



The OmegaZone Setting Guide

By Tim Rodriguez

Art by Yi-Ting Anderson

Layout & Cover Design by Nathan D. Paoletta

Editing by Darren Watts

Art & Design Consultation by Lisa Aurigemma

Adventures by Lillian Cohen-Moore and James Abendroth

Fiction by Matthew X. Gomez

Cartography by Ruben Smith-Zempel

Sample file

This work is based on Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

The Fate Core font is © Evil Hat Productions, LLC and is used with permission. The Four Actions icons were designed by Jeremy Keller.

The OmegaZone Setting Guide is Copyright © Brooklyn Indie Games.

**brooklyn
INDIE
GAMES** 

<http://brooklynindiegames.com/>

"You want the what now?" Byron asked. He was standing amidst the racks and stacks of New Alexandria. All around were books and discs, loosely bound sheaves of papers, and computers reaching to the ceiling. The library's curator and defender, Jacobite Jones, was standing on spindly legs in front of Byron, his huge eyes behind glasses.

"It is a book. A special book. You wouldn't find it too interesting, but I would. I need it for my collection. You understand? You can get me the book?"

Byron wasn't sure what Jones was, or what he was descended from. That wasn't saying much. Here in the 'Zone, only about twenty-five percent or so were descended from people. Jones, though, he was something else; all long limbs and gaunt body and giant yellow eyes.

"Why don't you send the bots to get it?" Byron asked. One of the ever present Archive Bots chose that moment to **roo**by, its great shovel arms depositing another heap of relics from Before into a heap. He wondered how Jones kept track of it all.

Jones shook his head, his long segmented tail swishing behind him. "Can't, can't, can't. Too far from here. Beyond their range. Might make it there, but would never make it back."

"So you need me," Byron said. He tapped one metal hand against one metal arm. If he still had lungs, he would have sighed. As it was he fidgeted a bit, rested his hand on his **g**lass rifle, reassured it was still there. He hated the tin can he was **ta**pping in, hated carrying his prison everywhere he went, but he told himself that without it he would be dead several times over by now. All he had left was his brain, cushioned within his armored suit and fed a steady diet of nutrients.

Jones nodded his head, hopping from one foot to the next. "Yes, yes, yes. Need your help. You can go, get the book. Bring it back here."

"And the payment?" Byron asked. It was always a tricky question with Jacobite Jones. The librarian loved to collect items, categorize them, store them away for the sake of preserving them. Getting him to part with any part of his collection was a different story.

Jones pulled out a small box, slowly opened it. Inside was a ball glowing with a yellow-green light. Different buttons on it flashed on and off, and the whole thing hummed with potential energy.

"Do you know what this is?" Jones asked.

"Not a clue," Byron said, leaning closer to look at it.

"Shame. Was hoping you could tell me. No matter. You get the book for me, you can have it," Jones replied, closing the box back up and handing it to one of the archive bots.

Byron extended one metal hand, and Jones accepted it with his own clawed hand. “Deal,” the metal man said. “So where is this book?”

“Let me show you the map,” Jones said, turning back to study the stacks while scratching his head.

Byron stood silent and waited.



Sample file

Table of Contents

The OmegaZone Setting Guide	2
<i>Tales of the OmegaZone, part 1</i>	3
Getting Started	7
What is this book?	7
What's an RPG?	7
What's a Weird, Wacky Post-Apocalypse?	8
<i>Tales of the OmegaZone, part 2</i>	10
A Brief History of the OmegaZone	11
Character Cards	13
Character Definitions	14
Mutations	13
Basic Character Creation	14
<i>Tales of the OmegaZone, part 3</i>	16
Locations & Leaders	17
The Aquifer	18
El Barrio	18
The Black Pits	18
Bunker Hill	18
The Chaparral Foothills	18
Flagship Remnants	19
The Flats	19
The Heap	19
The Memoriam	22
New Alexandria	22
New Kroy	22
The Ollywood Bowl	23
The Reach	23
Red Box Forest	24
The Rocket Garden	24
The Scar	24
The Skid	24

Sample file

The Vaults	24
Vineland	25
The 405	25
Filling Out the 'Zone	27
Adding your own Locations	27
<i>Tales of the OmegaZone, part 4</i>	29
Things	30
<i>Tales of the OmegaZone, part 5</i>	32
Adventure Cards	34
GM Hooks Cards	35
Using the GM Hooks Card with the 5x5 Method	35
Adventure Hooks Cards	36
Anchors and GM Constraints	37
<i>Tales of the OmegaZone, part 6</i>	38
Adventure Outlines	40
Adventure in LALA-land	40
The Secret Life of Elder Farms	40
The Omega Race	41
Thy Leaves are so Unhealthy (for Others)	41
The Bodyguards	42
<i>Tales of the OmegaZone, part 7</i>	43
Supplemental Rules	45
Character Advancement	45
Cards as Rewards	46
<i>Tales of the OmegaZone, part 8</i>	47
More Ways to Play	50
Using the Deck of Fate	50
Adapting OmegaZone for Fate Core	51
Using OmegaZone with other Systems	56
<i>Tales of the OmegaZone, part 9</i>	57
Suggested Media	59
<i>Tales of the OmegaZone, part 10</i>	60

Getting Started

What is this book?

The OmegaZone Setting Guide is technically a supplement to a supplement. It's intended to accompany the OmegaZone Instant Setting deck and assumes some degree of familiarity with the *Fate Accelerated* RPG. It delves further into the who's who and the goings-on of the OmegaZone, and also offers more guidance to your play in the setting.

In addition, the OmegaZone Setting Guide also provides additional options for integrating other Fate accessories, such as the Deck of Fate into your OmegaZone (or any other Fate-powered) game. It also talks about converting the setting for play with Fate Core.

What's an RPG?

The particular answers and opinions on this question vary drastically, so pursuant to this game, a roleplaying game is an infinite game (as opposed to a finite one with a clear ending and winner) that is designed to provide a framework for people to collaboratively tell stories as a group. The Fate Accelerated core rulebook describes it like this:

Fate Accelerated is all about telling stories. You create a group of characters and follow them through some imaginary adventure that you all take turns telling little parts of.

Think about a movie, video game, or TV show you like where the characters go on adventures. Now imagine a similar sort of story, where you and your friends around the table make the decisions for the characters as they move through the story, and the story changes as you make those decisions.

So in order to play through the kinds of stories that OmegaZone is actually about, you'll make decisions that lead you on adventures. You probably won't skip something that sounds exciting, even if it also sounds dangerous. The world of OmegaZone is already dangerous anyway, so why not have a fun adventure while you're facing danger.

Gamemasters: You've got tools that will assist you in contributing to a fun adventure. This book, the GM plot hooks generator card, the Adventure

Hooks cards, the NPC/Opposition/Location cards, everything on the players' character sheets, everything the players say at the table, every piece of media you've ever consumed, and of course, your imagination.

Players: You've got tools too. Every single piece of information that goes on your character sheet or a page of notes is potential for adventure. Writing, doodles, drawings, anything! There are also individual Adventure Hooks cards that let you fill in the blanks and customize it for what's going on in your story. All of the cards representing things you might encounter along the way are written in such a way that you have to interpret what they are, what they do, and what they mean in the context of your situation.

The *Fate Accelerated* rules system supports that interpretation explicitly. You're not using specific skills, you're using narrative approaches. You *sneakily* overcome obstacles, or you *forcefully* attack. These grant the incredible freedom needed to play with the weird inhabitants and in the bizarre context of the OmegaZone. That said, this book is written rules-light. Go ahead and use it with your favorite other systems. We want you to play however you want to play.

Finally, the not-so-secret Rule Zero of the OmegaZone: Laugh and Be Awesome. If you're not applying either part of rule zero, you're not actually engaging the game. This is a weird, wacky post-apocalyptic setting. The card combinations are designed to take the number crunching of character creation out of the way, in order to let your imagination run wild. Laugh and Be Awesome. Let that feeling run free and you'll get the most out of this game.

What's a Weird, Wacky Post-Apocalypse?

The first thing many people think of when they see the term "post-apocalypse" is a scorched-earth desert landscape. People wear leather and metal. Cars and guns are the last real technology. That's a great start, and definitely communicates the day-to-day survival and the odd last semblance of societies. We've imagined it a little bit differently here, focusing on nature's reclamation. Buildings are overgrown with mutant plants. You're surrounded with vines and other invasive plant matter as opposed to sand and desert.

The weird and wacky starts to show up once we start learning more about genetic mutation and start riffing on the effects of radiation exposure. People become frog-people; three-eyed fish appear in the streams and rivers; and that starts shifting the definition of "normal." Next, add an alien invasion and some totally new and distinct technology, genetics and motivations into the mix.

Now, the *inhabitants* who are left are strictly survivors. Some are the ones who can adapt and make the best of this new world; the ones who move

around, interact with other inhabitants of the OmegaZone, and maybe even travel around having adventures. Others become isolated and lose their ability to interact reasonably with others. This latter group becomes the really oddball outpost set pieces. Many post-apocalyptic stories have camps of people who are just obstacles to be overcome and don't fit into a story except as an abstract danger. This doesn't apply to Rule Zero. However, if you encounter something like a cult of people who are still marching around with signs that read "We Welcome Our New Alien Overlords," you'll have much more interesting trouble than just a simple shootout.

Information is gossip and vice versa. Without the extensive communication networks we once had in place, information spreads by almost exclusively by word of mouth. And considering what existence is now like, new elements are bound to be either lost, gained, or changed as information is transmitted from one person to another.

There are a lot of different layers that go into a weird, wacky post-apocalypse. This one assumes that instead of a blasted landscape of what we usually assume to be what post-nuclear life would look like, we have a nature-reclaimed city. Everything is overgrown with new weird plant-life because we don't have the capability or desire to constantly push it back anymore. Nearly everything is a strange genetic mutant. Most of what isn't, wasn't organic life in the first place. Technology is limited and it has changed in a few key ways. The setting assumes that local earth-tech progress halts at the end of the 21st century when the Kreen show up. However, Kreen-tech is around now too, and who knows what some clever inventor might come up with using it?

The key irony in a weird, wacky post-apocalypse is that nothing about it is weird to the inhabitants of the OmegaZone. Most of the inhabitants have grown up in this existence and have only heard stories of The World Before. The old-timers are the only ones who actually remember what it was like, and who knows how they feel about it?

