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Introduction

Welcome to a supplement for the Year Zero Engine that breathes life into your characters across every era, spanning from ancient myths and medieval legends to modern-day dramas and futuristic frontiers.

USING THIS SUPPLEMENT

All Time's Characters is designed with flexibility in mind, allowing you to easily incorporate its contents into any game built on the Year Zero Engine.

Forge compelling protagonists, loyal allies, and formidable foes using a rich collection of archetypes and specialties. Add depth through restrictions that introduce flaws and struggles, and weave your characters into the world with the new rank and status system.

This volume focuses mainly on the diverse potential of mundane humanity, providing a grounded foundation for your worldbuilding by leaving out magic and mutations.

An appendix provides guidance on implementing non-human species, along with a selection of common examples.

Where applicable, it uses the advantage/disadvantage mechanic. If your game uses flat modifiers, you can treat advantage as a +2 bonus and disadvantage as a -2 penalty.

Feel free to use any of the Specialties, Restrictions, Archetypes, or supplemental rules in your Year Zero Engine games – either as written or as a foundation for your own creations.

This supplement is meant to be a well-made tool, like a quality hammer or pair of tongs. It's not as ornate as a suit of armor or as eye-catching as a jeweled bracelet, but it's built for those who craft. Whether you're forging your own setting or refining your game's mechanics, this is meant to serve as reliable, expandable design infrastructure.

CHARACTER GENERATOR

An online character generator which implements most of the rules provided in this supplement and All Time's Armory is available at tomshut.de/rpg/yze/chargen

IMAGES

The vast majority of the images used in this supplement have been rendered with DAZ Studio, using assets from numerous artists available at [Daz 3D](http://Daz3D.com) and [Renderosity](http://Renderosity.com).

The images to symbolize miracle healer, psychiatrist, fast talk, and impulsiveness have been generated using Google's Imagen 3 text-to-image model and then edited manually.

AUTHORSHIP

This supplement is written by Thomas Kathmann. While AI tools like Google Translate, Gemini, and ChatGPT were used to refine the wording in certain sections, the core content and final product are his own work.

The exception are phrases and paragraphs taken from the Year Zero Engine SRD which are used under the Year Zero Engine License Agreement.

LICENSE

This supplement is released under the following license:

Year Zero Engine Free Tabletop License.



Chapter

1

Archetypes

Some people are born for command, others shaped by duty or need. Whatever drives them, their path is clear and the role they play changes everything around them.

Who Are You?

The archetype determines what type of person you are, your background and role in the group. Your archetype will influence your attributes, skills, specialties, and starting gear. Archetypes can feel stereotypical, and they are meant to be.

KEY ATTRIBUTE

Each Archetype lists a Key Attribute.

DICE POOL ATTRIBUTES

You can distribute 14 points across your attributes. You can assign no less than 2 and no more than 5 points to any attribute.

You can have a maximum score of 5 in your key attribute – other attributes are limited to a maximum of 4.

STEP DICE ATTRIBUTES

You start with a baseline of C in all four attributes. You may then make three increases, of one step each, up to A.

You can gain one extra increase by decreasing one attribute from C to D.

You can raise your key attribute to a maximum level of A – other attributes are limited to a maximum level equal to your key attribute.

KEY SKILLS

Each Archetype lists three Key Skills.

DICE POOL SKILLS

You can distribute 10 points across your starting skills. You can only start the game with a skill level 3 in your Key Skills – all other skills are limited to a starting level of 1.

STEP DICE SKILLS

Choose one B level skill and two C level skills. Your B level skill must be one of your Key Skills. You can choose your C skills freely.

If you're not using the advantage/disadvantage system and skills don't all start at level D, you may freely choose three skills to start at level D.

WEALTH

Your Wealth level represents your character's overall starting possessions, income-generating capabilities, and potential for acquiring further resources.

CURRENCY POINTS

These points represent a combination of your character's available funds and additional favors they can call in.

Wealth and Currency Points are further explained in the All Time's Armory.

EQUIPMENT

The type of equipment a character carries. For further information see *Appendix B Equipment*, p.69.

SPECIALTIES

Specialties are unique tricks and talents that give you an edge and keep your adversaries guessing.

You begin with one Specialty from your archetype's list. You may choose additional Specialties from this list by selecting one or two Restrictions.

RESTRICTIONS

For each Restriction taken from your archetype's list, the character gains one additional Specialty, or may learn one Key Skill at level 2 (Dice Pool) or level C (Step Dice), depending on the version of the system used.

RANKS OR STATUS

Each archetype includes a Rank or Status track that reflects the character's standing within an organization or society.

Characters begin at the first level, and may advance by taking the Rank or Status Specialty. For further information see *Appendix C Ranks and Status*, p.93.

COMBAT ARCHETYPE

Assassin

Shadows and skull-adorned armor are unnecessary. These killers traverse the realm as common folk until that singular heartbeat when their true nature surfaces. An assassin inhabits every mask: traveler, nomad, merchant, friend. They linger. They calculate. Eventually, they strike with a surgical grace that strangles any scream. The elite aren't dreaded for their grim aesthetics, but for the chilling reality that they were never noticed. They simply end it.

- **Key Attribute:** Agility
- **Key Skills:** Melee, Mobility, Stealth
- **Wealth:** 1
- **Currency Points:** 1D6
- **Equipment:** Covert

SPECIALTIES

Die	Specialty	Page
1	Killer	42
2	Martial Arts Specialist	42
3	Parkour Climber	50

RESTRICTIONS

Die	Restrictions	Page
1	Greed	60
2	Callous	61
3	Lone Wolf	65

STATUS

Status	Title	Effect
C-4	Blade-for-Hire	You can find contract work in most settlements with a criminal underworld.
C-6	Operative	You gain access to secure contacts who can provide intelligence, safehouses, or forged credentials.
A-1	Executioner	Your Wealth increases to 2. Once per session, your contacts can arrange for discreet entry to almost any location.



COMBAT ARCHETYPE

Guard

They patrol the ramparts, watch the gates, and stand between peril and the people they've sworn to protect. Whether draped in iron links or ceramic plates, whether manning a fortress or a roadblock, guards serve as the tangible face of justice, peace, and control. They possess the skill to scan a room, brandish a blade, and remain vigilant during endless, silent watches. While some answer a calling and others a coin, all understand the weight of holding the line when chaos erupts.

- **Key Attribute:** Agility
- **Key Skills:** Melee, Marksmanship, Observation
- **Wealth:** 1
- **Currency Points:** 1D6 - 1
- **Equipment:** Military or Paramilitary

SPECIALTIES

Die	Specialty	Page
1	Fencer	41
2	Bodyguard	41
3	True Grit	46

RESTRICTIONS

Die	Restrictions	Page
1	Big Spender	60
2	Protective	63
3	Chummy	65

RANKS

Rank	Title	Effect
E-1	Recruit	You receive free meals and lodging in facilities belonging to your own faction. You may access local records or files concerning a suspicious person and escort them to a judge.
E-4	Corporal	Your Wealth increases to 2.
E-5	Sergeant	You gain access to all non-classified facilities operated by your own faction. You are treated as a trusted ally by members of allied factions.



COMBAT ARCHETYPE

Knight

Knights carry not only steel and scars, but duty, land, and name. Whether sworn to a lord, a cause, or a broken code of honor, they are expected to lead, protect, and inspire. They ride at the front, speak with weight, and are judged as much for mercy as for might. Some bask in privilege, others chafe beneath inherited chains, but all know the price of their station. When the banner rises and the call comes, a Knight does not hesitate. Not for glory or gold, but because it's theirs to answer.

- **Key Attribute:** Strength
- **Key Skills:** Melee, Mobility, Persuasion
- **Wealth:** 2
- **Currency Points:** 1D6+2
- **Equipment:** Heavy Military or Military

SPECIALTIES

Die	Specialty	Page
1	Armor-Piercer	41
2	Menacing	52
3	Pack Mule	46

RESTRICTIONS

Die	Restrictions	Page
1	Dense	62
2	Protective	63
3	Increased Sustenance	64

RANKS

Status	Title	Effect
A-2	Knight	You own a mount or personal vehicle appropriate to the setting. At the start of each session, roll 1D6. On a 1, an agent of your liege approaches you with a special assignment.
A-3	Baronet	You own an estate or domain that produces enough food or supplies for roughly 10 people.
A-4	Baron	Your WEALTH increases to 3. Your estate is upgraded to a fortified site capable of supporting around 20 people.



COMBAT ARCHETYPE

Officer

Orders don't carry themselves. Officers are the ones who issue them, enforce them, and live with the consequences. Whether they lead from the front or coordinate from behind, they carry the burden of command and the knowledge that hesitation gets people killed. Trained to think fast and act faster, Officers rely on instinct, discipline, and a reputation earned or inherited. Not all are noble, but the good ones remember the names of those they lead.

- **Key Attribute:** Agility
- **Key Skills:** Melee, Marksmanship, Persuasion
- **Wealth:** 2
- **Currency Points:** 1D6+1
- **Equipment:** Heavy Military, Military or Paramilitary

SPECIALTIES

Die	Specialty	Page
1	Fast Reflexes	41
2	Fencer	41
3	Bard	51

RESTRICTIONS

Die	Restrictions	Page
1	Shell-Shocked	59
2	Back Pain	61
3	Increased Sustenance	64

RANK

Rank	Title	Effect
O-1	Second Lieutenant	You have command over up to six mounts or a military vehicle appropriate to your rank. At the start of each session, roll 1D6. On a 1, a superior officer approaches you with a special assignment.
O-3	Captain	You gain access to all non-classified and restricted facilities operated by your faction's military.
O-4	Major	Your WEALTH increases to 3. You gain access to top-secret facilities operated by your faction's military.



COMBAT ARCHETYPE

Ranger

They don't stick around. Rangers pass through like shadows, quiet, watchful, always two steps ahead. They know how to vanish, how to track, and how to make it through terrain that chews others up. Some serve alone by choice, others because they can't stomach the mess of command or conversation. They sleep under open skies, whisper to the wind, and wake before the danger even gets close. A Ranger doesn't need orders. They already know where to go.

- **Key Attribute:** Agility
- **Key Skills:** Marksmanship, Stealth, Observation
- **Wealth:** 2
- **Currency Points:** 1D6
- **Equipment:** Covert, Elite Military, or Paramilitary

SPECIALTIES

Die	Specialty	Page
1	Sniper	43
2	Alert	49
3	Silent	50

RESTRICTIONS

Die	Restrictions	Page
1	Addiction	61
2	Callous	61
3	Lone Wolf	65

RANKS

Rank	Title	Effect
E-4	Specialist	You know one area of the world (roughly 20 km across) like the back of your hand. Your knowledge of terrain, hideouts, wildlife, and routes in this area is comprehensive.
E-8	Master Sergeant	When entering a new location, roll 1D6. On a 6, you've been there before or studied it in detail. You may know something about secret paths, hidden shelters, or noteworthy plants and animals in the area.
O-3	Captain	You've seen enough of the world that you gain this insight on a 5 or 6 instead.

