirt with heavy metal motif, cables and light bulbs.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Inventor**
- ❑ **Motorhead**
- ❑ **Tinkerer**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... is awesome. Keep close.
- ... is a bit slow on the uptake. Best explain stuff. In detail.
- ... makes you nervous. You don't like the way he looks at you.
- ... is out for your gear. Keep it close.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Gearhead Pontiak, who thinks he's so smart.
- ❑ The Fixer Sixter, who tricked you out of an artifact.
- ❑ The Stalker Kara, who left you in the Zone.

You need to protect:

- ❑ The Boss Johammed, who pays well for jury-rigs.
- ❑ The Enforcer Elon, who is always there when you need him.
- ❑ The Stalker Yassan, who has promised to take you deep into the Zone.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ❑ To build something that will change the People's life forever.
- ❑ To find Eden and explore all the technical marvels hidden there.
- ❑ To build a weapon that causes widespread destruction.

GEAR

You start the game with 2D6 bullets, D6 rations of grub and D6 rations of water. You may also roll for one artifact, which you will start the game with.

Choose one of these starting weapons: brass knuckles, bicycle chain, scrap pistol. You can buy extra gear with bullets.

STALKER

Let them stare at you in disgust. Let them shy away from you, afraid the Rot will infect them. Let them fear you like death itself. Let them. They hate you, but they need you. Only you know the way through the Zone, the safe paths crossing the gravelands of the Old Age. You know where the artifacts are hidden, you know where the monsters roam. You are a Stalker.



Typical Names: Danko, Endel, Franton, Hammed, Max, Felin, Jena, Katin, Krin, Tula

Key Attribute: Agility

Specialist Skill: Find the Path

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** hidden under a hood, scarred face, hairless, sickly pale, bandaged
- ❑ **Body:** androgynous, wiry, muscular, short
- ❑ **Clothes:** raincoat, coverall, camouflage gear, army boots, backpack

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Scavenger**
- ❑ **Monster Hunter**
- ❑ **Rot Finder**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... walked with you in the Zone and lived.
- ... is a pompous idiot. If he gets in your way, he's going down.
- ... might actually understand you. Do you dare to open up?
- ... is a danger to everyone. Keep your distance.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Stalker Yassan, because he went deeper into the Zone than you.
- ❑ The Enforcer Jonats, who killed your only friend.
- ❑ The Chronicler Astrina, who won't leave you alone.

You need to protect:

- ❑ The Gearhead Pontiak. A pain in the neck, but without you he's dead.
- ❑ The Slave Eriel. No one deserves a life in chains. Especially not her.
- ❑ No one. If they can't protect themselves they deserve to die.

YOUR BIG DREAM

Choose below or decide for yourself.

- ❑ To venture deep into the Zone and find Eden.
- ❑ To some day stop wandering and find peace.
- ❑ To find something worth dying for.

GEAR

You start the game with D6 bullets, D6 rations of grub and 2D6 rations of water.

Choose one of the following starting weapons:

scrap rifle, scrap pistol, bow (with 5 arrows). You can buy extra gear with your bullets.



FIXER

Bullets? Grub? Water? Artifacts? A warm body next to yours? Whatever people want, you can get it. Somehow. Seeing the needs of others and fulfilling them, that has been your strategy for survival as long as you can remember. Since you were a weak little runt and learned to survive by staying close to the strong kids.

Typical Names: Abed, Denrik, Fillix, Jonar, Leodor, Jolisa, Lula, Marlian, Monja, Novia

Key Attribute: Empathy

Specialist Skill: Make a Deal

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** pleasant, always smiling, unnaturally attractive, greasy
- ❑ **Body:** slender, skinny, midget, abnormally fat, no legs
- ❑ **Clothes:** suit, dress, colorful T-shirt, leather coat, hat, gloves

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Wheeler Dealer**
- ❑ **Vicious Creep**
- ❑ **Juicy Info**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... scammed you out of some bullets. He's going to pay for it.
- ... saved you from trouble. What does he want in return?
- ... is your way to the top. Stay close.
- ... is stupid and easy to manipulate.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Fixer Milix, who owes you bullets but won't pay up.
- ❑ The Boss Johammed, who double-crossed you and had Enforcers beat you up.
- ❑ The Gearhead Pontiak, who never delivers what he promises.

You need to protect:

- ❑ The Enforcer Jonats. You need him and he needs you.
- ❑ The Stalker Yassan, because of the loot he can find in the Zone.
- ❑ The Boss Marlotte, who is your protector in the Ark.

YOUR BIG DREAM

Choose below or decide for yourself.

- ❑ To make a deal big enough to give you bullets to last a lifetime.
- ❑ To one day become a boss and get a gang of your own.

GEAR

You start the game with 2D6 bullets, 2D6 rations of grub and D6 rations of water.

Choose one of the following starting weapons:

scrap knife, brass knuckles, scrap derringer (all are light weapons). You can buy extra gear with your bullets.

DOG HANDLER

If there's something the Ark is not in short supply of, it's wild mutts. Unlike you mutants, the dogs breed constantly and survive by feeding on refuse and – when needed – each other. You can't even remember how your sorry excuse for a dog became yours, but now it's worth more to you than any mutant. You live in a symbiotic mutual dependency – you give your dog grub, and it will tear the jugular off anyone who stands in your way.



Typical Names: Finn, Jony, Mohan, Montiak, Rasper, Anny, Brie, Krinnel, Linna, Sofin

Dog Names: Grim, Grock, Fingo

Key Attribute: Agility

Specialist Skill: Sic a Dog

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** hairless, scarred, pastry pale, unblinking, disfigured
- ❑ **Body:** wiry, scrawny, short, hunched
- ❑ **Clothes:** overalls, padded jacket, leather jacket, hoodie, heavy boots

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Bloodhound**
- ❑ **Fight Dog**
- ❑ **Mutant's Best Friend**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... is disliked by your dog. And therefore, by you as well.
- ... thinks he is all that. Idiot.
- ... clearly dislikes you and your dog.
- ... is the object of your secret desires.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Fixer Sixter, who has seen you cry and needs to die.
- ❑ The Enforcer Jonats, who kicked your last dog to death.
- ❑ The Boss Marlotte, who tries to control you.

You need to protect:

- ❑ The Boss Johammed, who gives you and your dog grub.
- ❑ The Chronicler Astrina, who loves you but won't admit it.
- ❑ Your dog. Her life is worth that of ten of those lousy mutants.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ❑ To kill the next mutant who looks at you sideways.
- ❑ For the one you desire to feel the same way about you.
- ❑ To leave the Ark with your dog and find a better life elsewhere.

GEAR

You start the game with D6 bullets, D6 rations of grub and D6 rations of water.

Choose one of the following starting weapons: bicycle chain, scrap knife, slingshot, scrap rifle. You can buy extra gear with your bullets.

CHRONICLER

Everything must be recorded. All the People does must be taken note of, nothing forgotten. The Elder has been saying that as long as you can remember. The most gifted among you he made Chroniclers, tasked with writing down the fate of the People in yellowed notebooks. You have filled many books by now. The Elder will soon be gone – but you won't betray your pledge to him.



Typical Names: Erister, Olias, Maxim, Silas, Victon, Amara, Danova, Johalin, Hanneth, Miri

Key Attribute: Empathy

Specialist Skill: Inspire

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** sickly pale skin, hairless head, friendly face, piercing eyes, serious
- ❑ **Body:** skinny, hunchback, abnormally tiny, gnarled
- ❑ **Clothes:** worn coverall with a number on it, raincoat, worn suit, covered by paraphernalia from the Old Age.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Bonesaw**
- ❑ **Agitator**
- ❑ **Performer**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... is the hero of your story, but doesn't know it.
- ... doesn't understand his own good, and needs to be saved.
- ... is a threat to the entire People.
- ... will die soon. It's only a matter of time.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Chronicler Davin, whose lies the People love listening to.
- ❑ The Boss Marlotte, who is an uncivilized barbarian.
- ❑ The Stalker Kara, who refused to be the hero of your story.

You need to protect:

- ❑ Your worn notebook.
- ❑ The Boss Johammed, who wants what's best for the People.
- ❑ The Gearhead Pontiak. His talents are needed in the Dawnworld.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ❑ For the Ark to become a place of culture and learning.
- ❑ To write the great story of how the People finds Eden.
- ❑ To bring children to the People and teach a daughter or son all they need to know about the Dawnworld.

GEAR

You start the game with D6 bullets, D6 rations of grub and D6 rations of water.

You get no weapons for free, but you can buy gear with your bullets.

BOSS

Human civilization may have collapsed, but the world hasn't ended equally for all. Some lead and others follow - now as in the Old Age. You lead. Through intrigue, manipulation and naked violence you have convinced a gang of mutants to follow you as their leader. That doesn't mean your life is simple - there is always another Boss who wants to break you or some underling who wants to take your place.



Typical Names: Augustian, Kristor, Maximon, Mohamin, Oskartian, Brikto-ria, Elona, Gunitt, Natara, Bristin

Key Attribute: Empathy

Specialist Skill: Command

APPEARANCE

Choose from the options below or decide for yourself.

- ❑ **Face:** moon face, scarred face, hairless, greasy hair, watery eyes
- ❑ **Body:** standing upright, short, abnormally fat, has no legs and needs to be carried
- ❑ **Clothes:** suit, dress, protective coverall, fur coat, hat, jewelery

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Commander**
- ❑ **Gunslingers**
- ❑ **Racketeer**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... is your right hand, who you trust with your life.
- ... stole from you, and thinks you don't know.
- ... is a useful tool.
- ... dared to defy you, and needs to pay for it.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ❑ The Boss Marlotte, who is your worst rival.
- ❑ The Enforcer Jonats, who refuses to join your gang.
- ❑ The Stalker Kara. She led you into the Zone and tried to kill you.

You need to protect:

- ❑ The Fixer Sixter, who runs your business.
- ❑ The Chronicler Astrina, you want her to write an epic about you.
- ❑ The Enforcer Elon, who is a human shield protecting you from your enemies.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ❑ To eliminate all of your rivals and become the ruler of the Ark.
- ❑ To build a new and better civilization in the Dawnworld.
- ❑ To one day be relieved of all responsibilities and finally be free.

GEAR

You start the game with 2D6 bullets, 2D6 rations of grub and D6 rations of water.

Choose one of the following starting weapons:

spiked bat, scrap knife, scrap pistol. You can buy extra gear with your bullets.

SLAVE

It feels good to be a slave. To know your place. To have a purpose. Not having to choose your own path, doing your owner's bidding. To make her proud. And still. Somewhere, deep inside, you have a dream of a new place, a new life. Where everything could be different.



Typical Names: Dink, Fils, Hent, Mart, Wilo, Alia, Eria, Henny, Kim, Lin

Key Attribute: Strength

Specialist Skill: Shake it Off

APPEARANCE

Choose from the options below or decide for yourself.

- ☐ **Face:** expressionless, disfigured, rough, dead eyes, hairless
- ☐ **Body:** powerful, muscular, skinny, hunchback, ape-like
- ☐ **Clothes:** none, chains, torn T-shirt, dirty coverall

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ☐ **Cynic**
- ☐ **Rebel**
- ☐ **Resilient**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

- ... is your owner. His will is your law. For now.
- ... wants to hurt your owner. Keep an eye on him.
- ... treats you like garbage.
- ... is your ticket to freedom. Stay close.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- ☐ The Boss Johammed, your previous owner who always tormented you.
- ☐ The Enforcer Elon, who beats you whenever he gets the chance.
- ☐ The Fixer Milix, who promised you freedom but let you down.

You need to protect:

- ☐ The Fixer Sixter. You feed him secrets about your owner.
- ☐ The Enforcer Jonats, who gives you some grub now and then.
- ☐ The Slave Eriel. The people at the bottom need to stick together.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- ☐ To rebel, kill all of the Bosses and free all Slaves.
- ☐ Nothing but to please your owner and make him proud.
- ☐ To escape the misery in the Ark and find a better life elsewhere.

GEAR

You start the game with no bullets, D6 rations of grub and D6 rations of water.

Choose one of the following starting weapons: spiked bat, bicycle chain, slingshot.

CHARACTER SHEET

MUTANT

YEAR ZERO

ATTRIBUTES

Strength		Damage							
Agility		Fatigue							
Wits		Confusion							
Empathy		Doubt							

CONDITIONS

Starving		Dehydrated	
Sleepless		Hypothermic	
Critical injuries:			

SKILLS

Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	

ROT POINTS

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EXPERIENCE POINTS

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Name:

Role:

APPEARANCE

Face:
Body:
Clothing:

GEAR

1
2
3
4
5
6
7
8
9
10
Bullets:

TALENTS

MUTATIONS

MUTATION POINTS

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ARMOR

Rating

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WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

	Buddy
PC 1:	
PC 2:	
PC 3:	
PC 4:	
I hate:	
I need to protect:	
My Big Dream:	

MUTANT

YEAR ZERO

[illegible]

MY DEN	
Description:	
Gear stashed:	

[illegible][illegible]



MUTANT

YEAR ZERO

To learn more – and to preorder the full 256-page full-color hardcover book, or the complete Starter Pack that also includes 15 custom dice and 100 custom playing cards – please visit:

www.modiphius.com/mutant



FREE LEAGUE

MÖDIPHIUS
ENTERTAINMENT