


Settlement CYOA

You have  Settlement Points to purchase buildings and inhabitants.

Which Apocalypse did you suffer?



Artificial Intelligence Revolution
 Man's greatest achievement, AI, turned on us. Most of humanity was annihilated. There are several resistances, but the machines hold a dominant rule over the planet. Terminators roam the planet, hunting the last bastions of mankind. Maybe you could reprogram some of the terminators with the right know-how...

-You are destined to lead mankind against the machines. You will need to convince people to follow you, as not everyone will just accept you as their leader.

Over the decades it will take to fight back, everyone in your initial settlement will die.

Finally, when you are old, you will die just before the humans take back their planet, but you will be remembered as the reason humanity survived. Alternatively, you can ignore this and attempt to survive by remaining under the radar, but humanity will never overcome the machines.



First Contact
 A class I civilisation found us... and they did not come in peace. Those who resisted died down to the last man, woman, and child. Those who surrendered were made into slaves in their factories as they literally began to suck the resources of our planet dry into their hive-like ships in orbit. Aliens kill teams roam the earth scouring for any last survivors outside of their control zones.

- In ten years you will be captured by aliens and taken to a laboratory for genetic experiments. You will be given two chances to escape before you reach the laboratory. After three years of painful experimentation, you will be spliced with alien DNA from multiple alien species to become the ultimate weapon. They will order you to exterminate your old settlement, but you manage to break from their control when you are set free. However, you need to be careful. The aliens may still have a grasp on you...



Nuclear Armageddon
 Not much longer than 50 years ago, a vast nuclear war broke out. The human race was devastated by atomic fire, followed by three decades of nuclear winter. Civilization fell. People hid from the blasts in sewers, metro stations, basements, or bunkers.

When they emerged, the irradiated landscape stood as a primary obstacle to survival, but far from the most terrifying. Mutants roam the barren landscape, but they are rare. Some mutated humans have even banded together.

- After 5 years, you may choose to become mutated, raising your physical abilities to superhuman levels. Mutants age at a far slower rate but are far uglier, cannot reproduce, and may face discrimination.



Rapture
 It has begun. Less than a year ago, fissures opened, and from them emerged vast legions of demons. An army of angels descended from the heavens to fight for control of Earth. The angels wish to establish order over the Earth, creating a land intolerant of dissent and unlawfulness. The demons, however, wish to create a world of anarchy and hedonism, where the weak suffer and the strong reign supreme.

-Gain a Chapel for free



Zombie Outbreak
 Although not a very defensible position, the shopping mall is filled with food, weapons, tools, clothes, and many other trade resources. You will need to fend off raiders, but you could establish quite a successful trade settlement if you wished. Surprisingly, it's hardly been picked over at all so far.

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What is your shelter?



Abandoned Hotel
 A hotel in the middle of a ruined metropolitan city. It is dilapidated and will require some fixing up. There could potentially be dangers hiding within at first or structural weaknesses, so be wary when first entering. There is a kitchen stocked with tools and some canned foods, but it is also full of rotten, maggot-ridden food items you will have to throw out. There is a broken generator in the basement you might be able to fix up. It is moderately defensible, and has the potential to be quite luxurious. However, there is limited space for food growth on the roof and you will need to figure out how to attain water and food.

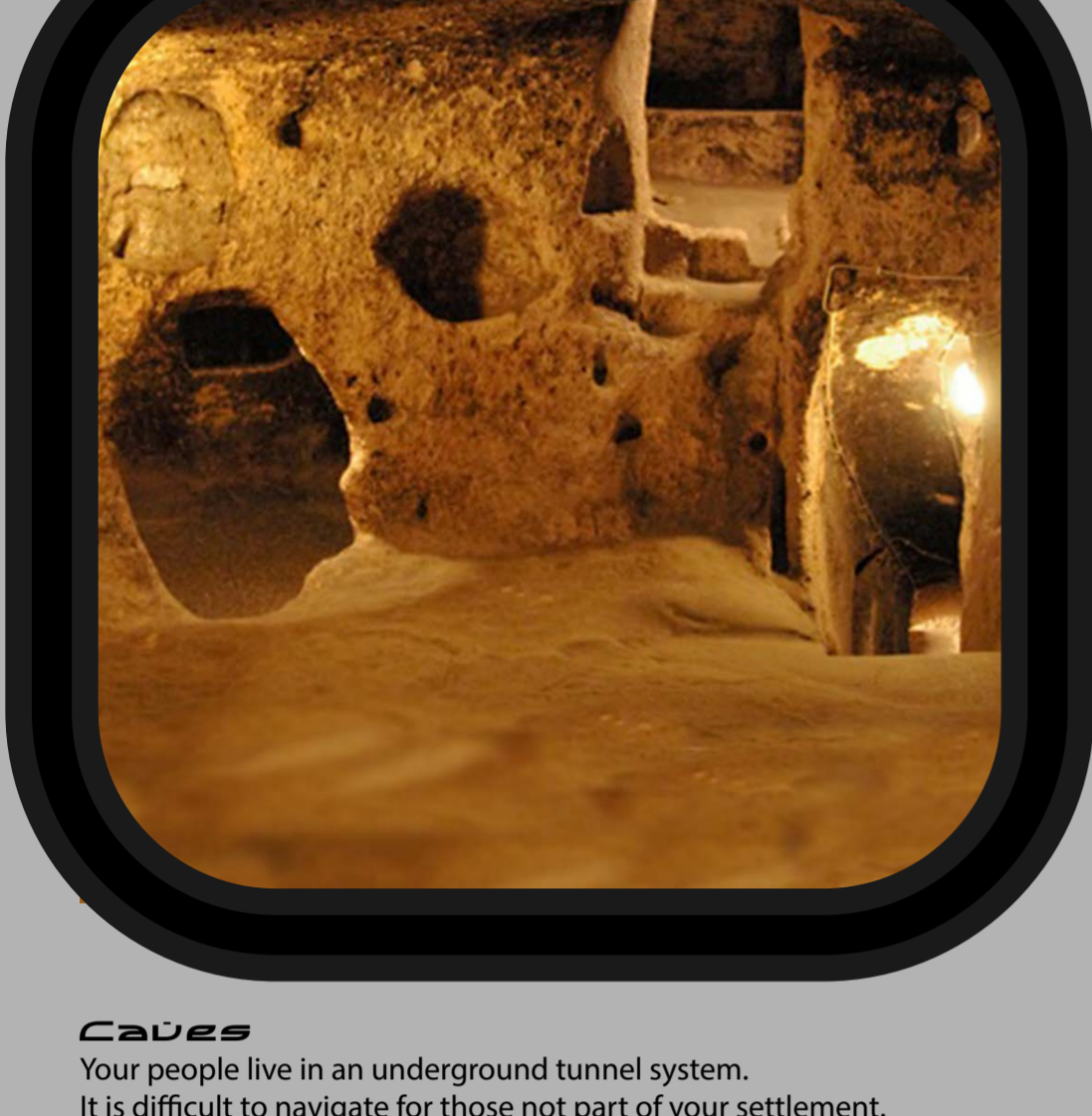


Shopping Mall
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Bunker
 This is the very same bunker your ancestors survived in. Everything is recycled, especially the water. You are well protected from the outside elements and your people live in relative luxury. However, you only have enough resources to last 10 years. Leaving the bunker makes you vulnerable to a dangerous, unfamiliar world.

-Water Processing Plant is free
 -Free housing for 10 people



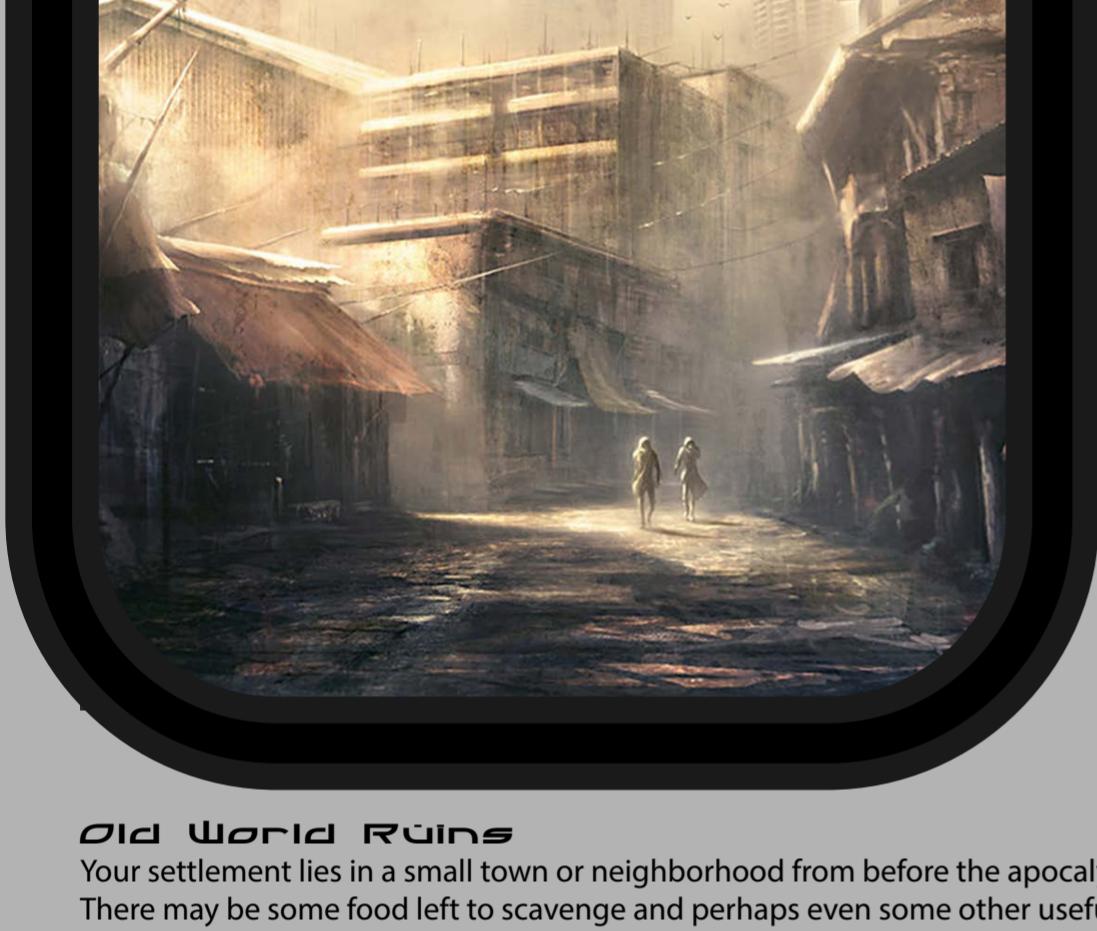
Caves
 Your people live in an underground tunnel system. It is difficult to navigate for those not part of your settlement. But your people know this place like the back of their hands. There is an underground spring untainted by radiation and mushrooms grow here. However, to cultivate enough to feed your people, you must feed the mushrooms with your waste or rotting animals (or people). The caves are isolated and hidden from the surface world, making them a sanctuary for your people. The isolation makes trade with other settlements near impossible. You have all the necessities here, but no luxuries.



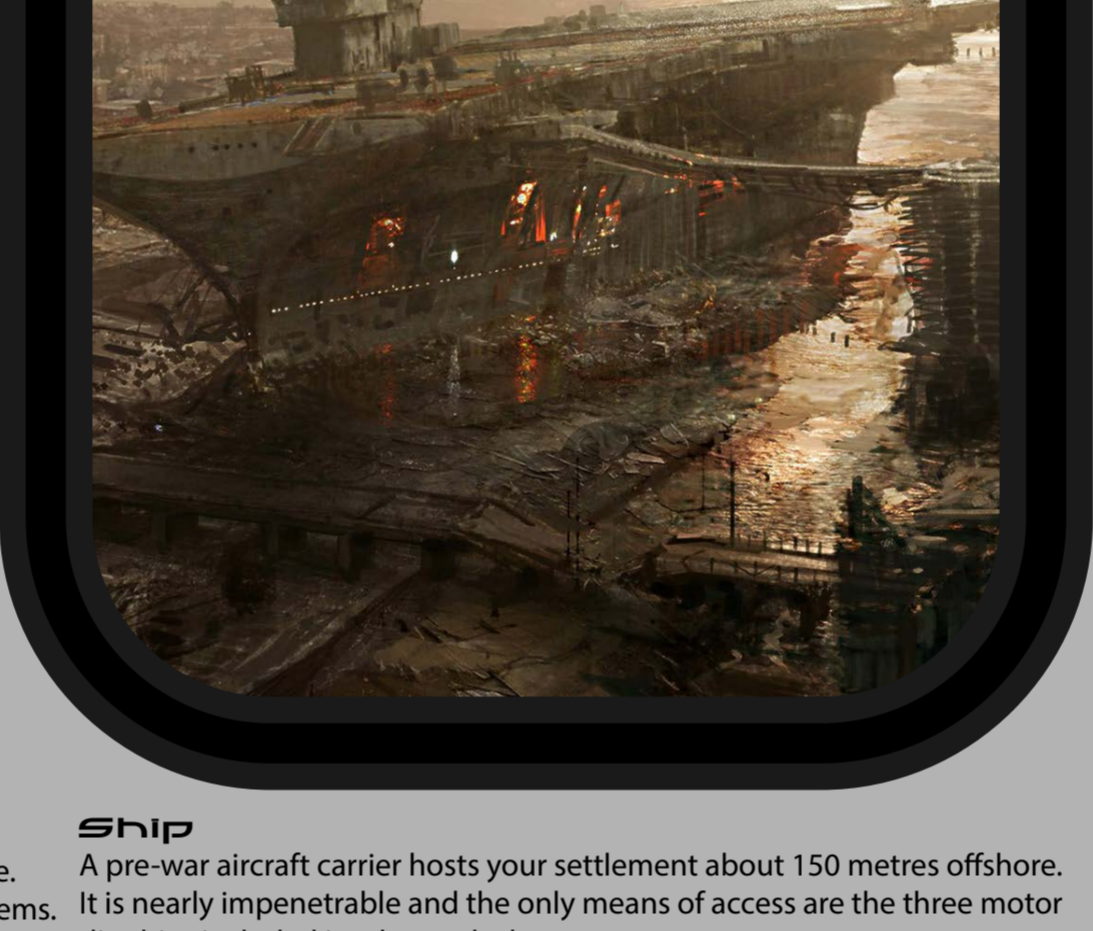
Gated Community
 You have a small, fenced in community isolated from any other structures. Your buildings are shacks that you built from anything you could find. It is not particularly defensible, but provides a feeling of community. The gate is high, but the entrance is locked only with a padlock and a chain. You have easy access to soil and a well. Because you are so far away from other civilizations, any raiders will not think to look in your area.



Mobile Home
 You live in an RV with a queen sized bed, bunk beds, a kitchen, and a bathroom. It does not go anywhere. It stopped working when civilization ended. With the Mechanical Engineer perk you can get it going again.



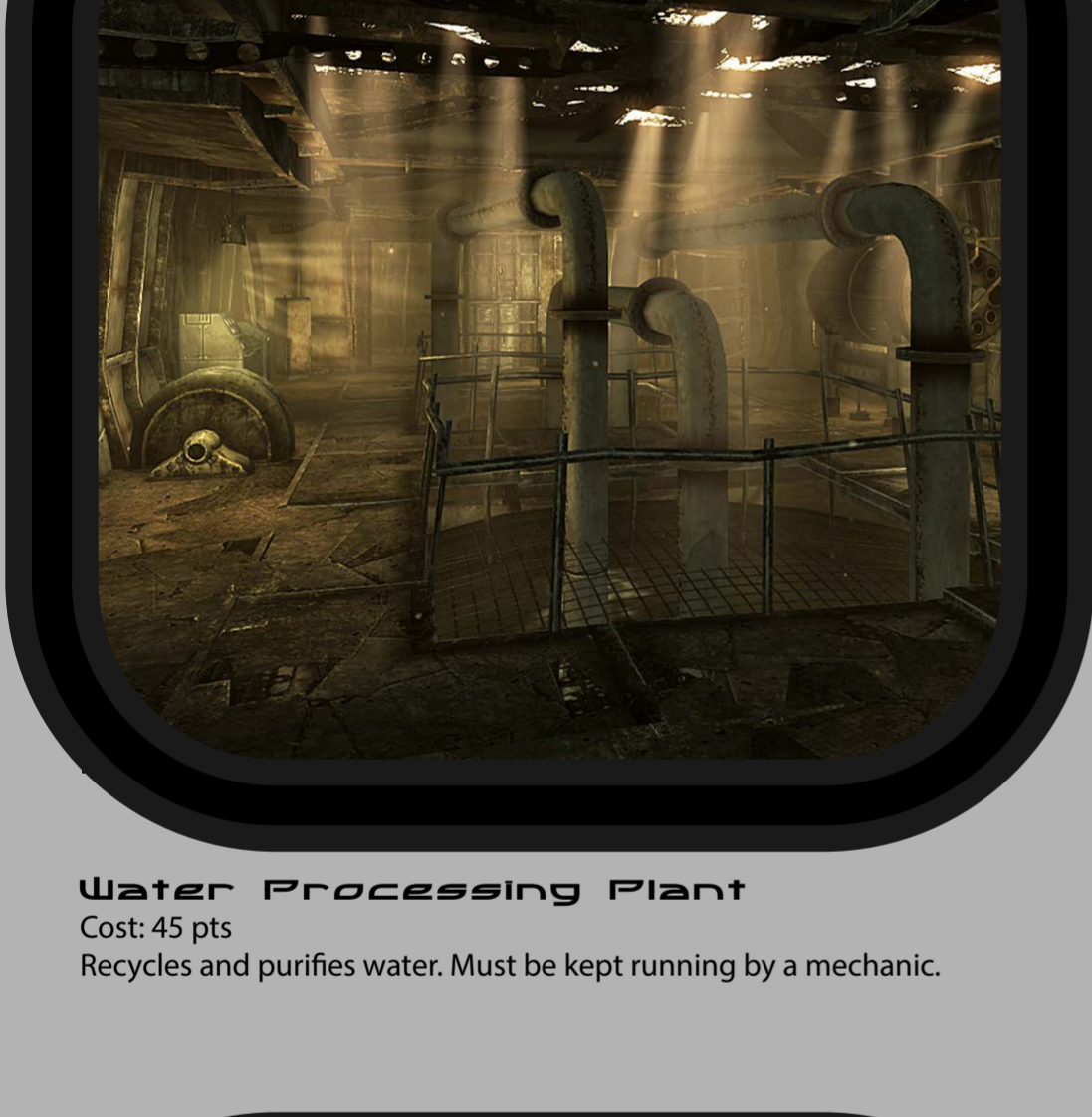
Old World Ruins
 Your settlement lies in a small town or neighborhood from before the apocalypse. There may be some food left to scavenge and perhaps even some other useful items. The buildings are sturdy and, although they may require some maintenance, they will provide decent defenses against the terrors of the wasteland.



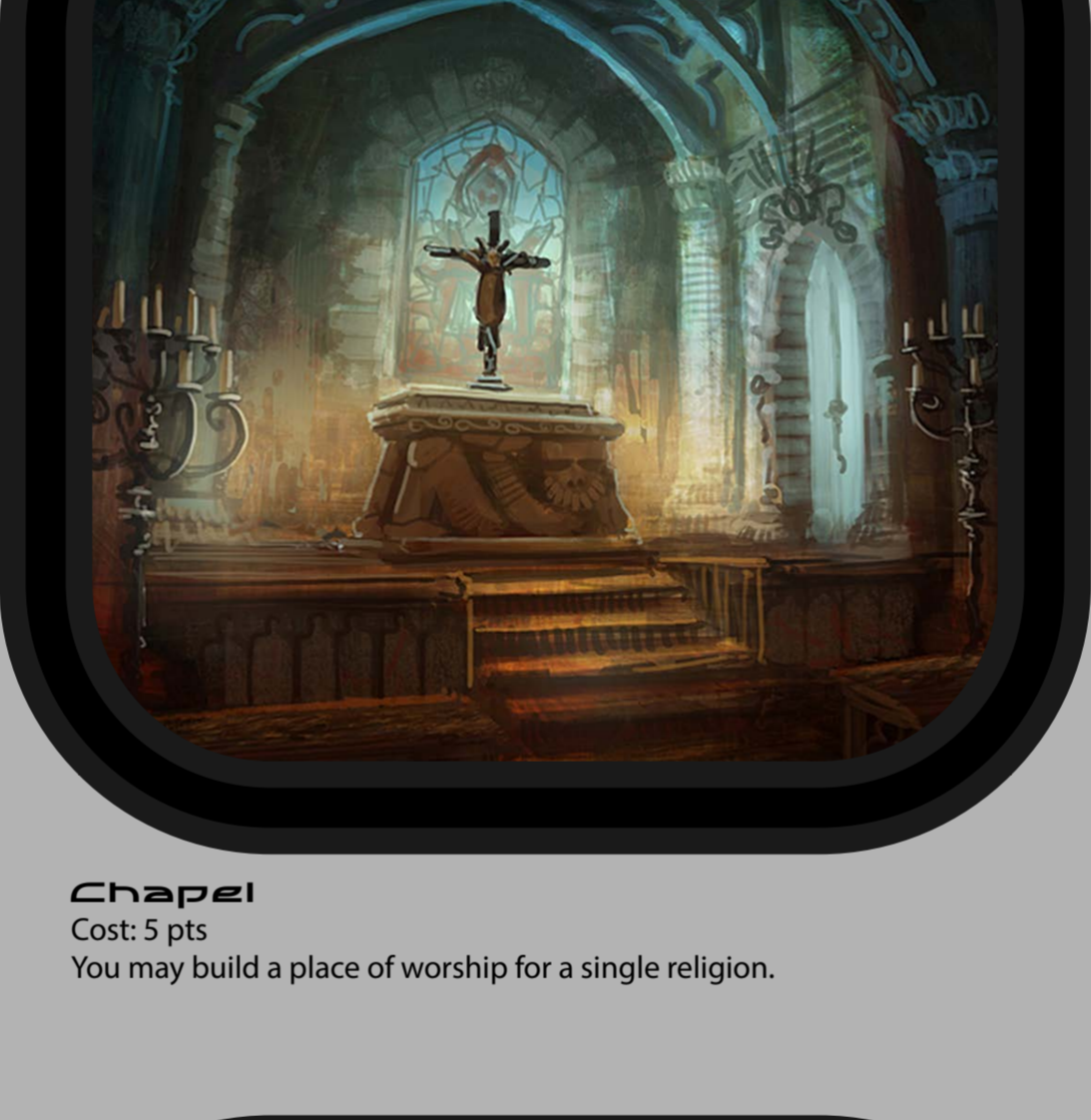
Ship
 A pre-war aircraft carrier hosts your settlement about 150 metres offshore. It is nearly impenetrable and the only means of access are three motor dinghies included in a lower deck. The hangar deck is hauled to farm, but there is ample room to grow. The rations on board will last you only a few weeks, but there is a water purifier that will grant you all the water you need. There is plenty of room inside the ship, although it is mostly empty aside from some bunks and basic amenities, such as a kitchen. The ship is in no shape for operation, but could possibly be repaired in a decade or two. There are also two broken down fighter planes. Maybe they could be repaired as well!

-Water Processing Plant is free

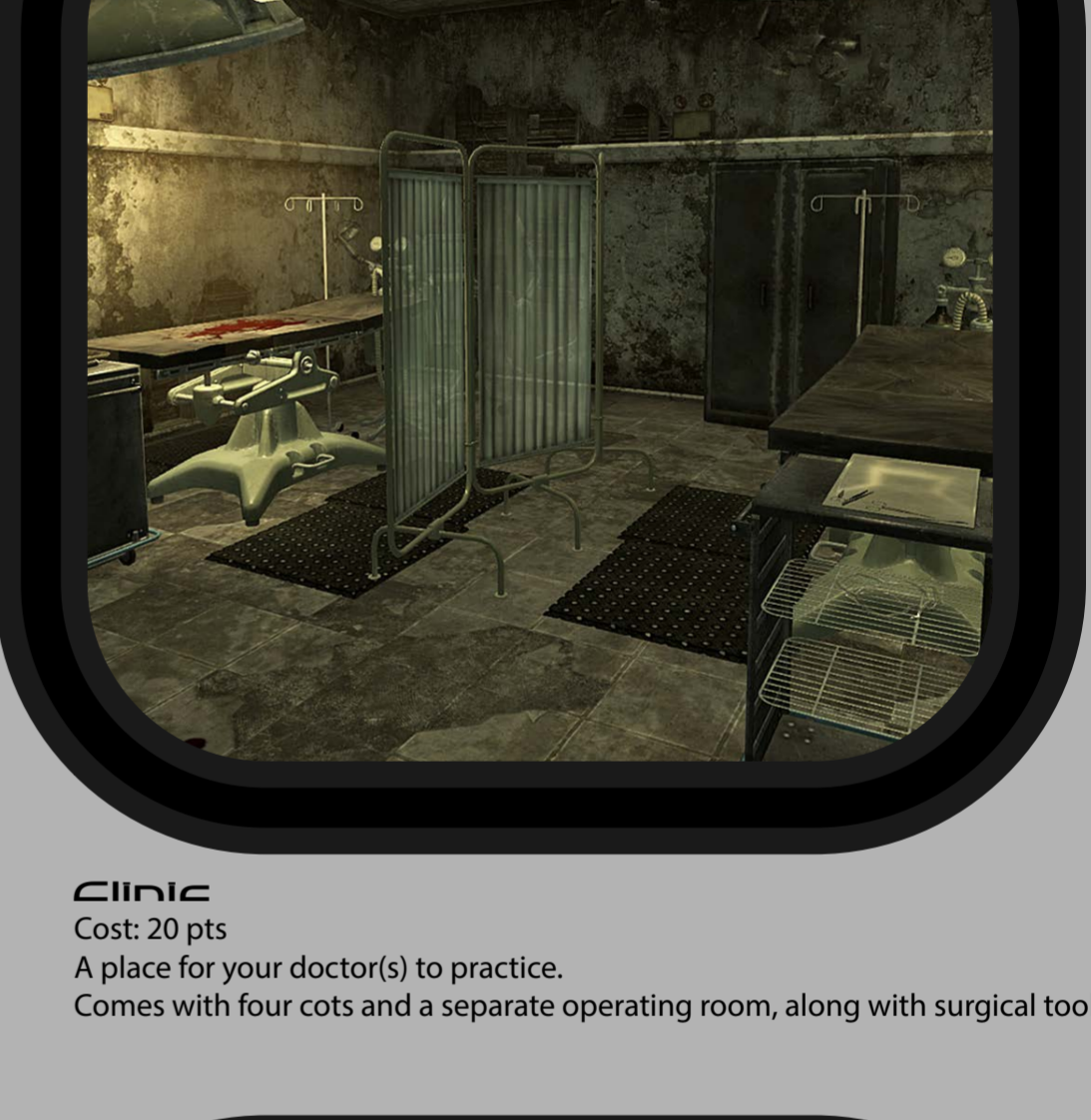
Buildings



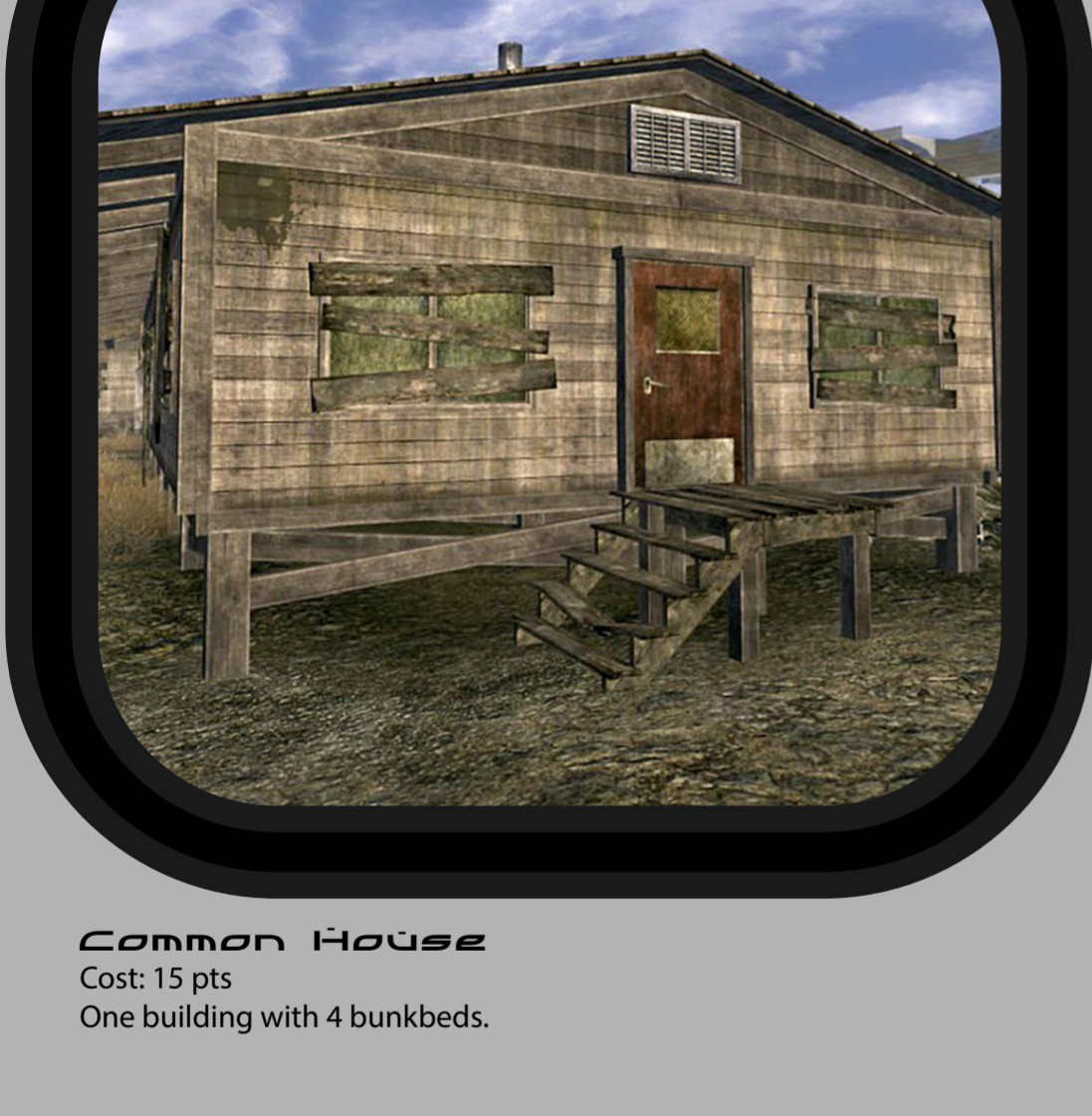
Water Processing Plant
 Cost: 45 pts
 Recycles and purifies water. Must be kept running by a mechanic.



Chapel
 Cost: 5 pts
 You may build a place of worship for a single religion.



Clinic
 Cost: 20 pts
 A place for your doctor(s) to practice. Comes with four cots and a separate operating room, along with surgical tools.



Common House
 Cost: 15 pts
 One building with 4 bunks/beds.



Generator Room
 Cost: 30 pts
 You manage to salvage a generator and build a shelter around it to protect it from the elements. However, they will need to trade with a caravan or find another way to restock on energy, but it will generate a good amount of energy and rarely breaks down.



Hotel
 15 pts
 Need extra room for guests, caravans, and/or outsiders? This place includes three small bedrooms and a lobby. You determine rent fees, but you only receive half the income.



House
 Cost: 7 pts
 A 2 bedroom house. Includes a non-powered refrigerator.



Outhouse
 Cost: 5 pts
 Well, you can't just shit on the ground, can you?



Shack
 Cost: 4 pts
 A shack with a bed. Not much else.



Solar Array
 Cost: 50 pts
 An array of solar panels allows for your settlement to have a constant source of moderate energy. Need a mechanic to upkeep.



Store
 Cost: 15 pts
 Supply store owned and run by one of your merchants. However, they will need to trade with a caravan or find another way to restock on goods.



Town Hall
 Cost: 25 pts
 A general meeting place for your settlement. Major decisions can be made from here, and it includes a private office for you. Any time your group needs to meet in one place, this is the spot.



Tavern
 Cost: 15 pts
 This pub has two rooms for rent and a decent sized bar. Comes with a radio and full stocked bar. However, you will need to restock it once it empties.



Barricade (can't have with Ship. Can buy multiple)
 Lvl 1 - Cost: 5 pts: You have a trench dug around your settlement. You control the bridge.
 Lvl 2 - Cost: 10 pts: You build makeshift fortifications. They will hold against minor attacks, but will fall if hit with powerful explosives.
 Lvl 3 - Cost: 30 pts: No moat, no makeshift fortifications, just a 15ft high, 2ft thick wall with barbed wire at the top.

Settlement CYOA

Personal Perks

You have 5 Perk Points



Armoury
You know the location of a secret armoury. Your armoury is equipped with a range of weapons, ammunition and combat and survival manuals.



Beastmaster
Choose one animal from the list of animals to be your companion. It will be completely loyal to you no matter the circumstance and you will find it exceptionally easy to train. You also know how to train other animals you may find but they will not have the same bond or be as easy to train.



Cannibalism
Desperate times call for desperate measures. Cannibalism is not taboo for you or your people. It is second nature, which could be a huge advantage for survival. Other settlements will fear and hate you for it if they know you take part in such practices.



Centre of Commerce
Travelling caravans come from all over to trade in your town. People from all over come to buy from the caravans. You have regular access to supplies to barter for and any stores or restaurants in your settlement do very well.



Commando
Your combat prowess is unmatched. You can turn most anything into a weapon and use it skillfully. Your aim with weapons other than pistols and self-loading rifles is unaffected.



Drugs and Alcohol
Your people have successfully figured out how to cultivate any 4 types of drugs or alcohol. How you use them, be it for trade or personal use, is up to you. You also discover a rather large supply of three types of alcohol in or near your settlement.



Forbidden Knowledge (Req Rapture)
Something happened when the angels and demons tore open a hole in reality, and you find something that should not be - a book describing outerdimensional horrors. With years of dedicated study, you will learn eldritch magic and possibly even the secrets of immortality. Be careful not to attract attention from anything from the book describes... unless you unlock the means of controlling it first.



Green Thumbs
You have always had a knack for agriculture, even in the harsh conditions in which you currently live. You can teach others your ways as well, but it will be difficult for them to learn to be as skilled a farmer as you.



Lucky
You discover resources and useful items easily. Your settlement seems that much safer. You almost always win gambling games. The universal odds just seem in your favor.



Mechanical Engineer
However you learnt it, you have some background in mechanical engineering. You are a skilled mechanic and can teach the basics to others, but non-mechanics won't have the drive or the time to become as good as you are. You are exceptional at all sorts of repairs.



Medic
You know how to perform basic surgeries and how to care for most illnesses. You know how much of which medicines to administer and when amputation is absolutely unavoidable. Your medical knowledge is more advanced than a field medic, but not quite at the level of an actual doctor.



Metahumanism (Req AI Revolution and Hal)
With his unique knowledge of the machines, Hal manages to augment humans in your settlement into cyborgs to elevate their intelligence and physical attributes to peak human levels. This will not make your community popular among other humans, and may make the machines put more effort hunting you.



Natural Leader
People respect you, and as a result, better respect your command and the choices you make. Your decisions are more sound, your judgments wiser and your logic rational. Your willpower is such that manipulation is easily resisted. Hard choices are made much easier. You know what is best for your people.



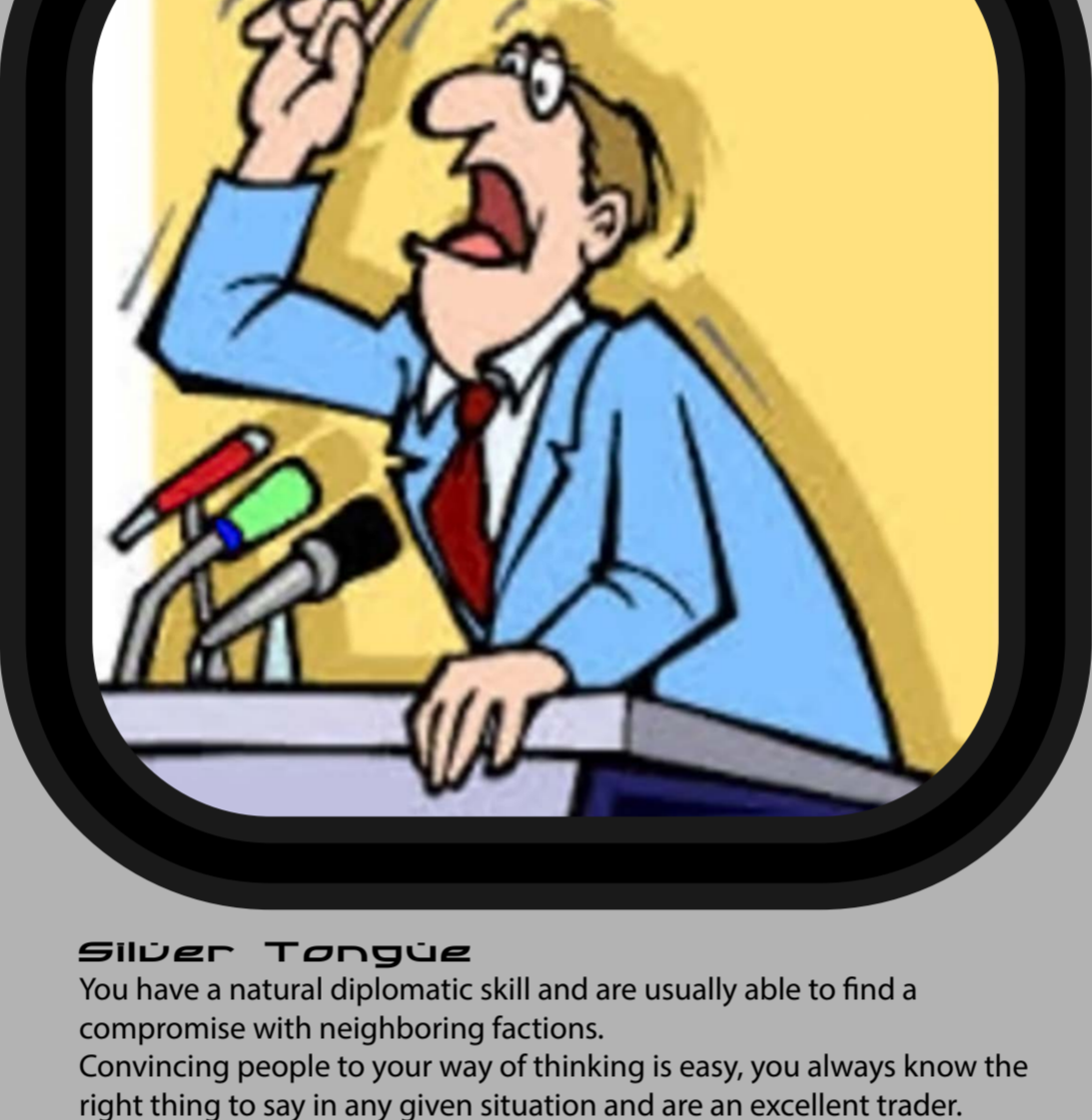
Ninja
You are a master of stealth. You are also the equivalent of a black belt in two forms of martial arts and are quite skilled with throwing weapons.



Rad Resistance (Requires Nuclear Armageddon)
Somehow you are immune to the effects of radiation. Only you have this, but it is a genetic mutation and can be passed on to your offspring.



Religious
Choose or create your own religion for your people to follow devoutly.



Silver Tongue
You have a natural diplomatic skill and are usually able to find a compromise with neighboring factions. Convincing people to your way of thinking is easy, you always know the right thing to say in any given situation and are an excellent trader. You are also quite irresistible to the opposite sex.



Sniper
You almost never miss your mark. You will have Annie Oakley-level accuracy in any gun you pick up.

Mechanics



Gordon Wey
Cost: 7 pts
Gordon is charismatic and generally fun to be around. He also knows a ton about wiring and how stuff works.



Christian Gillian
Cost: 15 pts
Arthur grew up in a bunker where he was assigned the job of mechanic from birth. He grew up around the most advanced technology there is, and as a result knows machinery better than anyone.



Raul Tejada
Cost: 5 pts
Raul learned everything he knows from tinkering. Sure, he's skilled, but he certainly ain't the best. To make up for what he lacks in skill, Raul is one tough motherfucker.



Mateo Enriquez
Cost: 3 pt
Kind hearted and loyal, Mate can do a lot with a wrench, which is where he learned his craft. He does as he's told and expects nothing more than safety, room and board.



Jaime
Cost: 10 pts
Jaime knows more than a thing or two about mechanics. Her family owned a chop shop before the Apocalypse and she grew up working for her father. Although most cars no longer function, if anyone could fix one up, Jaime would be the gal.



Hal (Req AI Revolution)
Cost: 25 pts
The machines have other machines that can do repairs, but sometimes the delicate hands of a human are required for certain repairs. Hal's family was enslaved by the machines and forced to work in a work camp dedicated to such repairs. He escaped and holds unique knowledge of the machines and the way they work. He knows every part needed and could construct a basic robot from scrap.

Doctors



Lucy
Cost: 10pts
A confident, proud woman who attempts to conceal her emotions behind a mask of stoicism, Lucy perceives human life as cheap and fragile. She considers herself more of a "repairer of human bodies" than a doctor.



James Harvey
Cost: 8pts
James worked with a group of rangers who were killed in an ambush. He was the only survivor. He has some serious field medical experience, but is only mildly experienced in other aspects of his job.



Doc Michaels
Cost: 20pts
Aldo settles for nothing less than the best ingredients, most of which he will grow himself if you fail to provide them. Needless to say, Michaels knows what he is doing.



Sawbones
Cost: 5pts
Sawbones used to be the doctor for a group of raiders, which is where he learned his craft. Before taking this up, he worked as a farmhand, bouncer, a bandit and a mercenary, making him quite a dilettante.



Lux
Cost: 15pts
Lux is anything but conventional. She's known as a miracle worker across the wasteland, and spent many years traveling to help those in need.

Cooks



Kyle Van der Linde
Cost: 3pt
Kyle is a good cook. He can throw together basic meals, but not much else.



Gob
Cost: 7pts
Gob loves cooking with alcohol. Sometimes he even puts it in the food. He lacks personal hygiene, but can do basic surgery.



Miko Miyazaki
Cost: 9pts
Miko is good at creating edible meals from seemingly inedible ingredients. If all that's available is chicken feet, squirrel, and water, she will find a way to make you a tasty meal.



Samuel Hamill
Cost: 11pts
He knows how to dress any carcass. Not only will he cook you the meat of your freshly hunted kills in a dozen different ways, but he'll make the leftovers into jerky for you to take on your adventures and generate leather from skin.



Riley Theria
Cost: 13pts
Riley has a passion for cooking. She learned from cookbooks she traded or scavenged for. Although she may require specific ingredients to make her meals really great, she loves to garden as a hobby and will start an herb and vegetable garden for her cooking if there is space for it.



Aldo Avucci
Cost: 16pts
Aldo settles for nothing less than the best ingredients, most of which he will grow himself if you fail to provide them. Cooking is an art, and he is the culinary Michelangelo.

Settlement CYOA

Muscle

Caravan guards, settlement defenders, scavengers...
It's a dangerous world out there, and you need people who can defend themselves and others.

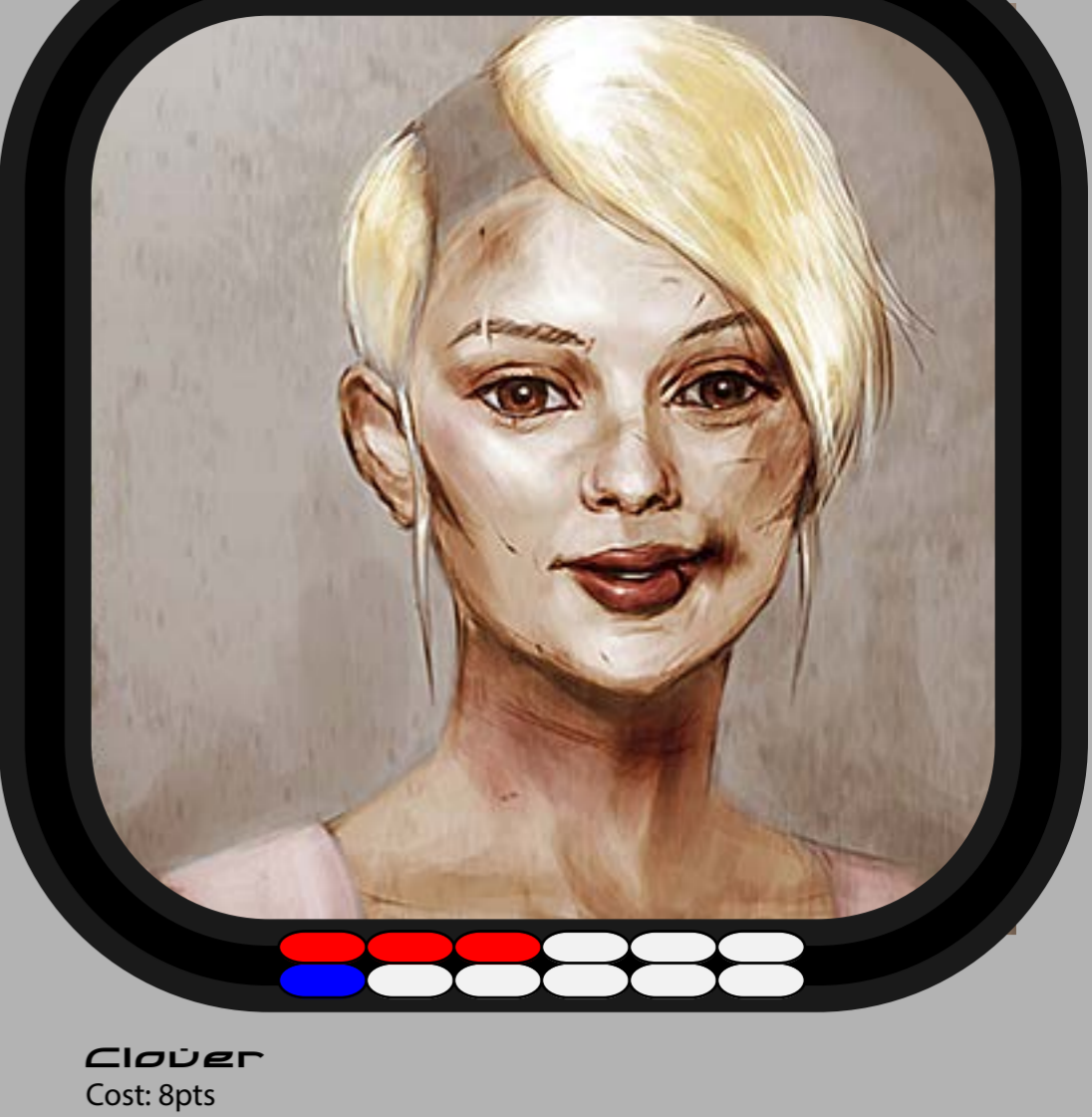
Combat Skill	Low	Mod. L	Mod.	Mod. H	High	Ext	Legend
Intelligence							



Benjamin Chambers
Cost: 9pts
Ben comes from a small group of guerilla warriors for hire. He is an excellent shot and tactician.



Bubba (Req Zombie Outbreak)
Cost: 11pts
Bubba is a hillbilly from the deep south. Not only does he have amazing survival skills, but he loves killing zombies. Especially in creative ways. Zombies ate his family and, although it gave him a thirst for vengeance, it never killed his spirit. He's quite the moonshiner, should you provide him the tools, ingredients, and facilities.



Clover
Cost: 8pts
Clover is an ex-slave. She grew up in slavery and was brainwashed to be in love with whoever holds her contact. When her previous master died, she found herself without purpose. Then she found you. She considers herself your willing slave. She will defend you with her life. She will do anything for you... or to you.



Corey & Trevor
Cost: 3pts (Free with Mobile Home)
Absolutely incompetent but totally lovable anyways. Corey and Trevor need a constant supply of weed and will never pass a tenth grade intelligence level. They will follow you every word to their last breath. They will happily sleep in bunk beds together.



Cyrus
Cost: 7pts
Cyrus' old man gave him his gun when he was nine. It's seen a lot of action. Nine millimetre, safety always off. His dad told him he was proud of him once. Fucking prick. Cyrus has an excellent leather jacket.



Danny
Cost: 6pts
Dressed in a black leather jacket, Danny looks and acts like a Greaser. He carries a pistol and a switchblade. Although his combat prowess isn't amazing, he makes up for it with connections in nearly every nearby settlement.



Dmitri Ivanov
Cost: 10pts
Dmitri is a skilled ranger clad in armour. He knows how to fight and how to survive.



Vincent Vega
Cost: 5pts
He's not very intelligent outside of combat, but he makes a great soldier. He is a bit hot-headed, however...



Jorg (Req First Contact)
Cost: 20pts
Not too long ago you came across an alien death squad holding a monstrous slave from another planet, which they attempted to use as their hunting dog. You managed to remove its slave collar and help it escape and now it loves you like a dog loves its master.



Katherine Howell
Cost: 16pts
A woman of few words, she is truly herself only when she is on the job - she has, in a sense, become what she does. She has acquired an admirable collection of scars, war experiences, and a place in military history. She has little left to prove to the world and she has no interest in glory.



Mad Mutt the Mutant (Req Nuclear Armageddon)
Cost: 15pts
Mad Mutt used to be a man, although you'd never guess it. He's about eight feet tall with a stronger physique than a body builder. He can even throw cars with a bit of effort. The mutation turned his skin yellow, riddled him with large bumps and ridges, and made him incredibly stupid.



Marcellus Jones
Cost: 13pts
He's a hard motherfucker. Marcellus had a rougher upbringing than most, and that's saying a lot for the current times. When he starts taking his rage at the world out on his enemies, stand back.



Martin the Mutant (Req Nuclear Armageddon)
Cost: 15pts
Martin has been around for a long time. He doesn't really age like he used to. He's different now, stronger than before. Much stronger. Also uglier. He doesn't look human anymore and his skin is green. He may not be as strong as Mutt, but he retains his pre-mutation intellect.



Mickey
Cost: 10pts
Mickey's lineage traces back to some of the most powerful Sicilian gangsters in history. He wears a suit at all times and hates nothing more than disloyalty.



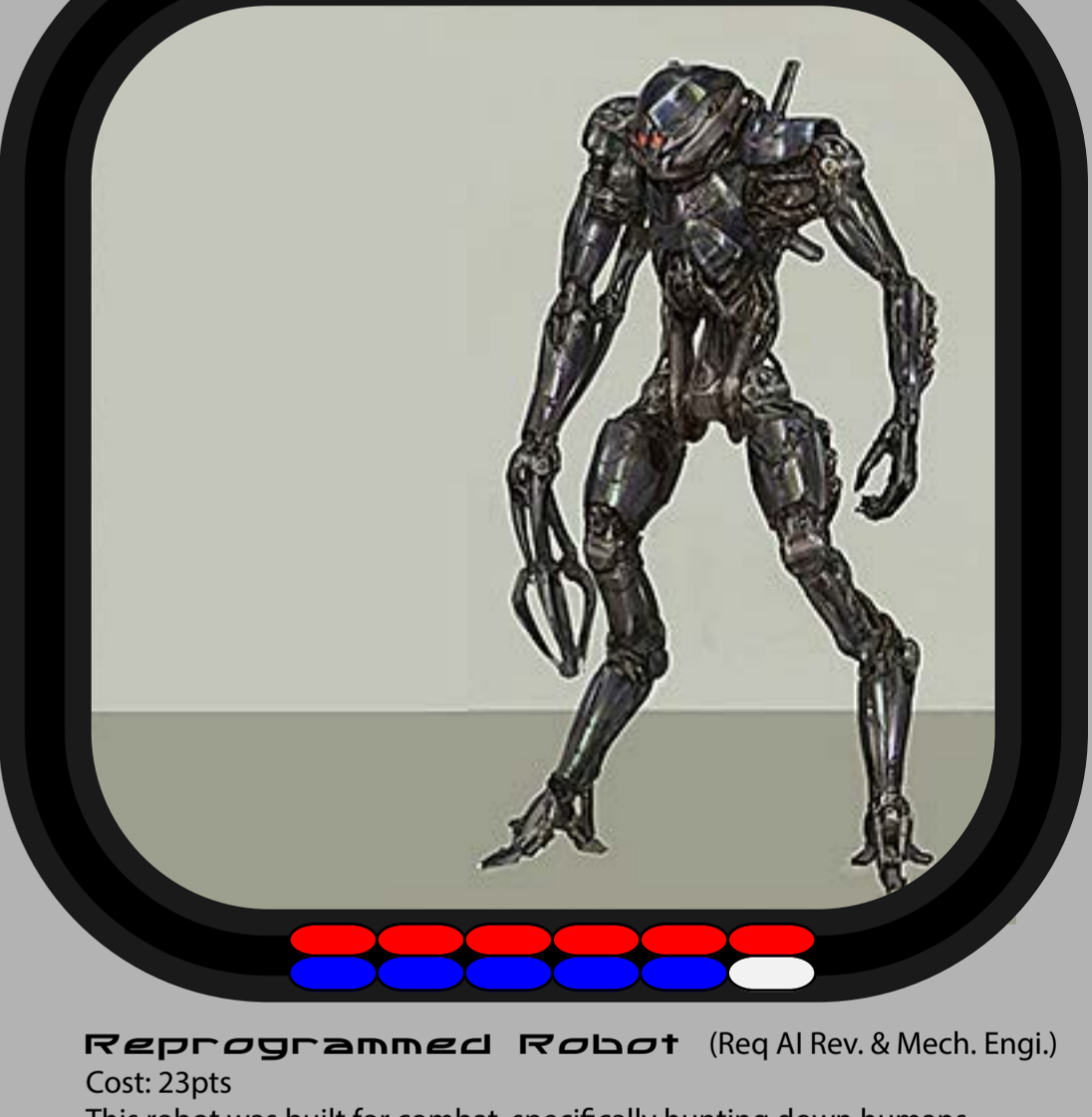
Murri Holden
Cost: 5pts
Zack's younger sister. Murri was also part of the militia. She's a decent sharpshooter.



Neji
Cost: 11pts
Neji is a master of throwing knives and ninjutsu. He wears a mask at all times, never showing his face. He requires fresh meat a few times a week to prevent him from rotting away or going feral, but otherwise he has the strength and endurance of a zombie and will do anything you tell him to.



Nita
Cost: 10
Born in a tribe, Nita grew up learning how to hunt and kill. Tracking and hunting humans is not so different from hunting game. Her people were enslaved and she has grown a deep hatred of slavery and those who utilize it.



Reprogrammed Robot (Req AI Rev. & Mech. Eng.)
Cost: 23pts
This robot was built for combat, specifically hunting down humans. However, it will still be very effective against other robots. You've managed to disable and reprogram one to listen to your orders only. Intelligence: Very High



Rudy
Cost: 11pts
Not much is known about Rudy. He wears a mask at all times, never showing his face. He shows incredible cruelty towards his enemies and enjoys nothing more than causing bloodshed. He laughs a lot and makes a lot of tasteless or bad jokes. His mere presence inspires terror.



Samael (Req Rapture)
Cost: 30pts
Once God's Angel of Death, he was created to serve one purpose: war. Samael was one of the most elite archangels, but he was cast out from Heaven's ranks and lost his wings for failing to heed God's ideals. Ultimately, you will influence his path: should he strive for redemption, or seek revenge on his creator? Either way, he could rend legions of men or demons with his holy spear.



Scott Fisher
Cost: 15pts
A former clandestine operative for an unknown organization, Scott may be in his late forties, but he is no less skilled than he was in his twenties. His skill surpasses that of a Navy SEAL, and he is more than willing to train the next generation.



Stinky (Req Zombie Outbreak)
Cost: 5pts
An extremely unique zombie, Stinky retained his human sentience (although not all of his intelligence). He requires fresh meat a few times a week to prevent him from rotting away or going feral, but otherwise he has the strength and endurance of a zombie and will do anything you tell him to.



Vick Vega
Cost: 14pts
Vick doesn't talk much. There's just something off about him. He's well-connected and an extremely good fighter, even though you could never tell by looking at him. However, he has certain... desires that he must strive for in order to keep his bloodlust in check.



Zack Holden
Cost: 5pts
Owen grew up in a small community that constantly had to fight off a gangs of raiders. He was a member of the local militia and a part of the group that finally ended the raider gang.



Zane (Req Zombie Outbreak)
Cost: 13pts
Zane is a professional in his business. His business is killing zombies, and business is good. He uses anything he can, but he prefers swords and crossbows, as those are what he is best at. He wears black trench coats, fedoras, and leather boots usually.



Zetta
Cost: 22
Hearing about the local conflict, Zetta has flown to Earth seeking a challenge. What could be a greater challenge than assisting a nearly destroyed race take back their home planet? He will typically charge into battle first and ask questions later.

Settlement CYOA

Merchants

Merchants are very well connected and know how to get supplies. A portion of their income goes to the town, and a smaller portion goes to you. You may also assign them to travel with their wares. However, any merchants you send as traveling caravans will be near defenceless. You will need to give them a means of transporting their goods.



Amshula

Cost: 20pts
Amshula is like a ray of sunshine, brightening everyone's day. She used to belong to a tribe, but traded in her loincloth for snapper apparel long ago. She sells armor and clothing, although her merchandise is more practical than extravagant. She speaks a language not familiar to you (in addition to English) that many tribals use.



Chet

Cost: 20pts
Growing up in a savage tribe, Chet understands how dangerous the wasteland can be. He had never seen a gun until his tribe was destroyed by raiders. He was only a boy, so the raiders trained him to be one of them. He knows how to acquire weapons and has connections with some of the most brutal raider gangs ever to terrorize the wastes. He comes with his own mule, Steve.



Crazy Carl

Cost: 15pts
Carl is the kind of guy who will break out into hysterical laughter for no apparent reason. He goes off on the occasional mad tangent, but he gets his name from his choice of wares: trash. He scrounges the best scrap, the height of detritus, the veritable pick of the litter. There's always some use for spare parts, and he's got plenty.



Doc Sanders

Cost: 15pts
Although not a real doctor, this southern salesman prescribes everything from painkillers, to uppers, to things that'll make your brain get up and dance. His wares consist of a cornucopia of pharmacopeia and other medical items that are invaluable in these times. He only dabbles in other forms of drugs unless you provide them for him to sell. His helmet acts as a respirator.



Damien

Cost: 22pts
Damien is one of the finest scavengers around. He's good with a gun and in close-combat, so he can protect himself. Plus, he knows how to find items from the past, including technology. He's even broken into some abandoned military bases and stolen top-secret technology. He'll open up a shop and sell what he finds, but the store hours will not be consistent.



Felicia

Cost: 15pts
Felicia may not carry high end weapons or drugs, but she always has a little bit of everything in her general goods store. She is a quirky, pretty girl who is always very entertaining to have a conversation with and is very likeable.



Francesco

Cost: 15pts
He prefers to be called Fran. Fran is a flamboyant seller of fine clothing. Scrounged from the Armani, Abercrombie and Fitch, and Dolce & Gabbana. Fran refuses to stock his selection with anything but the best, and he always manages to keep up his stock. He is also an excellent tailor.



Hunting-Crow

Cost: 22pts
Hunting-Crow (or just Crow) was a tribal medicine man, but his tribe was destroyed by raiders. He is still quite religious and occasionally speaks in riddles, but he has excellent survival skills. He grows, mixes, and sells herbal remedies and peyote.



Kimi Kimi

Cost: 23pts
Kim is the favourite merchant of all her customers. She grants her customers an escape from the harshness of reality. She sells a multitude of drugs from marijuana, to psychedelics, to meth, to drugs she creates herself. If you give her a large enough space, she will grow all the ingredients necessary for her to keep her shop going (although not fully stocked). She will always have a list of requests for any scavenging teams you send out so she can add that extra item to her stock or experiment to create new merchandise.



Margery Forbush

Cost: 15pts
Margery's shop is simpler than most. She only sells one item: water. You would be surprised at how in-demand clean water is, and she has a knack for discovering and purifying new sources. She's pretty tough, but is easily impressed by tough guys.



Paul

Cost: 10pts
Paul sells opiates, PCP, and cocaine. He has some poppy seeds and he knows how to garden decently. He's always either very high or in a terrible mood. Either way, nobody would want to mess with Pauli. He's freaking crazy.



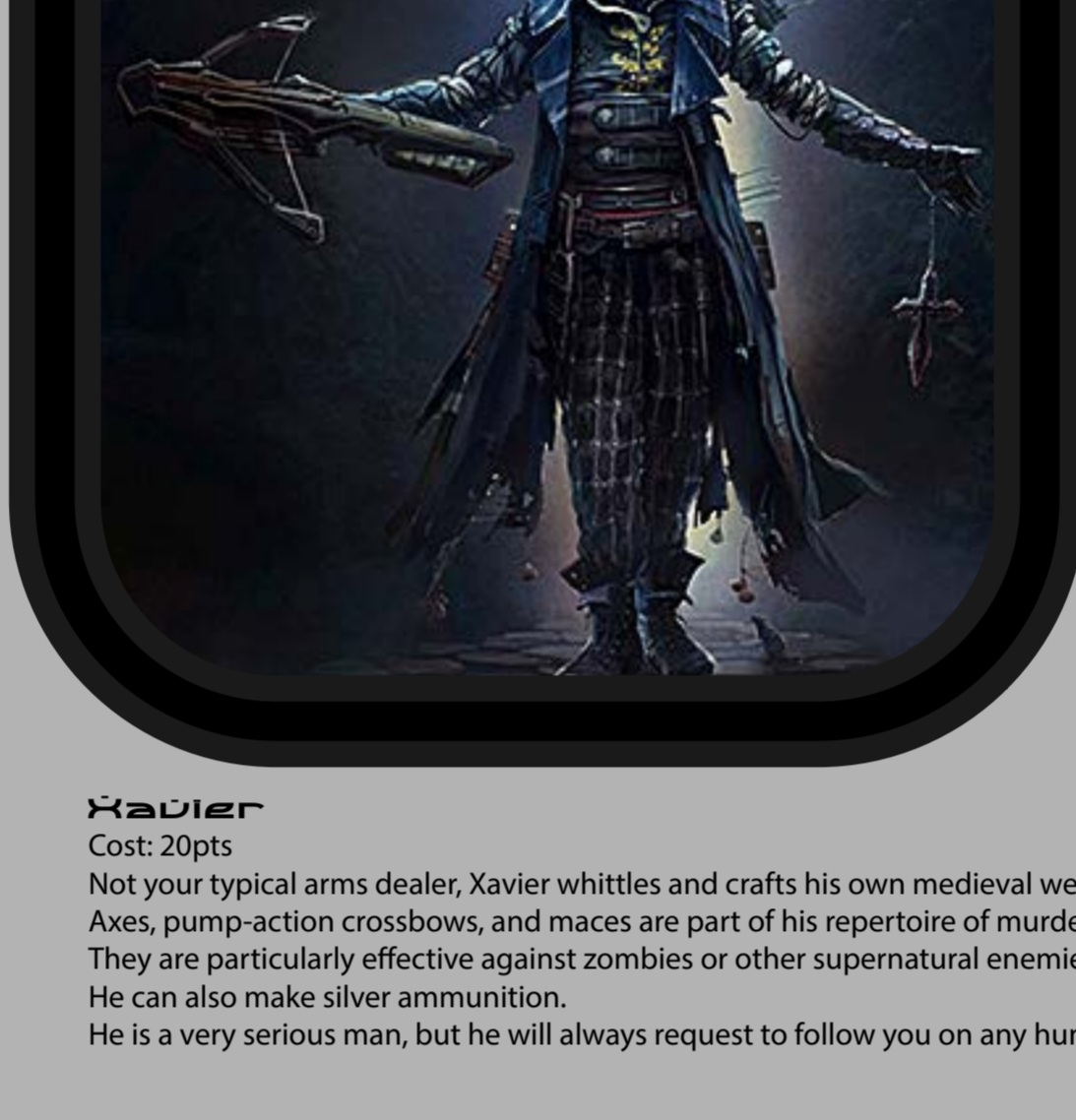
Preacher Diego (Req: Zombie Outbreak and Chapel)

Cost: 20pts
Diego was a Mexican priest before the Plague. Although his church community became victims of the Plague, he kept his faith in God, and his prayers were answered. Diego can give you holy water, crucifixes, blessed silver ammunition, and zombie bait made from herbs he grows. He can also bless melee weapons, causing them to set zombies alight with a strike. However, he can only do this once each month.



Sasha

Cost: 15pts
Adventure, martial artist, and occasional collector of the most deadly items known to mankind. She's a bit of an eccentric, but she deals in more weaponry than you can shake a sharp stick at. In fact, she's probably got a sharp stick, too.



Xavier

Cost: 20pts
Not your typical arms dealer, Xavier whittles and crafts his own medieval weapons. Axes, pump-action crossbows, and maces are part of his repertoire of murderous weapons. They are particularly effective against zombies or other supernatural enemies. He can also make silver ammunition. He is a very serious man, but he will always request to follow you on any hunting trips you may make.

Miscellaneous

Some people just don't fit into any category, and so here's one just for them.



Humanoid Alien Slave (Req: First Contact)

Cost: 15pts
Purchased from a black market, these aliens look nearly human with some inhuman features. They come in male, female, and hermaphroditic variants.



Animal Trainer

Cost: 15pts
An expert of training and working with animals. He will be able to train any animals you find and capture alive.

+Select two animals.



Worker

Cost: 10pts
Workers build buildings and can do maintenance so that your mechanic can focus on more important things. Definitely needed for larger settlements.



Farmer

Cost: 5pts
This person spends their days either growing crops or taking care of any farm animals you may obtain.

Animals

Animals cannot be purchased. They must be acquired with animal trainers or the Beastmaster trait. You may choose the age of your animal unless specified otherwise.



Baby Monkey

Somewhere, somehow, you find a small monkey of any breed you choose. It thinks you are its parent. It is extremely intelligent and you can raise it to act however you want, but it will get scared easily while it is young and will need comfort. You can train him to help you scavenge or infiltrate buildings.



Bear

By far the most difficult animal to domesticate, the bear is also the most useful in combat. You find a cub attempting to suckle from its dead mother and take it as your own. However, fail to train it correctly and it could turn on you when it gets bigger.



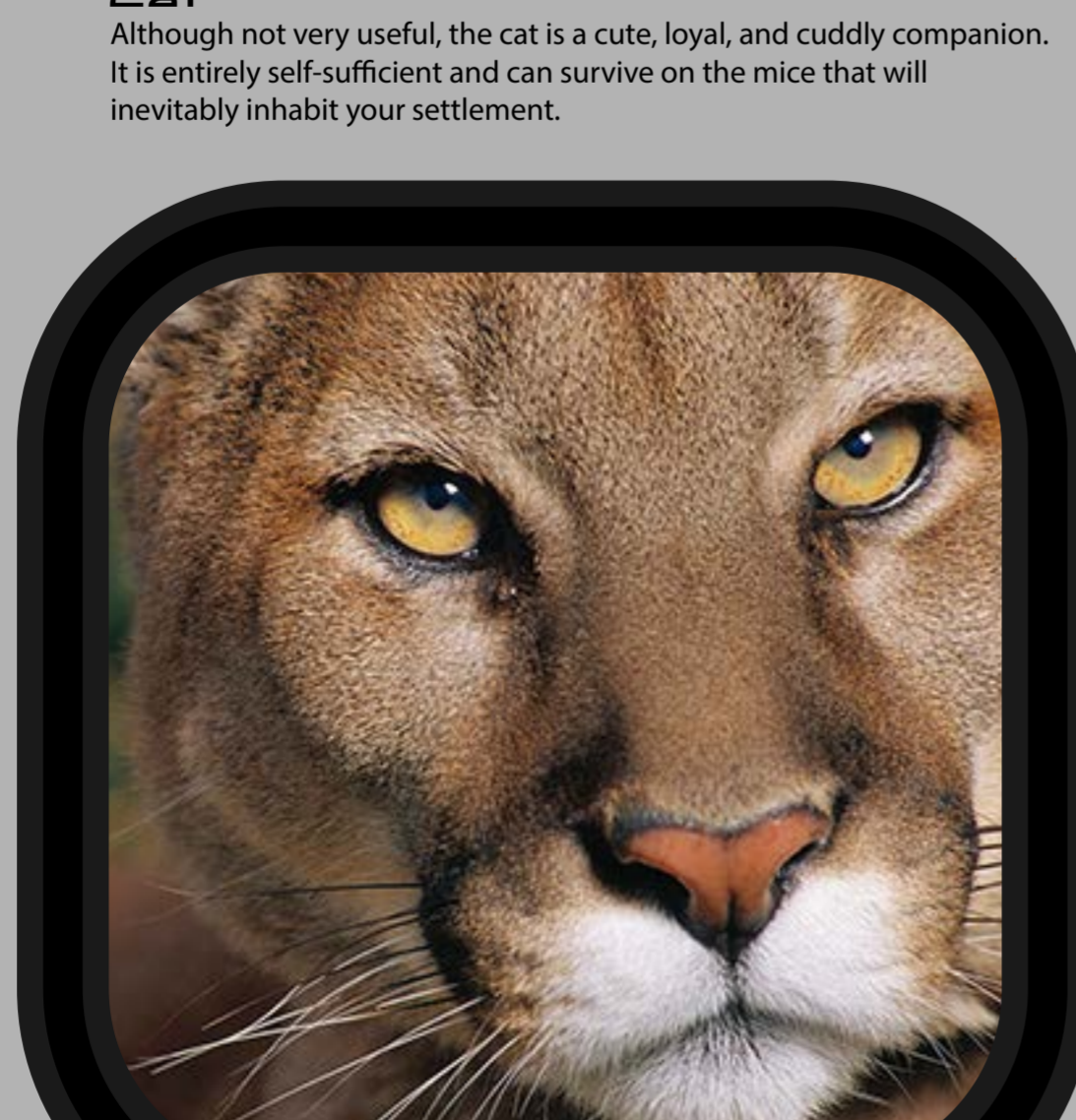
Cat

Although not very useful, the cat is a cute, loyal, and cuddly companion. It is entirely self-sufficient and can survive on the mice that will inevitably inhabit your settlement.



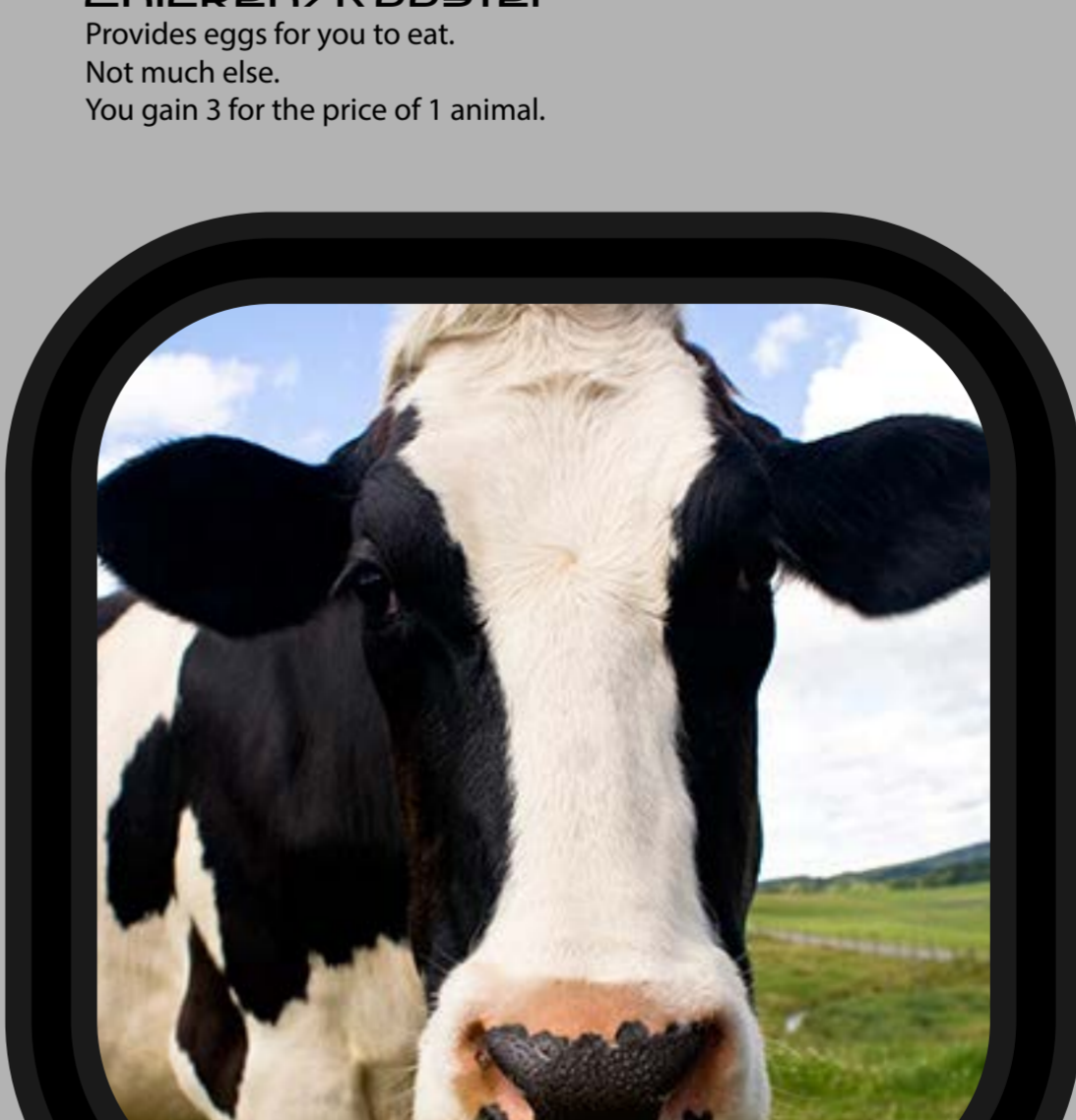
Chicken/Rooster

Provides eggs for you to eat. Not much else. You gain 3 for the price of 1 animal.



Cougar

This magnificent, graceful monster is a ferocious hunter, but also playful by nature. His 'playing' can become dangerous, deadly even if you are not careful. Respect this animal and it will respect and love you. However, he will need to hunt and eat; lest it try to eat you or your companions...



Cow/Bull

Cows provide milk or meat. A bull can be used for labor, combat, or food.



Dog

The classic post-apocalyptic companion. Choose any breed and any age. Your trust canine comrade has an acute sense of smell and hearing and has vast potential as a hunting or guard dog, but it will need to be trained before it is useful at all.



Donkey

Donkeys are strong, cheap riding animals. Breed a horse and a donkey together and you have yourself a mule, the perfect pack animal.



Falcon

Your intelligent bird of prey can carry messages for you, hunt for smaller prey, or lead you to water.

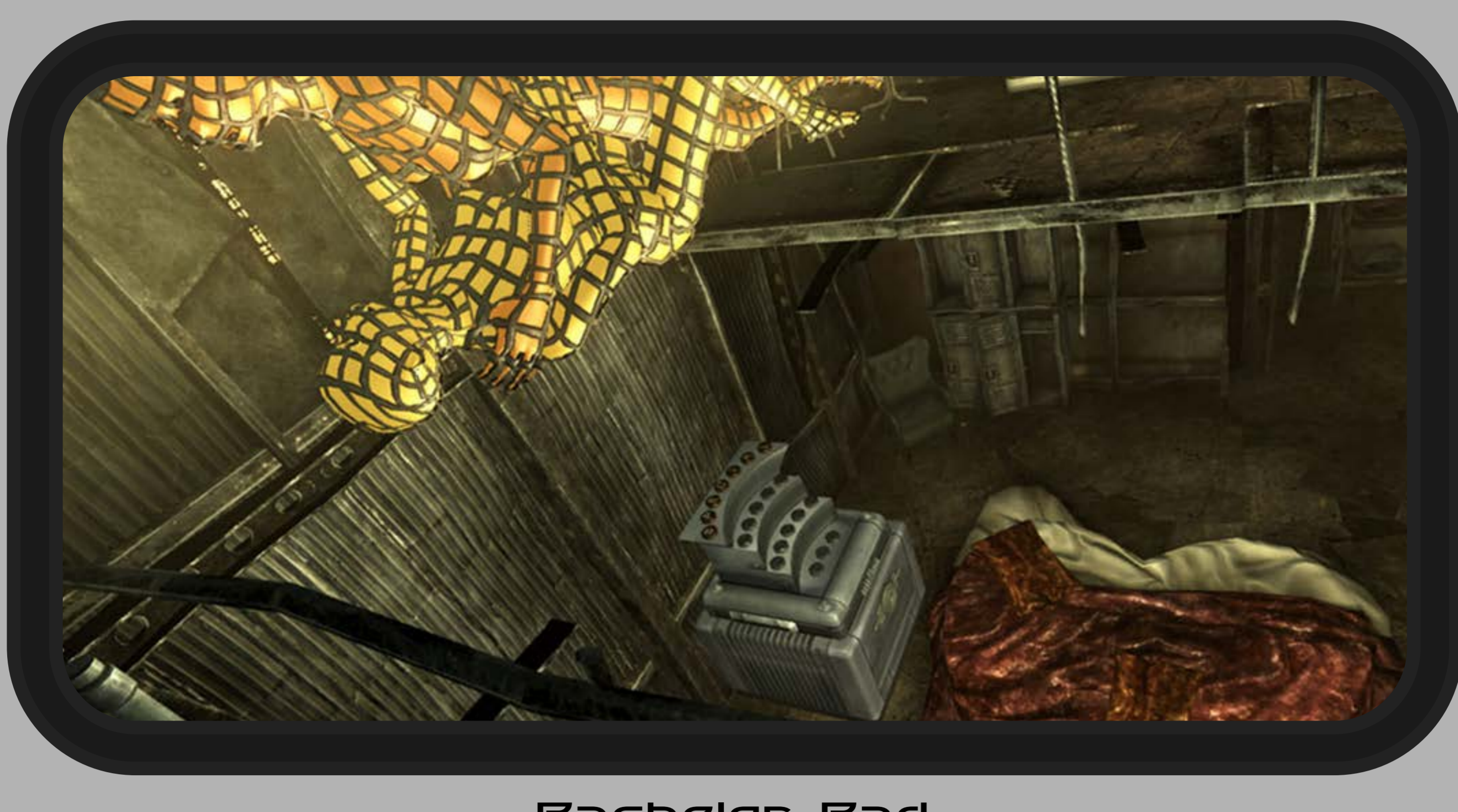


Horse

Can be used as a trusty riding animal or for hard labor too strenuous for a person.

Flaws

Not every society is a perfect utopia.
You may choose any flaws below to gain points.



Bachelor Pad

You can only have followers of the opposite sex, and you cannot exceed 4.
You have fully stocked alcohol of 3 kinds and 3 kinds of drugs.
You gain Drugs and Alcohol for free.



Innocence Lost

Gain 25pts

Society in this post-apocalyptic wasteland can be harsh.
Only those small enough to hide have managed to survive long enough to congregate in your settlement.
Your settlement is comprised entirely of children under the age of fifteen, including you. Most are young.
Other settlements may try to broker unfair trade deals.

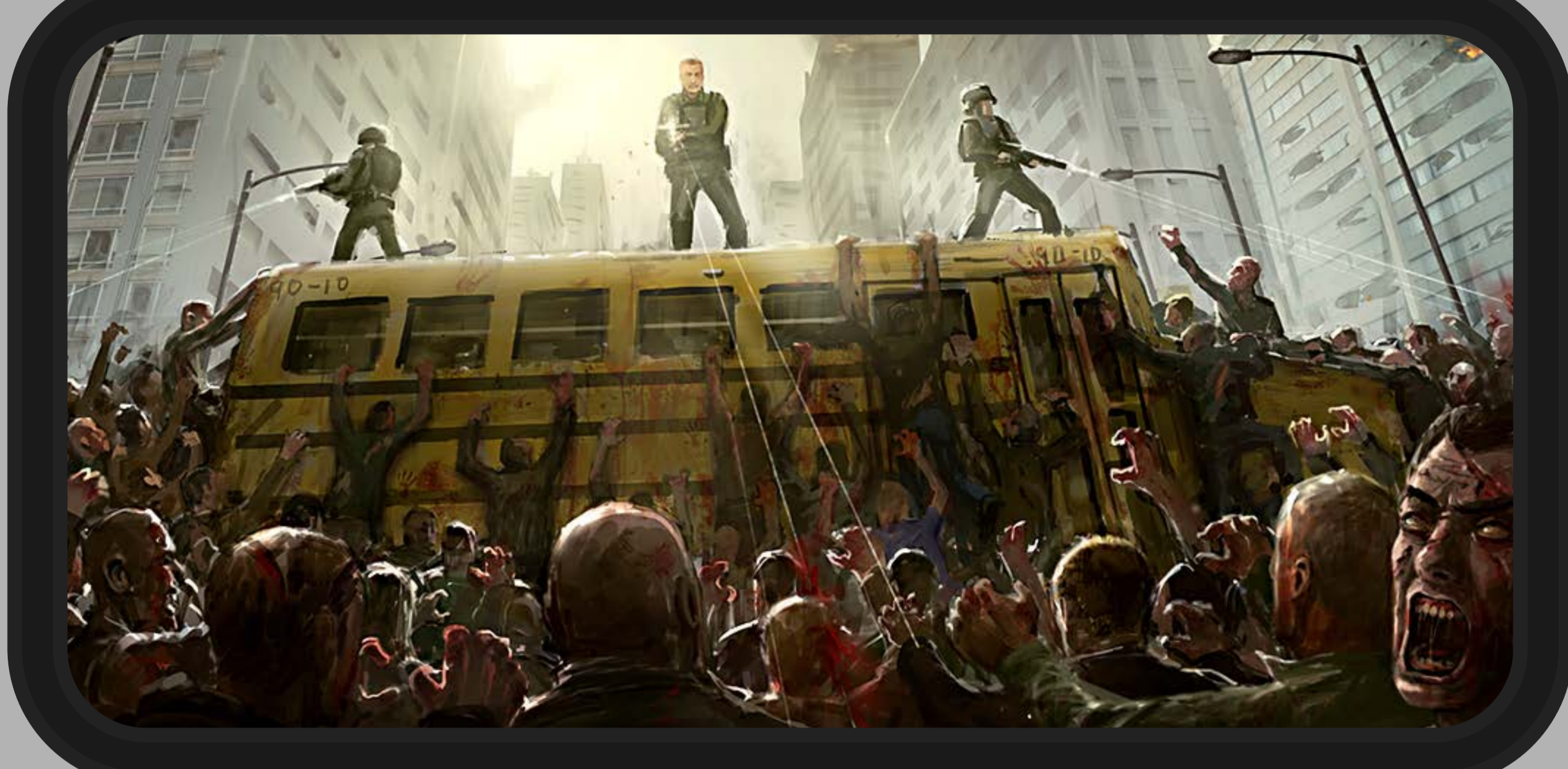
You will be a prime target for raiders that discover your location.
However, you will all grow up eventually, and you will be tougher for growing up on your own.
That is, if you survive that long...



Lonesome

Gain 3 Perks

You can choose one follower to be your lover and soul mate.
They will be the only companionship you will ever have.
You must either generate your own supplies or trade for them with merchants.
Once your soul mate dies, you will be alone aside from the occasional visitor.
However, because you are so under the radar, it is extremely unlikely that threats will discover you.

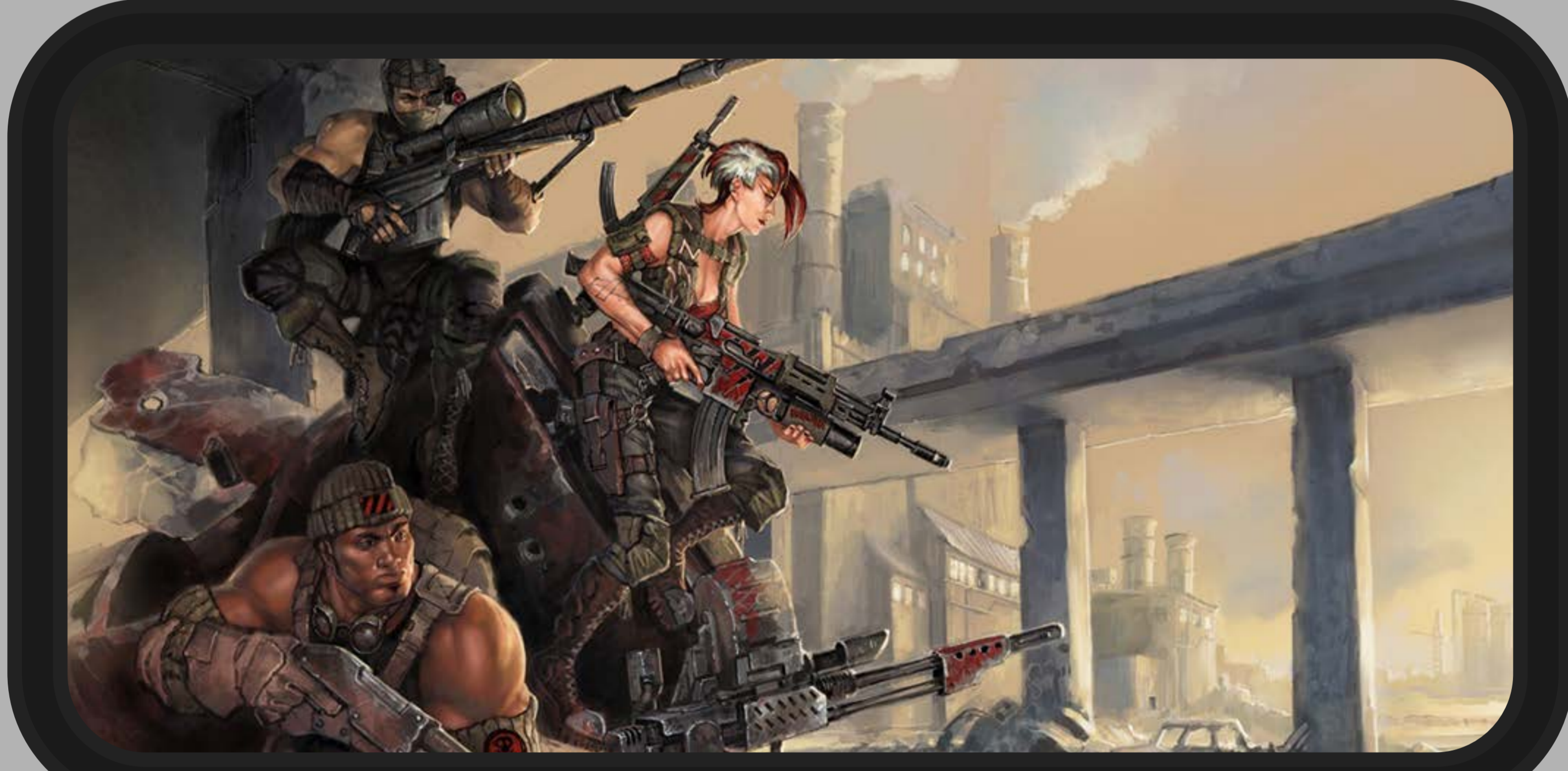


Onslaught

Gain 50pts

Your settlement is besieged constantly by a particular threat depending on the apocalypse.
(Nuclear Armageddon has mutants, Zombie Outbreak has zombies, Rapture gets demons, etc.)
This threat is one of the greatest your settlement will face.

You can neutralise the threat, however in order to successfully pursue this course of action:
You would either need to kill every single enemy or destroy their source, which will be nearby.
However, this will only extinguish the threat from your immediate area, not the entire world.



Raiders

Gain 15pts

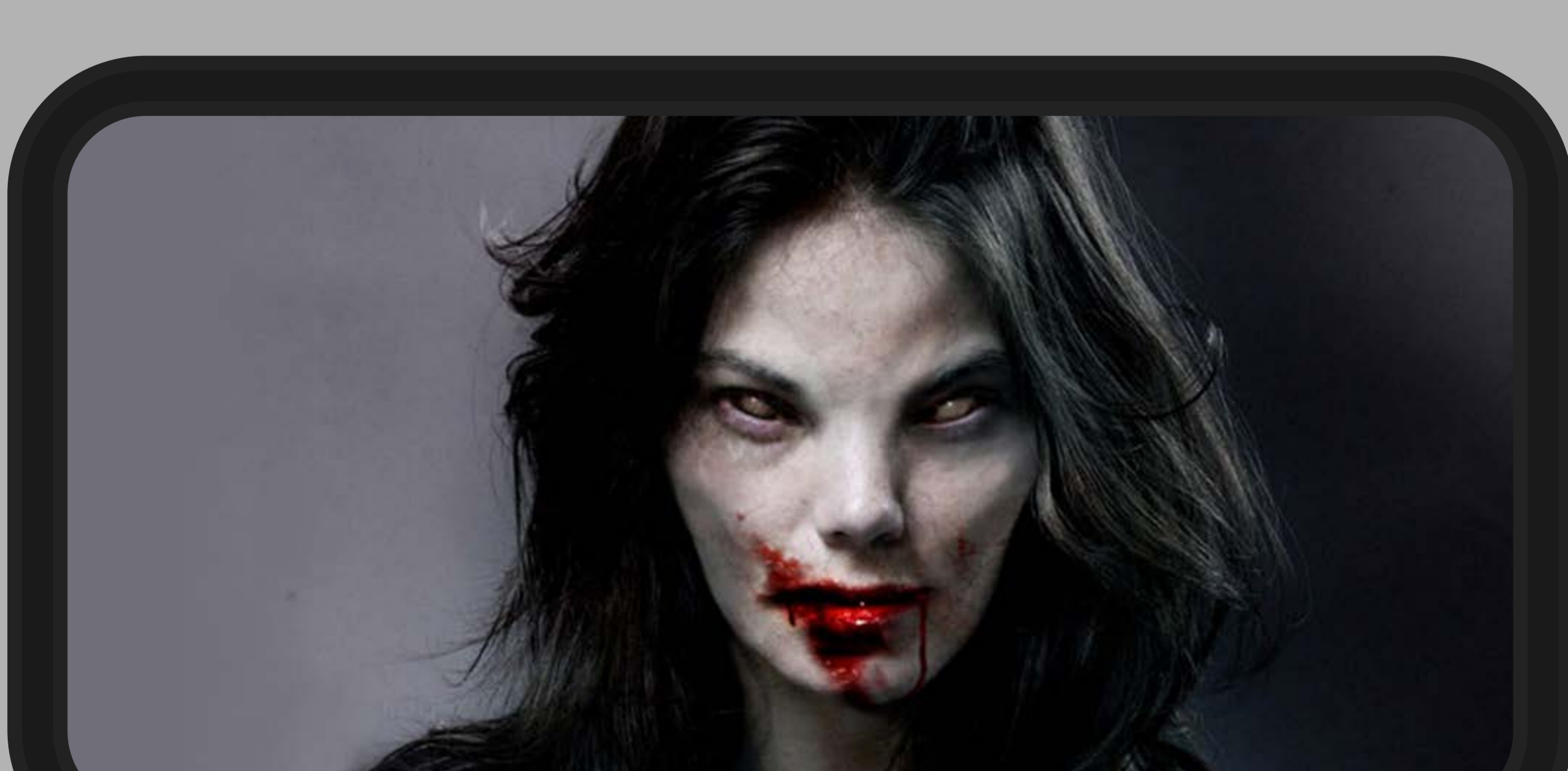
A nearby raider camp has established themselves.
Currently, they are too weak to attack your settlement directly.
However any unprotected caravans roaming through your territory will be raided until they are dealt with.
If they become too cocky, they may even attack you directly...



Slavers

Gain 15pts

A gang of slavers has formed up nearby.
You'd better hope they don't discover you...



Supernatural

Gain 1 Perk and 15pts

The apocalypse has either created or awoken the supernatural, you are not sure which.
Perhaps it just revealed the reason we are all afraid of the dark.
Vampires, werewolves, and other terrors of the night now exist.
These creatures are all weak to silver.