

# APOCALYPSE: Lifestyle and Lifestyle Skills Supplement 2014-04-10

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This supplement adds new information to the Apocalypse sourcebook which can be downloaded from [mysticrealms.com](http://mysticrealms.com).

The material herein is intended for player review and play test. We would like to hear your feedback. Please send comments and concerns to [president@mysticrealms.com](mailto:president@mysticrealms.com).

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## Life Style Skills

Each lifestyle will gain skills to encourage roleplaying, costuming and decoration of the play area. There are seven skills totaling 1200 status. The skills will be found in the database under the apocalypse lifestyles tab.

The descriptions for all the individual skill type will be placed in the sourcebook and the core rules will only contain the rules and the statement that the sourcebooks will define the required roleplaying. Until both books are edited to include these new skills, this information in this supplement supersedes descriptions in both books.

### Attire (<description>)

Status: 200

Mana: 1

Duration: 5 days

Recipient: item (clothing)

Performing Time: 5

Effect: armor without skill

User: character (lifestyle)

Attire grants protective qualities equal to one non-sturdy armor to the front torso clothing of a character who is dressed in specifically defined clothing that is appropriate to the character's culture or lifestyle. Only a character of the lifestyle can benefit from wearing an attire armor item. This protection will stack with existing torso armor protection so long as the attire is worn and the armor is appropriate for the culture or lifestyle.

Attire armor does not require any armor skill to wear, but a character can only wear one armor item that does not require skill to wear, thus attire, military uniform, divine vestment and similar "armor granting" R&Ps cannot be stacked to gain cumulative benefits.

### Regain Feat (<Activity>)

Status: 200

This knowledge allows a character to regain one expended feat by participating in a stated group social activity while at a location that allows feat recovery. The source materials of the world will state where feat recovery is possible. Generally, feat recovery using this skill is restricted to "areas of magic," "common areas that characters are familiar with and/or comfortable in," or some other clearly stated location.

A feat with rest time 1 requires one minute of social activity, a feat with rest time 2 requires two minutes of activity, and a feat with rest time 3 feat requires three minutes of activity.

All feat regaining activities are social in nature and

require at least one other person in addition to the person leading the social activity. Regaining a feat is a full concentration activity, and participants must remain in the area of the activity, and fully participate.

The social activity must completely focus on regaining the feat, and cannot have other objectives, or serve a dual purpose to the participants. For example, combat training must be a "training" where people are taught technique, and not a combat with enemies. Calisthenics cannot simply be walking from one spot to another.

Further, all participants must understand that they are performing a feat regaining activity, and be a willing participant. For example, sitting at a table with someone and simply eating next to them does not regain a feat. All participants must be aware they are participating in an activity with the sole objective of regaining a feat.

LIVE-ACTION! The goal of these activities are to promote activities important to developing good performances. For example, the practice and training activities help players learn the correct way to use their skills. The social activities promote the sharing of plot information through various means.

Players are encouraged to keep these activities fresh and exciting. Much of interactive theater is based the verbal communication and story building performed by player characters. These activities provide excellent pretense for talking about play occurrences which is a great way to build strong plot.

### Chant, Song & Dance (<description>)

Status: 200

Mana: 1

Duration: instant

Recipient: character (performer)

Performing Time: 5

Effect: regain body, restore injuries

A performer of a chant, dance or song will have all wounds and injuries on his or her body restored at the conclusion of performance. The chant, dance or song must be done in public and for the entertainment of persons around. Chants and sounds must be loud and the dance must have visible movements and some sound component to attract attention. The goodwill of the audience combines with the mana imbued base to produce a restorative effect on the performer.

### Lifestyle Location (<description>)

Status: 400

Mana: 1

Duration: 1 day

Recipient: location (decorated)

Performing Time: 10

Effect: gain regenerate I-III at location

User: character (lifestyle performer, lifestyle participant)

The Lifestyle Location (<description>) grants performers and participants of the lifestyle the ability to regenerate I-III while they remain in the location. The affected part of the location can have no dimension larger than ten feet and must have the boundaries clearly defined by elements of the location. A user of the location must be entirely within the dimensions to gain the benefits.

LIVE-ACTION! Locations provide a place for members of the group to hang out during the rendezvous or other event. Every member of the group will bring something to contribute to their group's hangout. One person brings the tent or pavilion, another brings signs, and the rest bring decorations used to provide the ambiance.

## **Spiritual (<activity>)**

Status: 100

Mana: 1

Duration: 5 day

Recipient: character (any)

Performing Time: 10

Effect: grants +5% bonus to spiritquest

These R&Ps grant the recipient a +5% cumulative bonus to return from a spiritquest if the recipient becomes a spirit during the duration. The individual types of this R&P cannot be stacked with itself to gain a cumulative benefit, but spirit quest bonuses from different spiritual activities and other skills granting bonuses will stack with this effect unless otherwise noted.

## **Talisman (<type>)**

Status: 100

Mana: 1

Duration: 5 day

Recipient: item (<type>)

Performing Time: 10

Effect: delay remote R&P

User: character (performer, participant)

Talisman enhances a small charm to delay unwanted effects of remote R&Ps for one hour giving the recipient time to have the effect dispelled. A talisman will protect the target so long as it is worn or in a character's immediate possession.

## **Weapon (<lifestyle weapon>)**

Status: 000

A lifestyle weapon allows a character to use a specifically described individual weapon.

## **Shield I, Scrap**

Skills: shields I

Structure: 4 sturdy

Hands: 1/2

Weight: 5

Mana: 1

Fabrication: shields I, fashioning I

Physical Representation: 50 inches in perimeter, longest length 15 inches

The scrap shield is a rectangle of sturdy material that is used to block by holding onto the edge(s) of the shield. There is no handle on the back of the shield.

## LIFESTYLES

### Beggar

Beggars survive on the charity of others. Some beggars cannot work, because of disability or other frailty. Other beggars chose not to work, preferring instead to live on the edges of sustenance. Beggars often travel in groups for mutual protection and some groups will even pool the day's take so that everyone is fed. A group of beggars calls themselves a gaggle.

It is very common for beggars to feign disabilities and handicaps to encourage people to contribute. Common ploys are to pretend blindness, lameness, or everyone's favorite insanity. The craziest ploy I've ever seen from a beggar was a man who went around on an old world mechanic's creeper the kind with four wheels used to roll under cars. He claimed to have lost both legs in an accident, but whenever trouble started he was the fastest sprinter ever seen.

Not all beggars resort to ploys and scams. There are many beggars who play music or sing for contributions. I don't mind giving a few caps to a beggar who is trying to better the atmosphere, and you should too! Always support your local beggars when they're trying to make things better.

Beggars do not set up a pavilion or other structure. Instead, a beggar will sit out in front of another's set-up pleading for contributions. Sometimes the owners of the structure will send the beggar away, but most times the beggar needs only give a percentage of their take to the owner.

#### Attire (beggar)

Beggars wear tattered and dirty clothing and always carry a begging cup or bowl which is the iconic image of a beggar. Begging is a hard, dirty life that is rough on the clothes and rough on the body. In fact the more poor, crippled and miserable the beggar looks the higher he or she will usually score.

#### Chant (lamentations)

One would think that being a beggar is a life of misery and woe, and for most beggars the suffering makes them experts at expressing their misery. If the beggar performs their lamentations chant as part of a chant R&P the beggar will receive the restorative benefits at the conclusion of the performance.

#### Location (sharing)

The average group of beggars cannot afford to have a location of their own and this special R&P allows them to share the location of another lifestyle. This R&P can only be performed on a location with a location R&P already in place. The performance does

not replace the existing location effect, instead this unique R&P allows beggars to share in the effects of the location along with the lifestyle owning the location.

#### Regain feat (begging)

The act of begging is an art form. A beggar learns to ask for something without annoying or pestering. In fact a truly skilled beggar brings joy to the giver by providing him or her with an opportunity to feel better about them self. Begging from others in the presence of mana is invigorating and will cause the beggar to regain his or her feats.

#### Spirit (score sharing)

Beggars are a pretty communal group. Most beggars will come together at the end of the day and share the day's bounty. The recipients of this R&P spend the performance time deciding exactly how to divide the spoils will improve their chances of spirit questing.

#### Talisman (lucky coin)

Coins were once used as old world money and every beggar likes to have a lucky coin because if they had a lucky cap they would spend it.

#### Weapon (shank)

The shank is a cutting I knife often made from scavenged materials.

### Biker

Bikers are tough dudes and babes who ride motorcycles. Almost every biker belongs to a club. The bike club is an institution dating back to the early years of gasoline powered motorcycles.

Motorcycle gangs proliferated in the twentieth century. Groups like the Hell's Angels and the Pagan's rose to national notoriety. Every biker club has their own symbol and unique name to strike fear in the hearts of suburban mom's driving their minivans.

In the twenty-first century biker gangs had become old news. Of course they still existed as a powerful counter culture, but their criminal enterprises and illegal streams of income had all but dried up in the era of technological opulence.

Although when news of the Root Invasive Parasite began to spread, membership in motorcycles clubs grew as discontented people looked for ways to rebel. In the years before the collapse of civilization it was a common site to see gangs of motorcyclists moving along the highways.

When the world ended the bikers had all the skills needed to survive. And when the Black Freeze melted the bikers rode forth from their club house and the world rang with the thunder of their

motorcycles. They proudly wore their leather jackets, called cuts, which displayed their club name and image which the bikers call their colors.

## **Attire (biker)**

A biker wears heavy boots, a motorcycle jacket, jeans or leather chaps, and a chain wallet. The most important part of the biker attire is the club “colors” which displays the iconic image of the club, the name of the club, where the club hails from, and the coveted “mc” which stands for motorcycle club.

## **Dance (stooge stomping)**

There is always some muddle headed stooge that pisses off the biker pack and gets tossed down on the ground and stomped to death. The bikers like to practice their stomping by trouncing on effigies with their heavy biker boots. They call this deadly practice “stomping the stooge” and it is an invigorating dance. If the biker participates in the dancing as part of a dance R&P the biker will receive the restorative benefits at the conclusion of the performance.

## **Location (club house)**

The biker club house is an iconic image of their power. With motorcycles lined up out front and the club colors proudly displayed the clubhouse is sacred territory for the biker.

## **Regain feat (trick riding)**

Bikers love to show off their bikes and every biker like to race around at breakneck speeds pulling wheelies and tracing donuts in the dust. When trick riding is done for an audience in the presence of mana the show rejuvenates the biker, allowing him or her to regaining feats with an almost magic seeming ease.

## **Talisman (chain wallet)**

Before the collapse of civilization bikers used to steal credit cards and their wallets would get so heavy that they need a chain to hold them onto their belts. Even though no one uses credit cards anymore bikers retain this talisman of the old days.

## **Spirit (shoving & shouting)**

A group of bikers psych themselves up to complete some task by engaging in consensual, non-combative shoving and back slapping, accompanied by a frenzy of chest thumping, cheering, and bragging. There is a lot of harmless, intimidating action but the recipients who participant in this R&P will bolster their spirits.

## **Weapon (drive chain)**

The drive chain is a crushing II flexible weapon. When the chain that drives the motorcycles rear wheel wears out and slips the axle, the chain is still useful as a deadly weapon.

## **Cannibal**

During the Black Freeze when the world was filled with ice and snow, desperate people turned to desperate measures and a starving population turned to cannibalism to survive. Consuming a meal of human flesh every now and then does not make a person a cannibal. Food is scarce and people survive however they can. What makes a person a cannibal is embracing the lifestyle. It’s allowing your clothes to be bloody. It’s operating a butcher shop and encouraging the eating of human flesh. It’s not just liking the taste, it’s preferring the taste of human flesh over other foods that truly makes one a cannibal.

Cannibals rarely travel the post-apocalyptic world alone. It’s just too dangerous and so they’re always in a group. The average person doesn’t like knowing that they could be someone’s next meal, so the cannibal has to pack enough firepower to keep from being run out of town or worse.

Cannibalism became a culture and after the world thawed the cannibals continued their heinous practices. Some cannibals are aggressive and wantonly murder others for their food, other cannibals will only eat humans who die from other reasons. Some have elaborate cultures, built around sacred rites that only allow them to eat leaders and heroes.

Most survivors accept cannibals as long as the cannibal is not trying to eat them. It’s a hard world and most people will do whatever it takes to live. In the early days cannibals are often better-nourished, then those who refused to break taboos. Cannibals then, as now, were powerful and dangerous, they were feared and often begrudgingly respected.

A group of cannibals is called a “kitchen.” When cannibals attend a rendezvous they will set up a pavilion where they prepare food for sale. Cannibal kitchen tents are always bloody affairs with body parts hanging all around curing in the air.

Cannibals sometimes go to rendezvous to find their next meal, but most often they will be selling their excess of food.

## **Attire (cannibal)**

Cannibals wear bloody clothing accented with bone jewelry. The iconic clothing accessory worn by the cannibal is the bloody apron. Many combatant cannibals will wear cooking pots for helmets and make torso armor out of large frying pans or heavy duty baking sheets. Small pot lid shields are fairly common.

## **Dance (around the pot)**

The sights and smells of cooking food always makes some one feel better, but when a cannibal spends the performance time of this R&P dancing around a cooking pot filled with tasty human flesh he or she receives the restorative benefits at the conclusion of the performance.

## **Location (butcher shop)**

The sight of blood splatters and human body parts hanging out to cure is nauseating to some stuck-up survivors, but in this hungry world the cannibal's butcher shop is often a welcome sight to the starving traveler. Signs proclaim the various cuts for sale and the butcher shop is a very lucrative business for the cannibals, which is likely why butcher shops are so common at rendezvous.

## **Regain feat (flesh eating)**

The single act that most defines a cannibal is lifting the human flesh on the fork, placing the tender morsel into his or her mouth, gently chewing and then swallowing. When performed at nodes and flows the simple act of eating with others provides great recuperative energies.

## **Spirit (formal meal)**

Since the inception of the lifestyle, the formal dining experience has been steeped in tradition. Not every meal can be a gala affair, but when participants spend the performance time of the R&P sitting around cannibal's table laid with a cloth, plates, and silver ware and conduct a dining experience with pleasant conversation they bolster their spirits.

## **Talisman (knuckle bones)**

Cannibals never let anything go to waste and bones can be carved into dice and these dice can be used to play a whole host of dicing games.

## **Weapon (meat cleaver)**

The meat cleaver is a cutting I weapon that is equally useful for carving up flesh on the formal dinner table and putting the flesh on the table in the first place.

## **Carnie**

Traveling carnivals have become very popular since the collapse of civilization. In a world where danger forces people to travel in groups it was only natural that the road shows would become popular once more. The carnival travels in a caravan of brightly painted circus vehicles. They stop on the edges of a community and set up their show in a nearby field, where people in the community come to watch.

A "carnie" is anyone who travels with the carnival. A carnie will own or work in a concession which is simply one of the acts, booths, food stands, games, or rides that are part of the carnival. It is common for a

family of carnies to work a concession together. Usually, when a child comes of age they will look to procure their own concession.

The performers are the beating heart of any carnival. There could be no carnival without the tight rope walkers, jugglers, strong men, contortionists, magicians, dancers, singers and so forth. Every Carnie has a show, or exhibit or some kind of concession that he or she runs to make a living. Their clothing is the costume used for their show and many model their outfits after the traveling carnivals of the early twentieth century.

Carnies are often seen as an insular group. They do have their own unique society, and have even gone so far as to develop their own slang language. There are hundreds of carne slang words, but here are just a few and their common meanings. The "midway" is where the rides, attractions and concessions are located. The "lot" is the carnival midway area devoted to rides. A "lot lizard" describes a carny who has multiple sexual partners or one who tends to "sleep-around" or cheat with other carnies on the lot. A "rousty or roustabout" is a laborer who helps pitch concessions and assemble rides. "Scratch" is the revenue from a concession, or money in general. A "score" is scratch won by any means, fair or foul. A "mark" is a customer that spends a lot of money trying to win a game, while a "sharpie" is an experienced player who is wise to traditional carnie scams and is skilled at the games themselves.

Carnies are always welcome at rendezvous for the sheer entertainment of their shows. A group of carnies will set up their carnival consisting of colored pavilions and carnival signs. Every carnie has an act which he or she will perform. The signs will advertise the shows and their times. Just before show time a "barker" will often announce the show. Most carnies ask for small payment to see the show, but sometimes free shows are offered to entice the crowd.

## **Attire (carnie)**

Carnies wear their carnival costumes and to them it's very important that the costume fit the performance. Most carnies stay within the traditional costuming established centuries before society collapsed. Clowns will have white faces, red noses and often wear big shoes. Magicians often wear worn tuxedos and wire acts wear glitter and sequins. The ringmaster wears a coat with buttons and shirts with lace. This connection between their costume and the past is very important to the carnie who sees themselves as carrying on a glorious tradition of showmanship.

## **Chant (barking)**

Barking is a specialized chant developed by the Carnies centuries before the collapse of civilization that is used to drum up business for their concession. A carnie performs barking as a form of advertisement by standing in front of an audience and telling them about an upcoming show. When the carnie performs the barking as part of a barking R&P the carnie will receive the restorative benefits at the conclusion of the performance.

### **Location (concession)**

A concession is any kind of carnival show tent, enclosed game of skill, or pavilion housing a carnival act. Most concessions have painted signs used for advertising. They often serve as a living quarters as well as workplace.

### **Regain feat (rehearsals)**

No one wants to see a shoddy show and so every carnie knows the secret to success to practice. A carnie who rehearses a show in front of critics or with a group of other carnies when there is mana present will regain feats.

### **Spirit (carnival act)**

The act of performing is sheer joy for both the carnie and the audience and when the recipients spend the performance time of the R&P enjoying a carnival act their spirit is bolstered.

### **Talisman (show advertisement)**

Every carnie knows that filling the seats requires good advertising. Carnies will make many small cards and quarter sheets of paper which provide information about their show, but every carnie has that favorite advertisement that they keep close to their heart.

### **Weapon (carnival prop)**

The carnival prop is a balanced throwing II weapon in the form of an item commonly used as a prop in either a carnival act or a game of skill on the midway. Common carnival props are balanced throwing knives, juggling pins, and the heavy metal rings from the ring toss game.

## **Crusaders**

Crusaders seek to make the world a better place. They are men and women of honor who value truth, justice, morality, and love. They seek to inspire all people to embrace a better world through noble action and sacrifice.

Crusaders see themselves as the knights of the new world. They believe ills of the world are something to be struggled against and adhere to a code of proper conduct similar to the codes of chivalry in times long past.

The crusader lifestyle is heavily influenced by Arthurian legends, the Crusades of Europe, and the fantasy novels of the twentieth century were based on the older mythologies of the Middle Ages and Renaissance.

Crusaders often refer to each other by medieval titles. Leaders are called kings, lords or sometimes knight commanders. Those crusaders with military roles are often called knights, while those with more specialized roles are given titles like scribe, chaplain and hospitaller.

Crusaders seek to remake society in the images of legend where good always triumphs over evil and honorable knights can slay any dragon. Crusaders believe that this world will arise if everyone embraces magic and discards technology. Crusaders are usually at odds with the redeemers and close to mystics.

Crusaders believe that humanity lost its focus lost during the industrial revolution and the technological revolution that followed. They agree with the mystics that the world was better before the creation of technology. They embrace the use of magic and often travel with mystics. Most crusaders wish to return to an agrarian society with brave knights keeping order and protecting the people.

All crusader groups have different heraldry which is an image that identifies them. This image is often emblazoned on their shields and surcoats. Many crusaders wear armor in the fashion of the medieval knight. Their preferred weapon is the sword, hammer and bow. Crusaders rarely use guns.

Crusaders come to rendezvous to support the common good and defend the helpless.

### **Attire (crusader)**

Crusader clothing is influenced by the history books showing the middle ages and the fantasy novels of the twentieth century. Most crusaders wear tunics belted at the waist and pants. They like to emulate the armor of medieval knights, but the armor is always dull and rust covered like everything else in the apocalyptic world.

### **Location (knightly home)**

Crusaders like to live in small keeps taken right out of fantasy literature. They will often include a wall for defense. When traveling the crusader prefers to live in a pavilion tent, often with pennants and flags. A crusader group will often construct stone castles. Since crusaders dislike technology all of the items present in their homes will be pre-industrial revolution.

### **Regain feat (tournament)**

Participants engage in a competitive tournament. The leader of this activity should act as the tournament master, setting the rules and requirements.

### **Song (heroic deeds)**

Crusaders keep oral histories and remember the heroic deeds of in song. If the crusader sings about heroic deeds as part of a song R&P the crusader will receive the restorative benefits at the conclusion of the performance.

### **Spirit (knightly vigil)**

The recipients are required to take turns discussing issues of important while sitting on the vigil.

### **Talisman (heraldic symbol)**

The heraldic symbol pendant is the iconic image of the crusader.

### **Weapon (knightly sword)**

The knightly sword is a cutting II weapon.

## **Defector**

Domers defect from their domes for many reasons. Some have purposely escaped, others may have been banished from the dome for one reason or the other, but almost every domer remembers the good times and the enjoyable aspects of their former domes life. All dome defectors try to reproduce their favorite aspects of the dome living.

Many people object to the mind control used by the domes. Almost all domes use some form of psychological or pharmaceutical conditioning to ensure loyalty and peaceful cohabitation, but sometimes a person is able to overcome the mind control. When they do they often defect.

Even after they've lived outside the dome most domers think they are better than the average person. Defectors like to keep their clothing nice and clean. They dress in pre-war casual clothing, mostly slacks and polo shirts.

Defectors will generally group together as a way to support each other. Defectors are viewed with suspicion by most other lifestyles. It's hard to understand why someone would give up the idyllic dome life to live as a survivor. Many survivors don't realize how much the technology of the domes has degenerated and they have no idea that many domes have become corrupt dictatorships ruled by administrators who manage every part of a domer's life.

Defectors will attend a rendezvous to establish contacts with survivors. They are often out of their element and need help. In exchange for this help many domer defectors can share technological skills and the old world information that they may have

clandestinely learned while in the dome.

### **Attire (defector)**

Defectors always look a little cleaner than a life-time survivor. Civilian domer defectors wear clean slacks, polo shirts or collared, buttoned shirts. Domer military defectors usually wear black pants and polo shirts

### **Location (dome home)**

Every domer remembers with fondness some aspects of their former dome life and the place where a dome defector lives reflects these cherished memories of life in the dome. Easy chairs, vidy screens, computers, music boxes and good lighting almost always indicate the place where a domer feels most comfortable.

### **Regain feat (dome discussion)**

Why does every ex-domer talk so much about their old dome? Some complain, while others sound like they miss dome living. Others talk about vidy shows, music or other elements of dome life. These remembrances seem to invigorate the ex-domer allowing them to regain feat when group discussions are held in a mana imbued area.

### **Song (vidy jingles)**

Life in most domes revolves around the vidy screen and dome administrators are experts at advertising and every media campaign usually includes some kind of short catchy tune filled with positive thoughts and feel good sensations. Singing these vidy jingles will always make the defector feel better, but combining them into an R&P provides a definite benefit. If the defector sings the jingle as part of a song R&P the defector will receive the restorative benefits at the conclusion of the performance.

### **Spirit (enjoy the vidy)**

Domer administrators placate domers by giving them countless channels of mind-numbing programming. These programs are so engrossing that most domers will forget about their failing domes and watch away their other problems. Outside the domes a working vidy screen provides some enjoyment to the recipients of this R&P and bolsters their spirits.

### **Talisman (old key card)**

Domes always have many security checkpoints and a domer's keycard is their constant companion. In most domes key cards are not only used to enter secure areas, but to access every part of life. Domers swipe cards to get meals, watch vidy shows, play holo-games, and even use public rest rooms. The key card is connected to so many memories that most domers keep their key cards long after they leave the dome.

### **Weapon (dome discard)**

The dome discard is a throwing I weapon in the form of a broken electronic device which would have been commonly used in the dome. Constantly breaking down electronic devices frustrate domers who become experts at throwing these items in anger. A remote channel selector for the viddy screen, holo-game controller, calculator, communicator, and a scratched compact disk are all examples of a discarded electronics.

## **Gangster**

Gangsters usually wear lots of leather and denim with zippers and chains. The gangster culture has a strong musical element. Heavy metal, punk and rapping developed in the twentieth century and during the twenty-first century these music styles gained widespread acceptance as classical forms of entertainment. After the collapse the gangster lifestyle appropriated this rebellious music and combined rapping, elements of punk music and heavy metal into their own unique counter culture.

There are many kinds of gangs. Some gangs are more violent with leadership in these gangs going to the strongest or the most brutal member of the gang. And there are less violent gangs who form for mutual defense. Both kinds of gangsters living the lifestyle enjoy the rebellious nature of the music.

Groups of gangsters are predictably called “gangs.” Gangsters should ensure that their gang is comprised of various different kinds of vocations so as to make the gang able to handle different situations.

Some Gangsters go to a rendezvous to party. It’s common for gangster to have a band. Gangster set-ups are very noisy, wild affairs with music blaring and people moshing.

### **Attire (gangster attire)**

Gangsters need to look tough and their clothing often contains gang slogans and gang markings. Every gang has a symbol, usually letters of some kind that is often tattooed onto their bodies. Gangsters wear clothes with zippers, chain belts, and the iconic colored bandanna. The wilder and more progressive gangs will paint themselves with blush and eye shadow, sometimes spiking their hair and painting their fingernails.

### **Location (graffiti hangout)**

Gangsters love to make their mark and a gang’s hangout is always covered with graffiti. Sometimes this urban art is beautiful to look at, while other times it’s quite disturbing. Their pavilions are sometimes given club names and at night time there is often party-lights or strobe effects set to music.

### **Regain feat (trash talking)**

Gangsters love to talk trash. They are always threatening to “off” someone or “bust a cap” in someone else. They fill their trash talk with slang terms from the old world like “forget-about-it” and “sleeping with the fishes.” When this trash talk is done in a mana location with a group or before an active audience the trash talkers can regain feats.

### **Song (metallic punk rap)**

For a gangster it’s not what you sing, but how you sing it. Every gang is unique in their music with different leanings towards metal, rap or punk. If the song is performed as a song R&P the gangster will gain the restorative benefits at the conclusion of his or her performance.

### **Spirit (rave)**

A rave is a wild party. It’s a crazy display in which one let’s themselves go with the beat. The recipients of this R&P spend the performance participating in general rambunctiousness and gain a bonus to their spirit quest.

### **Talisman (gang tag)**

Every gang has a mark. It’s the tag they use to define their territory and to identify their hangouts. They also like to wear this tag on their person, often in the form of a necklace or as a jacket pin. The gang tag becomes a powerful protective charm when properly enhanced.

### **Weapon (beat-down stick)**

The beat-down stick is a crushing I weapon. Most gangsters like to carve the tag of their gang into the head of the stick so that their markings are left on their victims.

## **Hippie**

The Hippie lifestyle has a direct connection to the old world. These are people who live for peace and free love. All members of the hippie movement, as it is called, wear tie-dye clothing and adorned themselves with the peace symbols. They preach peace and the expansion of intellectual understanding.

Hippies oppose political and social violence promoting instead a gentle ideology that focused on peace, love and personal freedom. The unofficial motto of hippie living is “if it feels good, do it.” Most hippies believe that life is about being happy. The hippie lifestyle is deeply connected to music, song and dance and many hippies are very artistic.

Hippie names are very important to the lifestyle and earth names like Starr, Skye, Raine, Misty, Stormy, Jade, River are common hippie names. Hippies also have many of their own words like, “righteous,” “groovy,” “far out,” “trippin,” and “bummer.” And their own slogans, such as “peace and love, dude” or

“Can you dig it?”

Hippies are social people by their very nature. They always congregate and travel together, often in vehicles painted with flowers and peace symbols. Their group is called a hippie commune. Hippies who organize the rendezvous seek to bring people together.

### **Attire (hippie)**

Hippies wear tie-dye clothing and jeans often with peace symbols drawn with ink or colored magic markers on the fabric. Flowers and beads are other popular adornments

### **Location (tie-dyed digs)**

Hippie homes and vehicles are often covered with colorful graphics and psychedelic lights. Lava lamps and lighted disco balls are common accessories around a hippie hangout. There are usually decorated rugs and lots of colored pillows for lounging.

### **Regain feat (demonstrations)**

Hippies want everyone to be as happy as they are and they're always ready to tell a person how to better enjoy life. Hippies want to spread the culture and they do this through a demonstration. Hippie demonstrations focus on promoting peace, the meaning of life, how the hippie culture can help the world and just about any other topic. When demonstrations are performed in a mana location the activists will regain feats.

### **Chant (arguments for change)**

No one can chant like a sign-waving, peace-promoting hippie. “Make love not war” is perhaps their most iconic slogan, but “Free love for all!” and “Ban the Bombs!” are two other long used slogans. Hippies of the apocalypse are fond of “Hell no. We won't go (into the zone)!” and “Survivors Share the Shelter!” If the hippie participates in the chanting as part of a chant R&P the hippie will receive the restorative benefits at the conclusion of the performance.

### **Spirit (sing along)**

Hippies like to sing. Their songs are usually tunes with easy refrains and simple lyrics that lend themselves to group sing alongs. The recipients of this R&P sing together for the performance time and at the conclusion they receive a bonus to the spirit quest.

### **Talisman (peace sign)**

The peace sign became the official symbol of the hippie movement in the twentieth century and all subsequent hippie movements have honored this symbol. In opposition to the violence of the post war landscape the hippies of the apocalypse proudly

continue the tradition by wearing the iconic symbol.

### **Weapon (bola)**

The bola is a specialized tangling weapon. Hippies use bolas because they don't like to hurt people. They can throw the bola and then run away as the target untangles from the weapon.

## **Homesteader**

A homesteader wears rough spun homemade clothing. Western wear shirts, blue jeans and cowboy hats are the hallmarks of the homesteader. They have a house and garden and are trying to make a life for themselves.

Every homesteader has a gun and is willing to defend the home they have built. They prefer six-shooting revolvers, shotguns and lever-action rifles. Almost every Homesteader has a hunting rifle.

Homesteaders are often farmers or herders. They have homes and barns that are shielded from radiation and toxic storms.

When homesteaders group together they call their place a homestead or a ranch. Homesteaders are one of the few groups that do not survive by scavenging. They produce their goods for sale and trade, thus must work doubly hard to protect themselves and their community.

Homesteaders like contests. Pie and watermelon eating contests are two very common competitions where competitors compete to eat a slice of pie or watermelon with no hands in the quickest time. Homesteaders are also fond of “plinking” which is a shooting contest where competitors knock down small targets usually cans or bottles set on a fence rail or sawhorse. Other home style competitions include sack races, frog races, egg tosses, the wrestling of greased pigs, biggest vegetable, frying pan distance toss, throwing horse shoes, and everyone's post apocalyptic favorite cockroach racing.

When they come to the rendezvous they often will set up a stand selling fresh produce usually apples, oranges and bananas. There's almost always a guitar playing or a card game. When homesteaders host a rendezvous there is always good country cooking and square dancing.

### **Attire (homesteader)**

Homesteaders wear home spun clothing consisting of blue jeans, western style shirts and cowboy boots and cowboy hats.

### **Regain Feat (home style competition)**

Homesteaders are all about friendly contests. When competitions are conducted in a mana location the participants will regain feats.

## **Song (folksy singing)**

The homesteader lifestyle draws music from the cowboy ballads of the nineteenth century, the hillbilly twang and country rock of the twentieth century and country western songs of the twenty-first century. If the homesteader performs the song R&P at the conclusion of the performance the homesteader will receive the restorative effects.

## **Talisman (belt buckle)**

Homesteaders like to wear big belt buckles. No one seems to know why, but these iconic buckles on the front of their jeans say something about the wearer.

## **Spirit (hoedown)**

The homesteader hoedown has many forms, but it's generally a kind of dance that places the dancers in lines and squares and requires movements synchronized with the music of guitars, fiddles and sometimes drums. Recipients who participate in a R&P hoedown will have their spiritquest bolstered.

## **Location (home sweet home)**

Homesteaders do their best to make their home look like the idyllic dream homes which they believe is a quaint house usually with a white picket fence. Some homesteaders have even gone so far as to paint their stone bunkers to look like a cottages with flower pots in the windows and painted front doors.

## **Weapon (hunting rifle)**

The hunting rifle is a sporting gun used mostly for deer, small game and large varmints.

## **Iconoclad**

Iconoclads surround themselves with icons of the old world. They embrace images and activities that existed before the collapse of civilization. Using shovels they shift through the ashes trying to preserve as much of pop culture as possible.

Iconoclads collect things like coke bottles, figures from McDonald's happy meals, character lunch boxes, Barbie dolls, autographs of pop stars, posters of movies, trophies, and so forth.

Iconoclads like to "eat old world." Whenever an iconoclad finds food from the before the collapse its eating is a big production. Hersey's chocolate bars, Reese's peanut butter cups, Fruit Loop cereals and old world soda drinks are sought after commodities, but the most amazing find is the Twinky.

Iconoclads feel that they have a strong connected to Hollywood and reenact scenes from movies and television series. They focus on the years 1975 to 2005 as during this time period many of the great classics were created. Movies like Star Wars, Planet of the Apes, Star Trek, The Last Unicorn, or

Dangerous Liaisons and television shows like Cheers, Simpson, South Park, Miami Vice, or Battlestar Galactica were made over and over again, but the originals remained definitive.

Iconoclads often specialize in areas of emulation. For example, there are iconoclads who specialize in cartoon characters wear old world clothing with the cartoon images on them. Other iconoclads, specialize in the study of old world bands recreating their music, while others find corporate trademarks to preserve.

Iconoclads like to show off their collections. Whenever iconoclads attend a rendezvous they will set up a "museum." The museum is a tent that contains icon items from before the apocalypse. Sometimes the iconoclads will charge a fee to view the items, but most often iconoclads want to share the old world with their fellow survivors.

## **Attire (iconoclad)**

Iconoclads wear the iconic clothing of the old world. Almost everything they wear will have some connection to old world imagery, fad fashion or brand-name advertising. Sports team paraphernalia, designer jeans, Mickey Mouse or Donald Duck hoody, Bugs Bunny shirt, band t-shirts, WaWa jackets and so forth. The important thing is that the iconoclads has a story connecting each article of clothing to an iconic image of the old world.

## **Location (museum)**

The iconoclad to establish their own museum of old world artifacts. Mobile museums are housed in tents or pavilions.

## **Regain feat (old world scene)**

Iconoclads enjoy acting out scenes from the old world. They see it as keeping culture alive. Sometimes these scenes are historical, but more often these scenes are from famous movies. When the performances are made to an audience at a mana location the performers and the active audience members will regain feats.

## **Song (pop culture)**

Songs of the old world come in many forms and the iconoclad treasures each of them. If the iconoclad sings songs from the old world as part of a song R&P the iconoclad will receive the restorative benefits at the conclusion of the performance.

## **Spirit (show and tell)**

Iconoclads like to show off and tell about their collections. When the recipients of this R&P spend time handing and discussion object from before the collapse of civilization they gain a bonus to the spirit quest.

## **Talisman (icon pin)**

The icon pin is a talisman of the past that captures some element of old world culture.

## **Weapon (shovel)**

The iconoclad spends much time digging in the earth searching for lost items. The shovel is a cutting II weapon.

## **Marauder**

Marauders are heavily armed travelers who travel in armored vehicles. The vehicles have been shielded to protect against storms and are used as homes and defensive positions. Most vehicles are run by electric motors powered by Solnet arrays, but some run on alcohol or even old-world gasoline.

Marauder clothing always gets covered by grease. It's also common for marauders to write notes, such as maintenance records of their vehicles and other mechanical data, on their clothing for easy reference when they are working. Marauders will fight with close-up with wrenches and other tools, but prefer to use their vehicle mounted automatic weapons.

Marauder vehicles are operated by teams of individuals that always have a good mixture of skills. There's the military types to defend the vehicle, mechanics to fix the vehicle, usually a medical person, and of course the leader. Everyone works together to keep the vehicle moving.

Each vehicle is generally a separate, self-supported entity, and all the individual vehicles join together in to create a convoy. The leadership of the convoy is often democratic in nature. Some groups of marauders number in the hundreds and contain dozens of vehicles. Eighteen wheel box trailer trucks are used as bunk houses. Convoys usually include at least a few earth moving vehicles such as back hoers and dozers which are used to clear blocked roads.

Some convoys even have engineering vehicles capable of laying out pontoon bridges. Vehicles run on Solnet panels, but some are old world vehicles converted to run on alcohol which the marauders manufacture on the move in massive tanker trucks. One of the only reasons a marauder stops their traveling is when their ride breaks down and then they set up a mechanics bay to repair the vehicle.

Despite the name marauder, most marauders convoys are not raiders. They do live off the land, but most convoys will trade fairly for supplies. Many marauders convoys have expert mechanics who can trade their services for food and fuel. At a rendezvous most marauders will set up a mechanics bay to sell repair services.

## **Attire (marauder)**

Marauders wear grease stained clothing with patches with symbols used to identify their convoy group usually placed on the shoulders. They usually wear tool belts or tool pouches or carry tool boxes. Marauder jewelry is usually practical things like necklaces of difference size nuts, anklets of bolts wired together or the spark plug pendent. Many marauders wear heavy armor made of thick leather reinforced with large washers.

## **Song (traveling tune)**

Marauders are always on the move and they don't have a lot time to write things down when they are bumping over post-apocalyptic pot holes so much of a marauder's travels are recorded in songs made up as they drive. The songs tell about happenings on and off the road. When a marauder performs a song as part of the song R&P the marauder gains the restorative benefits at the conclusion of the performance.

## **Location (mechanics bay)**

A mechanics bay is a roofed structure, usually a large tent or pavilion filled with tools that can be used to repair almost anything. Mechanics bays are set up when vehicles break down or when marauders stop at a rendezvous where they will offer their repair talents to those need service.

## **Regain feat (troubleshooting)**

When a mechanical system fails the whole system needs to be examined carefully to find the breakage. This process is called troubleshooting and marauders learn these skills as a child. They also learn to apply the troubleshooting process to all aspects of life. By carefully examining any problem a marauder gains peace of mind and more importantly solutions. Troubleshooting problems with others in a mana imbued area will allow the regaining of feats.

## **Spirit (racing)**

Marauders like to go fast and contests of speed interest them greatly. Whether it's a road race, a foot race or a race to see who can assemble the engine the fastest every marauder loves a friendly challenge. The recipients of this R&P spend the performance time competing in a friendly race will gain the benefits to their spirit quest.

## **Talisman (sparkplug)**

The sparkplug is highly coveted machine part especially as Solnet panels are broken or decline and more vehicles are being converted to burn alcohol, oil mixtures or gasoline.

## **Weapon (wrench)**

The wrench is a crushing I weapon. The marauders use their wrenches to fix their vehicles and perform

other mechanical work.

## **Mercenary**

The mercenary lifestyle is driven by money. Mercenaries collect into groups called “companies” and often hire themselves out to defend other groups and patrons. They’re almost always heavily armed. Mercenary groups have a loose command structure that encourages discussion when assigning duties. It is common for the leader to discuss options with the company and to implement plans by group consensus.

Mercenaries like to hang out around a bar socializing and telling war stories. The bar is a place where they can unwind after a mission, but more importantly where prospective employers can come and meet them. The social atmosphere allows business transactions to proceed in a friendly manner and if negotiations do get out of control every mercenary loves a good bar fight.

It is clear that mercenaries are not disciplined soldiers and they lack the orderliness of true military personnel. However, mercenaries make up for their lack of discipline by sheer tenacity and risk taking. The mercenaries command structure is based on merit and an employer can be sure that a mercenary commander has risen through the ranks and is the most capable person in the unit.

Mercenaries often get a bad reputation in general, but most companies are loyal to their employers. Mercenaries attend a rendezvous to find employment. Since rendezvous are often called in times of trouble mercenaries are there for the pay.

### **Attire (mercenary)**

Mercenaries wear a mixture of military and civilian clothing. Their mismatched uniforms are often dirty and tattered and covered with personal insignia and trophies of previous kills. These are the kind of people that make necklaces out of ears and collect fingers, but they’re also the kind of people that a person can trust with their life.

### **Chanting (military sloganing)**

The mercenaries have many slogans that they chant to raise moral. “Death before dishonor,” “One shot, one kill,” “No retreat, no surrender,” are just a few of the many slogans that a militant can chant as part of a motivational speech to flagging trooper. If the militant participates in the chanting as part of a chant R&P the militant will receive the restorative benefits at the conclusion of their performance.

### **Regain feat (war stories)**

Every mercenary like to tell war stories. When participants tell war stories and actively listen to the

stories of other they will regain of feats if done in a mana imbued area.

### **Location (mercenary bar)**

A group of mercenaries drinking in the bar after a mission is the most iconic image of the mercenary lifestyle. In this post apocalyptic world mercenaries will always set up a place to drink as a part of their encampment.

### **Spirit (vigilant duty)**

Vigilance is the cornerstone of good mercenary work. To practice being a mercenary stands guard in a hyper-vigilant state noting everything that they perceive to be a potential threat. When this is done as part of a R&P the recipients gain confidence that results in a bolstering of their spirit.

### **Talisman (contract)**

Nothing is more sacred to the mercenary than the written contract. Every mercenary wants a written contract that specifies every detail of the employ including operation times and limits on force to be used. The contract for a mercenaries favorite, best paying, current, or otherwise memorable job can be used as a talisman by the mercenary.

### **Weapon (machete)**

The machete is a cutting I weapon. The machete was the iconic weapon of the twentieth and early twenty-first century mercenaries fighting for the volatile governments of Asia, Africa and South America. These areas had a lot of vegetation and the mercs were always trudging through the bush on the most dangerous missions.

## **Militant**

Militants are the professional soldiers of the apocalyptic world. They are highly trained with a clear command structure. Many militants live under the influence of a warlord or petty dictator, but others live under a military commander with a sense of justice and right who uses his soldiers to keep the peace.

Militants are recognized by the patches on their military uniforms or other martial clothing. Some militants wear armbands or jackets with their symbols emblazoned on them. They never wear the American Flag or other insignia from old nations or pre-apocalypse military groups.

Militants live in enclaves. These are fortified areas ruled by the military commander. When militants leave the enclave, they’re always part of a military force. There’s generally a chain of command and individuals who have specific responsibilities based on their occupation. All militants are always well-armed. Their communities are almost always walled

or at least heavily defended.

In the United States Militants who serve petty dictators are always at odds with American Patriots. Many militants support dictatorships, which brings them into direct conflict with the Patriots who favor democracy. Militants will usually choose to follow a strong leader, while American Patriots always want to vote on the matter after soliciting all opinions.

Militants do have excellent rendezvous. Soldiers are so serious and disciplined that when they let go . . . they really let go.

### **Attire (militant)**

Militants wear clean well-kept military uniforms with the symbols of their unit clearly visible to an observer.

### **Location (enclave)**

A militant's enclave is a fortified military strong hold with the symbols of the unit proudly displayed.

### **Regain feat (after action review)**

An indication of a professional soldier is the ability of the soldiers to sit down and review the parts of a combat action, noting the unit's successes and failures in the engagement. When this review occurs in a mana imbued area those participating will regain of feats.

### **Song (soldier song)**

Every military man knows that when soldiers sing moral improves. The whole point of a marching cadence is to keep a soldier's mind off his aching feet. Singing any military song inspires a militant, and when the militant sings the song as part of a song R&P the militant will receive the restorative benefits at the conclusion of the performance.

### **spirit (weapon discussion)**

In this dark, dangerous world people rely on their weapons. An weapon discussion requires the recipients to display and explain the combat power of their weapons. Recipients will often speak how they are going to use their weapons to overcome specific enemies, especially those who are in fortified positions that require planning. When the weapon discussion is performed as part of an R&P the recipients gain a bonus to their spirit quest.

### **Talisman (medal)**

Medals are very important to militants as they are given as a reward for courage, honor and excellence.

### **Weapon (bayonet)**

The bayonet is a cutting I weapon that is meant to attach to the end of a rifle. Most soldiers use their bayonet as a fighting knife.

## **Mystic**

The Mystic sees the shattered world with a magical vision. They believe that the Apocalypse has freed magical energies to once again flow through the world. Mystics take much of their imagery from twentieth century fantasy novels which in turn are based on older mythologies of the Middle Ages and Renaissance.

Humans had existed harmoniously with magic since the dawn of time and mystics see technology as a lock that imprisoned the world. To a mystic, both the industrial revolution and the technological revolution led to a stagnation of humanity which could not be maintained without great upheaval.

In those three hundred years of human history, mystics argue that humanity was not advancing, but degenerating. The magic was removed from the world, nature was shackled, and humanity it's had lost the essence of life. Mystics see the Apocalypse as allowing humanity a way to return to that simple magical life.

Mystics hope for a new society that will arise if everyone embraces magic and discards technology. Mystics are usually at odds with the Redeemers. Many factions of the two lifestyles have been in open conflict since the end of the Black Freeze.

Mystics seek to destroy technology. They blame technology for corrupting humanity and nearly destroying the world. They wish to return to agricultural societies supported by knowledge, learning, philosophy, and most importantly magic.

Mystics come to rendezvous to further their goals of mysticism in general. They actively work to destroy technology.

### **Attire (mystic)**

Mystics wear solid, bright colored, flowing robes or skirts with arcane symbols. They take their imagery from the fantasy novels of the twentieth century in which many of the magic-using characters wore flowing robes.

### **Location (mage home)**

Mystics like to live in stone cottages or small towers both taken right out of fantasy literature. They will often include a ring of standing stones around the home that are used for rituals and also as defensive barriers. When traveling the mystic prefers to live in a pavilion tent covered with arcane symbols. Since mystics dislike technology all of the items present in their homes will be pre-industrial revolution.

### **Regain feat (technology defamation)**

The mystic lifestyle is opposed to all forms of

technology and they will take every opportunity to discuss with people the negative affects technology has had on the world starting with the printing press and ending with the invention of artificial intelligence. When the discussions are held at a mana location the discussers will regain feats.

## **Song (mythologies)**

Mystic keep oral histories and much of their learning is remembered in song. If the mystic sings about past mythologies as part of a song R&P the mystic will receive the restorative benefits at the conclusion of the performance.

## **Spirit (mana tending)**

The mystic know that earth is suffering and the nodes and flows need constant tending. When the recipients of this R&P spend the performance time working to enhance the flows of mana their spirits will be bolstered.

## **Talisman (magic symbol)**

The magic symbol pendant is the iconic image of the mystic. Many mystic uses these pendants for mediation and the invocation of their arcane powers.

## **Weapon (mage staff)**

The mage staff is a crushing II and is derived from fantasy novels of the twentieth century which portrayed magic-using characters as wielding staves.

## **Patriot**

Patriots believe in the nationalistic dreams of the old world. American Patriots seek to restore the United States as the regional government of North America. They are well-organized and well-armed. Their political group is called a “congress” and every able-bodied patriot is part of the local patriot militia which defends the community. American patriots see themselves as heroes who want to restore the best aspects of the democratic form of government that existed before the Apocalypse.

American patriots are marked by their clothing that proudly displays the American Flag. Many patriots see themselves as soldiers fighting for a the great cause of life, liberty and the pursuit of happiness. Militia members will often wear military uniforms that proudly display the American flag. American Patriots travel as groups trying to resurrect the beliefs of the United States.

When American patriots attend a rendezvous they will set up their area with American flags marking the perimeter. They will play patriotic music and provide protection for everyone. Patriot rendezvous are like old fourth of July celebrations. There’s lots of flag waving. Good food, American beer and a barbecue are staples of the patriot rendezvous.

American patriots see domer governments and many of the local warlords as dictatorial or feudal in nature. American patriots are almost always at odds with Militants. Patriots want democracy, while Militants favor local dictatorships. American patriots always want to vote on the matter after soliciting all opinions, while Militants will always choose to follow a strong leader.

Other pre-apocalypse nations have created their own patriot lifestyles which often conflict with each other carrying on old world prejudices. Even though the Soviet Union collapsed a hundred years before the Apocalypse there are those who emulate its communist teachings and wear its hammer and sickle symbols.

## **Attire (patriot)**

Patriots wear clothing that displays the national flag, colors and insignia. Patriot soldiers must wear authentic uniforms of their nation that are from a recognizable era in the nation’s history and proudly displays their nation’s flag and other identifying characteristics. For example, American patriots commonly wear uniforms from World War II, Vietnam police action, and Middle Eastern conflicts.

## **Location (assembly hall)**

Patriots usually gather around their meeting place which is always marked with a proud flying national flag. The assembly hall is a place where people can gather to share ideas and discuss government.

## **Regain feat (patriotic speech)**

Patriots love to make patriotic speeches and when the speeches are made to listeners at a mana location the speaker and the active listeners will regain feats.

## **Song (patriotic anthem)**

Every nation has a stirring national anthem. If the patriot loudly and proudly sings their anthem in public as part of a song R&P the patriot will receive the restorative benefits at the conclusion of the performance.

## **Spirit (listen to patriotic tunes)**

Every nation has its iconic patriotic tunes and when the recipients spend the performance time of the R&P enjoying the music their spirit is bolstered. The Battle Hymn of the Republic, America the Beautiful, and the Ballad of the Green Berets are just a few examples of American patriotic tunes.

## **Talisman (flag pin)**

The flag pin is the iconic talisman of a patriot.

## **Weapon (sports ball)**

The ball is sports ball used by the nation of the patriot. For example, in American the ball would be a baseball or football, but many of the European

countries would have soccer ball or a rugby ball. The ball will be a throw I or throw II weapon depending on its size.

## **Prostitute**

The role of the post apocalyptic prostitute has expanded into many facets of society. They are not looked down on, but instead have risen to prominence in this bleak world. It's not all about sex, and many see prostitutes as the life coaches of the apocalypse. Survivors go to prostitutes like old worlders once went to psychologists. Prostitutes give them comfort and solace in word of pain and fear.

The values and morals of the old world ended in fire and flame, and oppressive views on sexuality no longer exist. People are free to trade whatever they have for whatever they want. If a person's appearance and personality pleases another and that person is willing to barter goods for the mutual pleasure of both parties then it's no one's business.

It is important to stress that the favors traded by the prostitute are not usually sexual. Every prostitute has a placard listing their offered favors. Common favors include a friendly flirting, a session of pleasant compliments, a romantic meal together, a back massage, a conversation of innuendo, a simple dance, and perhaps the most expensive is a reading from a trashy novel left over from the old world.

Prostitutes generally ply their trades in groups, called brothels. At a rendezvous prostitutes will set-up a walled pavilion that will serve as their temporary brothel. Customers are invited to the brothel where they can meet all of the prostitutes.

Management of brothels is an eclectic mix of diverse management strategies. Some brothels are run by an agent, but others are democratically run by group decision. The fees for services are varied and sometimes a prostitute will announce open bidding for a service to be given to the highest bidder. A prostitute always reserves the right deny services to anyone who makes him or her uncomfortable.

Prostitution is still against the law in the most domes and many women and men have been ejected from domes because of prostitution.

Prostitutes come to a rendezvous for the obvious reason of plying their trade. They will almost always set up a brothel tent or pavilion and provide a listing of services to their potential customers.

### **Attire (prostitute)**

Prostitutes wear flattering, provocative, or sexy clothing.

### **Regain feat (providing services)**

Prostitutes providing services is one of the most invigorating activities in the apocalyptic world and when those services are rendered to an active or partners at a mana location the participants will regain feats.

### **Song (love ditty)**

In this broken world many people dream about finding love and the prostitute always has a song ready about love. If the prostitute sings a love ditty as part of a song R&P the prostitute will receive the restorative benefits at the conclusion of the performance.

### **Spirit (celebration)**

Prostitutes sell camaraderie and good times. When a group of people come together for at a brothel it's a celebration of life and friendship. The recipients of this R&P spend the performance time having fun with their friends and gain a bonus to the spirit quest.

### **Location (brothel)**

A prostitute needs a special place where she or he can be alone with their costumer. This place was traditionally called a brothel and it's both a place of business and a residence for the prostitutes.

### **Talisman (whistle)**

Almost every prostitute carries a whistle which they blow if one of their costumers gives them trouble. The screech of the prostitutes whistle will usually bring people running to help the prostitute in need.

### **Weapon (bottle)**

The bottle is a crushing I weapon in the form of a wine, champaign or other drink bottle.

## **Purist**

The purist believes that mutations and cybernetic enhancements are innately immoral and unnatural. They believe that manipulating cells with radiation or toxins and implanting machines in flesh disrupts the natural evolution of humanity and will ultimately bring an end to the species.

The reliance on mutation and cybernetic augmentation creates an artificial evolution that will prevent the balanced process of natural evolution. Humanity will find itself under-evolved and unable to survive in a world that teeters out of balance.

Purists are terribly afraid of mutations. They despise disease, germs, and general uncleanliness. Purists wear clean sterile clothing, preferring old world hospital scrubs, and always have a supply of latex gloves and surgical masks which they wear when dealing with the potentially infected.

Your average purist will help communities develop healthier living conditions. They will attend a

rendezvous to convince others of their views. Their pavilions often have white plastic shower curtain walls which help keep out disease.

Moderate purists would like to sterilize mutants and prevent the further implantation of cybernetics. They do not advocate killing and generally seek change through peaceful means. It's the radical purists who are the racists of the post apocalyptic world. They seek to destroy all mutated and cybernetically enhanced humans. They use terrorism and the embrace disposal of "infected" persons through murder. Radical purists generally do not attend rendezvous and often find themselves quickly declared outlaws and banished from community gatherings.

### **Attire (purist)**

Purists wear hospital scrubs, latex gloves and surgical masks

### **Dance (disinfection)**

Disinfecting is a long process of wiping down outer clothing and cleaning equipment. Purists like to listen to music and will clean along to the music. A purist who disinfects their body as part of the dance R&P will receive the restorative effects at the end of the performance.

### **Regain Feat (purity pontification)**

A purist believes in purity of the body and the environment and will take every opportunity to speak on the wisdoms of clean living. If the people participate in the discussion when in a mana flows are present in the location all those discussers will regain feats.

### **Location (clean place)**

A clean place is a disease, radiation, and toxin free location. Mobile clean places are made using large tents or pavilions with walls made of heavy duty plastic or thick shower curtains.

### **Spirit (purification practices)**

Purifiers hate trash and will clean up or tidy an area to make it clean and safe. When the recipients of this R&P spend the performance time cleaning an area they gain bonus to spirit quest.

### **Talisman (disinfectant cloth)**

The disinfectant cloth is a powerful cleaning tool that brings to life the iconic image of the purist removing infections and toxins.

### **Weapon (disinfectant spray)**

The disinfectant spray comes in a hand held bottle and is a one handed spray gun.

## **Redeemer**

Redeemers are searching the world for items of the

past. They believe that by rebuilding technology human civilization can be returned to greatness. To this end, redeemers collect and refurbish old world technological items. Redeemers maintain workshops where they showcase and rebuild items from the pre-apocalyptic world.

Searching through the ashes of the old world is dangerous business. If you find something good there are a lot of people who'll want to take it, so Redeemer teams are highly organized groups. Many redeemers are pure scientists and scholars, but others train in weapon use to protect their workshops and exploration teams.

Redeemers are usually at odds with the Mystics. Factions from the two lifestyles have been in open conflict since the end of the black freeze.

Redeemers see the war as being caused by the weaknesses of humanity, and do not hold technology at fault. They reject the belief that the world before the Industrial revolution was a better place, claiming that there were terrible wars and plagues in ancient history as well as modern. Technology is not the problem, and technology when used properly can make life so much better. They are dedicated to rebuilding the world, and learning from their mistakes.

Redeemers often come to a rendezvous in search of technology and information. In exchange for what they find they will usually reply in kind. Sharing what they know for what is known.

### **Attire (redeemer)**

Redeemers wear laboratory coats. Tools and other electronic repair equipment hangs visibly on belts and bandoleers. They often carry computers wearing them in satchels or back packs.

### **Dance (technology demonstration)**

A redeemer spends so much time operating the same piece of technology that his or her motions become as fluid as a dance. One of the most invigorating aspects of being a redeemer is showing off technology. So long as the redeemer performs the demonstration as part of the dance R&P he or she receives the restorative effect.

### **Location (workshop)**

The redeemer seeks to establish their workshop where they can repair old world tech. These workshops are full of computers and electronic repair equipment. Mobile workshops are housed in tents or pavilions.

### **Regain Feat (technology embracement)**

The redeemer lifestyle embraces all forms of technology and will take every opportunity to discuss

with people benefits that recovering lost technology can have on the world. When the discussions are held at a mana location the discussers will regain feats.

### **Spirit (technology training)**

Redeemers spend a large amount of their time teaching others about skills that have been lost to the world. If the recipients of this R&P spend the performance training one technology or learning technological skills they will receive benefits to their spirit quest.

### **Talisman (technology part)**

A technology part is any old item of technology such as a USB drive, large fuse, or circuit board.

### **Weapon (crowbar)**

The crow bar is a crushing I weapon. The redeemer uses the crowbars in their search for technology when prying open doors and windows

## **Refugee**

Refugees are marked by their worn patched clothing and have a haunted look in their eyes. They are just looking for a place to settle and hoping that someone will take them in.

Many have been on the road for years. Often they have been displaced by domer military, gangsters or zone-mutant activity. Most have lost everything to these groups and are just looking for a home.

They are recognized by their worn and tattered pre-war clothing. They always have bags of stuff. Dirty shirts and pants, are the mark of the refugee.

Refugees are always found in groups. They tend to huddle together like scared sheep. They're usually lightly armed and are easy prey for other lifestyles.

Refugees almost always arrive at a rendezvous with a hand out looking for help, but they can be valuable allies and sources of information.

Refugees are looking for that perfect place where they and their loved ones will be safe. The refugee lifestyle keeps the refugees moving from place to place always perceiving the danger behind. They want to stop and make a new home, but they just keep on believing that there is someplace better just over the next hill.

### **Attire (refugee)**

Refugees wear tattered and dirty clothing with their possessions in sacks or carts.

### **Location (slum shelter)**

Refugees live in tattered tents or hastily built shakes. Their camps always have a lived in look with laundry hanging on lines and cooking gear spread out.

### **Regain feat (asking questions)**

Refugees need to learn information about the local areas around their slum shelter and when the questions are asked at a mana location the questioner and the active responders will regain feats.

### **Song (ode to the home)**

Refugees are looking for someplace to settle, but unfortunately e no place seems to be good enough. The refugee sings about their perfect home and the idyllic life they will have when that home is found. Some songs are sad capturing the search, but most are hopeful, some even happy. When refugee sings as part of a song R&P they receive the restorative benefits.

### **Spirit (doing chores)**

The duties of camp keep the refugee busy. Hanging laundry, moving supplies and all the efforts of life can be used to bolster a person's spirit if the recipients of this R&P spend the performance time doing those chores.

### **Talisman (map)**

Refugees have a lot of maps, but the map that's going to lead them to the home they seek can be made into a power protective talisman.

### **Weapon (slingshot)**

The slingshot used by refugees is a bow I weapon.

## **Slave**

Slaves are an unfortunate part of the new world. There is work that needs to be done and slaves are the ones to do it.

Slaves are recognized by their collars. Collars are commonly placed around the neck, but wrist and ankle collars are also found.

Many people think that all slaves hate being slaves, but this is not true. There are many miserable people in the world without a roof over their heads or food to eat. Slaves know this and if a slave is well cared for he or she will generally stay as a slave rather than risk fleeing into the brutal world.

Most slaves work in agricultural or factory tasks, but slaves are trained in all skill sets, including soldiers. In fact, some slave soldiers have a good reputation as well-trained and extremely dependable.

Slaves usually attend the rendezvous with their owners and are rented out to others for services.

### **Attire (slave)**

Slaves wear tattered and dirty clothing with neck or wrist collars.

### **Location (slave pen)**

The slave pen is where the masters keep the slaves. It

usually has a living area for the masters and separate spot for the slaves. There are often manacles and leg irons on posts and signs advertising the prices to rent slaves.

### **Regain feat (working)**

The sad fact of slaves is that they are forced to so work. When a group of people work with the slave to accomplish the task all the workers will regain feats if the work is done in a mana imbued area.

### **Song (freedom dreams)**

All slaves dream about being free, and they often sing of what they would accomplish if their chains were removed. If the slave sings a song about freedom as part of a song R&P the slave will receive the restorative benefits at the conclusion of the performance.

### **Spirit (no so bad)**

The life of a slave is a terrible burden, but when times are at the worse people are often at their best.. Slaves use this to bolster their spirits at the end of a really hard day. They tell each other that life could be so much worse. When performed as an R&P they spend the performance time convincing each other that their situation is not so bad and gain a benefit to their spirit quest.

### **Talisman (owners tag)**

As much as a slave hates his tag it becomes a part of him or her.

### **Weapon (scrap shield)**

The slave learns to pick up any sufficiently sturdy piece of scrap and use it as a shield.

## **Slaver**

Slaver societies have developed throughout the post-apocalyptic world. Most people in the post-apocalyptic world see slaves as extra mouths to feed, but the slaver mentality sees slaves as a way to produce food and rebuild society.

Slaver teams have members of all vocations. Combatants act as guards, while medical persons keep the merchandise healthy. There's almost always a politician who interfaces with the community to arrange a times for slave rentals.

Slavers have come to believe that the strong, educated and intellectual should rule and the rest should be slaves. The Slavers are able to educate themselves and better the world, while the slave class performs all the work.

Slaver societies generally do not take slaves from other organized groups. They prefer to capture travelers or other unsupported persons. Slavers work to have good relations with their neighbors.

Gangsters, marauders and militants will often trade captured people for supplies and equipment.

Slavers generally do not sell their slaves, but instead rent them out for services.

### **Attire (slaver)**

Slavers generally dress affluently, setting themselves apart from the rabble of the world. Even though the world has gone to hell, slavers maintain the look of an aristocrat. Slavers wear fine coats with tails, dress shirts and ascots. Their shoes are always polished.

### **Location (slave pen)**

The slave pen is where the masters keep the slaves. It usually has a living area for the masters and separate spot for the slaves. There are often manacles and leg irons on posts and signs advertising the prices to rent slaves.

### **Regain feat (planning duties)**

Slavers are experts at telling people what to do. They order slaves around without a care, but when assigning duties to equals it is common for the leader to discuss options and to implement plans by group consensus. When this planning is done in a mana imbued area those participating will regain of feats during the assignation of duties.

### **Dance (whip dance)**

Slavers learn how to use a whip at an early age and its use almost become a dance for them. Cracking and snapping the whip invigorates the slaver and when performed as part of a dance R&P the slaver gains the restorative effect at the end of the performance time

### **Spirit (social drinking)**

The recipients spend the performance time of this R&P drinking tea on the porch or brandy around the fire.

### **Talisman (key)**

The slaver holds the key to the cuffs and collars of their slaves.

### **Weapon (whip)**

The slaver learns to use a whip.

## **Trader**

The trader lifestyle is reminiscent of the traveling salesmen of the old world. Traders generally dress like the traveling salesmen of yesteryear wearing tattered business suits with ties.

Most Traders group together into caravans, which are markets on wheels. The larger caravans are self-supported societies, while the smaller groups may travel in one or two vehicles. All caravans have traders who specialize in defense, medical,

mechanics and other duties.

A trader rendezvous is a giant market place where almost anything can be bought and sold.

### **Attire (trader)**

Traders cling to the lost image of an old world salesman. Traders wear tattered business suit, dress shirts and tie.

### **Chant (Advertising Slogans)**

The traders advertise for their products and services by coming up with catchy advertising slogans. This is more than a simple calling for customers. It's a time proven method of salesmanship practice in markets and bazaars since the dawn of civilization

### **Location (market place)**

The market place is the trader's tent. Its where the saleable items are displayed for purchase on tables. There are usually signs quoting the price of items and banners proclaiming sales.

### **Regain feat (haggling)**

Traders love to haggle over prices and trades and when the haggling is done at a mana location the seller and the buyer will regain feats.

### **Spirit (arranging wares)**

Every market has to appeal to the buyer. Traders know that the arrangement of items is very important to the sale. When the recipients of this R&P spend the performance time arranging the items in a market they gain a bonus to their spirit quest.

### **Talisman (ledger)**

A trader's ledger is an accounting of their transactions. Ledgers are usually small hard covered books that will fit into the trader's pocket.

### **Weapon (revolver)**

Every trader likes to keep a handgun under their counter. The iconic weapon of the trader is the five, or six shot revolver.

## **Zealot**

A zealot is motivated by a religious zeal. They live in communities where everyone worships together or travel in large congregations of pilgrims. The daily life of a zealot is governed by religious practices and observances. Many of the religions of Apocalypse Earth have evolved from practices of the old world. Zealots of one group tend to dress alike and always wear the symbol of their faith.

Zealots group together in congregations, where one or two of its members are the religious leaders and the others perform other occupations necessary for the survival of the congregation.

Zealots almost always come to a rendezvous to

spread their faith. Zealots hosting a rendezvous will always set aside time for preaching and worship. Their revels will almost always have some form of religious overture and if they serve kool-aid don't drink it.

### **Attire (zealot)**

Zealots wear matching clean, solid color dress shirts and slacks.

### **Location (worship place)**

The image of the faith is usually the focal point of the place of worship.

### **Regain feat (preaching sermon)**

Zealots love to preach about their faith and when the sermons are made to listeners at a mana location the speaker and the active listeners will regain feats.

### **Song (hymnal)**

Religious songs are common among the zealots. When a zealot sings as part of a song R&P he or she will receive the restorative benefits.

### **Talisman (religious icon)**

Religious icons represent elements of the faith. Zealots are highly protective of these items and inturn the items provide protection for the zealot.

### **Spirit (debating faiths)**

Every zealot finds a good theological debate to be emotionally uplifting. When the recipients of this R&P spend the performance time discussing various faiths they will gain bonus to their spiritquest.

### **Weapons (faith hammer)**

The faith hammer is a crushing I weapon and is used by zealots all over the world to pound the faith into nonbelievers.