

FM 17-01

ROLEPLAYING GAME FIELD MANUAL

APOCALYPTIA



VERSION 2.0
MAY 2017

Dedicated in loving memory to Topher.
A true Comrade who left us too soon.
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INTRODUCTION

APOCALYPTIA is about the end of the world as we know it. This game offers twelve different varieties of apocalyptic **Scenarios** to play. You could have your story set during an alien invasion or a robot rebellion. A classic rise of the living dead or the modern zombie viral outbreak are both possible. For a more realistic tone, The End may be caused by a global pandemic flu, climate collapse, or a thermonuclear war.

The details of how civilization falls apart are left to the **Game Narrator** (or "**GN**") who creates a storyline for the game. The other Players will make Characters to interact in the world that the **GN** has created. They form a survival group referred to as a "Team." The **GN** will control the people and creatures (known collectively as "**Extras**") which the Team will encounter as they explore the Wasteland to try to carve out a means of survival.

If you are new to roleplaying games, it may be hard to conceptualize how the game is actually played because it is so different from any other form of tabletop gaming. Think of it as collaborative storytelling, where the **GN** and the Players take turns improvising descriptions of events going on in the story.

Roleplaying games develop as a back and forth dialog that can be roughly described as the following chain of events:

1. The **GN** sets the scene and presents the Team with opportunities or challenges to overcome.
2. The Players determine what their Character's personal and Team goals will be and how to pursue those goals.
3. The Players discuss and decide how to deal with the challenge or opportunity the **GN** has presented to them.
4. The **GN** tells the Players how the rules apply to the actions they want to attempt and then sets a Difficulty (#), if a roll is required, which the Players must beat to Succeed.
5. Players make their rolls on a six-sided die (d6) adding any relevant modifiers, such as Traits or Skills, to the roll.
6. The **GN** describes the consequences of the Players' efforts and the story progresses on from there.

A role-playing game can be a "one-shot" game lasting a few hours like any board game or movie, or it could be a regular "campaign" played across multiple sessions like episodes in a TV show. In a one-shot, Players can have fun without committing to a continuing game. In a campaign, Players have time to improve their Characters and see their plans develop. However, the Wasteland is a dangerous place and any Character could die at any time, so keeping a healthy level of detachment is always a wise policy.

To make things easier on the **GN**, many tasks required to run **APOCALYPTIA** have been semi-automated with random tables that the **GN** may use to quickly generate spontaneous game content. This makes it possible for the **GN** to run an exciting and unpredictable game with little or no preparation. **Chapters 4, 5, and 6** should be read only by the **GN** to preserve some surprises for the Players. The **AREA** and **ENCOUNTER** tables in **Chapter 4** are core **GN** tools for generating countless random scenes. **ENCOUNTER** tables have **SPECIAL ENCOUNTERS** which change with the apocalyptic **Scenario** that is being played.

APOCALYPTIA is intended to be a gritty, realistically lethal game about trying to find hope in a violent broken world. If you find that it is too grim, feel free to make changes wherever you like. The only use for the rules is to facilitate the fun.

SYMBOLS, TERMS, AND ABBREVIATIONS

d6	One six-sided die. The only dice needed to play.
Difficulty (#)	Target number you must beat to Succeed.
Explode (6)	Rolling 6, rolling again, and adding up all rolls.
Success (S)	Rolling above #.
Fail (F)	Rolling at or under #.
Botch (1)	Rolling 1, then re-rolling another 1. Very bad.
Modifier	A bonus or penalty to rolls or Difficulties.
Result	The total of a roll plus or minus any modifiers.
Ability	Character upgrades that are bought with Experience.
Action	One significant thing a Character does in a round.
AR	Armor Rating. Protection given by Armor.
ATK	Attack. Can be Melee or Ranged. Roll vs Defense.
CR	Cold-Resistant. Delays death from Hypothermia.
DEF	Defense. <i>Block</i> , <i>Dodge</i> , or <i>Reflex</i> . Attack Difficulty.
DMG	Damage. Reduces Armor Rating, then Health Points.
DR	Damage Reduction. Protection given by Cover.
Extras	Non-Player Characters and creatures.
Fast	An action that takes only a split second.
FDMG	Fire Damage.
FR	Fire-Resistant. Fire Damage does not reduce Armor.
GN	Game Narrator. The Player who directs the game.
HP	Health Points. Maximum Damage Locations can take.
Location	Body parts: Head, Torso, Arms, or Legs.
Maneuver	Special kinds of actions Characters may perform.
MATK	Melee Attack.
MGL	Master Gear List. Table with every piece of Gear.
Pain	Penalty to all rolls from Damage and other sources.
RATK	Ranged Attack.
Reflex	Passive Defense = Perception.
RNG	Range. Point-Blank (P), Short (S), or Long (L).
rnd	Round. 3 seconds of in-game time, usually in combat.
Scenario	The type of apocalypse taking place in your game.
Situation	Circumstances or status effects that cause modifiers.
Size (Sz)	Measure of volume and weight. 1Sz = 5lbs ~ 1/2gal.

Traits Agility, Brains, Constitution, and Demeanor. Rated 1 to 6.

- **A** = Agility Trait. **A** rolls are shown as **A#**.
- **B** = Brains Trait. **B** rolls are shown as **B#**.
- **C** = Constitution Trait. **C** rolls are shown as **C#**.
- **D** = Demeanor Trait. **D** rolls are shown as **D#**.

Instincts Natural talents everyone has based on Traits.

- Athletics = **C**. Climbing and swimming.
- Perception = **B**. Processing sensory information.
- Socialize = **D**. Interacting with others.
- Stealth = **A**. Remaining undetected by enemies.

Skills 12 different types of actions limited by their Traits.

- Agility Skills Acrobatics, Ranged, Larceny
- Brains Skills Medicine, Science, Survival
- Constitution Skills Build, Drive, Melee
- Demeanor Skills Entertain, Leadership, Tame
- Specialty Sub-Skill that increases separately.

Properties Trait-derived values.

- **Carry** = [**C** x6]. Maximum total Size you can carry.
- **DMG Mod** = Melee and Ranged(Thrown) Damage modifier.
- **Luck** = **D** /day. Spend for various effects.
- **Psyche** = [**D**]. Self-tracked mental health.
- **Speed** = [**A** + **C**] yds walking Speed. Jog = **Speed** x2.
- **Threshold** = [**C** + **D**]. Pain you can take before passing out.
- **XP** **Experience** Points = **B** x6, then **B** each session.

[Bracketed Text]	Game system formula.
<i>Italic Text</i>	An Ability, Maneuver, or Situation.
(Parenthetic Text)	Specialty or Sub-Maneuver/Situation.
<u>Underlined Text</u>	A Skill.
<u><i>Italic Underline Text</i></u>	An Instinct.
BOLD/ITALIC/CAPS TEXT	A Table.
<u>Bold/Italic/Underline</u>	A Trait name or Trait abbreviation.

MODIFIER REFERENCE

Weapon Attributes	Auto: One +9 RATK at x3 DMG or three +3 RATKs Blunt: Pain only until Pain exceeds Threshold [C+D] Chop: +1 DMG when hitting a Head, Arm, or Leg Lever: 2x C for prying open doors, windows, crates Pierce: AR and DR are halved for this ATK (round down) Rapid: Up to three ATKs per rnd at -1 each Scatter: RATK bonus. -1 DMG/RNG increment after first Slam: Target rolls C vs DMG or falls Prone
Ammo Attributes	AP: AR and DR are halved for this ATK (round down) Birdshot: 7DMG, +3 RATK Scatter Broadhead: +1 DMG Buckshot: 10DMG, +1 RATK Scatter, Slam Flare: 1FDMG/rnd for d6rnds, RNG:S light radius JHP: +1 DMG, Slam Match: +1 RATK Rubber: Blunt, Slam Slug: 10DMG, Increase RNG to next level, Slam Tracer: +1 to subsequent RATKs this round
Gear	Bayonet: +2 DMG for MATKs on Size 2+ Guns Bipod: Ignore Gun Size C requirements, 1rnd setup Camo: +1 <u>Stealth</u> per Location if top Armor layer Flashlight: RNG:S light beam, C6# or Blind 1rnd Foregrip: -1C requirement on 2h Guns Gun Cleaning Kit: +1 RATK for 1 day, takes 1hr/Gun Holosight: +1 RATK Laser: +1 RATK RNG:S, -6 Called Shot: Eye, Blind 1rnd Scope: +3 Aimed RATKs and <u>Perception</u>(See) at RNG:L Suppressor: <u>Perception</u>(Hear) 9#, silent beyond RNG:S Three-Point Sling: Draw a Size 2+ Gun Fast Tread: Reduces Terrain penalty by Tread rating
Maneuvers	Aim: +1 RATK/rnd up to +3 RATK Block: -3 <u>Melee</u>(Block) to each after the first Called Shot (Any Location): -0 MATK Called Shot (Head): -3 RATK Called Shot (Limbs): -1 RATK Called Shot (Torso): -0 RATK Called Shot (Disarm): -1 MATK Called Shot (Shove): -1 MATK Called Shot (Trip): -1 MATK Dodge: -3 <u>Acrobatics</u>(Dodge) to each after the first Dual-Wield (ATK): Penalty to each weapon = its Size Full Defense: -1 Block or Dodge after the first Grab (1-handed): -3 MATK Grab Overwatch: +1 <u>Perception</u> Overwatch: +1 RATK Sprint: -1 to all RATKs targeting you
Situations	Bleeding: 1 Torso DMG/min, C vs total DMG to stop Cover: DMG is reduced by DR Friendly Fire: -3 RATK Needs: -1 all rolls per unit of time by Need Pain: -1 per DMG (or other source) to all rolls Prone: +1 RATK Prone: +3 <u>Stealth</u> Prone: Speed 1yd Prone: -3 DEF for ATKs from RNG:S or less Range (RNG:P): No penalty for Called Shot RATKs Range (RNG): -1 per additional weapon RNG increment Unstable: -1 all physical rolls Unstable: -1 RATKs at or from you Visibility: -1 to -6 <u>Perception</u> and RATK per 30yds
Terrain	Acid Rain: -1 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Blizzard: -1/in <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Desert: -1 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Forest: -1 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Hail/Sleet: -3 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Mountain: -1 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Plain: -0 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Rain Storm: -1 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Snow: -1/in <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Swamp: -6 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u> Tundra: -6 <u>Athletics</u>, <u>Acrobatics</u>, <u>Drive</u>

DICE RULES

Most rolls are made using just one six-sided die ("d6"). The way you calculate the final result of a roll is as follows:

d6 roll + (Trait, Instinct, or Skill) + modifiers = Result.

When a Player is considering what they want their Character to do in stressful circumstances, they should act quickly and be brief. Forcing quick decisions is essential to maintaining the survival-horror atmosphere of this game. If a Player takes too long, the **GN** should skip them and say they choked under pressure.

Players should keep in mind that they are members of a Team. Taking advantage of the mechanics that allow cooperative play will increase the Characters' chances of survival. This empowers the Team to be much greater collectively than the sum of its parts.

Difficulty (#): This is the number that a die result must beat in order to Succeed. Difficulty numbers are indicated with the # symbol. The **GN** keeps track of # and adds all relevant modifiers together for a given roll. The only exception to this is when making opposed rolls, in which case the opponent's result is the #.

3#	Simple	6#	Average	9#	Hard	12#	Extreme
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Success (S): Achieving a result higher than the Difficulty (#) is called a Success. Re-roll any ties if making an opposed roll. Bonuses are the Players' responsibility to calculate.

Auto-Success: If your bonus alone (before rolling your d6) is greater than the #, and the circumstances are not stressful (such as in combat or when Failure could have serious consequences or cause **DMG**), Success is automatic.

Cooperation: If Characters want to help each other perform a task, they all roll at once but only the best roll is used, unless someone Botches (see below) in which case the Botch is used.

Fail (F): When the result is less than or equal to the #, your attempt did not work. This is not usually catastrophic but rather just a temporary inconvenience.

Explode (6): When 6 is rolled, roll it again, as long as you keep rolling 6's. This is called Exploding. Add each roll together with any bonuses to get your total result.

If an **ATK** roll Explodes and is a Success, multiply the **DMG** you deal by the number of times you Exploded for that **ATK**.

For example, if your **ATK** roll is 6, then another 6, then a 3, your **ATK** result will be 15 + your Skill (say 3) + bonuses (say +1) for a Result of 19. This **ATK** will hit an enemy with a **DEF** 18 or less. If your weapon does **5DMG**, multiply 5 x 2 (you Exploded twice) to do **10DMG** for this **ATK**. See **Ch:2** for **Combat**.

Botch (1): If you roll 1, re-roll to check for a Botch. If 1 is rolled again, you Fail very badly. Any other roll just means you have a 1 plus whatever other modifiers apply to that roll. You do not Botch on Exploding rolls. Skills usually list their Botch effects. The **GN** may add more negative effects depending on the circumstances around the Botch. Every time you Botch, you get **+1XP**.



CHAPTER 1: CHARACTER CREATION

STEP 1: DESCRIPTION

Decide on your name, measurements, appearance, gender and age.

STEP 2: TRAITS AND INSTINCTS

There are four Traits: Agility, Brains, Constitution, and Demeanor. Trait scores range from 1 to 6. You have either 12 or 2d6+6 points to divide between your Traits. Instincts equal their parent Traits.

- Stealth = Agility
- Perception = Brains
- Athletics = Constitution
- Socialize = Demeanor

STEP 3: SKILLS

You get [Brains x6] Skill points to divide among your Skills. Maximum Skill rating is equal to a Skill's parent Trait.

Agility Skills: Acrobatics, Ranged, Larceny

Brains Skills: Medicine, Science, Survival

Constitution Skills: Build, Drive, Melee

Demeanor Skills: Entertain, Leadership, Tame

STEP 4: PROPERTIES

Calculate your **Properties**. Always round down.

- **Psyche** = [Demeanor] dots away from Crazy
- **Speed** = [Agility + Constitution] yds, **March** = **Speed** / 2mph
- **XP (Experience)** = [Brains x6] Unspent and Total
- **DMG Mod** = [(Constitution / 3) - 1] to Melee and Throw DMG
- **Carry** = current **Gear Size** left / max [Constitution x6] right
- **Luck** = [Demeanor] current left / max right
- **Threshold** = [Constitution + Demeanor]
- **Defenses**
 - **Block** = Melee (Block)
 - **Dodge** = Acrobatics (Dodge)
 - **Reflex** = Perception
- **Pain** = 0
- **Health**
 - **Head, Arms, Legs** = [Constitution] current left / max right
 - **Torso** = [Constitution x2] current left / max right

STEP 5: ABILITIES

You may buy Abilities with starting **XP** = [Brains x6].

STEP 6: GEAR

You start with plain clothes, a Backpack, a Knife, a Food Can, and a full Water Bottle. Roll 2d6 (one for each number column) on the tables below for **Gear**: 1 piece of **ARMOR**, 1 **MELEE WEAPON**, 1 **RANGED WEAPON** and d6 common **AMMO** (FMJ, Birdshot, or Target Arrow) for that weapon. Then roll on the **MASTER GEAR LIST**.

ARMOR			MELEE WEAPONS			RANGED WEAPONS		
1	1	Army Helmet	1	2	Ax	1	1	AK-47
	2	Motorcycle Helmet		3	Baseball Bat		2	AR-15
	4	Paintball Mask		5	Brass Knuckles		4	Benelli M4
2	6	Riot Helmet	2	6	Cane	2	5	Browning A-Bolt
	1	Sports Helmet		2	Cleaver		1	Colt Python
	3	Flak Jacket		3	Crowbar		3	Compound Bow
3	5	Interceptor Armor	3	4	Hatchet	3	4	Crossbow
	6	Kevlar Vest		5	Hammer		5	Glock 17
	1	Tactical Vest		2	Firepoker		1	H&K MP5
4	2	Undercover Vest	4	3	Ice Ax	4	2	Henry Golden Boy
	3	Kevlar Gloves		4	Knife		4	Kimber 1911
	5	Work Gloves		6	Machete		5	MAC-10
5	1	Blue Jeans	5	2	Metal Club	5	1	Marlin 1894C
	3	Cargo Pants		3	Pickax		2	Mossberg 500
	4	Hiking Boots		4	Pitchfork		4	Norinco SKS
6	6	Steel-Toe Boots	6	5	Police Baton	6	5	Ruger 10/22
	1	Denim Jacket		1	Riot Shield		1	Remington 700
	2	Leather Jacket		2	Screwdriver		3	Remington 870
7	4	Winter Coat	7	5	Shovel	7	5	Ruger Mk.III
	6	Athletic Pads		6	Sledgehammer		6	S&W Snubnose
	1	Coveralls		1	Spear		1	Savage Mk.II
8	3	Firefighter Suit	8	2	Staff	8	3	SIG Sauer P290
	4	Ghillie Suit		4	Tire Iron		5	Springfield M1A
	5	NBC Suit		6	Torch		6	Winchester Sawn-off

Roll **3d6** once per point of **Luck** to get a random item listed below.
 You may buy additional rolls at a cost of **1XP** per roll.
 Vehicles come with **d6-1** gallons of Fuel. Guns are all empty.

MASTER GEAR LIST					
1 1 1	.22 AMMO (4)	3 1 1	Food Can	5 1 1	Plastic Jug
1 1 2	9mm AMMO (3)	3 1 2	Fuel Can	5 1 2	Pocket Mirror
1 1 3	.45 AMMO (3)	3 1 3	Gas Mask	5 1 3	Police Baton
1 1 4	.357 AMMO (2)	3 1 4	Geiger Counter	5 1 4	Police Cruiser
1 1 5	Arrow AMMO (2)	3 1 5	Ghillie Suit	5 1 5	Poncho
1 1 6	5.56 AMMO (5)	3 1 6	Glass Cutter	5 1 6	Purse
1 2 1	7.62 AMMO (2)	3 2 1	Glock 17	5 2 1	Quadcopter Drone
1 2 2	.308 AMMO (4)	3 2 2	Goggles	5 2 2	RARE ARMOR (6)
1 2 3	12g AMMO (5)	3 2 3	Grappling Hook	5 2 3	RARE LAND VEHICLE (12)
1 2 4	AIRCRAFT (6)	3 2 4	GUN ACCESSORY (9)	5 2 4	RARE WEAPON (36)
1 2 5	Air Horn	3 2 5	Gun Cleaning Kit	5 2 5	Rat Trap
1 2 6	AK-47	3 2 6	Hacksaw	5 2 6	RC Car
1 3 1	Ambulance	3 3 1	Hammer	5 3 1	Remington 700
1 3 2	AR-15	3 3 2	Hammock	5 3 2	Remington 870
1 3 3	Army Helmet	3 3 3	Handcuffs	5 3 3	Riot Helmet
1 3 4	Athletic Pads	3 3 4	Hand Radio	5 3 4	Riot Shield
1 3 5	Ax	3 3 5	Hatchet	5 3 5	Road Flare
1 3 6	Backpack	3 3 6	Headlamp	5 3 6	Rollerblades
1 4 1	Balaclava	3 4 1	Henry Golden Boy	5 4 1	Rope
1 4 2	Bandanna	3 4 2	Hiking Boots	5 4 2	Ruger 10/22
1 4 3	Bandoleer	3 4 3	H&K MP5	5 4 3	Ruger Mk.III
1 4 4	Baseball Bat	3 4 4	Hoody	5 4 4	Running Shoes
1 4 5	Baseball Cap	3 4 5	Hydration Pack	5 4 5	Savage Mk.II
1 4 6	BDU Jacket	3 4 6	Ice Ax	5 4 6	Screwdriver
1 5 1	Benelli M4	3 5 1	Interceptor Armor	5 5 1	Sedan
1 5 2	Bicycle	3 5 2	Kevlar Gloves	5 5 2	Semi-truck
1 5 3	Binoculars	3 5 3	Kevlar Vest	5 5 3	Shovel
1 5 4	Blue Jeans	3 5 4	Kimber 1911	5 5 4	SIG Sauer P290
1 5 5	Bobby Pin	3 5 5	Knife	5 5 5	Skateboard
1 5 6	Bolt Cutters	3 5 6	Lantern	5 5 6	Sledgehammer
1 6 1	BOMB (12)	3 6 1	Leather Belt	5 6 1	Sleeping Bag
1 6 2	Box Truck	3 6 2	Leather Jacket	5 6 2	Slingshot
1 6 3	Brass Knuckles	3 6 3	Lifejacket	5 6 3	Snorkel
1 6 4	Browning A-Bolt	3 6 4	Lighter	5 6 4	Solar Lamp
1 6 5	Bus	3 6 5	Lockbox	5 6 5	Spear
1 6 6	Cage Trap	3 6 6	Lockpicks	5 6 6	Speed-loader
2 1 1	Candle	4 1 1	Luxury Item	6 1 1	Sports Helmet
2 1 2	Candy	4 1 2	MAC-10	6 1 2	Spray Paint
2 1 3	Cane	4 1 3	Machete	6 1 3	Springfield M1A
2 1 4	Canteen	4 1 4	Magnifying Glass	6 1 4	Staff
2 1 5	Carabiner	4 1 5	Makeup	6 1 5	Steel-Toe Boots
2 1 6	Cargo Pants	4 1 6	Marbles	6 1 6	Street Bike
2 2 1	Cellphone	4 2 1	Marker	6 2 1	Stun Gun
2 2 2	Chalk	4 2 2	Marlin 1894C	6 2 2	Sunglasses
2 2 3	Chemical	4 2 3	Matchbook	6 2 3	SUV
2 2 4	Choker Leash	4 2 4	Measuring Cup	6 2 4	Swiss Army Knife
2 2 5	Cleaver	4 2 5	MEDICAL (9)	6 2 5	S&W Snubnose
2 2 6	Colt Python	4 2 6	Megaphone	6 2 6	Tactical Vest
2 3 1	Compass	4 3 1	Messenger Bag	6 3 1	Tape Measure
2 3 2	Compound Bow	4 3 2	Mess Kit	6 3 2	Tarp
2 3 3	Concealed Holster	4 3 3	Metal Club	6 3 3	Telescope
2 3 4	Cooler	4 3 4	Monocular	6 3 4	Tent
2 3 5	Coveralls	4 3 5	Mossberg 500	6 3 5	Thermal Underwear
2 3 6	Cowboy Hat	4 3 6	Motorcycle	6 3 6	Tire Iron
2 4 1	Crossbow	4 4 1	Motorcycle Helmet	6 4 1	Tool Bag
2 4 2	Crowbar	4 4 2	Multimeter	6 4 2	Tool Belt
2 4 3	Denim Jacket	4 4 3	Multi-Tool	6 4 3	Torch
2 4 4	DOCUMENT (24)	4 4 4	Muscle Car	6 4 4	Trench Coat
2 4 5	DRUG (12)	4 4 5	Musical Instrument	6 4 5	Undercover Vest
2 4 6	Duct Tape	4 4 6	Mylar Blanket	6 4 6	Van
2 5 1	Duffel Bag	4 5 1	NBC Suit	6 5 1	Water Bottle
2 5 2	Dust Mask	4 5 2	Nightvision Goggles	6 5 2	WATERCRAFT (12)
2 5 3	Egg Timer	4 5 3	Norinco SKS	6 5 3	Water Filter
2 5 4	Emergency Radio	4 5 4	Notebook	6 5 4	Whetstone
2 5 5	Firefighter Suit	4 5 5	Padlock	6 5 5	Whistle
2 5 6	Firepoker	4 5 6	Paintball Mask	6 5 6	Winchester Sawn-off
2 6 1	Fire-stick	4 6 1	Paracord	6 6 1	Winter Coat
2 6 2	Fishing Pole	4 6 2	Part	6 6 2	Wire Saw
2 6 3	Flak Jacket	4 6 3	Pepper Spray	6 6 3	Work Gloves
2 6 4	Flare Gun	4 6 4	Pickax	6 6 4	Wristwatch
2 6 5	Flashlight	4 6 5	Pickup Truck	6 6 5	Zip Tie
2 6 6	Flippers	4 6 6	Pitchfork	6 6 6	REROLL + BONUS ROLL

Character:			Player:			
Height:	Weight:	Skin:	Hair:	Gender:	Age:	
Faction:		Psyche: Crazy < 0 0 0 0 0 0 > Sane				

TRAITS

<u>A</u> GILITY		<u>B</u> RAINS		<u>C</u> ONSTITUTION		<u>D</u> EMEANOR	
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INSTINCTS

<i>Stealth</i>		<i>Perception</i>		<i>Athletics</i>		<i>Socialize</i>	
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SKILLS

<u>A</u> crobat ics		<u>M</u> edicine		<u>B</u> uild		<u>E</u> ntertain	
<u>L</u> arceny		<u>S</u> cience		<u>D</u> rive		<u>L</u> eadership	
<u>R</u> anged		<u>S</u> urvival		<u>M</u> elee		<u>T</u> ame	

PROPERTIES

Speed:	yds	XP Unspent:	DMG Mod:	Luck:	/
March:	mph	XP Total:	Carry:	/	Threshold:

DEFENSE	BLOCK:	DODGE:	REFLEX:	PAIN:
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HEALTH

LOCATION	HP	ARMOR	AR	Sz	Notes
Head	/		/		
L. Arm	/		/		
R. Arm	/		/		
Torso	/		/		
R. Leg	/		/		
L. Leg	/		/		

ABILITIES	Notes	XP

WEAPONS

Type	ATK	DMG	RNG	Sz	Ammo	Notes

Magazines						
Ammo	/	/	/	/	/	/

Trait Points = 12 or 2d6+6, Instincts = Parent Traits, Skill Points = Bx6, Psyche = D,
Speed = A+C, March = Speed/2, XP = Bx6, DMG Mod = (C/3)-1, Carry = Cx6, Luck = D, Threshold = C+D,
Block = Melee (Block), Dodge = Acrobatics (Dodge), Reflex = Perception, Location HP = C, Torso HP = Cx2

BACKPACK

[illegible]

RESOURCES

Water	Food	Fuel	Chemicals	Parts

GAME NOTES

COMRADES

DATE	DESCRIPTION

EXPANDED CHARACTER OPTIONS

These are optional rules that the **GN** may ignore or include in the Character creation process. The **GN** may have Players roll randomly or just select an option. Players should record any of these details under **Notes** on the back of their **Character Sheets**.

Age: Character creation rules assume a starting age from 18 to 50. For older or younger Characters, consult the table below before assigning any Trait points to a very young or very old Character:

Character Age	8-13	14-17	18-50	51-70	71-80	80+
Trait Points	4	8	12	11	9	6
Max Trait Score	1	3	6	5	4	2

Experienced Characters: Some games take place well after The End, when nearly everyone who is left alive is a hardened survivor. To make a highly proficient Character, roll randomly or select an appropriate Experience Level and use those Starting **XP**, **Ammo**, and **MGL** Rolls values in place of the standard starting values.

EXPERIENCED CHARACTERS				
d6	Experience Level	Starting XP	Ammo	MGL Rolls
1	Capable	Brains x9	Starting x2	Luck x2
2	Advanced	Brains x12	Starting x4	Luck x3
3	Seasoned	Brains x15	Starting x6	Luck x4
4	Veteran	Brains x18	Starting x8	Luck x5
5	Elite	Brains x21	Starting x10	Luck x6
6	Master	Brains x24	Starting x12	Luck x7

Flaw: Serious problems for Characters. Roll a d6. If the result is a 1, roll a random Flaw. **+1XP** each session where you overcome a Flaw. Flaws marked * are permanent. Others can be removed for **36XP**.

2d6	FLAWS	Description
1	1 Addiction	Cumulative 1 <i>Pain</i> per day without your substance.
	2 Allergy*	d6 <i>Pain</i> while exposed to a certain irritant.
	3 Amnesia	No memory prior to a few days ago. Half starting XP .
	4 Amputee*	Cannot use <i>2h</i> items, or Speed /2 and require a Crutch.
	5 Anemia*	-3 Constitution or <i>Medicine</i> rolls to stop <i>Bleeding</i> .
	6 Anxiety	Demeanor 9# or be <i>Stunned</i> 1rnd in stressful ENCOUNTERS .
2	1 Asthma*	When you Botch <i>Athletics</i> , <i>Suffocation</i> for d6mins.
	2 Bad Back*	Your Carry is halved. -3 Constitution rolls to lift.
	3 Blind*	Automatically Fail <i>Perception</i> (See) rolls.
	4 Cancer	Roll d6 every month. -1 Constitution on a Botch.
	5 Coward	Demeanor 9# to intentionally risk danger to yourself.
	6 Crippled*	Your Legs do not work. You need a wheelchair to move.
3	1 Cruel	You will never show mercy to enemies. You like killing.
	2 Deaf*	Automatically Fail <i>Perception</i> (Hear) rolls.
	3 Debt	You owe a lot to someone, and repayment is overdue.
	4 Deformed*	-3 <i>Socialize</i> rolls when your Deformity is visible.
	5 Diabetes	Die from <i>Starvation</i> (diabetic shock) in half the time.
	6 Dyslexia*	You get no bonuses from reading DOCUMENTS .
4	1 Forgetful	-3 Brains rolls to remember something in detail.
	2 Gambler	Demeanor 9# to resist a wager, regardless of odds.
	3 Kleptomania	Demeanor 9# to resist stealing at any opportunity.
	4 Lazy	Demeanor 9# to wake up before you've had 8hrs of sleep.
	5 Loud	-3 <i>Stealth</i> rolls.
	6 Meek	-3 Leadership rolls. -3 vs Leadership (Intimidate).
5	1 Mute*	You are unable to communicate verbally.
	2 Myopia*	-3 <i>Visibility</i> penalty beyond RNG:P without glasses.
	3 Naive	-3 <i>Perception</i> vs <i>Entertain</i> (Lie).
	4 Nightmares	Roll d6 each night. On 1, no sleep and wake screaming.
	5 Obese	-3 <i>Athletics</i> rolls. You are significantly overweight.
	6 Pacifist	You refuse to kill people for any reason.
6	1 Paranoia	You cannot have Comrades .
	2 Phobia	Demeanor 9# to not be paralyzed with fear of something.
	3 Racist	-3 <i>Socialize</i> rolls with anyone of different Skin color.
	4 Sexist	-3 <i>Socialize</i> rolls with anyone of different Gender.
	5 Speech Impediment	-1 <i>Socialize</i> and Leadership rolls using speech.
	6 Superstitious	-3 <i>Science</i> . You believe in supernatural forces.

History: These are idea seeds for some formative factors in a Character's background that influence their personality and may shape their future goals. Work with the **GN** to integrate your Character's History into the overall story of the game.

HISTORIES					
1		2		3	
1	Assassinated a leader	1	Former Bandit	1	Former Mercenary
2	Betrayed by friend(s)	2	Former Cannibal	2	Former Pirate
3	Bounty for your capture	3	Former Cultist	3	Former Preacher
4	Carrying stolen goods	4	Former Guerrilla	4	Former Raider
5	Committed an atrocity	5	Former Hooker	5	Former Slave
6	Death mark on your head	6	Former Junky	6	Former Wrangler
4		5		6	
1	Friend was kidnapped	1	Looking for lost lover	1	Recovered from plague
2	Guarding a big secret	2	Mentoring a protégé	2	Saved by a hero
3	Had a wise mentor	3	Murdered an innocent	3	Still seeking revenge
4	Hatred for one Faction	4	Near-death experience	4	Survived under a tyrant
5	Hunting a monster	5	Outcast from Settlement	5	Told of hidden paradise
6	Left your family	6	Parent, child d6 yrs old	6	Worshiped as a savior

Profession: Roll or select during **Step 1** to make a Character who benefits now from their old job before The End. Characters get a Specialty (+1) and a free starting item related to their old job.

2d6	PROFESSIONS	Free Specialty	Free Gear
1	1 Actor	<u>Entertain</u> (Distract)	Makeup
	2 Animal Trainer	<u>Tame</u> (Train)	Choker Leash
	3 Architect	<u>Science</u> (Physics)	Tape Measure
	4 Baseball Player	<u>Melee</u> (Weaponry)	Baseball Bat
	5 Basketball Player	<u>Acrobatics</u> (Jump)	Running Shoes
	6 Camp Counselor	<u>Ranged</u> (Archery)	Compound Bow
2	1 Carpenter	<u>Build</u> (Repair)	Tool Box
	2 Chemist	<u>Science</u> (Chemistry)	NBC Suit
	3 Convict	<u>Larceny</u> (Conceal)	Handcuffs
	4 Cop	<u>Leadership</u> (Intimidate)	Glock 17 (+d6 9mm FMJ)
	5 Courier	<u>Survival</u> (Navigate)	Bicycle
	6 Electrician	<u>Science</u> (Technology)	Multimeter
3	1 Football Player	<u>Ranged</u> (Throw)	Athletic Pads
	2 Gymnast	<u>Acrobatics</u> (Tumble)	Duffel Bag
	3 Homeless	<u>Survival</u> (Forage)	Winter Coat
	4 Lawyer	<u>Entertain</u> (Lie)	Alcohol
	5 Locksmith	<u>Larceny</u> (Disable)	Lockpicks
	6 Manager	<u>Leadership</u> (Encourage)	Wristwatch
4	1 Mechanic	<u>Build</u> (Customize)	Screwdriver
	2 Military	<u>Ranged</u> (Guns)	AR-15 (+2d6 5.56 FMJ)
	3 Musician	<u>Entertain</u> (Inspire)	Musical Instrument
	4 Paramedic	<u>Medicine</u> (First-Aid)	EMT Bag
	5 Park Ranger	<u>Survival</u> (Camp)	Binoculars
	6 Pilot	<u>Drive</u> (Fly) + Pilot License	Flare Gun (+d6 12g Flares)
5	1 Prize Fighter	<u>Melee</u> (Unarmed)	Brass Knuckles
	2 Riding Instructor	<u>Tame</u> (Ride)	Cowboy Hat
	3 Security Guard	<u>Melee</u> (Block)	Police Baton
	4 Surgeon	<u>Medicine</u> (Surgery)	Surgery Kit
	5 Taxi Driver	<u>Drive</u> (Stunt)	S&W Snubnose (+d6 .357 FMJ)
	6 Technician	<u>Build</u> (Salvage)	Multi-tool
6	1 Teacher	<u>Leadership</u> (Order)	Flashlight
	2 Therapist	<u>Medicine</u> (Psychiatry)	Sedatives (d6x10)
	3 Thief	<u>Larceny</u> (Steal)	Crowbar
	4 Trucker	<u>Drive</u> (Ram)	Tire Iron
	5 Yoga Instructor	<u>Acrobatics</u> (Dodge)	Pepper Spray
	6 Zoo Keeper	<u>Tame</u> (Calm)	Hand Radio

Relationship: Each Player may roll once with each other Character on the Team. For any pair of Players, they each roll a Relationship and decide to use one of their results to describe how their Characters are related. Players should work out the details of their Relationships together before the story begins.

RELATIONSHIPS					
1		3		5	
1	Biological siblings	1	Had a falling out	1	Respectful rivals
2	Business partners	2	Have the same ex	2	Share a dark secret
3	Childhood friends	3	Mentor/apprentice	3	Step siblings
4	Cousins	4	Once enemies now allies	4	They saved your life
5	Family friends	5	Only remaining survivors	5	War buddies
6	Former Faction members	6	Partners in crime	6	You saved their life

EXAMPLE CHARACTER

The following is a demonstration of the process for creating a Character with a Player, Chris, making a brand new basic Character named "James." The first step in creating your Character is to pick a name and describe yourself. New Characters usually are not affiliated with any Faction.

Character: <i>James</i>			Player: <i>Chris</i>		
Height: <i>6ft</i>	Weight: <i>185</i>	Skin: <i>White</i>	Hair: <i>Red</i>	Gender: <i>M</i>	Age: <i>32</i>
Faction:		Psyche: <i>Crazy</i> < 0 ● 0 0 0 0 > <i>Sane</i>			

The second step is to assign **12** points (or **2d6+6**) to your Traits. Remember that Traits can range from **1** to **6**.

<u>Agility</u>	4	<u>Brains</u>	3	<u>Constitution</u>	3	<u>Demeanor</u>	2
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Taking a step back now, Chris has to consider James' mental stability. **Psyche** is a very simple roleplaying guide that changes as the Character goes through life to serve as a reminder for how screwed up the Character has become. Count up from **Crazy** to the **Demeanor** score toward **Sane** and mark that circle to reflect how well the Character has been able to cope with living through The End. This puts James at the 2 dot. He is nearing the edge of madness.

Instincts (**Athletics**, **Perception**, **Socialize**, and **Stealth**) can be used like Skills or the **GN** may use them as a Difficulty for **Extra's** rolls. Instincts are equal to their parent Traits.

<u>Stealth</u>	4	<u>Perception</u>	3	<u>Athletics</u>	3	<u>Socialize</u>	2
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The third step is to assign a number of Skill points equal to [**Brains** x6]. Skills cannot be higher than their parent Traits. James has a **Brains** of **3**, so he gets **18** Skill points.

<u>Acrobatics</u>	1	<u>Medicine</u>	1	<u>Build</u>	3	<u>Entertain</u>	0
<u>Larceny</u>	2	<u>Science</u>	0	<u>Drive</u>	1	<u>Leadership</u>	1
<u>Ranged</u>	4	<u>Survival</u>	3	<u>Melee</u>	2	<u>Tame</u>	0

Next, calculate Properties derived from Trait scores. James' **Speed** is **7** because of his **4A** and **3C**, and **March** is [**Speed** /2]. **Total XP** is **18** which is equal to **Bx6**. His **Unspent XP** is also **18**. His **DMG Mod** [(**C**/3)-1] is **+0** since his **C** is **3**. James' **Luck** is equal to his **2D**. James' **Carry** [**Cx6**] is **18** and his **Threshold** [**C+D**] is **5**.

Speed:	7 yds	Unspent XP:	18	DMG Mod:	+0	Luck:	2 / 2
March:	3 mph	XP Total:	18	Carry:	0 / 18	Threshold:	5

DEFENSES	BLOCK:	+2	DODGE:	+1	REFLEX:	3	PAIN:	0
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HEALTH	
LOCATION	HP
Head	3 / 3
L. Arm	3 / 3
R. Arm	3 / 3
Torso	6 / 6
R. Leg	3 / 3
L. Leg	3 / 3

James' active Defenses (**Block** and **Dodge**) come from two Skills, **Melee** and **Acrobatics**, while his passive Defense (**Reflex**) comes from the **Perception** Instinct. His **Block** is **+2** because his **Melee** is **2**. **Dodge** is **+1** since his **Acrobatics** is **1**. **Reflex** is **3** due to his **3 Perception**. James has no starting **DMG** or other negative effects so his **Pain** is **0**.

Health Points (HP) are listed as a fraction. Current **HP** is on the left side and maximum **HP** is on the right. With James' **C** of **3**, his **Head**, **Arms**, and **Legs** all have **3HP**. His **Torso** has **HP** equal to his **Cx2**, so he has **6 Torso HP**.

At this point Chris can buy Abilities for James with his **18XP** or he may some or all **XP** for later. Chris decides to take the "Fortunate" Ability because he would like for James to have an extra **Luck** point. This costs **9XP** and, though he could take it again for another **Luck** point, decides to save his **XP**.

ABILITIES	Notes	XP
<i>Fortunate</i>	+1 <i>Luck</i> .	9

James needs some **Gear** to survive in the Wasteland. Every Character starts with some basic clothes, a Backpack, a Knife, a Food Can, and a full Water Bottle. On the second page of the Character Sheet, Characters have a Backpack with **30 Slots**.

Chris rolls a **d6** twice on the **ARMOR** table, getting a **2** and a **6**. James gets a Kevlar Vest. **Armor Points (AR)** are listed as a fraction. Current **AR** is on the left, and maximum **AR** is on the right. Kevlar Vest gives **6AR** which will reduce **DMG** to his **Torso**. It is also **Cold-Resistant (CR)** and **Fire-Resistant (FR)**.

ARMOR	AR	Sz	Notes
<i>Kevlar Vest</i>	6 / 6	4	<i>CR. FR.</i>

On the **MELEE WEAPONS** table, Chris rolls another **2d6** and gets **2** and **4**, so James gets a Hatchet. James has a **+1 ATK** with it since his **Melee** Skill is **1**. The Hatchet does **2DMG**, it can be used with one hand, and it has the **Chop** attribute.

For the **RANGED WEAPONS** table, Chris rolls **2d6** and gets **1** and **1** which gives James a civilian AK-47, a semiautomatic rifle. It does **8DMG** and is effective out to **Long Range**. It shoots **7.62mm** ammo and can hold up to **30 rounds** in its magazine. It also has the **Rapid** Attribute, so James can take up to **3 shots** in a round, at one, two, or three targets, at **-1** to each **RATK**.

WEAPONS						
Type	ATK	DMG	RNG	Sz	Ammo	Notes
<i>Knife</i>	+1	2	-	1	-	- <i>Rapid.</i>
<i>Hatchet</i>	+1	2	-	1	-	- <i>Chop.</i>
<i>AK-47</i>	+3	8	L	3	7.62 30mag	2h. <i>Rapid.</i>

James needs ammo, so Chris rolls a **d6** and gets a **4**, so James starts with **4 bullets** of basic **7.62 FMJ** ammo.

Magazines	AK-47 7.62 FMJ					
Ammo	4 / 30	/	/	/	/	/

Chris now needs to roll random **Gear** for James. Players get to make a number of rolls on the **MASTER GEAR LIST** equal to their Character's **Luck**, so James gets **3** items because his **Luck** is now **3**.

Chris rolls **3d6**, one at a time, and gets **2**, **3**, **1**, for a Compass, **2**, **6**, **5** for a Flashlight, and **3**, **6**, **4** for a Lighter. If desired, Chris can buy more rolls for **1XP** each. He will save it.

Adding up the **Size** of all of his items, James' **Carry** is **12 / 18**. He currently has the following in his Backpack:

BACKPACK	
<i>Food Can: Contains 1 Food to feed a person for a day.</i>	<i>Compass: +3 Survival(Navigate). Always points North.</i>
<i>Water Bottle: Holds 1 Water or other liquid. .5 gallons.</i>	<i>Flashlight: RNG:S light. C6## or Blind 1rnd. 3hrs use.</i>
	<i>Lighter: Makes a small fire. RNG:P light.</i>

Now Chris is ready to take James into the Wasteland!

TRAITS

The four Traits range from 1 to 6. Most Characters get 12 Trait points. Trait rolls are [**d6** + Trait]. A Trait roll may be Trait vs a Difficulty(#), Trait vs Trait, or Trait vs Skill. Trait scores set the upper limit for the Skills below them.

1 Feeble	2 Poor	3 Average	4 Good	5 Superior	6 Best
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Each Trait has an Instinct associated with it. **Agility** has Stealth, **Brains** has Perception, **Constitution** has Athletics, and **Demeanor** has Socialize. These Instincts are typically passive static values, most often used by the **GN** to compare against an **Extra's** Instinct. They can also be rolled actively, just like Skills. Declare it when you actively use an Instinct.

Traits act as the basis for the following Properties:

Speed, Experience, Carry, Health, and Luck.

Properties are explained in each Trait's description below.



AGILITY (A)

Agility is a Character's talent for manual dexterity and physical coordination. Characters with a high **Agility** are good at feats of balance, flexibility, and fine manipulation. Character's with a low **Agility** are clumsy, stiff-jointed, and generally fumbling.

Agility is the Trait that governs the Stealth Instinct and also makes up half of the **Speed** Property, alongside **Constitution**. **Agility** is also the parent Trait for the Acrobatics Skill (including the Dodge Defense), as well as the Larceny, and Ranged Skills.

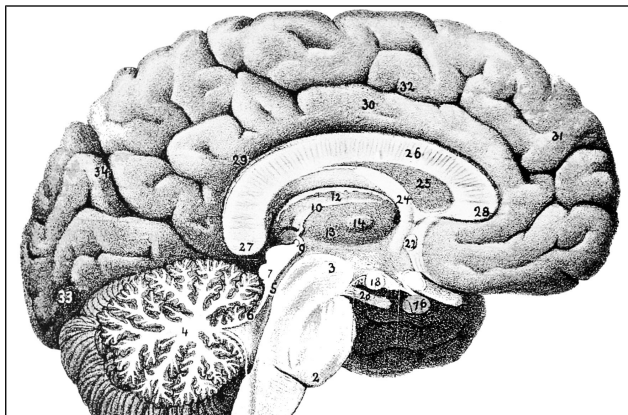
This means that **Agility** is very important for hiding from enemies, moving quickly, performing gymnastics, avoiding attacks, hiding items, disabling mechanisms, stealing, shooting guns or bows, and throwing weapons.

Stealth: [=A] This is your talent for remaining undetected. +3 Stealth if you are *Prone* and +3 more if you do not move on your turn. Stealth is usually a static number that is compared to an enemy's Perception.

Stealth can be used actively as a bonus to a **d6** roll to focus all of your effort on remaining undetected by nearby enemies, but your **Speed** is reduced by half.

Speed: [A+C] Walking **Speed** in yards. You may move part of your **Speed** before and part after your action.
Sprint = [(**Speed** x2) + **d6** yds] for up to minutes = **C**.
Jog = [**Speed** x2] for up to miles = **C**.
March = [**Speed** /2 mph] for up to **C** x2 hrs.

Speed	A + C	1	2	3	4	5	6	7	8	9	10	11	12
Jog	Speed x2	2	4	6	8	10	12	14	16	18	20	22	24
Sprint	Speed x2 + d6	2	4	6	8	10	12	14	16	18	20	22	24
March	Speed /2 mph	½	1	1½	2	2½	3	3½	4	4½	5	5½	6



BRAINS (**B**)

Brains is a Character's talent for cognitive functioning and abstract thought. Characters with a high **Brains** are good at retaining and accessing knowledge, processing sensory input, and learning from personal experiences. Characters with a low **Brains** are absent minded, forgetful, and dull-witted.

Brains is the Trait that governs the Perception Instinct and is the basis of the **Experience** Property. **Brains** is also the parent Trait for the Medicine, Science, and Survival Skills.

This means that **Brains** is very important for awareness, improving through reflection, performing medical procedures to treat wounds, mixing **Drugs** and **Bombs**, working on electronics, counseling others, and using primitive skills to shelter, forage, and navigate.

Perception: [=B] Allows the gathering of detailed information from all of your senses. Penalties for distance vary by sense and circumstances but -1 per 30yds is standard to See and Hear from far away.

Perception is a static number that is compared to a Difficulty determined by the **GN**. It is only a bonus to a roll when a Character is actively searching (vs Stealth or Larceny), tracking (vs Survival), discerning (vs Socialize or Entertain), or Scavenging (# by **AREA**).

Reflex is the base Difficulty that an enemy must beat to hit the Character whenever the Character is caught unaware. **Reflex** is equal to Perception.

Experience (XP): [=B/session] **XP** is shown on the **Character Sheet** as [Remaining unspent **XP** / Total **XP** earned]. **XP** is normally awarded at the end of each game session. Spend **XP** to buy Abilities to improve yourself.



CONSTITUTION (C)

Constitution is a Character's talent for physical strength and durability. Character's with a high **Constitution** are extremely healthy, can lift a great deal of weight, and have strong immune systems. Character's with a low **Constitution** cannot withstand very much punishment, are physically weak, and sickly.

Constitution is the Trait that governs the **Athletics** Instinct. **Constitution** determines **DMG Mod**, **Health**, **Carry**, which weapons and armor you can use effectively, and it also makes up half of the **Speed** Property, along with **Agility**, and half of the **Pain Threshold** Property, along with **Demeanor**. **Constitution** is also the parent Trait for the **Build**, **Drive**, and **Melee** (including the **Block Defense**) Skills.

This means that **Constitution** is very important for absorbing damage, resisting disease, recovering from wounds, moving quickly, climbing and swimming, making, modifying, and repairing items, driving vehicles, attacking and defending with hand-to-hand weapons, and carrying and using heavy equipment.

Athletics: [=C] This is the mastery of physically demanding forms of movement.

- **Climbing:** Move at [Speed /2].
- **Rappelling:** Move at [Speed x4] with a rope.
- **Swimming:** Move at [Speed /4].

Difficulties are determined by the **GN** based on a wide variety of factors. Moving with **Athletics** usually takes your entire action. In some circumstances it may be possible to attack between **Athletics** rolls (hitting a climber on the wall next to you with your Ice Ax, for example) but doing so prevents your movement that round. Penalties that apply to **Athletics** rolls will almost always apply to any **ATK** or **DEF** while using **Athletics**.

Carry: [=Cx6] This is the maximum total item **Size** you can haul comfortably. Take a **-1 Speed** and **DEF** penalty for each point of **Size** in excess of your **Carry** limit.

DMG Mod: [(C/3)-1] Bonus to **DMG** when using **Melee** or **Ranged**(Throw) weapons as follows:

Constitution	1	2	3	4	5	6
DMG Mod	-1	-1	-0	+0	+1	+1

Threshold: [=C+D] This is the maximum **Pain** you can take before falling unconscious.

Health (HP): [Torso HP = C x2, Head and Limb HP = C] This is the amount of **DMG** you can take. Limbs are disabled and **Bleeding** at **OHP**, and ruined at **-C**. You go unconscious at **OHP** on **Head** or **Torso**, and die at **-C**.



DEMEANOR (D)

Demeanor is a Character's talent for navigating social encounters and sheer force of will. Character's with a high **Demeanor** are charismatic, self-driven, and inspire confidence. Character's with a low **Demeanor** are poor speakers, easily discouraged, find it difficult to make friends, and often feel hopeless about their lives.

Demeanor is the Trait that governs the Socialize Instinct. **Demeanor** is the amount of **Luck** and **Psyche** a Character starts with. **Demeanor** is also the parent Trait for the Entertain, Leadership, and Tame Skills.

This means that **Demeanor** is very important for controlling your destiny, staying sane, resisting torture, negotiating well, keeping friends happy, lying convincingly, taking command, managing the Team, intimidating opponents, and riding and training animals.

Socialize: [=D] This is the subtle art of gaining the upper hand in conversation. Uses include persuading an individual or crowd with a speech, gaining information, currying favor, or just general politicking.

Socialize should be used to quantify roleplaying when necessary, not as a replacement for it.

Comrades: Loyal friends and pets who make your life worth living. It takes at least a month to make a **Comrade**. Your **Comrade** must also consider you a **Comrade**. Only **Comrades** get bonuses from **Demeanor** Skills. **Comrades** should be listed in order of priority to your Character.

Luck: [=D] You may spend **Luck** points to get:

- Exploding **6** roll (can replace your last roll)
- An additional action on your turn
- To give a **Comrade** a **Luck** point (at any time)

Luck points refill at the dawn of each new day.

The **GN** may call for **Luck** rolls to see if fate is smiling on you. Roll [d6 + current **Luck** points] whenever an odd question comes up that could go either way.

Psyche: [=D] This is a measure of your Character's mental health on a scale from Crazy to Sane. See **Psyche**.



SKILLS

Skill rolls are [d6 + Skill]. A Skill roll may be against a Difficulty(#), a Skill, or a Trait. Parent Traits set the max limit for their child Skill scores. Skills have Specialties listed below.

To assist someone on a Skill roll, everyone rolls at once but only the best roll is used, unless someone Botches.

Changing Skills: 1/week, for 6XP you may transfer 1 point from a Skill you didn't use during that week to one you did.

= Difficulty. 1 = Botch.

AGILITY SKILLS

	Acrobatics:	Gymnastic prowess.								
	(Dodge)	Fast. Roll vs an ATK . -3 for each ATK after the first until next rnd. -3 vs Guns. 1:Prone.								
	(Jump)	6#. Takes your action. 1:Fall , 1 Blunt DMG/yd <table><tr><td>Standing Long Jump</td><td>Running Long Jump</td><td>Vertical</td></tr><tr><td>Speed /2 yds</td><td>Speed yds</td><td>Speed x3"</td></tr></table>			Standing Long Jump	Running Long Jump	Vertical	Speed /2 yds	Speed yds	Speed x3"
	Standing Long Jump	Running Long Jump	Vertical							
Speed /2 yds	Speed yds	Speed x3"								
(Tumble)	# = yds to halve fall DMG [1 Blunt DMG/yd] and choose Location. 1:Prone + Stunned d6 rnds.									

	Larceny:	Delicate operations requiring finesse. 1/rnd.		
	(Conceal)	Hide items. Penalty = item Size . 1:Detected.		
	(Disable)	# by item. Takes d6 mins 1:Breaks or explodes.		
	(Steal)	Roll vs <u>Perception</u> to pick pocket. 1:Detected.		

	Ranged:	Projectile fighting techniques. See Ch:2.		
	(Archery)	Roll vs DEF . 1:Arrow lost or broken.		
	(Guns)	Roll vs DEF . 1:Jammed dud. 1rnd to clear.		
	(Throw)	Roll vs DEF . 1:Broken weapon.		

BRAINS SKILLS

	Medicine:	# = total DMG . Requires MEDICAL Gear .		
	(First-Aid)	Stop <i>Bleeding</i> . Requires a Bandage, First-Aid Kit, or EMT Bag. Takes 1min. 1:Bleed 1DMG .		
	(Psychiatry)	12# - Psyche . Give +1 Psyche to 1 person/day. Takes d6 hrs. 1:-1 Psyche . See PSYCHE in Ch:4 .		
	(Surgery)	Heal d6HP to one Location. Roll once per wound. Takes 15min/ DMG . Surgery is required for a wounded Character to fully heal back up to their maximum HP . 1: d6DMG and <i>Bleeding</i> .		
	Science:	Knowledge and use of scientific data.		
	(Chemistry)	BOMBS/DRUGS cost d6+# Chemicals and # x10mins. 1:Instant detonation (for BOMBS) or d6 Torso DMG to user (for DRUGS). See Ch:3 .		
	(Physics)	1/task. Takes d6 mins. Base 9# . Add Brains to a physical task roll. 1:Brains is a penalty.		
	(Technology)	Base 12# to hack computer systems. 6# or 3# to use a Quadcopter Drone or RC Car. Roll item # to craft DIY ELECTRONICS . 1:Broken . See Ch:6 .		
	Survival:	Primitive practices for living outdoors.		
	(Camping)	6#. Takes 1hr. Making fire and shelter prevents <i>Hypothermia</i> and costs 1 Wood/hr. Also used for tying knots (1rnd) and similar tasks.		
	(Forage)	Find 1 Food, Water, d6 Bandages, or d6 Wood. Takes 1hr. 1:d6 Torso DMG from Food/Water.		
	(Navigate)	9# to travel in the right direction. Roll vs <u>Perception</u> to cover your tracks. 1:Lost .		

CONSTITUTION SKILLS



Build:	Make items from Parts. Base 6# , takes 1hr/1#, costs d6+# Parts. 1: Tool broke.				
(Customize)	Base 9# . Each roll is 1 day of work. Reduce remaining # by the result. Costs d6+1 Parts. Max 3/item. Limit 1 each. 1: Item broke.				
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 5px;">Weapon Customizations</th><th style="text-align: left; padding: 5px;">Armor Customizations</th></tr> </thead> <tbody> <tr> <td style="padding: 5px;"> • +1 RATK • +1 Melee DMG • -1 Size • Change caliber • Add a WEAPON ATTRIBUTE </td><td style="padding: 5px;"> • +1 AR • Cold-Resistant • -1 Size • Fire-Resistant • +1 Camo • +1 Grab DMG </td></tr> </tbody> </table>		Weapon Customizations	Armor Customizations	• +1 RATK • +1 Melee DMG • -1 Size • Change caliber • Add a WEAPON ATTRIBUTE	• +1 AR • Cold-Resistant • -1 Size • Fire-Resistant • +1 Camo • +1 Grab DMG
Weapon Customizations	Armor Customizations				
• +1 RATK • +1 Melee DMG • -1 Size • Change caliber • Add a WEAPON ATTRIBUTE	• +1 AR • Cold-Resistant • -1 Size • Fire-Resistant • +1 Camo • +1 Grab DMG				
(Repair)	Fix broken items. Base 6# , takes d6 hrs, costs d6 Parts. +1 using same Parts. 1: Parts broke.				
(Salvage)	3# , takes d6 hrs. Get Parts = [Result /2].				



Drive:	3# . 1/hr or 1/rnd. 1: Wreck , see Ch:3 .
(Fly)	Used for piloting AIRCRAFT . Rating is -6 unless the Pilot License Ability is taken.
(Ram)	Head-on, Side-swipe, T-bone, Rear-end, and Fixed Gun ATKs . See Vehicles in Ch:3 .
(Stunt)	DEF rolls, Accelerating/Braking, and Hard Turns. 6# . See Vehicles in Ch:3 .



Melee:	Hand-to-hand combat. See Ch:2 .
(Block)	Fast . Roll vs ATK . -3 for each ATK after the first until next rnd. -3 vs RATKs . Cannot normally Block Guns. 1: Broken weapon.
(Unarmed)	Roll vs DEF . Punch or Headbutt DMG = 1, Kick DMG = 2. Blunt DMG . 1: Prone .
(Weaponry)	Roll vs DEF . 1: Drop weapon.

DEMEANOR SKILLS



Entertain:	Any performance that captivates an audience.
(Distract)	Roll vs B . Target can only use Reflex for DEF and Fails Perception for 1rnd. 1: Prone .
(Inspire)	1/week. d6 mins. # = Comrades present. Each Comrade gets +1 Psyche . 1: -1 Psyche .
(Lie)	Roll vs Perception . Lie sincerely. 1: Slip up.



Leadership:	Using your force of personality on others.
(Encourage)	1rnd. # = Comrade's Demeanors . +d6 divided among Comrades to a roll each. 1: -1 all rolls.
(Intimidate)	Roll vs D . +1 /weapon Size or DMG . High roll is a penalty to loser's next roll. 1: Penalty x2 .
(Order)	Roll vs D . -3 per Order per day. Target Extra obeys a harmless command. 1: Target disobeys.



Tame:	1/rnd. Roll vs Animal's D . Pets are Comrades .
(Calm)	Improve animal's Attitude by 1. 1: Fight/flee.
(Ride)	Mount obeys commands. 1: Thrown, d6 Blunt DMG .
(Train)	Takes 1 day. An animal can learn a number of Tricks = [its Brains x2]. One word commands.
Trick	Description
Attack	MATK against a designated target.
Guard	Stays close and alerts you if strangers approach.
Hunt	Hunting roll using the pet's Skills. See Ch:4 .
Lurk	Stealth nearby until further notice.
Perform	Entertain (Distract or Inspire) an audience.
Search	Show it an item. Perception to go find another.

CHAPTER 2: COMBAT

Combat time is incremented in 3-second segments referred to as "rounds" (rnds). Each Player gets a turn to act in the rnd. All results of combat actions (**DMG**, Movement, Situations, etc.) go into effect simultaneously at the end of the rnd. Even death is delayed until the end of the rnd. If a Character wants to act before an action or event occurs, roll **Agility** or **Brains** (Character's choice) vs the opponent's **Agility** or **Brains** (opponent's choice).

Most **Extras** are controlled by the **GN**. Pets and employees are controlled by their owners and bosses, but the **GN** has final say on their actions. The **GN** may want to give a brief recap at the end of each rnd so everyone knows what has just happened in the fight.



Actions: You get 1 action/rnd. As your 1 action, you may: make a Trait or Skill roll, perform a Maneuver, draw or stow an item, use an item, interact with the environment, or hold for next rnd.

Fast Actions: You can take a number of **Fast** actions, in addition to your movement and regular action, equal to your **Agility** in a round. Defending yourself, falling *Prone*, and verbal communication are all examples of **Fast** actions.

Movement: On your turn, you may move up to your **Speed** [**A+C**] and perform 1 action. You may divide your **Speed** however you like before or after your action. Alternatively, you could *Jog* or *Sprint* (which takes the entire round) to move at [**Speed** x2] to *Jog* for up to **C** miles or [**Speed** x2 + d6yds] to *Sprint* for up to **C** minutes.

You may fall *Prone* as a **Fast** action. Standing up from *Prone* can be either your action or your move for the round.

Attack (ATK): There are two kinds of Attack (**ATK**) actions: **Melee** attacks (**MATK**) and **Ranged** attacks (**RATK**).

Roll [**d6** + **Melee** or **Ranged**] vs a target's Defense (**DEF**) to attack a target. Re-roll ties. Each Explosion (**6**) adds **+6** to your **ATK** result. Botches (**1**) usually result in broken or lost weapons.

Location: **MATKs** can target any Location without penalty. *Point-Blank* and *Short Range* **RATKs** target center-of-mass (**Torso**) by default. A *Called Shot* Maneuver (rolled at a penalty) or a random Location roll are alternative targeting options for any **RATK**.

Long Range **RATKs** are applied to randomly rolled Location by default. *Blasts* are always randomly rolled on the Location table.

LOCATIONS				
d6	Location	Called Shot	DMG Effect	OHP Consequences
6	Head	-3 RATK	Stun 1rnd.	Knockout
5	Left Arm	-1 RATK	Drop item.	Limb Disabled
4	Right Arm	-1 RATK	Drop item.	Limb Disabled
3	Torso	-0 RATK	None.	Knockout
2	Right Leg	-1 RATK	-1 Speed/DMG	Limb Disabled
1	Left Leg	-1 RATK	-1 Speed/DMG	Limb Disabled

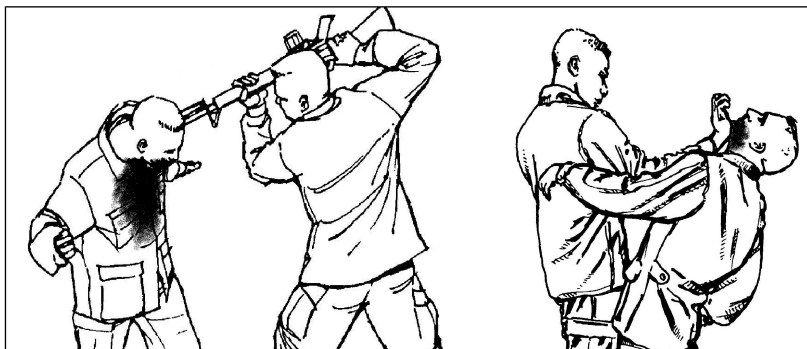
Defense (DEF): To actively defend against an **ATK**, you can *Block* by rolling [**d6** + **Melee**] or *Dodge* [**d6** + **Acrobatics**]. The defender must be aware of the **ATK** to *Block* or *Dodge*.

For each **ATK** after the first that you defend against in a rnd, your **DEF** roll is penalized -3. A Botched **DEF** roll means you fall *Prone* (if using *Dodge*) or break your weapon (if using *Block*).

Reflex: [**Reflex** = **Perception**] for conscious but unaware combatants. This is a passive **DEF** score. No roll is made.

Health (HP): [**Torso HP** = **C** x2. **Head, Arm, and Leg HP** = **C**.] Limbs are disabled at 0 HP and destroyed at -**C** HP. At 0 **Head** or **Torso HP**, you fall unconscious. **Head** or **Torso HP** at -**C** is fatal.

- **Armor (AR)**: Wearing **ARMOR** turns an amount of **DMG** up to the **AR** into *Blunt DMG*. When **DMG** exceeds **AR**, any remaining **DMG** goes to **HP** and the **AR** is reduced by 1.
- **Bleeding**: 1**DMG**/min to **Torso**. Caused by **DMG** from any weapon that is not *Blunt*, or a Botched **Medicine**(Surgery). Roll **C#** = total **DMG** 1/min to try to stop *Bleeding* naturally. **Medicine**(First-Aid) **#** = total current **DMG** stops *Bleeding*.



Damage (DMG): **ATKs** do **DMG** to **HP** = Weapon **DMG** plus **DMG** bonuses. If an **ATK** roll Explodes, multiply **DMG** by the number of Explosions. All **DMG** adds *Pain*. Weapon **DMG** that is not *Blunt* causes *Bleeding*.

Melee and **Ranged**(*Throw*) **DMG** is modified by the **Constitution** score: 1 and 2 = -1 **DMG**, 3 and 4 = +0 **DMG**, 5 and 6 = +1 **DMG**.

Head DMG can *Stun*. **Arm DMG** can make you drop anything you are holding. **Leg DMG** inflicts a -1 **Speed** penalty per **DMG**.

- **Blunt**: *Blunt DMG* is only *Pain* until the *Pain* exceeds the **Threshold** [**C** + **D**]. Any **MATK** can be *Blunt*.
- **Fire (FDMG)**: If **FDMG** drops a **Location** to **OHP**, 1**FDMG** is permanent. **FDMG** heals at 1**HP**/wk. *Fire-Resistant (FR)* **ARMOR** reduces **FDMG** by its **AR**. The **ARMOR** does not lose **AR**.
- **Pain**: -1 all rolls for every point of **DMG**. *Pain* not caused by **DMG** fades at a rate of 1/min. You go unconscious if *Pain* exceeds your **Threshold** [**C** + **D**].

Recovery: Roll **C#** = total **DMG** after a full day of rest to naturally heal 1**HP** on a random wounded **Location**. On a Fail, take 1 **Torso DMG** from infection. Amputating a limb prevents infection.

If your **Head** or **Torso** is at **OHP** or less, you remain unconscious until both heal back to 1**HP**. When a **Location** drops to **OHP**, it is disabled and you must get *Surgery* before you can heal all **DMG** naturally, otherwise that **Location** loses 1**HP** permanently.

Death: You drop unconscious and start *Bleeding* when your **Head** or **Torso** goes to **OHP**. You die when your **Head** or **Torso HP** drops to -**C**.

When you die, your **Comrades** all take -1 **Psyche** as they are wracked with grief. You can make a new **Character** with bonus starting **XP** = half of your old **Character's** total earned **XP**.

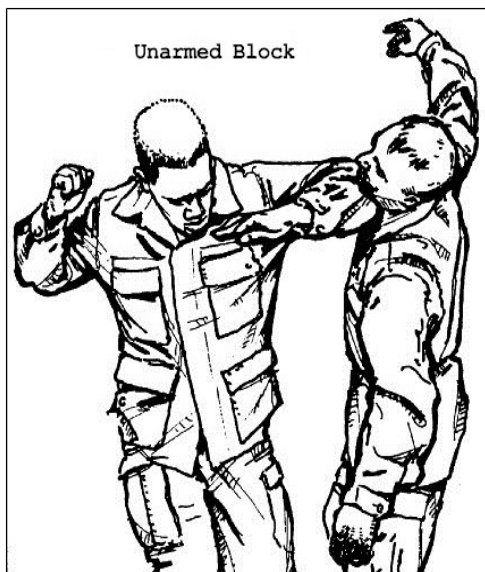
MANEUVERS

These are special combat actions that allow for more creative and detailed combat options than a basic **MATK** or **RATK**. The **GN** may allow Maneuvers to be performed together in combination.

= Difficulty. **MATK** = Melee. **RATK** = Ranged. **DEF** = Defense.

DEFENSIVE

Block: Melee roll vs **ATK**. This is your **DEF** for that **ATK**. -3 to **Block RATKs**. You cannot normally **Block** Guns unless you use a **Shield** for **Cover**. -3 for each **ATK** after the first until next rnd.



Distract: To divert an opponent's attention, roll Entertain(Distract) vs Brains. The opponent uses Reflex for 1rnd. If you **Botch**, you fall *Prone*.

Dodge: Acrobatics roll vs **ATK**. This is your **DEF** for that **ATK**. -3 for each **ATK** after the first until next rnd. -3 vs **Guns**.

Duck: Take **Cover** to get **DR** protection from **ATKs**. This takes the place of your movement for the rnd.

Full Defense: No **ATK** this rnd. **Block** and **Dodge** rolls are at -1 instead of -3 for each **ATK** after the first until next rnd.

Intimidate: Roll Leadership(Intimidate) vs D. Brandishing a weapon adds its **DMG** or **Size** (**GN's** choice) as a bonus. The

result is a penalty to the loser's next roll against the winner.

Protect: **Fast**. 1/rnd. To put yourself in harms way for someone else, roll **Block** or **Dodge** vs their **DEF** when they are attacked. If you **Succeed**, you become the target using your **DEF** roll. You must be within **RNG:P** (3yds) to **Protect** someone.

Sprint: Spend your entire turn moving [**Speed** x2 + d6yds]. Roll the d6 again for each new rnd. You can *Sprint* for a number of minutes = Constitution. While *Sprinting*, use your Reflex and apply the *Unstable* penalty (-1) to any **RATK** that is made against you.

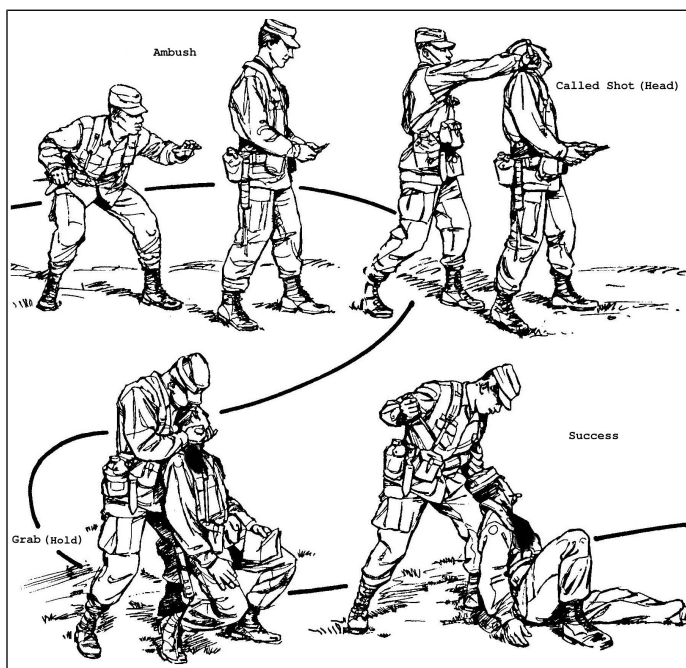
OFFENSIVE

Aim: Hold your Ranged weapon on target for 1rnd to get a +1 bonus to **RATK** next rnd, up to 3 consecutive rnds for +3 **RATK**. Use Reflex while *Aiming*. *Aim* bonus is negated if you move or take **DMG**.

Ambush: Roll Stealth vs Perception before your target is aware of your presence. Targets use their Reflex until they detect you.

Called Shot: **RATK** targeting a specific body Location. Standard **ATK** penalties are -3 (**Head**), -1 (**Arm** or **Leg**), and -0 (**Torso**).

- **Disarm:** **Arm** (-1 **MATK** vs Melee). **ODMG**. Target's weapon flies d6yds away or you get the weapon if target is *Grabbed*.
- **Shove:** **Torso** (-0 **MATK**). **ODMG**. Push target d6yds.
- **Trip:** **Legs** (-1 **MATK**). **ODMG**. Knock target *Prone*.



Dual-Wield: Second *Block* at no penalty or *ATK* with both weapons. Each *ATK* is at - weapon *Size*. Total *Size* cannot exceed *C* x2.

Grab: *Unarmed ODMG MATK*. Use *Reflex* for *DEF*. You may re-roll *Melee* as your action to try for a better grip and a new # each rnd. It is a **Fast** action to maintain the *Grab* or release the Defender and optionally leave them *Prone*. One-handed *Grabs* take a -3 penalty.

Defender: Cannot *ATK*. Use *Reflex* for *DEF*. Roll *Acrobatics* or *Melee* vs *Grab ATK* to escape. Succeed by 3+ with *Melee* to reverse.

- **Hold:** You may *Block ATKs* using the Defender as a Shield. Defender counts as *Cover* (*DR* = Defender's *HP*).
- **Lock:** 1 *Blunt DMG*/rnd to a Location of your choice. If it is a *Head Lock*, *C* vs *C* to *Stun* the Defender each rnd.
- **Tackle:** *Sprint* and *Grab Torso*. Combatants both fall *Prone*.

Overwatch: +1 *Perception* and *RATKs* from high ground. Use *Reflex*.

Reload: Drop an empty magazine or shell casings (**Fast** action), then load a new magazine or 2 new shells per rnd. Use *Reflex*.

Suppressing Fire: 3 *Rapid* shots each rnd at enemy behind *Cover*. If they move, get a **Fast** *RATK* against their *Reflex* and no *Cover DR*.

WEAPON ATTRIBUTES	
Auto	Make one <i>RATK</i> at +9 for x3 <i>DMG</i> using 10 bullets, or three +3 <i>RATKs</i> for normal <i>DMG</i> using 3 bullets for each <i>RATK</i> .
Blast	Anyone in a <i>Blast</i> radius divides the <i>DMG</i> dice into 3 <i>DMG</i> rolls and applies each to a random <i>Location</i> .
Blunt	<i>Pain</i> only until <i>Pain</i> exceeds the <i>Threshold</i> [<i>C</i> + <i>D</i>].
Chop	+1 <i>DMG</i> when hitting a <i>Head</i> , <i>Arm</i> , or <i>Leg</i> .
Lever	2x <i>C</i> for prying open doors, windows, crates, etc.
Pierce	<i>AR</i> and <i>DR</i> are halved for this <i>ATK</i> (round down).
Rapid	Up to three <i>ATKs</i> per rnd in one direction at -1 each.
Scatter	<i>RATK</i> bonus when using <i>Scatter</i> ammo. -1 <i>DMG</i> per <i>RNG</i> increment after the first.
Slam	Target rolls <i>C</i> vs <i>DMG</i> or falls <i>Prone</i> .

SITUATIONS

These are special circumstances with unique effects.

Bleeding: If you take **DMG** from a non-*Blunt* weapon, take **1DMG/min** to **Torso HP**. Roll Medicine(First-Aid) or C [# = **DMG**] to stop.

Cover: Reduce **DMG** equal to the Material's **Damage Reduction (DR)**. Roll *Block* with a *Shield* to use it's **Cover DR** against an **RATK**.

COVER					
Material	DR	Material	DR	Material	DR
Drywall	1	Brick	3	Concrete	6
Furniture	1	Riot Shield	3	Water (per ft)	12
Glass	1	Sheet Metal	3	Log	18

Falling: **1 Blunt DMG/yd**. **Fast**, roll Acrobatics # = height in yds to take half falling **DMG** and choose which *Location* takes the **DMG**.

Friendly Fire: **-3 RATK** (*Called Shot*) to shoot at a target within *Point-Blank Range* of an ally. **F:**Re-roll the **RATK** vs ally's *Reflex*.

Grabbed: Use *Reflex*. Cannot **ATK**. Roll Acrobatics or Melee vs *Grab* # to escape. Succeed by 3 or more at Melee to reverse the *Grab*.

Needs: **-1** all rolls for each *Need* that isn't met per unit of time.

NEEDS	
Dehydration	Die after <u>C</u> days without 1 Water.
Exhaustion	Roll <u>D6</u> # every 6hrs to stay awake beyond 24hrs.
Hypothermia	Die after <u>C</u> hours exposed to freezing weather.
Starvation	Die after <u>C</u> weeks without 1 Food.
Suffocation	Die after <u>C</u> minutes without air.

Pain: **-1** to all rolls per point of **DMG** or other *Pain* source. *Pain* fades as **DMG** heals. *Pain* not caused by **HP** loss heals at 1/min.

Threshold: Go unconscious if *Pain* exceeds [C + D].

Prone: **+1 RATK**. **-3 DEF** at *Short Range* or less. **+3 Stealth**. **Speed** 1yd.

Range (RNG): Optimum effective reach of a *Ranged* weapon. **-1** per additional *Range* increment, up to a maximum 10 increments at **-9**.

- **Point-Blank (RNG:P):** 1-3yds. **Torso** is targeted by default. No penalty for *Called Shots* **RATKs**.
- **Short (RNG:S):** Out to 30yds. **Torso** is targeted by default. *Locations* table rolls are optional.
- **Long (RNG:L):** Out to 100yds. Roll on *Locations* table unless it is a *Called Shot*.

Reflex: *Reflex* = Perception. This is your base-line *Defense* if you are unaware but still conscious. *Reflex* is never rolled. It sets a static *Difficulty* for the enemy's **ATK** roll.

Stunned: Cannot act. Use *Reflex*. Unaware of your surroundings. Fall *Prone* if *Stunned* for more than 1 rnd.

Terrain: **-1** to **-6** *Athletics*, *Acrobatics*, *Drive*, and *Speed*.

Unarmed: Punch or Headbutt **DMG** = 1, Kick **DMG** = 2. *Unarmed* **MATKs** do *Blunt* **DMG**. *Blunt* **DMG** is just *Pain* until the *Pain* exceeds the **Threshold** [C + D]. **AR** is not reduced by *Unarmed* **DMG**.

Unstable: **-1** all physical rolls. **-1** for **RATKs** at or from you.

Visibility: **-1** to **-6** to sight-based rolls as decided by the **GN**.

ABILITIES

These are upgrades purchased with **XP**. **Max** is the number of levels you can buy of that Ability. Abilities that may be applied to specific types of things can be increased separately. The **GN** may decide that certain Abilities cannot be acquired without a teacher.

ABILITIES			
Name	Notes	Max	XP
Allegiance	Count a Faction as a Comrade .	1	3
Cold Acclimated	+1hr Cold-Resistant .	3	3
Favorite Weapon	Drop (not Break) favorite weapon on 1 .	1	3
Forced March	Team gets +1mph March Speed .	1	3
Game Call	Basic communication with animal sounds.	1	3
Hard Headed	No longer get <i>Stunned</i> by Head DMG .	1	3
Makeshift Engineer	+1 Build for a type of Gear .	3	3
Marathon Runner	+1 mile of <i>Jogging</i> distance.	12	3
Pack Mentality	+1 to ATK same target a Comrade ATKs .	1	3
Precise Attack	+1 ATK to <i>Called Shots</i> .	1	3
Off-Roader	Ignore -3 Terrain penalty in vehicles.	1	3
Sharpshooter	<i>Aim</i> for an additional rnd for +1 RATK .	3	3
Specialize	+1 to a Skill Specialty.	1	3
Strong Back	+3 Carry .	3	3
Weapon Training	+1 ATK for a weapon type.	1	3
Bodyguard	+3 to <i>Protect</i> rolls.	1	6
Bump Fire	<i>Rapid 2h</i> Guns get the Auto Attribute.	1	6
Charismatic	+3 Socialize for First Impressions.	1	6
Controlled Drift	+1 Drive (Stunt) to do a Hard Turn.	3	6
Danger Sense	+1 Reflex .	3	6
Defensive Driver	+1 to <i>Drive</i> (Stunt) for vehicle DEF .	3	6
Fast Draw	Draw Size 1 or less weapons Fast 1/rnd .	1	6
Lip Reading	<i>Perception</i> (See) 9# to read lips.	1	6
Morse Code	Complex communication with dots/dashes.	1	6
Perseverance	Reduce a Situation penalty by -1 .	3	6
Road Warrior	+1 to <i>Drive</i> (Ram) for vehicle ATK .	3	6
Sign Language	Basic communication with hand signals.	1	6
Efficient Work	Time is halved for a Skill (min 1rnd).	1	9
Fleet Footed	+1 Speed .	3	9
Fortunate	+1 Luck .	3	9
Hone Instinct	+1 to an Instinct.	1	9
Improvise Mixture	<i>Science</i> uses 1 less Chemical (min 1).	3	9
Innovative Design	1 more Customization per item.	1	9
Jury-Rig	<i>Build</i> uses 1 less Part (min 1).	3	9
Recoil Compensation	Ignore <i>Rapid RATK</i> penalties.	1	9
Sexy	+3 Socialize with some Extras .	1	9
Tactical Reload	Fast Reload 1/rnd . Keep normal DEF .	1	9
Unorthodox Methods	Select a new parent Trait for a Skill.	1	9
Vendetta	+3 ATK vs known members of one Faction.	1	9
Aikido	Reduce second <i>Dodge</i> penalty by 1 .	3	12
Boxing	+1 DMG to <i>Punch MATKs</i> .	3	12
Fencing	Reduce second <i>Block</i> penalty by 1 .	3	12
Jiu-Jitsu	+1 DMG to <i>Grab</i> (Lock) MATKs .	3	12
Judo	<i>Throw Grabbed</i> target 1yd. +1 DMG .	3	12
Karate	<i>Chop</i> Attribute for <i>Unarmed MATKs</i> .	1	12
Kick-Boxing	<i>Rapid</i> Attribute for <i>Unarmed MATKs</i> .	1	12
Tae Kwon Do	+1 DMG to <i>Kick MATKs</i> .	3	12
Wrestling	+1 MATK to <i>Grab</i> .	3	12
Assassin	DMG bonus equal to <i>Aim ATK</i> bonus.	1	15
Flurry Attack	<i>Rapid</i> Attribute for a MELEE weapon type.	1	15
Hyper-Immunity	+3 C to resist Diseases.	1	15
Multilingual	Learn to speak/read a foreign language.	9	15
Parkour	Climb at [Speed x2]. Takes whole turn.	1	15
Powerful Strike	+1 DMG for a MELEE weapon type.	3	15
Ambidextrous	Ignore <i>Dual-Wield</i> penalty on <i>1h</i> weapons.	1	18
Pilot License	Use <i>Drive</i> to operate AIRCRAFT .	1	18
Quick Recovery	+1 HP Recovery per night of rest.	1	18
Rugged	+1 Head, Arms, and Legs HP, +2 Torso HP .	1	24
Second Chance	Spend this Ability to avoid death once.	9	24
Self Improvement	+1 to a Trait (maximum 6).	1	24

CHAPTER 3: GEAR

ARMOR				
Type	AR	Sz	Location	Notes
Army Helmet	4	2	Head	Camo.
Motorcycle Helmet	3	2	Head	FR. Mask.
Paintball Mask	1	1	Head	Mask.
Riot Helmet	5	2	Head	FR. Mask.
Sports Helmet	2	2	Head	Mask.
Kevlar Gloves	2	1	Arms	FR.
Work Gloves	1	1	Arms	FR.
Flak Jacket	4	4	Torso	Camo.
Kevlar Vest	6	4	Torso	CR. FR.
Tactical Vest	1	1	Torso	6 Storage Slots.
Undercover Vest	5	3	Torso	FR.
Blue Jeans	1	1	Legs	
Cargo Pants	1	1	Legs	6 Storage Slots.
Hiking Boots	2	2	Legs	CR. FR. Tread 3.
Steel-Toe Boots	2	2	Legs	3DMG Kick. Blunt. FR.
Denim Jacket	1/1	2	A/T	
Interceptor Armor	4/8	5	A/T	Camo. CR. FR.
Leather Jacket	1/2	2	A/T	CR.
Winter Coat	1/1	2	A/T	CR.
Athletic Pads	1/3/1	3	A/T/L	
Coveralls	1/1/1	3	A/T/L	Camo. CR.
Firefighter Suit	4/4/4/4	5	H/A/T/L	CR. FR. Mask. -1 Speed.
Ghost Suit	1/1/1/1	4	H/A/T/L	Camo. CR. -1 Speed.
NBC Suit	-/-/-/-	2	H/A/T/L	+6 C vs toxins.

AR: Armor Rating. Turns DMG equal to AR into Blunt DMG.

Size: Item mass and required Constitution. -1 Speed per missing C.

Camo: Bonus (+1 per Location) to Stealth (Rural or Urban) if top Armor layer.

CR: Cold-Resistant. Survive for +1hr in Hypothermia. See Ch:4.

FR: Fire-Resistant. AR reduces FDMG and does not decrease from it.

Mask: Obscures identity and protects face. -1 for Perception.

Tread: Reduce Terrain penalty by Tread rating.

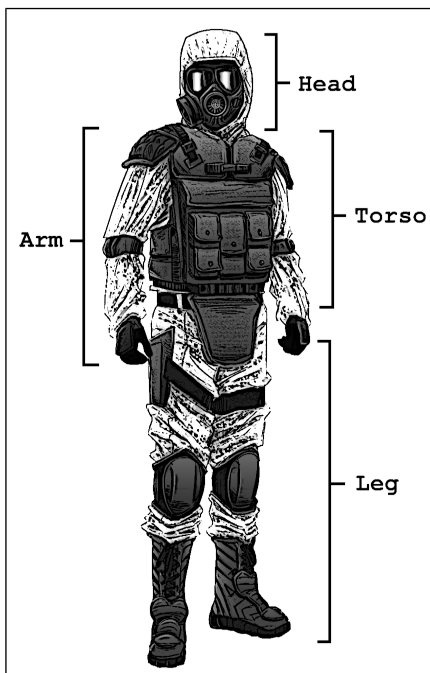
Armor Rating (AR):

Armor turns an amount of DMG equal to its AR into Blunt DMG. If DMG exceeds the AR, you lose 1AR and the excess DMG is taken as normal DMG. AR is applied to each ATK in a round separately. Armor is destroyed at OAR. Destroyed Armor cannot provide any protection.

Armor Repairs: Damaged or destroyed Armor can be repaired at d6AR/day with Build # = missing AR. Repairs cost 1 Part per point of restored AR.

Layering Armor: The total AR for a Location is the sum of all the Armor you are wearing there. You can wear a total amount of Armor Size equal to your [Constitution x3].

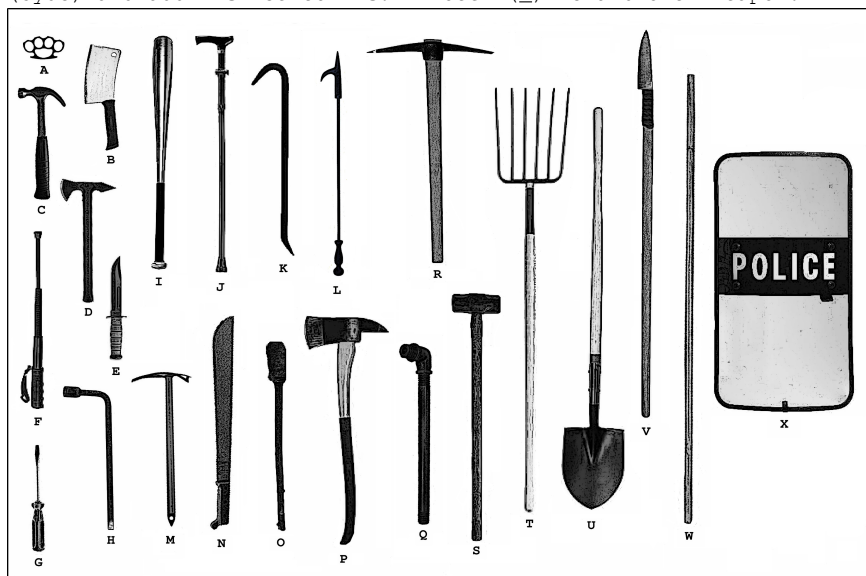
Resting in Armor: Take a -1 Exhaustion penalty to all rolls per night you try to sleep in Armor. This penalty goes away after one night of sleep with no Armor.



MELEE WEAPONS			
Type	DMG	Sz	Notes
Brass Knuckles	2	1	Blunt. Slam.
Cleaver	2	1	Chop.
Knife	2	1	Rapid.
Screwdriver	1	1	Lever. Pierce. Rapid.
Hammer	2	2	Lever.
Hatchet	2	2	Chop.
Ice Ax	3	2	Lever. Pierce.
Machete	3	2	Chop.
Police Baton	2	2	Blunt. Fast extend. Rapid. Slam.
Tire Iron	2	2	Lever.
Torch	1	2	Blunt. +1 FDMG. RNG:S light radius 1hr.
Baseball Bat	2	3	2h. Blunt. Slam.
Cane	1	3	Blunt. +1 Trip. Can be used as a Crutch.
Crowbar	3	3	Lever. Slam.
Firepoker	3	3	Lever. Pierce.
Metal Club	3	3	2h. Blunt. Slam.
Staff	2	3	2h. Blunt. Dual-Wield. RNG:P. Slam.
Spear	4	3	2h. Pierce. RNG:P.
Ax	5	4	2h. Chop.
Pitchfork	5	4	2h. Pierce. RNG:P.
Riot Shield	1	4	+3 Block. Blunt. Cover 3DR. Slam.
Shovel	3	4	2h. Slam. RNG:P.
Pickax	6	5	2h. Lever. Pierce. Slam.
Sledgehammer	6	5	2h. Blunt. Slam.

2h: Requires both hands to use. Use 1h for double the required **Constitution**.
Blunt: Blunt **DMG** is only **Pain** until **Pain** exceeds the **Threshold** [C + D].
Chop: +1 **DMG** when hitting a **Head**, **Arm**, or **Leg**.
FDMG: Fire **DMG**. **FDMG** can only be prevented with **Fire-Resistant Armor**.
Lever: 2x C for prying open doors, windows, crates, etc.
Pierce: **AR** is halved for this **ATK** (round down).
Rapid: Up to three **MATKs** per rnd at -1 each.
Slam: Target rolls C vs **DMG** or falls **Prone**.
Size: Item mass and required **Constitution**. -1 **MATK** and **Block** per missing C.

RATKs with **MELEE WEAPONS** using Ranged(Throw) have **RNG:P** (3yds) and add **DMG Mod** to **DMG**. A Botch (1) is a broken weapon.



A Brass Knuckles
B Cleaver
C Hammer
D Hatchet
E Knife
F Police Baton

G Screwdriver
H Tire Iron
I Baseball Bat
J Cane
K Crowbar
L Firepoker

M Ice Ax
N Machete
O Torch
P Ax
Q Metal Club
R Pickax

S Sledgehammer
T Pitchfork
U Shovel
V Spear
W Staff
X Riot Shield

RANGED WEAPONS						
Type	DMG	RNG	Sz	Ammo		Notes
Ruger Mk.III	2	P	1	.22	10mag	Rapid.
Henry Golden Boy	2	S	2	.22	16	2h. +1 RATK.
Ruger 10/22	2	S	2	.22	10mag	2h. Rapid.
Savage Mk.II	2	S	2	.22	10mag	2h. +1 RATK.
Glock 17	3	S	1	9mm	17mag	Rapid.
SIG Sauer P290	3	P	1	9mm	6mag	Rapid.
H&K MP5	3	S	2	9mm	30mag	2h. Auto. Rapid.
Kimber 1911	4	S	1	.45	7mag	Rapid.
MAC-10	4	S	2	.45	30mag	Auto. Rapid. -1 RATK.
Colt Python	5	S	2	.357	6	Revolver.
Marlin 1894C	5	S	3	.357	9	2h. +1 RATK.
S&W Snubnose	5	P	1	.357	5	Revolver.
Compound Bow	6	S	4	Arrow	1	2h. -1 RATK. Silent.
Crossbow	6	L	5	Arrow	1	2h. 1rnd Reload. Silent.
AR-15	7	L	3	5.56	30mag	2h. Rapid.
Browning A-Bolt	7	L	3	5.56	5mag	2h. +1 RATK. Scope.
AK-47	8	L	4	7.62	30mag	2h. Auto. Rapid.
Norinco SKS	8	L	4	7.62	10	2h. Rapid. Bayonet.
Remington 700	9	L	4	.308	6	2h. +1 RATK. Scope.
Springfield M1A	9	L	4	.308	20mag	2h. Rapid.
Winchester Sawn-off	7	P	2	12g	2	Rapid. +3 Scatter.
Mossberg 500	7	S	3	12g	5	2h. +1 Scatter.
Benelli M4	7	S	4	12g	7	2h. Rapid. Scatter.
Remington 870	7	S	4	12g	7	2h. Scatter.

2h: Requires both hands to use.

Auto: One +9 RATK at x3 DMG or three +3 RATKs at normal DMG.

Rapid: Up to three RATKs per rnd at -1 each.

Scatter: RATK bonus with Scatter ammo. -1 DMG per RNG increment after first.

Size: Item mass and required Constitution. -1 RATK per missing C.

Size 1-2 Guns without 2h get +1 RATK if used 2h.

There are three categories of **RANGED WEAPONS**: Archery, Guns, and Throw. Throwing weapons may be either **BOMBS** or **MELEE WEAPONS**. Thrown weapons add **DMG Mod** to **DMG** and have **RNG:P** (3yds).

A Botch (1) results in a broken arrow (Archery), a jammed dud cartridge that takes 1rnd to clear (Guns), or a broken weapon (Throw). **BOMBS** misfire centered on the user on a 1.

MATKs with **RANGED WEAPONS** (using **Melee**) do **Blunt DMG = Size**.



A Henry Golden Boy
B Ruger 10/22
C Savage Mk.II
D Marlin 1894C
E Browning A-Bolt
F AR-15

G AK-47
H Norinco SKS
I Remington 700
J Springfield M1A
K Mossberg 500
L Remington 870

M Benelli M4
N Winchester Sawn-off
O Crossbow
P Compound Bow
Q S&W Snubnose
R Ruger Mk.III

S H&K MP5
T SIG Sauer P290
U Glock 17
V Kimber 1911
W MAC-10
X Colt Python

Gun Accessories: Guns can have one of each type of Accessory. Accessory **Size** is halved and added to weapon **Size**.

GUN ACCESSORIES	Notes	Sz
Bayonet	Knife. +2 DMG for MATKs on Size 2+ Guns.	1
Bipod	Ignore Gun Size C requirement. 1rnd setup.	1
Drum Magazine	Gun specific. Ammo mag capacity x3.	1
Foregrip	-1C requirement for 2h Guns.	0
Holosight	+1 RATK at RNG:S .	1
Laser	+1 RATK RNG:S . -6 <i>Called Shot to Blind</i> 1rnd.	0
Scope	+3 Aimed RATKs and <i>Perception</i> (See) at RNG:L .	1
Suppressor	<i>Perception 9#</i> to hear. Silent beyond RNG:S .	1
Three-Point Sling	Draw a Size 2+ Gun Fast .	0

Ammo: Use *Science* or *Build 9#* to make a bullet or Arrow.

AMMO	Notes	Size
.22 FMJ	Common .22 ammo.	1/200
.22 JHP	+1 DMG . <i>Slam</i> .	1/200
.22 Match	+1 RATK .	1/200
.22 Tracer	+1 to Rapid RATKs .	1/200
9mm FMJ	Common 9mm ammo.	1/100
9mm JHP	+1 DMG . <i>Slam</i> .	1/100
9mm Match	+1 RATK .	1/100
.45 FMJ	Common .45 ammo.	1/100
.45 JHP	+1 DMG . <i>Slam</i> .	1/100
.45 Match	+1 RATK .	1/100
.357 FMJ	Common .357 ammo.	1/100
.357 JHP	+1 DMG . <i>Slam</i> .	1/100
5.56 AP	<i>Pierce</i> .	1/50
5.56 FMJ	Common 5.56 ammo.	1/50
5.56 JHP	+1 DMG . <i>Slam</i> .	1/50
5.56 Match	+1 RATK .	1/50
5.56 Tracer	+1 to Rapid RATKs .	1/50
7.62 FMJ	Common 7.62 ammo.	1/50
7.62 JHP	+1 DMG . <i>Slam</i> .	1/50
.308 AP	<i>Pierce</i> .	1/50
.308 FMJ	Common .308 ammo.	1/50
.308 JHP	+1 DMG . <i>Slam</i> .	1/50
.308 Match	+1 RATK .	1/50
12g Birdshot	Common 12g ammo. +3 RATK . <i>Scatter</i> .	1/20
12g Buckshot	+3 DMG . +1 RATK . <i>Scatter</i> . <i>Slam</i> .	1/20
12g Flare	1FDMG/rnd only, d6rnds. RNG:L light radius.	1/20
12g Rubber	<i>Blunt</i> . <i>Slam</i> .	1/20
12g Slug	+3 DMG . Increase RNG to next level. <i>Slam</i> .	1/20
Broadhead Arrow*	+1 DMG . d6DMG on removal.	1/10
Target Arrow*	Common Arrow. 1DMG on removal.	1/10

* *Medicine*(First-Aid) 12# to remove without removal **DMG**. 1 *Pain* until removed.

FDMG: Fire **DMG**. **FDMG** can only be prevented with *Fire-Resistant ARMOR*.

Pierce: **AR** and **DR** are halved for this **ATK** (round down).

Scatter: **RATK** bonus with *Scatter* weapon. -1 **DMG** per **RNG** increment after first.

Slam: Target rolls **C** vs **DMG** or falls *Prone*.

Bombs: Use *Science*(Chemistry) to make **BOMBS**. This uses Chemicals = [Mix # + d6] and takes [Mix # x 10min]. A 1 is an instant misfire. **BOMBS** marked * can be hand grenades or 40mm ammo.

BOMBS						
Type	DMG	Blast	MixDuration	Effects	Sz	
Chlorine*	toxin	1yd/rnd	18# d6+3mins	Blind. Suffocation x2. Stun.	1	
Claymore	9d6	30yd	18# instant	Cone-shaped directed Blast.	2	
Dynamite	6d6	30yd	12# instant	10rnd fuse. Slam.	1	
Firecracker	0	None	6# d6+3rnds	Mimics sound of gunfire.	-	
Flashbang*	0	6yd	9# d6+2rnds	1rnd fuse. Blind and Stunned.	1	
Frag*	3d6	15yd	9# instant	1rnd fuse. Slam.	1	
Landmine	6d6	3yd	15# instant	Slam. Pressure switch.	2	
Molotov	d6	3yd	1# 1min	d6FDMG/rnd. Needs 1Sz Fuel.	2	
Sky Rocket	3d6	60yd	12# instant	-1 RATK. RNG:L. Stun d6rnds.	1	
Smoke*	0	1yd/rnd	3# d6mins	Blind.	1	
Teargas*	toxin	1yd/rnd	15# d6mins	Blind. Suffocation. 3 Pain.	1	
Thermite*	6d6	1vd	6# 6rnds	6d6FDMG/rnd.	1	

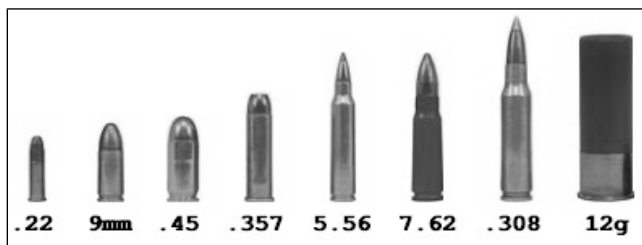
Drugs: Use Science(Chemistry) to make **DRUGS**. Making **DRUGS** costs [Mix # + d6] Chemicals and takes [Mix # x 10min]. A **1** results in **d6 Torso DMG** to the user. Unless listed, **DRUGS** can be pills, liquids, or injections. Effects last 6hrs and stack for each dose.

DRUGS marked with **1** are dangerous. Take **1 Torso DMG** per dose when consuming a number of doses greater than your **C** in a day.

Using for **D** days in a row may cause **Addiction**. See **FLAWS** in **Ch:1**.

DRUGS marked with ***** can be gathered from natural sources in the wilderness with a Survival(Forage) roll.

DRUGS		
Type	Mix	Effects
Alcohol ¹	9#	Liquid. As Antibiotic or Fuel. <i>Unstable</i> .
Antibiotic*	12#	Prevents infection for Recovery 1/day.
Chloroform ¹	15#	Liquid. C#12 or Unconscious. Takes d6 rnds.
Cyanide*	18#	Pill. d6 Torso DMG /rnd for 5rnds.
Epinephrine ¹	15#	Injection. Resuscitate within C+3mins .
Hallucinogen*	15#	+1 Entertain and Tame . -3 all else. -1 Psyche .
Iodine*	9#	Purify 1gal of Water. Prevents Radiation .
Painkiller ^{1*}	9#	Reduce Pain by 1.
Potassium Chloride ¹	6#	Injection. d6 Torso DMG /min for 5mins.
Sedative*	12#	D#6 /rnd to move. Prevents PSYCHOTIC BREAK .
Sodium Pentathol ¹	15#	Injection. -6 Entertain (Lie).
Stimulant ^{1*}	9#	Reduce Exhaustion by 1.



Medical: Use Medicine to diagnose ailments and heal wounds with **MEDICAL Gear**. Items marked with ***** can be gathered from natural sources in the wilderness with a Survival(Forage) roll.

MEDICAL	Notes	Sz
Bandage*	Stops <i>Bleeding</i> . 1 use.	0
Crutch*	Halves Leg DMG penalty to Speed .	3
EMT Bag	Stops <i>Bleeding</i> and Heal 1HP /use. 30 uses.	5
First-Aid Kit	Stops <i>Bleeding</i> and Heal 1HP /use. 5 uses.	1
Pressure Cuff	+1 Medicine .	1
Stethoscope	+1 Medicine . <i>Perception</i> (Hear) 6# through doors.	1
Surgery Kit	+3 Medicine (Surgery).	3
Thermometer	+1 Medicine . Accurately reads temperature.	0
Transfusion Kit	<i>Medicine</i> 9# . 1HP /15mins. Heal to 1HP max.	1

Electronics: Use Science(Technology) to construct jury-rigged **ELECTRONICS** from Parts. See **DIY ELECTRONICS** in **Ch:6** for #.

ELECTRONICS	Notes	Sz
Cellphone	<i>RNG:P</i> light, camera, remote control. 3hrs use.	1
Emergency Radio	AM/FM/Shortwave. <i>RNG:P</i> light. 6hrs use.	1
Flashlight	<i>RNG:S</i> light. C#6 or <i>Blind</i> 1rnd. 3hrs use.	1
Geiger Counter	<i>Science</i> 6# to detect <i>Radiation</i> levels. <i>RNG:P</i> .	2
Hand Radio	9-channel 2-way radio. 3 mile range. 9hrs use.	1
Headlamp	<i>RNG:P</i> light. Hands free. 3hrs use.	1
Lantern	<i>RNG:S</i> light. 6hrs use.	2
Megaphone	Amplifies and directs the user's voice.	2
Multimeter	+3 Science (Technology). Detect electricity.	2
Nightvision Goggles	Ignore <i>Visibility</i> penalties from darkness.	1
Quadcopter Drone	<i>Science</i> 6# . Camera. 90yd Speed . 15min use.	3
Radio Jammer	No radio signal within 100yds. 3hrs use.	1
RC Car	<i>Science</i> 3# . 45yd Speed . 15min use. <i>RNG:S</i> .	3
Solar Lamp	<i>RNG:S</i> light radius. 1day charge is 6hrs use.	1
Stun Gun	MATK . C#9 or <i>Stun</i> for 1rnd. 10 uses.	1

Documents: These items give a modifier while studied for at least 1hr/day. Only one of these items can be used at a time.

DOCUMENTS		
Title	Notes	Sz
"Body in Balance"	+1 <u>Athletics</u>	1
"Book of Ninja"	+1 <u>Stealth</u>	1
"General Science Knowledge"	+1 <u>Science</u>	1
"Defensive Driving"	+1 <u>Drive</u>	1
"Dog Tricks"	+1 <u>Tame</u>	1
"Effective Habits"	+1 to any one Skill	1
"Engineering Concepts"	+1 <u>Build</u>	1
"Gray's Anatomy"	+1 <u>Medicine</u>	1
Holy Book	-1 <u>Psyche</u>	1
"Home Security"	+1 <u>Larceny</u>	1
"How to Win Friends"	+1 <u>Socialize</u>	1
"How Yoga Works"	+1 <u>Acrobatics</u>	1
"Leadership Basics"	+1 <u>Leadership</u>	1
"Personal Defense"	+1 <u>Ranged</u>	1
"SAS Survival Guide"	+1 <u>Survival</u>	1
"Stand-up Comedy"	+1 <u>Entertain</u>	1
"Tao of Jeet Kune Do"	+1 <u>Melee</u>	1
"Yellow Pages"	Regional. +1 <u>Scavenging</u> .	1
"Zen Mind"	+1 <u>Perception</u>	1
Classic Novel	+1 <u>Psyche</u>	1
English-Spanish Dictionary	English-Spanish translation.	1
Map (Atlas)	+1 <u>Survival</u> (Navigate)	1
Map (Local)	Regional. +1 <u>Survival</u> (Navigate).	0
Map (Topographic)	Regional. +3 <u>Survival</u> (Navigate).	0

Storage: 5lbs $\approx$ 1/2gal $\approx$ 1Sz = 1 "Slot". Some items may hold a given quantity of other items. **STORAGE** item's **Size** assume it is empty. Some items contain different compartments with storage Slots in each. "4x 1" for example means 4 pockets that can hold 1Sz each. Regardless of how many **STORAGE** Slots are available, **Carry** is the limit for the maximum amount of **Size** a Character can haul comfortably. Exceeding **Carry** reduces **Speed**

STORAGE	Slots	Notes	Sz
Backpack	30	2rnds to access.	1
Bandoleer	-	Holds 50 bullets of any caliber.	0
BDU Jacket	4x 1	<u>Camo</u> +1 .	0
Canteen	.5gal	Holds 1 Water or Alcohol. Metal.	1
Concealed Holster	1	<u>Perception</u> 12# to spot a Size 1 Gun.	0
Cooler	30	Hunted or Foraged Food lasts 6 days.	4
Duffel Bag	40	2rnds to access.	3
Fuel Can	5gal	5 Fuel. d6FDMG /gal, 1min, 1yd/gal <u>Blast</u> .	2
Hoody	2x 1	<u>CR</u> .	0
Hydration Pack	2gal	Holds 4 Water or Alcohol. Hands-free.	0
Lockbox	1	10HP . <u>FR</u> . <u>Larceny</u> (Disable) 9#.	2
Messenger Bag	4	1rnd to access.	2
Plastic Jug	1gal	Holds 2 Water or Alcohol.	1
Purse	3	1rnd to access.	1
Speed-loader	var	<u>Reload</u> any Revolver as 1 action.	0
Tool Belt	6x 1	+1 <u>Build</u> . Miscellaneous small tools.	2
Trench Coat	2x 2	<u>CR</u> . +1 <u>Stealth</u> .	1
Water Bottle	.5gal	Holds 1 Water or other liquid.	0

EQUIPMENT	Notes	Sz
Air Horn	Emits a loud blast up to a 1 mile radius.	1
Balaclava	+1 <u>Stealth</u> . <u>Mask</u> . <u>CR</u> .	0
Bandanna	+1 <u>C</u> vs airborne toxins. Can use as Bandage.	0
Baseball Cap	Reduce <u>Visibility</u> (<u>Rain</u> and <u>Sun</u>) penalty by 1.	0
Bicycle	<u>Athletics</u> 3#. <u>Speed</u> x4. 2-hands. Fail:Prone.	8
Binoculars	+3 <u>Perception</u> (See) at <u>RNG:L</u> .	1
Bobby Pin	+1 <u>Larceny</u> (Disable) on key locks.	0
Bolt Cutters	C6# to cut metal. MATK as Metal Club.	3
Cage Trap	+3 <u>Survival</u> (Forage). Takes 1day.	6
Candle	<u>RNG:P</u> light for 6hrs.	0

Candy	Restores 1 Luck point. 1/day.	0
Carabiner	+1 Athletics (Climb and Rappel). Holds 50 Sz .	0
Compass	+3 Survival (Navigate). Always points North.	1
Cowboy Hat	Reduce Visibility (Rain and Sun) penalty by 3.	1
Chalk	Used to temporarily write on any surface.	0
Chemical	Substances used for Science (Chemistry).	1
Choker Leash	+3 Tame . Grabbed . C +3 vs C to control.	1
Duct Tape	+1 Build /1yd or use 2yds as Handcuffs. 60yds.	1
Dust Mask	+3 C vs airborne toxins. Mask .	1
Egg Timer	Set up to 10mins. Loud ringing for 1min.	1
Fire-stick	+3 Survival (Camp). Magnesium rod and steel.	0
Fishing Pole	Survival 9# for 1 Food per 3hrs. 50yd line.	2
Flare Gun	Single shot pistol. 12g Flares only. RNG:S .	1
Flippers	+3 Athletics (Swim). -6 walking Speed .	2
Food Can	Contains 1 Food to feed a person for a day.	1
Gas Mask	+6 C vs airborne toxins. Mask . -1 Perception .	1
Glass Cutter	Cuts glass silently. Perception (Hear) 9# .	1
Goggles	+3 C to resist toxins in eyes.	1
Grappling Hook	+3 Athletics (Climb and Rappel). Holds 100 Sz .	2
Gun Cleaning Kit	Gun gets +1 RATK for 1day. Takes 1hr/gun.	1
Hacksaw	1DMG /rnd of sawing to almost any material.	2
Hammock	Suspended sleeping device for 1 person.	1
Handcuffs	Grabbed . A15# to escape. Larceny (Disable) 12# .	1
Leather Belt	1yd strap with buckle. Holds 50 Sz .	1
Lifejacket	+6 Athletics (Swim). Prevents drowning.	2
Lighter	Makes a small fire. RNG:P light.	0
Lockpicks	+3 Larceny (Disable) key locks. 6 picks.	1
Luxury Item	Toilet paper, toothpaste, cigarettes, etc.	0
Magnifying Glass	+6 Perception (See) to inspect tiny details.	1
Makeup	+1 Socialize and Entertain for 6hrs. 30 uses.	0
Marbles	30/bag. 2sqyd area. A12# or fall Prone .	1
Marker	Used to permanently write on any surface.	0
Matchbook	+1 Survival (Camp). RNG:P light radius, 3rnds.	0
Measuring Cup	+3 Science (Chemistry). Marked glass cup.	1
Mess Kit	Aluminum bowl, pot, spork, knife, and cup.	1
Monocular	+1 Perception (See) at RNG:L .	1
Multi-Tool	+1 Larceny (Disable), Build , Science (Technology).	1
Musical Instrument	+1 Entertain (Distract and Inspire).	1-4
Mylar Blanket	CR. 1yd x 2yd reflective foil sheet.	0
Notebook	100 pages of paper with a wire binding.	1
Padlock	10HP . Larceny (Disable) 9# . Takes d6mins .	1
Paracord	60yd coil. Holds 50 Sz .	1
Part	Scrap used for Build and Science (Technology).	1
Pepper Spray	+1 Ranged (Gun). RNG:P . 3 Pain . 3 uses. Toxin .	0
Pocket Mirror	Small mirror good for looking around corners.	0
Poncho	CR. Keeps wearer dry in rain or snow.	0
Rat Trap	+1 Survival (Forage). Takes 1day.	1
Road Flare	1FDMG . RNG:S light radius for 20mins.	1
Rollerblades	Athletics 6# . Speed x3. 1rnd equip. Fail: Prone .	2
Rope	30yd nylon coil. Holds 100 Sz .	2
Running Shoes	+1 mile of Jogging distance.	2
Skateboard	Athletics 6# . Speed x3. Fail: Prone .	3
Sleeping Bag	Insulated bag for 2 people. CR +3hrs .	3
Slingshot	1DMG Ranged (Archery). RNG:S . Blunt . Slam .	1
Snorkel	Breathe while just beneath water's surface.	1
Spray Paint	RATK Called Shot:Head . Blind d6rnds . 10 uses.	1
Sunglasses	No Visibility (Sun) penalty. +1 C vs Flashbangs.	0
Swiss Army Knife	+1 Build and Survival .	1
Tape Measure	+1 Build . 10yd long wind-up metal tape.	2
Tarp	3yd x 3yd plastic sheet. CR. Waterproof.	1
Telescope	+6 Perception (See) at RNG:L .	2
Tent	4 person. 5min setup/take-down. CR +3hrs .	6
Thermal Underwear	CR. Can use as 6 Bandages.	1
Tool Bag	+3 Build . Pliers, wrenches, level, etc.	3
Water Filter	Purifies 1 water ration (.5gal) per minute.	1
Whetstone	Blade gets +1 DMG for 1day. Takes 1hr/blade.	1
Whistle	+1 Tame (Train). Loud shriek 500yd radius.	0
Wire Saw	1DMG /rnd of sawing to wood or bone.	1
Wristwatch	Tells time and +1 Survival (Navigate).	0
Zip Tie	C9# to break free. .5yds long.	0



LAND VEHICLES	HP	DR	DMG	Speed		Handle	Area	MPG	Fuel	Carry	
Ambulance	40	3	10	4	80mph	-1	7x2	10	35	4	200
Box Truck	40	3	10	3	60mph	-1	10x2	10	40	2	1600
Bus	50	6	12	3	60mph	-3	12x2	15	100	60	1200
Motorcycle	20	0	4	5	100mph	+1	3x1	40	5	2	30
Muscle Car	40	3	6	6	120mph	+1	5x2	10	20	4	80
Pickup Truck	40	3	8	5	100mph	+0	6x2	20	20	2	400
Police Cruiser	40	3	6	6	120mph	+1	5x2	10	20	4	100
Sedan	30	3	6	5	100mph	+0	5x2	30	12	4	100
Semi-truck	50	6	12	3	60mph	-3	20x2	5	120	2	16000
Street Bike	20	0	4	6	120mph	+3	3x1	50	5	2	10
SUV	40	3	8	5	100mph	-1	6x2	15	25	6	200
Van	40	3	10	4	80mph	-3	6x2	10	35	12	1200

HP: Health Points. Disabled at 50% HP and destroyed at OHP.

DR: Damage Reduction. Reduces **DMG** to vehicles.

Speed: **Speed** x 30 = Tactical **Speed** (yds/rnd). **Speed** x 20 = Travel **Speed** (mph).

Handle: Modifier to all **Drive** rolls.

Area: Length and width dimensions in yards. Area x 60 = **LAND VEHICLE Size**.

Carry: Occupants and cargo **Size**. -1 **Speed** per 10% over. 40 **Size** = 1 Occupant.

DRIVING: The **Drive** Skill is used to perform **VEHICLE MANEUVERS**.

Standard Maneuvers are 6#. You can do 2 Maneuvers/rnd. A Failed roll is no change in **Speed** or heading.

VEHICLE MANEUVERS	
Accelerate/Brake	±1 Speed .
Hard Turn	Rotate ±90° and -1 Speed per 90°.
Ram	See Vehicle Combat below.

Chase: Keep track of the vehicles' relative **Speed** each round. Vehicles get away by reaching 9+ **Speed** over their pursuer.

Floor It: You can push a vehicle to +1 **Speed** over it's top safe **Speed** but at -3 to **Handle** and a Failed **Drive** roll is a **Wreck**.

Wreck: A vehicle **Wrecks** if the driver screws up, or if the vehicle gets disabled (50% **HP** or less) while moving. The vehicle takes **Speed** x d6**DMG** and Occupants take the same as **Blunt DMG** as a **Blast**. Occupants roll **Luck** to see if they are thrown from the vehicle. Disabled vehicles have **Size** /2 Parts for Salvaging.

Destroyed vehicles (OHP) catch fire in d6rnds and burn for 1min/gal of Fuel. Occupants take d6**DMG**/rnd. No Parts survive.

Tires: 3HP/each. -6 *Called Shot*. 4-wheelers lose 1 **Speed** and -3 **Handle** per flat and must roll **Drive** 6# to avoid having a **Wreck**. 2-wheelers **Wreck** immediately. Tire change takes 2d6mins.

Hot-Wire: Roll **Science**(Technology) 6#. Takes d6x2rnds.

VEHICLE COMBAT: Roll Drive(Stunt) for **DEF**. Roll Drive(Ram) to **ATK**. Ram **DMG** depends on the angle of **ATK** as follows:

- **Head-on:** Both vehicles do their **DMG** x **Speed**.
- **Rear-end:** Attacking vehicle does and takes half its **DMG**.
- **Side-swipe:** Attacking vehicles does half **DMG**.
- **T-bone:** Attacking vehicle does **DMG** x **Speed**.

Occupants: Passengers are *Unstable* in moving vehicles. Occupants' Skill ratings are limited by the driver's Drive Skill. Vehicles give Cover. Car Body = **1DR**. Engine Block = **6DR**.

Repairs: Roll Build **9#** 1/rnd to keep a disabled vehicle running. Vehicles can be repaired at **d6HP/day** with Build(Repair) **#** = current **DMG** /3. Repairs cost 1 Part per **HP** recovered.

VEHICLE CUSTOMIZATIONS				
Customization	Notes		Sz	#
Backup Fuel Tank	+1 Fuel for 2 Size and 1 Part (1#).		var	var
Fuel Cap Lock	10HP. Larceny(Disable) 9# takes d6mins.		0	3
GPS	+3 Survival(Navigate).		0	6
Hidden Compartment	Perception 12# to find. Holds 2Sz.		0	9
Air Filter	+6C vs airborne toxins for Occupants.		3	9
CB Radio	40-channel 2-way radio. 6 mile range.		3	12
Enhanced Brakes	Optionally Brake -2 Speed for 12#.		3	6
Fixed Gun**	Driver uses Drive(Ram) for RATK .		3	3*
Flood Lights	No Visibility penalty in darkness. RNG:S.		3	9
High-Flow Exhaust	Optionally Accelerate +2 Speed for 12#.		3	6
Intake Snorkel	Drive through water up to 1yd deep.		3	6
Nitrous Booster**	+3 Speed and -1 Handle for 1rnd. 3 uses.		3	15
Payload Dropper**	Drop Bomb or Spikes (Drive 12#, d6 flats).		3	6
Air Bag**	6AR for an Occupant from Wreck Blunt DMG.		6	12
Ballistic Glass	+3 DR for windows.		6	9
Cargo Rack**	+20% Carry capacity (round down).		6	9
Fire Suppression	Puts out any fires on/in vehicle. 3 uses.		6	9
Frame Jack**	Tire change time is halved on one side.		6	9
Parachute	Stops vehicle in 1rnd. 10rnds to repack.		6	12
Rack and Pinion	+1 Handle.		6	12
Slick Dispenser**	-1 Fuel. Tailing vehicle gets -d6 Speed.		6	3
Strut Braces	+1 Drive(Stunt).		6	6
Body Spines	Dodge 6# to jump on or 6DMG (Pierce).		9	3
Hubcap Blades	+6 DMG to enemy vehicle when Side-swiping.		9	6
Roll Bar	+6 DR vs Wreck DMG.		9	6
Tire Chains	Ignore Terrain penalties. -1 Speed.		9	3
Turbocharger	+1 Speed (+20mph).		9	18
Turret Gun**	Passenger uses Ranged for RATK .		9	6*
Brush Guard	+3 DR vs collision DMG.		12	9
Ejector Seat**	Hurl Occupant d6x3yds. d6+Speed Blunt DMG.		12	12
Luxury Suspension	Negates Unstable penalty while moving.		12	18
Ram Plow	+6 DMG for Head-on, Rear-end, and T-bone.		15	12
Winch**	30yd cable. 1yd/min. Hauls 2000Sz.		15	9
Exo-Cage	+10 HP.		18	15
Hybrid Engine	+20% MPG (round down).		21	21
Steel Plates	+3 DR for Vehicle and Occupants.		30	15

* Parts cost = weapon **Size** x this number. Make retractable for 2x Parts cost.

** Customization can be taken twice.

AIRCRAFT	HP	DR	Speed	Handle	Area	MPG	Fuel	Carry
Airplane	40	3	8 160mph	-3	9x12	15	55	4 200
Gyrocopter	10	0	6 120mph	+1	9x9	16	20	1 30
Helicopter	50	6	7 140mph	+3	13x11	5	30	8 500

WATERCRAFT	HP	DR	Speed	Handle	Area	MPG	Fuel	Carry
Canoe	10	0	1 2mph/C	-3	3x1	-	-	4 50
Inflatable Raft	4	0	1 1mph/C	-1	4x2	-	-	6 50
Jet Ski	20	0	3 60mph	+3	3x1	5	15	3 0
Kayak	6	0	1 1mph/C	+1	1x2	-	-	1 20
Motorboat	20	0	2 40mph	+1	6x2	10	10	6 100
Rowboat	12	0	1 1mph/C	-1	3x1	-	-	4 100

CHAPTER 4: WASTELAND

Apocalyptia is meant to be a fast-paced, free-flowing game that encourages Players to think both analytically and creatively. The rules presented in this chapter are all optional tools to be used or discarded according to the needs of the story.

This game relies on the **GN**, as the storyteller and referee, to improvise Difficulties and modifiers in a fair and consistent way. Below are a few common **EXAMPLE DIFFICULTIES**:

EXAMPLE DIFFICULTIES				
#	Climb	Larceny	Scavenge	Swim
1	Ladder	Glove Box	Inner City	Public Pool
3	Tree Branches	Filing Cabinet	Sprawl	Calm Lake
6	Steep Incline	Doorknob	Suburb	Flowing River
9	Metal Fence	Padlock	Town	Open Ocean
12	Brick Wall	Deadbolt	Village	River Rapids
15	Sheer Cliff	Wall Safe	Wilderness	Stormy Seas

Being a **GN** is a balancing act. Give your Players every opportunity to accomplish things and make a difference in the world, but avoid the temptation to make things easy for them. If you do not challenge Players, their victories will soon become predictable, their achievements will lose value, and the game will no longer be fun. Defeat must always be a possibility. Players expect and appreciate consistency and fairness with rulings. Maintain objectivity and avoid favoritism or grudges.



LIVING IN THE WASTELAND

Human beings face many threats to their continued survival, most of which involve deprivation of **NEEDS**. These threats can be broadly categorized and prioritized by how quickly they may lead to an individual or Team's demise as follows:

SURVIVAL THREATS	
Threat	Time
Violence	Varies. Possibly instant.
Suffocation	Minutes = Constitution .
Hypothermia	Hours = Constitution .
Dehydration	Days = Constitution .
Starvation	Weeks = Constitution .
Psychosis	Varies. Possibly months.

Players must learn to be mindful of the hierarchy of **SURVIVAL THREATS** to their Characters' existence and plan their actions accordingly. This hierarchy should be used as a guide when budgeting the Team's resources, especially when allocating time.

A useful method to organize the Team's day-to-day activities is to split every day up into four 6hr blocks. Night (0000-0600), Morning (0600-1200), Afternoon (1200-1800), and Evening (1800-2400). This way the Team can budget their time when they have the luxury of planning their lives in hours rather than seconds. Team activities beyond simple combat can be broken up into two broad categories, Mission and Preparation:

MISSION: When the Team has to leave the relative safety of their Base or Settlement to accomplish a goal in the Wasteland, this is called a Mission. The **GN** should make **AREA** and **ENCOUNTER** rolls periodically to keep things interesting. **Scenarios** give a minimum rate for **ENCOUNTER** rolls to occur. This is an ideal time to introduce new Characters. There are three basic types of Missions:

1. **Travel:** The Team must move a considerable distance, out in the open, away from the relative safety of their Base and familiar surroundings. Use Marching **Speed** [**Speed** /2mph] of the slowest Team member to determine distance covered per hour. Use **Survival** (Navigate) to stay on course.
 - a) **Formations:** When traveling on foot, formations may be called by Team leaders with a Team of at least four members. While in formation, Team members maintain a distance of about 15yds from each other. Every formation has inherent advantages and disadvantages that are applied to all Team members as long as they hold the formation. Whenever a Team member breaks formation, they are no longer effected by formation modifiers.

FORMATIONS			
Type	Bonus	Penalty	Description
Line	+1 <u>Perception</u>	-1 DEF	Shoulder to shoulder.
Column	+1 <u>Stealth</u>	-1 ATK	Single file line.
Wedge	+1 ATK	-1 <u>Stealth</u>	"Flying V" shape.
Circle	+1 DEF	-1 <u>Speed</u>	Ring facing outward.

- b) **Watch:** While the Team rests, at least one Character stays awake to roll Perception to detect anything that approaches the camp. A Botch results in falling asleep while on watch. Shifts should not exceed 2 hours.

2. **Scavenging:** The Team will need to search for supplies. Roll Perception on the **SCAVENGING** table once every 15mins against the # for the **AREA** to get 1 roll on the **Master Gear List**, or roll with the Rarity penalty for a specific item (see **MGL** in **Ch:6**). A Failure convinces the Character that there is nothing left of value in the **AREA**. Specific **AREAS** have Perception # and Loot quantities listed in their **Notes**.

SCAVENGING			
#	Urban	#	Rural
1	Inner City	9	Town
3	Sprawl	12	Village
6	Suburb	15	Wilderness

- a) **Foraging:** Roll Survival(Forage) for that Biome. Takes 1hr. Success is 1 Food or Water, or d6 Bandages or Wood. A Botch results in d6 **Torso DMG** from Food or Water poisoning or injury sustained while traveling to forage.
- b) **Hunting:** Roll Survival # = the Biome's Hunting #. Roll a **NATIVE ANIMAL ENCOUNTER**. Stealth must exceed the target animal's Perception to get in **Range**. Roll **RATK** with Aim bonus (usually +3) vs the animal's **Reflex**. Takes d6hrs.

FORAGING AND HUNTING		
Biome	Forage	Hunting
Desert	18#	15#
Forest	6#	3#
Mountain	12#	9#
Plain	9#	6#
Swamp	9#	3#
Tundra	15#	12#

- c) **Salvage:** Roll Build(Salvage) and spend 1hr dismantling an item. You get Parts = [Build(Salvage) Result /2] up to the item's **Size**. Vehicles have 1 Part per **HP**.



4. **Diplomacy:** Establishing relationships between groups is essential for rebuilding civilization. When meeting new **Extras**, the Character (if meeting individually) or the Team leader (if meeting collectively), rolls Socialize vs Socialize to establish a First Impression. The degree of Success or Failure acts as a modifier to the **Extra's Attitude** for subsequent social rolls during that exchange. See **HUMANS** in **Ch:5** for typical **Attitude** modifiers. The Team's reputation in another Settlement or Faction may cause further modifiers if the **Extra** has heard of the Team.

DIPLOMACY MODIFIERS	
+1 Offering verifiable intel.	-1 Unintentional minor insult.
+2 Offering Food and Water.	-2 Unintentional major insult.
+3 Offering Fuel.	-3 Previous hostile run-in.
+4 Offering medicine.	-4 Imprisoning one of them.
+5 Offering ammo.	-5 Previous deadly run-in.
+6 Offering enemy prisoner.	-6 Long history of violence.

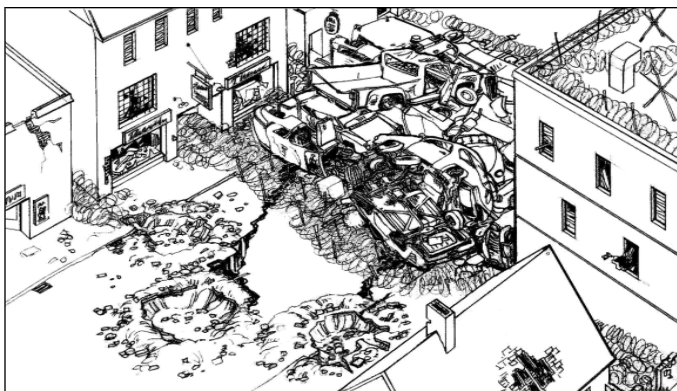
- a) **Negotiation:** Signing peace treaties, determining territorial borders, arranging prisoner swaps, and working out trade deals all require Negotiations. Any representative must have authority from their Faction or Settlement. Each side will have a list of demands. Representatives roll Socialize vs Socialize on each demand. Some demands may simply be non-negotiable.
- b) **Recruiting:** With a Leadership vs Demeanor roll (average 6# for common **Extras**), an **Extra** who is not in a Faction can be convinced to join your Base, Faction, or Settlement. **Attitude** and other personal or contextual factors may merit modifiers to this Demeanor roll. Recruiting can usually only be performed 1/day.
- c) **Interrogation:** Getting information out of a person who has no particular motivation to be of assistance or actively resists cooperating is usually accomplished with one of the three following rolls vs Demeanor. These methods each require a d6 minutes. Failed rolls can be tried again at -3 per Failure. After Failing a number of times = your Demeanor, you get frustrated and give up.
- **Coercion:** Leadership(Intimidate). Brandishing a weapon adds the greater of DMG or **Size** as a bonus.
 - **Deception:** Entertain(Lie).
 - **Reasoning:** Brains.
- d) **Torture:** The torturer rolls Medicine vs Constitution 1/hr to give the prisoner d6 Pain for 1hr. Failure does a d6 Torso DMG. Roll Demeanor vs Demeanor 1/hr. Failure causes -1 Psyche. At 0 Psyche, either the torturer gives up or the prisoner is broken and can be controlled by Leadership, Medicine(Psychiatry), or Tame, # = Demeanor.

PREPARATION: When the Team is safe in place for more than a week, they run the risk of going stir-crazy. Characters take **-1 Psyche** per week of downtime unless they find some way to stay busy.

1. **Crafting:** Use Build to make, modify, and fix anything. When items break, what remains is a number of usable Parts = item **Size**. Using Parts from an identical item gives a **+1** to Build(Repair). Use Science or Build 9# for ammo. All ammo costs **d6** Parts. Bullets also cost **d6** Chemicals.
Science(Chemistry) can be used to make **BOMBS** and **DRUGS**. See the **BOMBS** and **DRUGS** tables in **Ch:6** for the Mix #. Mixing requires [**d6** + #] Chemicals and takes 10mins/1#.

CRAFTING				
	Difficulty	Parts	Time	Botch
Build	6#, varies	d6+#, varies	1hr/1#	Tool broke
Customize	9#	d6+1	d6hrs	Item broke
Repair	6#	d6 or 1/HP	d6hrs	Parts broke
Salvage	3#	Get Result/2	d6hrs	Parts broke

2. **Healthcare:** Roll **C#** = total **DMG** to naturally heal **1HP** on a random wounded Location after a day of rest. Failure does **1 Torso DMG** from infection. Amputating a limb prevents infection **DMG** from a limb wound. **FDMG** heals **1HP/wk** of rest, but the last **FDMG** is permanent.
 - a) **Psychiatry:** Medicine(Psychiatry) # = **12** - patient **Psyche** to give **+1 Psyche** (**-1 Psyche** on Botch) 1 person/day.
 - b) **Surgery:** Medicine(Surgery) is done one Location at a time and can only be used once per Location per wound. It requires 15min/**DMG** and a Surgery Kit. # = total **DMG**. Successful Surgery allows a wounded to fully heal during **Recovery**. Botched Surgery causes **d6DMG** and **Bleeding**.
 - c) **Treatment:** If you devote a day to nurse a patient, roll Medicine # = total **DMG**. If Successful, the patient heals **+1HP** to a specified Location.
 - d) **Transfusion:** A person may help another heal at their own expense with a Transfusion Kit. Roll Medicine 6# to start the Transfusion. The donor gives **1HP (Torso)** to the patient (also **Torso HP**) every 15mins. Transfusion can only heal up to half of total **Torso HP**.
3. **Teaching:** An instructor can teach an Ability they have, or reassign Skill points up to the instructor's score, to a maximum number of **Comrades** equal to the instructor's **Demeanor** simultaneously. Take the Ability's **XP** cost x10 to determine how many days that the student(s) must be tutored. Skill points take 1 week x the new Skill rank to teach. This does not cost **XP**, and **XP** is not earned during this time.



PSYCHE

Staying alive in the Wasteland is fairly straight forward: kill anyone or anything that wants to kill you before they get their chance. The complicated part is dealing with the consequences of those actions. Sometimes survival may not seem worth the price.

Psyche is the measure of a Character's mental stability. Primarily, it is a rough guide for roleplaying the Character's psychological trauma. There are many ways to gain **Psyche** and many ways to lose it. When something terrible happens to the Character, the **GN** calls for a **Psyche** roll **9#**. The Player rolls **d6** + current **Psyche** and must Succeed in order to avoid losing **1 Psyche**.

A list of examples of **Psyche**-related effects is given below:

PSYCHE	
-1 Psyche Penalty	
Brainwashing (Demeanor vs Demeanor)	
Extreme boredom during downtime (-1/week)	
Falling for a Cultist's sermon (Entertain vs Demeanor)	
First Alien , Supernatural , or Zombie Encounter (for each type)	
First cannibal meal	
First homicide	
First Melee homicide	
First time allowing an innocent person to die intentionally	
Head HP dropping to 0 or less	
Increasing your Brains score to 6 (permanent Psyche penalty)	
Killing a child (appearing younger than 18, even Zombies)	
Lose a Comrade (from death or a falling out)	
Losing an Arm or Leg	
Losing your Favorite Weapon or similar personal item	
Loss of a Base or Settlement (including being exiled)	
Major catastrophe for your Faction or Settlement	
Major violent personal trauma (aside from normal combat)	
Taking a Hallucinogen (temporary Psyche penalty, 6hrs per use)	
Torturing or being tortured	
+1 Psyche Bonus	
Bath and grooming (+1/week)	
Beautiful day (see WEATHER)	
Completing a long Mission successfully	
Counseling with Medicine (Psychiatry) # = 12 - Psyche (+1/week)	
Creating a work of artistic expression (+1/week)	
Having a Pet (+1/month)	
Healing a Comrade to full Health	
Major Team, Faction, or Settlement celebration (+1/month)	
Making a new friend (Comrade)	
Making peace with a rival Faction	
Meditating for at least 1hr each day (+1/week)	
One day of solitary peaceful communion with nature (+1/month)	
Read a "Classic Novel" (+1/week)	
Teaching an Ability to a Comrade (+1/month)	
Touching performance (Entertain (Inspire), +1/week)	

Psychotic Break: Whenever a Character loses their last point of **Psyche**, the **GN** should secretly roll on the **PSYCHOTIC BREAK** table below. The Character involuntarily performs or experiences the Effect after **d6hrs** has passed. Each **Comrade** may roll **Perception** 1/day to sense that something is abnormal about the Character's behavior. Success gives a **Comrade** a chance to intervene.

The Effect lasts for up to 1 day. The Player then makes a **D6#** roll to recover **1 Psyche**. On a Fail, roll a **PSYCHOTIC BREAK**.

PSYCHOTIC BREAK		
d6	Effect	Perception
1	Attempt suicide.	18#
2	Attempt to murder a random person.	15#
3	Amnesic blackout. GN determines actions.	12#
4	Compulsively lie in any conversation.	9#
5	Major permanent change to your personality.	6#
6	Destroy a very important item you own.	3#

ENVIRONMENT

The impersonal behavior of nature is a tool for the **GN** to give the Players the sense of being an individual within a harsh world that is indifferent to their survival. Roll **WEATHER** 1/day.

WEATHER	
1	Roll a WEATHER EVENT for the season.
2 3	Light rain, temperature is mild.
4 5	Partly cloudy day, temperature is mild.
6	Beautiful day, the Team gets +1 Psyche .

WEATHER EVENTS					
d6	Condition	Visibility	Terrain	Effects	Lasts
s1	Dust Storm	-6 (Cloud)	-	1DMG/min	d6hrs
u2	Gail Winds	-	-	RNG:L RATks Fail	d6hrs
m3	Heat Wave	-3 (Sun)	-	Dehydration in C/2 days	d6 days
e4	Lightning	-	-	3d6FDMG Torso on Luck 1	1 hour
r5	Tornado	-3 (Cloud)	-	d6DMG/min	1 hour
6	Toxic Cloud	-6 (Cloud)	-	Suffocation	d6mins
w1	Acid Rain	-1 (Rain)	-1	Toxic, C9# or 1DMG/hr	d6hrs
i2	Blizzard	-3 (Cloud)	-1/in	d6x3", Hypothermia	1 day
n3	Fog Bank	-6 (Cloud)	-	None	1 day
t4	Hail/Sleet	-3 (Rain)	-3	1DMG/hr, Hypothermia	d6hrs
e5	Rain Storm	-1 (Rain)	-1	None	1 day
r6	Snow	-3 (Rain)	-1/in	d6"/day, Hypothermia	1 day

Visibility: Penalty to all sight-dependent rolls.

Terrain: Penalty to **Athletics**, **Acrobatics**, and **Drive**. Also reduces **Speed**.

Hypothermia: Die after **C** hours of exposure to freezing weather.

Climate: Every Biome has base temperature, humidity, **Terrain**, **Survival** (Forage/Navigate) and Hunting Difficulties.

CLIMATE						
Biome	Hi/Lo Temp	Humidity	Terrain	Navigate	Forage	Hunting
Desert	100°/30°F	+2 Water	-1	-3	18#	15#
Forest	80°/0°F	-	-1	-1	6#	3#
Mountain	60°/-30°F	+1 Water	-3	-	12#	9#
Plain	70°/-20°F	-	-	-	9#	6#
Swamp	80°/30°F	-	-6	-6	9#	3#
Tundra	30°/-40°F	+1 Water	-6	-3	15#	12#

Humidity: Modifies the Water rations needed per day to avoid *Dehydration*.



Region: **Apocalyptia** uses the continental United States as the default setting for the game. To randomly pick a specific region of the USA for you game to take place in, roll below:

REGION					
1	2	3	4	5	6
1	Appalachia	1	New England		
2	California	2	New York		
3	Deep South	3	Pacific Northwest		
4	Great Lakes	4	Rocky Mountains		
5	Great Plains	5	Southwest		
6	Mid-Atlantic	6	Texas		

HAZARDS

The following are common dangers found in the Wasteland.

Dehydration: People require 1 Water per day. -1 to all rolls per day without Water. This penalty is reduced by 1 per day with Water. Going without Water for a number of days = **Constitution** is lethal. Climate Humidity modifies Water requirements as follows: Desert, 3/day. Mountain, 2/day. Tundra, 2/day.

Electricity: The power of an electric shock depends on the source. Stun Guns, for example, only *Stun* for 1rnd if the target Fails a **C9#** roll. Potentially lethal sources are as follows:

ELECTRICITY	
Source	Effect
Electric Fence	1BDMG/rnd
Wall Outlet	d6BDMG/rnd, <i>Stun</i>
Industrial Machinery	d6DMG/rnd, <i>Stun</i>
Pole Transformer	d6FDMG/rnd, <i>Stun</i>
Transmission Lines	2d6FDMG/rnd, <i>Stun</i>
Lightning Strike	3d6FDMG, <i>Stun</i>

Falling: 1 Blunt DMG/yd. Roll **Acrobatics**(Tumble) # = height in yds to take half falling DMG and choose which Location takes the DMG. On a Botch, you go *Prone* and get *Stunned* for d6rnds. Falling objects deal **Blunt DMG** equal to the object's **Size**.

Fire: When a Location drops to **OHP** from **FDMG**, 1FDMG never heals. **FDMG** heals at 1/week. A burning Character takes d6rnds to put out. **Fire-Resistant (FR) ARMOR** reduces and amount of **FDMG** equal to it's **AR** and does not lose **AR** if the **FDMG** exceeds it.

FIRE	
Source	Effect
Torch	1FDMG
Road Flare	1FDMG
12g Flare	1FDMG/rnd for d6rnds
Camp Fire	1FDMG/rnd
Molotov	d6FDMG/rnd in 3yd <i>Blast</i> for 1min
Fuel	d6FDMG/gal in 1yd/gal <i>Blast</i> for 1min
Burning Vehicle	d6FDMG/gal for 1min/gal
Burning Building	d6FDMG/rnd for 30min/floor + <i>Suffocation</i>
Thermite	6d6FDMG/rnd in 1yd <i>Blast</i> for 6rnds

Hypothermia: -1 to all rolls per hour of *Hypothermia*. This penalty is reduced by 1 per hour of warmth. *Hypothermia* for hours = **Constitution** is lethal. **Survival**(Camping) **6#** lets you make fire and shelter to prevent *Hypothermia* for 1 Wood/hr. Heaters prevent *Hypothermia* for 1000Whrs/day. Wood Stoves prevent *Hypothermia* for 1 Wood/hr. Insulation doubles the efficiency. Blizzards, Hail/Sleet, and Snow cause *Hypothermia*.

Radiation: Strong concentrations of *Radiation* reduces the Characters' **Constitution** by -1/day. The only visible indicators for the *Radiation* in an **AREA** are red-skinned corpses of people and animals. Cellars protect against *Radiation*. Iodine purifies 1gal of Water and prevents *Radiation*. Geiger Counters detect *Radiation* within **RNG:P** with a **Science 6#** roll.

Starvation: People require 1 Food per day. -1 to all rolls per week without Food. This penalty is reduced by 1 per day with Food. Going without Food for a number of weeks = **Constitution** is lethal. Diabetes halves this lethal time.

Suffocation: People require constant air supply. -1 to all rolls per minute without air. This penalty is reduced by 1 per minute with air. Going without air for a number of minutes = **Constitution** is lethal. Asthma causes *Suffocation* for d6mins when you Botch *Athletics*. Toxic Cloud *Suffocates* for d6mins. Teargas *Suffocates* for d6mins. Chlorine gas *Suffocates* for d6+3 minutes and every minute of *Suffocation* counts for double.

DISEASES

Below is a short list of diseases that are likely to appear as major plagues in an **Apocalypse** game.

Vector is the method by which the disease spreads. Roll **Constitution** vs the disease's Resist # to avoid infection when exposed. The attendant caring for the patient must roll **Medicine** vs the disease's Diagnose # to figure out how to treat the patient. Then roll **Medicine** to apply Treatment if any exists.

Attendants sometimes must roll **Luck** to avoid exposing themselves while Treating a patient. If their **Luck** roll Fails, they must roll **Constitution** vs the disease's Resist # or they will become infected as well. Diseases are considered "toxins" for the purposes of **GEAR** bonuses such as NBC Suits and Gas Masks.

DISEASES					
1	Cholera	3	Influenza	5	Rabies
2	Hemorrhagic Fever	4	MRSA	6	Smallpox

CHOLERA	Vector	Resist	Diagnose	Onset	Duration
	Food/Water	C9#	9#	d6 hours	d6x3 days
Symptoms: abdominal pain, nausea, vomiting, diarrhea, dehydration					
Effects: Dehydration requires 6 rations of Water/day. 1 Pain/day.					
Treatment: Dehydration requires 6 rations of purified Water/day to avoid death. Antibiotics reduces Duration by 1 day per dose.					

HEMORRHAGIC FEVER	Vector	Resist	Diagnose#	Onset	Duration
	Body Fluids	C12#	12#	d6x3 days	d6 weeks
Symptoms: fever, fatigue, muscle pain, headache, sore throat, vomiting, diarrhea, rash, impaired kidney and liver function, internal and external bleeding					
Effects: 1 Pain/day. Roll C6# 1/day to avoid 1 Torso DMG. Natural Recovery is halted during infection.					
Treatment: Medicine 9# 1/day to grant +1C to resist DMG. Attendant rolls Luck 6# 1/day to avoid exposure.					

INFLUENZA	Vector	Resist	Diagnose#	Onset	Duration
	Air, RNG:S	C9#	6#	d6 days	d6x2 days
Symptoms: fever, headache, fatigue, vomiting, sore throat, sneezing					
Effects: 1 Exhaustion/day. Roll C6# 1/day to avoid 1 Torso DMG.					
Treatment: Medicine 6# 1/day to grant +1C to resist DMG. Attendant rolls Luck 12# 1/day to avoid exposure.					

MRSA	Vector	Resist	Diagnose#	Onset	Duration
	Touch	C12#	18#	d6 weeks	d6 days
Symptoms: small red bumps on skin, fever, rash, puss-filled boils					
Effects: MRSA can live on surfaces for d6 days after contact. Roll C9# every 12hrs to avoid 1 Torso DMG while infection lasts. Natural Recovery is halted during infection.					
Treatment: No effective Treatment. Ignores all Antibiotics.					

RABIES	Vector	Resist	Diagnose#	Onset	Duration
	Body Fluids	C15#	6#	d6 weeks	d6x4 days
Symptoms: fever, aching, difficulty swallowing, hydrophobia, low blood pressure, vomiting, drooling foam, sweating, convulsions, photophobia, pupil dilation, agitation, violent outbursts, confusion, dehydration, fatigue, delirium, paralysis, stupor, coma					
Effects: Take 1 Head DMG every day while infection lasts. Natural Recovery is halted during infection.					
Treatment: Amputation of exposed Location within d6 minutes prevents infection of the entire body. No further Treatment.					

SMALLPOX	Vector	Resist	Diagnose#	Onset	Duration
	Air, RNG:P	C12	3#	d6x2 days	d6x3 days
Symptoms: headache, fever, fatigue, nausea, muscle pain, lesions in mouth, lesions on face and body, vomiting, rash, blackened skin					
Effects: Smallpox can live for d6x3 days in infected linens. Roll C9# 1/day to avoid 1 Torso DMG while infection lasts. Natural Recovery is halted during infection.					
Treatment: Medicine 6# 1/day to grant +1C to resist DMG. Attendant rolls Luck 9# 1/day to avoid exposure.					

BASE

Every Team's long-term survival strategy will eventually include locating or building a Base. Bases have or can be improved with Features which offer various advantages to the Team. Use **Build** by default and **Science** for Features marked with * to install these Features. Each roll represents 1 day of work. Reduce the Feature's # by your result to set the remaining # for the next day. The Parts cost is = #. The Parts cost is ignored if the Feature is being relocated. If Characters cooperate, add their rolls together.

BASE FEATURES		
Feature	Notes	#
Water		
Cistern	Hide 1500gal of Water underground.	12
Dehumidifier*	-1500Whrs/day. +1gal/day pure Water.	21
Desalinators*	-50Whrs/gal. +1gal/hr pure Water from saltwater.	18
Gravity Filter*	Purifies 100gal/hr of Water from any source.	6
Rain Catchment	+50gal/day pure Water when it rains.	9
Well Pump	+10gal/min. Unlimited pure Water. Needs 1 person.	15
Food		
Chicken Coop	+2 Food/day. Takes 1hr/day to gather eggs.	6
Freezer*	-500Whrs/day. Preserves 100 Food.	15
Garden	+450 Food 2x/year (Summer,Fall). Needs 1 person.	3
Greenhouse	-100Whrs/day. +100 Food/month. Needs 1 person.	9
Hydroponics*	-5000Whrs/day. +1000 Food/month. Needs 1 person.	12
Livestock Pen	+600 Food/year. Needs 1 person at slaughter.	6
Shelter		
Bed	+1C for patient Recovery .	3
Cellar	Protects from WEATHER EVENTS and Radiation .	15
Garage	Protects and hides a vehicle. Remote door.	18
Heater*	-1000Whrs/day. Prevents Hypothermia .	12
Insulation	Doubles efficiency of Heater and Wood Stove.	6
Wood Stove	1 Wood/hour. Prevents Hypothermia .	9
Energy		
Bike Charger*	+100Whrs/hr of pedaling.	9
Ethanol Still*	+1gal/day Fuel or Alcohol. Science 6# to run.	18
Generator*	-1gal of Fuel/3hrs. +2000Whrs/hr.	21
Hydroelectric*	+100Whrs/day in stream or river.	15
Solar Panel*	+1000Whrs/day in Summer. +500Whrs/day in Winter.	6
Wind Turbine*	+(d6-2)x500Whrs/day.	12
Utility		
Forge	-5gal Fuel or 10 Wood/hr. +3 Build on metal.	15
HAM Radio*	Listen/Talk: -50/-500Whrs/day. 60 mile range.	18
Holding Cell	Lock 12#. Detain or quarantine up to 4 people.	21
Infirmary	-500Whrs/use. +3 Medicine .	15
Kitchen	-500Whrs/day. Food feeds twice as many people.	9
Laboratory*	-500Whrs/use. +3 Science .	21
Library	+1 any Skill for 1 day after 6hrs of study.	3
Rec Room	Prevents weekly -1 Psyche loss during downtime.	9
Reloading Press	Science 9#. d6 Parts, d6 Chemicals, d6 ammo/hr.	12
Sewing Machine	+3 Build on CLOTHING and ARMOR .	6
Stable	Protects and hides horses. +3 Tame (Train).	15
Workshop	-1000Whrs/use. +3 Build .	18
Defense		
Boarded Window	Cover 3DR. -6 Visibility . # is per window.	1
Camera*	-50Whrs/day. Nightvision, recorder and monitor.	12
Cheval-de-Frise	3yds wide. Dodge 6# or 8DMG (Pierce) to pass.	3
Concrete Wall	Cover 6DR. # is 5yd length.	var
Electric Fence*	-500Whrs. 1BDMG/rnd. 30yds long. C9# to let go.	6
Flood Lights*	-100Whrs/night. No Visibility penalty. RNG:S.	9
Hidden Exit	Secret tunnel opening 100yds from the Base.	18
Metal Fence	Athletics 9# to climb. # is 5yd length.	3
Mounted Gun	+1 RATK . Ignore gun Size C requirement.	3
Perimeter Trap	See TRAPS under AREA LOOT in the next section.	var
Reinforced Door	Cover 3DR. # is per door.	6
Watch Tower	6yds tall. Up to 3 people. Gives Overwatch .	15

BASE SHEET

Faction:	Population:
Leader:	Climate:
Attitude:	Area:

BASE FEATURES		
Feature	Notes	#
Water		
Food		
Shelter		
Energy		
Utility		
Defense		

RESOURCES			
Type	Produced	Consumed	Deficit/Surplus
Water	/day	/day	/day
Food	/day	/day	/day
Fuel	/day	/day	/day
Energy	/day	/day	/day

AMMO						
.22	FMJ:	JHP:	Match:	Tracer:		
9mm	FMJ:	JHP:	Match:			
.45	FMJ:	JHP:	Match:			
.357	FMJ:	JHP:				
5.56	AP:	FMJ:	JHP:	Match:	Tracer:	
7.62	FMJ:	JHP:	Match:			
.308	AP:	FMJ:	JHP:	Match:		
12g	Birdshot:	Buckshot:	Flare:	Rubber:	Slug:	
Arrow	Broadhead:	Target:				

Weapons:

Armor:

Gear:

Notes:

SETTLEMENTS

Humans naturally seek to band together. A successful Base, strategically placed with strong fortifications, can grow over time into a Settlement. Large numbers of survivors can congregate in Settlements and begin to rebuild civilization. This requires the cooperation of many different people with varying agendas and therefore some form of organizational system must be developed.

Politics: Humans often come into conflict with each other. When the conflict is serious, it could threaten an entire Settlement. All Settlements have some set of laws which are prohibitions on certain behavior and consequences for ignoring those prohibitions. Whatever power (formal or *de facto*) determines and enforces these laws is a government. There are three basic forms of government: autocracy, oligarchy, and democracy.

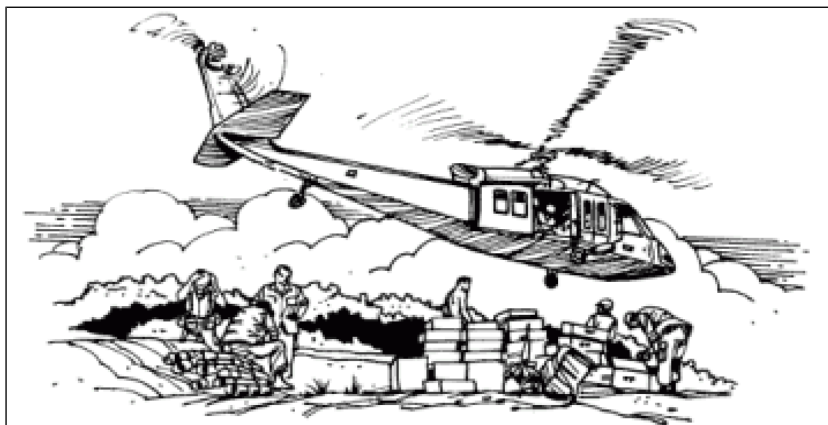
- **Autocracy:** This is a dictatorship in which a strong leader acts quickly and decisively, usually unchallenged. This is an extremely efficient and enticing system early on when a Settlement is highly vulnerable to external attack.
- **Oligarchy:** This is a small group of elites who share power and formalize a set of laws to run the Settlement according to bureaucratic process. They may or may not be elected. They often have power and interests of their own.
- **Democracy:** This is a minimal government in which the people collectively decide major issues. Small issues and specialized functions may be delegated to representative groups. This is usually the slowest form of government.



The path a Settlement takes involves many factors including the personalities of influential people, availability of resources, and the culture of the populace. Any system on such a small scale is very fragile. A few determined and organized people could theoretically overthrow any existing system and set up their own.

Settlements require as a bare minimum: a clean Water source, reasonable shelter, and strong fortifications. Once these are met, Settlements can grow to include some or all of the **BASE FEATURES** listed in the previous section as well as Features listed below:

SETTLEMENT FEATURES	
1 Airstrip	Landing zone and refueling station for aircraft.
2 Lodging	Warm dry place for travelers to sleep at night.
3 Market	Area for the trading of goods and services.
4 Message Board	Public notices, job postings, missing persons.
5 School	Teaching of various Skills and Abilities.
6 Vault	Locked (15#) and guarded storage area.



Commerce: Trade for goods and services is essential to rebuilding civilization. Artisans and Traders with their own shops, as well as the open Market in general, give the Team the opportunity to off-load **Gear** they do not want and trade for things they can use. It is for this convenient access to scarce resources that otherwise bitter enemies usually leave their feuds at the gate upon entering an organized Settlement. What happens outside is another matter entirely.

Only the most advanced Settlements will develop a currency system, and so barter must be used as a rough substitute. Use Socialize vs Socialize to haggle. Every point of Success adds +1 Value to the winner's offer in the trade. Traders will only make deals that seem to give them at least a little profit. To get a rough idea of commonly accepted Values, consult the table below:

BARTER SYSTEM	
Value	Examples
1	Bandage, Chemical, Luxury Item, Part, Pistol Bullet, Water
5	12g Shell, Alcohol, Food, First-Aid Kit, Lighter, Painkiller
10	1gal Fuel, Antibiotic, Arrow, Melee Weapon, Rifle Bullet
50	Duct Tape, Light Armor, Pistol, Specialized Equipment
100	Heavy Armor, Customized Melee Weapon, Rifle, Shotgun
500	ATV, Horse, Motorcycle, Muscle Car, Pickup Truck, Slave, SUV

Inventory: No matter how well-stocked a Trader is or how productive an Artisan may be, there is always a limit to the quantity and selection of goods available in a given store. If a Character wants a specific item, roll **Luck 6#** with a penalty equal to the item's Rarity. Some Traders keep Scavengers on call for special orders. It usually takes a number of weeks equal to the item's Rarity for a Scavenger to return with the item.

Slavery

Despite much evidence to the contrary, a human life is a highly valuable thing in the Wasteland. Though not tolerated in all Settlements, some extremely inhumane places have allowed the age-old scourge of slavery to go on unchallenged or even encouraged. Wranglers kidnap people and drag them to slave markets where they fetch a high price from unscrupulous Traders. Men are usually put into labor camps while women are forced to be Hookers and children are brainwashed into Child Soldiers. Slave-traders know they have to watch their backs because there are still many people of integrity out in the wastes who will kill for freedom, be it their own or someone else's.

SETTLEMENT ENCOUNTERS

Below is a sample of the types of people the Team is likely to come across in a sizable Settlement, along with a brief description of what they may want or have to offer the Team. One thing the **GN** should keep in mind when playing these **Extras** is that few people have any incentive to tell the truth to the Team upon first meeting them. The Team is an exploitable opportunity for many desperate Settlement dwellers. Everybody needs something and most people are capable of doing terrible things to get what they need.

Citizens of a Settlement often do not see many new faces from day to day. The things that Characters do in a Settlement will be remembered and contribute to the reputation of the Character and their Team. Rumors can spread quickly, even from Settlement to Settlement as Traders and travelers drift through. Enemies will usually wait to attack out in the Wasteland rather than cause a scene among witnesses. Friends, on the other hand, can offer protection, information, and favors.

During a first encounter with a new **Extra**, the Player should roll Perception vs the **Extras'** Socialize roll to be able to tell if the **Extra** is acting suspicious or seems trustworthy.

SETTLEMENT ENCOUNTERS		
2d6	Extra	Motivations
1	Amazon	Trading and listening for news that could be useful.
2	Artisan	Builds various wares to trade for Food and supplies.
3	Bandit	Scouting out travelers to ambush out in the Wasteland.
4	Barber/Dentist	Cleans you up. Gives +1 Psyche and +1 Socialize (1 day).
5	Beggar	Sick, soon to be exiled, and seeking a handout.
6	Blacksmith	Artisan who specializes in making MELEE WEAPONS .
2	Child Soldier	Violent young brats with guns trying to act tough.
2	Courier	Scavenger who focuses on special deliveries.
3	Cultist	Sermon forces <u>Entertain</u> v <u>D</u> roll. -1 Psyche on a Fail.
4	Doctor	Offers medical services for a fair trade.
5	Farmer	Honest people trading Food for needed supplies.
6	Gangsta	Hustling for ammo, luxury items, and supplies.
3	Guerrilla	Radical fighters organizing to form a Socialist utopia.
2	Gunsmith	Artisan who specializes in maintaining RANGED WEAPONS .
3	Hippie	Spreading "good vibes" and looking for Hallucinogens.
4	Hooker	Works for Food or DRUGS . Robs customers if possible.
5	Judge	Attempts to retain their authority from before The End.
6	Junky	Addicts trying to get DRUGS by any means necessary.
4	Librarian	Lends books, teaches, collects DOCUMENTS and ID Cards.
2	Mechanic	Artisan who specializes in fixing in LAND VEHICLES .
3	Mercenary	Soldiers for hire. All contracts are negotiable.
4	Militia	Guards the walls and gates of the Settlement.
5	Orphan	Young child (d6+4yrs old) looking for Food and playing.
6	Performer	Busking to <u>Entertain</u> (Inspire) as if you were a Comrade .
5	Pirate	Trading exotic treasures for Alcohol and supplies.
2	Psycho	Attempting to blend in while searching for new victims.
3	Punk	Come to party and trade for things they cannot make.
4	Raider	Trading their plunder for Alcohol, Fuel, and Hookers.
5	Ranger	Passing through, trading Food for tools and supplies.
6	Scavenger	Offers service to find any item in under a week.
1	Scientist	Artisan who specializes in mixing BOMBS and DRUGS .
2	Slave	People captured by Wranglers and sold into slavery.
3	Tailor	Artisan who specializes in crafting ARMOR and CLOTHING .
4	Thief	Teenagers who get what they want by picking pockets.
5	Trader	Traveling merchants who will barter for nearly anything.
6	Wrangler	Slavers who trade people they kidnapped for supplies.

First Impressions: When meeting new **Extras**, the Character (if meeting individually) or the Team leader (if meeting collectively), rolls Socialize vs Socialize to establish a First Impression. The degree of Success or Failure acts as a modifier to the **Extra's** Attitude for subsequent social rolls in this first exchange. See **HUMANS** in **Ch:5**. The Team's reputation may cause further modifiers to be applied if the **Extra** has heard of the Team.

SETTLEMENT CREATION

A Settlement can be randomly generated with these steps:

STEP 1: CLIMATE AND AREA

Start either by using the current **CLIMATE** in which your game is taking place, or roll on the **CLIMATE** table. Then either select or roll an appropriate **SETTLEMENT AREA** to define the surroundings.

CLIMATE					
1	Desert	3	Mountain	5	Swamp
2	Forest	4	Plain	6	Tundra

SETTLEMENT AREA													
Rural						Urban							
1	2	3		4	5	6	1	2	3		4	5	6
1	Big Box Store			1	Junkyard		1	Apartments			1	Office	
2	Bridge			2	Motel		2	Car Dealership			2	Parking Garage	
3	Campsite			3	Rest Stop		3	Hospital			3	School	
4	Church			4	Strip Mall		4	Hotel			4	Stadium	
5	Factory			5	Trailer Park		5	Library			5	Tunnel	
6	Farmstead			6	Wrecked Train		6	Mall			6	Warehouse	

STEP 2: POPULATION AND ATTITUDE

MULTIPLE	
1	x10
2	X20
3	x40
4	x60
5	X80
6	x100

The next step is to determine the Settlement's **Population**. First roll a **d6** and then roll the **MULTIPLE** to get the total **Population**. A **d6x10%** of the **Population** is capable of fighting.

Roll **ATTITUDE** to see how the **Population** feels about outsiders.

ATTITUDE	
1	Hostile
2	Exploitative
3	Cautious
4	Indifferent
5	Welcoming
6	Assimilating

STEP 3: GOVERNMENT AND LAWS

The mode of societal organization is an important part of a Settlement. First roll a **d6** for the type of **GOVERNMENT** that rules the Settlement. Then roll a **d6** twice for **LAWS**. If the first is **odd**, roll for a **LEGAL** activity that is normally banned. If the second is **odd**, roll for an **ILLEGAL** activity that is normally allowed.

GOVERNMENT	
1	Savage Chaos
2	Corrupt Oligarchy
3	Tyrannical Dictator
4	Benevolent Autocracy
5	Elected Council
6	Direct Democracy

LAWS			
LEGAL		ILLEGAL	
1	Assault	1	Demographic Group
2	Drugs	2	Dissident Speech
3	Dueling	3	Firearms
4	Prostitution	4	Gatherings
5	Slavery	5	Property
6	Theft	6	Religion

STEP 4: RESOURCES

Next, roll [**d6** x (**d6x10**)] once for each major **RESOURCE** to see how much of that **RESOURCE** the Settlement has on hand for trade or local consumption. The most important **RESOURCES** are **Food** and **Water**, since the Settlement requires one of each per day per point of **Population**. For **Ammo**, roll randomly on the **AMMO** table.

If you prefer a faster simpler method, roll on the Abstract line to get a qualitative measure for each **RESOURCE**.

RESOURCES						
	1	2	3	4	5	6
Ammo	d6x10	d6x20	d6x30	d6x40	d6x50	d6x60
Energy	d6x10	d6x20	d6x30	d6x40	d6x50	d6x60
Food	d6x10	d6x20	d6x30	d6x40	d6x50	d6x60
Fuel	d6x10	d6x20	d6x30	d6x40	d6x50	d6x60
Water	d6x10	d6x20	d6x30	d6x40	d6x50	d6x60
Abstract	None	Dwindling	Scarce	Enough	Surplus	Plethora

STEP 5: FEATURES

Every Settlement has a variety of **FEATURES** that offer utilitarian functions, added security, and comfort for the **Population**. Roll a **d6** to get one Feature from each of the following **BASE FEATURES** categories: Water, Food, Shelter, Energy.

Then roll **2d6** twice to get two Features in from the Utility category and two Features from the Defense category.

Finally, roll a **d6** to get one **SETTLEMENT FEATURE**.

FEATURES													
d6	Water			Food			Shelter			Energy			
1	Cistern			Chicken Coop			Beds (3d6)			Bike Charger			
2	Dehumidifier			Freezer			Cellar			Ethanol Still			
3	Desalinator			Garden			Garage (d6)			Generator			
4	Gravity Filter			Greenhouse			Heater			Hydroelectric			
5	Rain Catchment			Hydroponics			Insulation			Solar Panel (d6)			
6	Well Pump			Livestock Pen			Wood Stove			Wind Turbine			
Utility							Defense						
1 2 3			4 5 6				1 2 3			4 5 6			
1	Forge			1 Library				1	Boarded Windows		1	Metal Fence	
2	HAM Radio			2 Rec Room				2	Cameras (d6)		2	Mounted Guns	
3	Holding Cell			3 Reloading Press				3	Cheval-de-Frise		3	Perimeter Traps	
4	Infirmary			4 Sewing Machine				4	Electric Fence		4	Reinforced Door	
5	Kitchen			5 Stable				5	Flood Lights		5	Thick Walls	
6	Laboratory			6 Workshop				6	Hidden Exit		6	Watch Tower	
Settlement Features													
1 Airstrip				3 Market				5 School					
2 Lodging				4 Message Board				6 Vault					

STEP 6: FACTIONS AND ENEMIES

Roll a **d6** to see how many powerful Factions reside within the Settlement. Then roll **2d6** on the **SETTLEMENT FACTIONS** table once per Faction to determine which Factions hold sway. The order rolled indicates their relative standing from least to most powerful.

To find out what and how many enemy Factions roam outside of the Settlement's borders, roll **d6 /2** for the number of enemies, then roll **2d6** on **SETTLEMENT FACTIONS** to determine who they are.

If a Faction type is rolled for both a Settlement Faction and an Enemy, these will be two distinct and opposing Factions that happen to have similar organizational structure and ideology.

SETTLEMENT FACTIONS												
1 2 3						4 5 6						
1	Amazons					1	Hippies					
2	Aryans					2	Militia					
3	Barbarians					3	Mercenaries					
4	Cultists					4	Punks					
5	Gangstas					5	Raiders					
6	Guerrillas					6	Traders					



SETTLEMENT SHEET

Faction:		Population:	
Leader:		Climate:	
Attitude:		Area:	
Government:	Legal:	Illegal:	

FEATURES

[illegible]

RESOURCES

Type	Produced	Consumed	Deficit/Surplus
Water	/day	/day	/day
Food	/month	/month	/month
Fuel	/day	/day	/day
Energy	/day	/day	/day

AMMO

.22	FMJ:	JHP:	Match:	Tracer:
9mm	FMJ:	JHP:	Match:	
.45	FMJ:	JHP:	Match:	
.357	FMJ:	JHP:		
5.56	AP:	FMJ:	JHP:	Match:
7.62	FMJ:		JHP:	Tracer:
.308	AP:	FMJ:	JHP:	Match:
12g	Birdshot:	Buckshot:	Flare:	Rubber:
Arrow	Broadhead:		Target:	Slug:

Weapons: _____

Armor: _____

Gear: _____

Notes: _____

FACTIONS

ENEMIES

PROBLEMS		SOLUTIONS	

FACTIONS

People in the Wasteland seek out survivors who look, act, and think like they do. There is safety in numbers. Factions form along demographic and ideological lines which often results in homogeneous tribes. Some Factions can work together. Others are mortal enemies. Convincing these Factions to reconcile their differences and cooperate with each other will be critical in order to save humanity. Joining a Faction requires good will, proven devotion, and taking the *Allegiance Ability*. There are fifteen major Faction types in the Wasteland. They interact as follows:

1. **Cautious:** Receptive to cooperation but always alert.
2. **Distrustful:** Highly suspicious but not instantly hostile.
3. **Aggressive:** Eager to fight under almost any circumstances.

The table below shows how the Factions in the left-most column typically feel about the other Factions along the top row. One Faction does not necessarily feel the same way about another Faction as that Faction feels about them. Some Factions are natural allies, while others are sworn enemies. Changing these prejudices requires a great deal of time, effort, and wisdom.

FACTION RELATIONS															
	Ama	Ary	Ban	Bar	Can	Cul	Gan	Gue	Hip	Mer	Mil	Pir	Pun	Rai	Tra
Amazons	-	A	A	D	A	A	A	C	C	D	D	A	C	A	D
Aryans	D	-	A	D	A	D	A	A	D	D	C	D	A	C	D
Bandits	A	A	-	A	D	A	A	A	A	A	A	D	A	C	A
Barbarians	C	A	A	-	A	D	D	D	C	D	D	D	C	A	D
Cannibals	A	D	A	A	-	A	A	A	A	A	A	A	A	A	A
Cultists	A	A	A	D	A	-	D	D	C	D	D	D	D	D	D
Gangstas	D	A	A	D	A	D	-	D	C	D	D	D	D	A	D
Guerrillas	C	D	A	A	C	A	D	-	C	A	D	D	C	A	A
Hippies	C	C	D	C	A	C	C	C	-	C	C	D	C	D	C
Mercenaries	D	D	A	D	A	D	D	A	D	-	D	A	D	A	C
Militia	D	D	A	D	A	D	D	D	C	D	-	A	D	A	C
Pirates	A	D	D	D	A	D	D	D	C	D	D	-	D	D	A
Punks	C	A	A	C	A	A	D	C	C	D	D	D	-	A	D
Raiders	A	C	A	A	A	A	A	A	A	A	A	D	A	-	A
Traders	C	D	A	C	A	D	D	A	C	C	D	A	D	A	-

Faction Traits: Factions have Traits that are used for mass actions, called Strategies, which take at least one day. Faction Traits have no maximum limit and are based on **Population**. Faction Bases have listed Resources for meeting Faction member's Needs. A Faction loses **1 Population** per day for each unmet Need.

Population: Members with *Allegiance*. This is a Faction's HP.

Resolve: Persuasiveness of propaganda. [*Demeanor* x *Population*].

Intel: Information gathering capability. [*Brains* x *Population*].

Strength: Projection of violent power. [*Constitution* x *Population*].

Mobility: Rapid deployment of personnel. [*Agility* x *Population*].

Warfare: There are four basic Strategies, one for each Faction Trait. To execute a Strategy, the Leader of a Faction rolls [(*Leadership* x6) + Faction Trait]. Leaders can split their Faction into Cells to perform multiple Strategies simultaneously, but a commander must be appointed to make the *Leadership* rolls for each new Cell. The Cells' Traits are recalculated by their **Population**. The Faction or Cell with the smallest **Population** acts first.

Psy Ops: *Resolve* vs *Resolve* or *Intel* (attacker).

Winner converts **Population** = difference between rolls /4.

Reconnaissance: *Intel* vs *Intel*. Winner gets the difference between rolls /2 as a bonus to their next Strategy.

Frontal Assault: *Strength* vs *Mobility* or *Strength* (defender).

Winner takes casualties = difference between rolls /2.

Loser takes casualties = difference between rolls.

Hit-and-Run: *Mobility* or *Strength* vs *Mobility* (attacker).

Winner takes casualties = difference between rolls /4.

Loser takes casualties = difference between rolls /2.

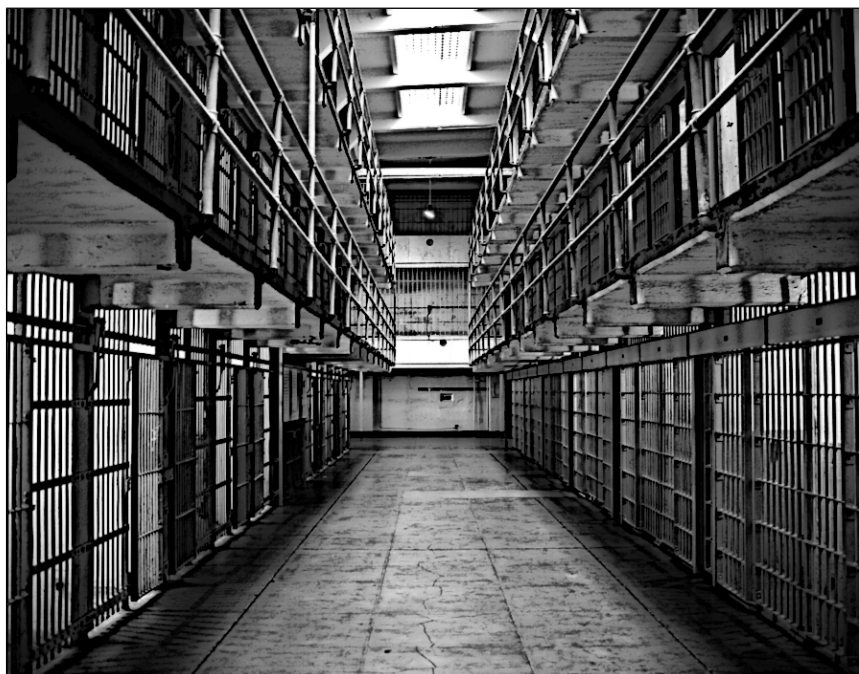
FACTION BASES

Below are stats for generic Factions, their typical Base designs and contents, and descriptions of their survival strategies.

AMAZON CLANHOUSE		Base Features	
Population	30	Beds x20, Bike Charger, Boarded Windows, Cistern (Swimming Pool), Flood Lights, Freezer, HAM Radio, Heater, Hidden Exit, Hydroponics, Insulation, Kitchen, Library, Metal Fence, Perimeter Traps (Snare Wires), Rec Room, Reinforced Doors, Sewing Machine, Solar Panels x20, Thick Walls (Brick)	
Resolve	90		
Intel	90		
Strength	60		
Mobility	120		
Weapons: H&K MP5 (Suppressor), Ice Ax, Knife			
Armor: Blue Jeans, Denim Jacket, Hiking Boots, Motorcycle Helmet, Undercover Vests, Winter Coats, Work Gloves			
Gear: Alcohol, Backpack, Bandage, Bandanna, Bobby Pin, Egg Timer, EMT Bag, Flashlight, First-Aid Kit, Fuel Can, Glass Cutter, Hand Radio, Handcuffs, "How Yoga Works", Lantern, Lighter, Luxury Items, Marker, Matchbook, Measuring Cup, Monocular, Musical Instrument, Mylar Blanket, Notebook, Painkiller, Pepper Spray, "Personal Defense", Pocket Mirror, Purse, Running Shoes, Sedative, Solar Lamp, Stimulant, Sunglasses, Thermometer, Water Bottle, Water Filter, Wristwatch, Zip Tie, Street Bikes			
Resources	Ammo: 1800	Chemicals: 300	Energy: 20,000
Food: 1000	Fuel: 150	Parts: 100	Water: Unlimited
Notes: Amazons prefer to fortify large houses in what once where upscale gated communities. They seal the gates and post hand-painted warning signs about the "Plague Inside" or similar warnings and leave a few rotten corpses around the front to sell the ruse. The main clan house has a large steel fence protecting the perimeter of the yard. Scout patrols maintain radio contact with the Base and draw away male intruders. Hidden look-outs and sharpshooters are positioned at strategic choke points in the neighborhood but only fire if necessary. Women who approach without men are greeted with caution and brought in to receive assistance and a possible offer to join the clan. Every woman gets self-defense training but only those with real combat experience before The End, or those who have since proven themselves, are allowed to go on supply and scouting runs. The rest of the clan performs daily maintenance on the houses and gardens to keep up a comfortable life for all residents. All major decisions are discussed until consensus is reached by all clan sisters present. There is ongoing debate about how they can rebuild society without men there to help reproduce the next generation of human beings.			



ARYAN STRONGHOLD		Base Features	
Population	45	Boarded Windows, Beds x1000, Cameras, Ethanol Still, Flood Lights, Freezer, Garage, Greenhouse, HAM Radio, Heaters, Holding Cells x500, Infirmary, Kitchen, Library, Metal Fence, Reinforced Doors, Sewing Machine, Thick Walls (Concrete), Watchtowers x8, Wood Gasifier, Workshop	
Resolve	90		
Intel	90		
Strength	225		
Mobility	135		
Weapons: Glock 17, Knife, Remington 870, Sledgehammer			
Armor: Leather Jacket, Blue Jeans, Steel-Toe Boots			
Gear: Bandanna, Bandoleer, Rope, Sunglasses, Dune Buggy			
Resources	Ammo: 500, 1000	Chemicals: 200	Energy: 0
Food: 600	Fuel: 1000	Parts: 200	Water: Unlimited
Notes: White supremacist gangs were among the most powerful criminal organizations within the prison system before The End. When the guards left them all to starve in their cells, they had no option but to find a way out. Once a few got out, they began freeing some of the others. The Aryans culled the non-white population down to a manageable number and then forced them into slavery. With the prison under their control, they had no reason to leave their mighty fortress. The walls were nearly impenetrable and they had enough beds to make the cell blocks into a barracks to house the white army they intended to build. They organized raiding parties to bring back supplies and slaves as necessary. The yards were converted into forced-labor farms. As the word got out that neo-Nazis were assembling an army of European-descended warriors to “purify” the world, racist militant groups flocked to join the cause. With greater numbers came greater organization and so the army evolved from a Klan-like lynch-mob into something more closely resembling the Fourth Reich. By their reasoning, since the population has plummeted and there is no government left to protect the wretched dregs of society, it should be relatively easy to build a powerful Fascist state that will institute eugenics breeding programs and extermination camps to clean out genetic impurities and bring about a super race for a whiter and therefore brighter tomorrow. The depths of the psychopathy that permeates such an organization cannot be overstated and should never be underestimated. They have made a religion of pure hatred.			





BANDIT HIDEOUT		Base Features	
Population	8	Hidden Exit, Perimeter Traps (Barbwire, Dead-falls, Snare Wires), Surface Source	
Resolve	24		
Intel	16		
Strength	32		
Mobility	24		
Weapons: Baseball Bat, Knife, Mossberg 500			
Armor: Denim Jacket, Blue Jeans, Hiking Boots			
Gear: Alcohol, Backpack, Bandage, Bandanna, Binoculars, Bolt Cutters, Duffel Bag, Emergency Radio, Fire-stick, Fishing Pole, Flashlight, Fuel Can, Hand Radio, Headlamp, Lantern, Leather Belt, Lighter, Lockpicks, Mess Kit, Plastic Jug, Poncho, Ski Mask, Sleeping Bag, Tarp, Thermal Underwear, Dirt Bike			
Resources	Ammo: 48	Chemicals: 0	Energy: 0
Food: 32	Fuel: 20	Parts: 0	Water: Unlimited
Notes: Bandits tend to find a good ambush point near a Settlement from which they can bushwhack unsuspecting travelers. They often make a temporary camp underneath a bridge or overpass to extract tolls. The price is always the same, half of everything, and they pick which half. They do this for two reasons. In the first place, simply murdering people takes a psychological toll. Bandits are human beings and most of them are not psychopathic and so they avoid wholesale slaughter so that they can sleep with themselves at night. The second reason is one of utility. If Bandits get the reputation that they will let people walk away with their lives and half of their stuff, their victims are much less likely to fight like their lives depend on it. In short, a reputation for mercy increases the likelihood of compliance. They rely on having a good hiding place with traps and suspended hammocks to keep them safe from intruders. If the perimeter is breached, they can run out the other side or dive in the river. Bandits move to a new hideout every few days and rarely stay long after a hold-up. Bandits are cowardly by nature and so they often move their camp while staying within the same geographic region. Only the most defensible and strategically advantageous ambush points would ever be considered for a permanent Base. There is usually one strong, relatively clever, gang leader followed by a small group of imbeciles waiting for their chance to take control.			

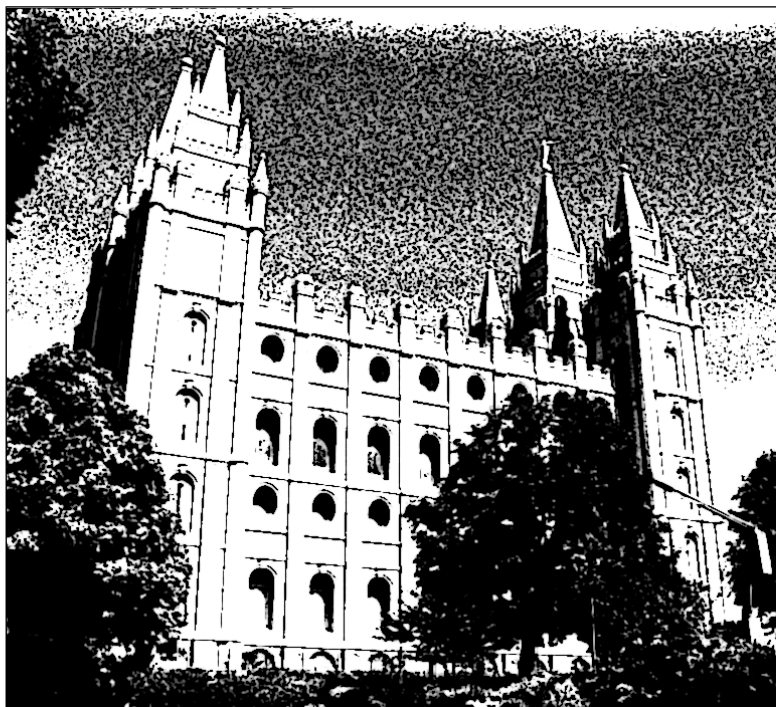


BARBARIAN CASTLE		Base Features	
Population	80	Beds x30, Boarded Windows, Cellar, Chevaux-de-Frise, Chicken Coop, Cistern, Forge, Garden, Hidden Exit, Holding Cells, Kitchen, Livestock Pen, Perimeter Traps (Pitfalls), Rain Catchment, Reinforced Door, Stable, Thick Walls (Log), Watch Towers x4, Wood Stove, Workshop	
Resolve	160		
Intel	160		
Strength	400		
Mobility	240		
Weapons: Ax, Broadsword, Hatchet, Knife, Pickax, Pitchfork, Recurve Bow, Spear, Staff, Torch			
Armor: Chainmail Shirt, Leather Jacket			
Gear: Alcohol, Fire-stick, Hammock, Rope, Horses, Wagons			
Resources	Ammo: 500 Arrows	Chemicals: 20	Energy: 0
Food: 500	Fuel: 0	Parts: 50	Water: Unlimited
Notes: Barbarians build log castles with motes and palisades deep in the forests on hilltops that allow for a clear view of the sprawling countryside. The huge wooden gate is kept shut and barred unless someone is entering or exiting the castle, and then only with the King's blessing. The strict social class hierarchy goes as follows: King, Duke, Earl, Baron, Knight, Yeoman, Serf. The King can promote or demote anyone to any station at his whim. A high ideal of chivalry is the guiding ethic to "Barbarian" communities. Everyone has a place in the pecking order, which comes with privileges and responsibilities. Challenges to superiors are dealt with by single combat, though only in the most egregious breaches of etiquette is a duel to the death merited. Crimes are punished in a brutal medieval style. Industrial technology of any kind is banned in the King's realm. The ground outside the wall is filled with covered pitfalls and chevaux-de-frise, save one winding invisible path that only the locals know. The walls are guarded day and night by squads of Yeoman archers. Mounted Knights patrol the King's lands daily. Intruders who come peacefully are brought before the King to bend the knee or face his summary judgment. The woodlands and pasture outside the walls are hunted and farmed with traditional methods by the Serfs. The Serfs work in return for food, shelter, protection, and leadership. They store as much Food as possible and live day to day with a constant siege mentality.			

CANNIBAL DEN		Base Features	
Population	12	Boarded Windows, Cellar, Holding Cells, Metal Fences, Perimeter Traps (Barbwire, Bear Traps, Snare Wires, Swing Traps (Pickax)), Reinforced Doors, Thick Walls (Concrete)	
Resolve	12		
Intel	24		
Strength	72		
Mobility	36		
Weapons: Chainsaw, Cleaver, Knife, Machete			
Armor: Coveralls, Hiking Boots			
Gear: Duffel Bag, Hacksaw, Wire Saw			
Resources	Ammo: 0	Chemicals: 10	Energy: 0
Food: 50	Fuel: 20	Parts: 15	Water: 20
Notes: Cannibal “families” like to set up their dens in old slaughterhouses or similar industrial food processing facilities. They hang their living victims from hooks, cut off pieces when they get hungry, and cauterize the wounds. To pass the time, they compete in bare-knuckle fights to keep themselves toughened up. When not fighting or hunting, they torture their captured prey both physically and psychologically. Cannibals make jewelry, clothing, or masks from the remains of their victims. They decorate their den with bones, skin, and hair. There is always an Alpha Male who commands the rest of the pack, and a handful of Beta Males who fight each other for position. Women are almost never found in leadership roles. Over time, Cannibals begin to behave more like feral beasts than human beings. They sometimes forgo language altogether and simply grunt and growl at each other, using violence to clarify their intentions when necessary. Any Cannibal who shows any signs of weakness will be killed and eaten by the others. To prove their strength and make themselves appear more fierce, they ceremonially scar themselves after each kill, file their teeth and fingernails into points, and use their victim’s blood as warpaint. Cannibals have no hesitation or fear. Instead, they fly into a rage and mindlessly attack until the threat is destroyed. Because of this lack of strategy or even basic self-preservation, Cannibal families never last very long.			

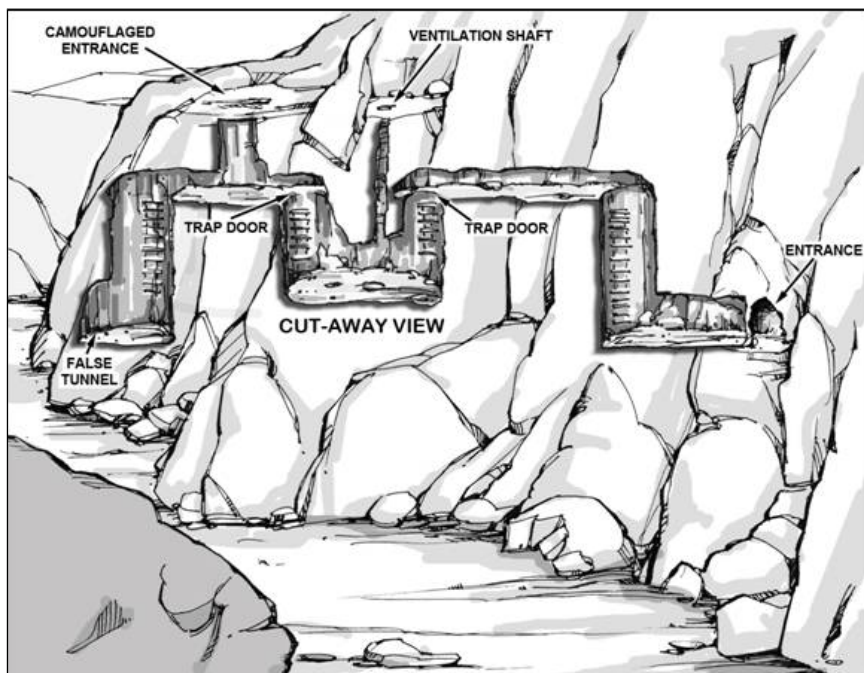


CULTIST TEMPLE		Base Features	
Population	20	Boarded Windows, Beds x10, Flood Lights, Garden, Generator, HAM Radio, Kitchen, Library, Metal Fence, Perimeter Traps (Bear Traps, Net Drops), Reinforced Doors, Thick Walls (Concrete), Watch Tower, Well Pump, Wood Stove	
Resolve	40		
Intel	40		
Strength	80		
Mobility	80		
Weapons: Knife, Net, Staff			
Armor: Black Robe			
Gear: Duct Tape, Hand Cuffs, Rope, Van			
Resources	Ammo: 0	Chemicals: 10	Energy: 0
Food: 200	Fuel: 100	Parts: 20	Water: 300
Notes: Almost anyone under the right set of circumstances can be manipulated into joining a cult. Cult leaders prey on people's innermost weaknesses and offer them a feeling of belonging, of love, and the relief of leaving all problems up to someone else to solve. Sometimes a cult leader will run recruitment campaigns, usually involving kidnapping followed by intense brainwashing. Otherwise they are simply looking for human sacrifices. For those who are brought into the fold, sociopathic degradation, circular mystical philosophy, ritualistic sexual abuse, and addictive psychoactive drugs keep anyone from stepping out of line. Old cathedrals are ideal bases of operations for cults, offering the perfect combination of structural fortifications and theatrical aesthetic grandeur. Many cults take up residence in rural towns surrounded by forests and hills. The cult leader creates and constantly reinforces a narrative of a fallen world undergoing a final divine judgment, with the leader boldly positioning himself as a prophet and lone guide to the path of spiritual redemption. The leader claims to speak directly to and for God almighty. His followers obey every word without question or hesitation. Their individuality has been totally consumed by their holy mission. These followers insist that they are there of their own free will. They will do anything to return to their cult if taken away.			





GANGSTA BLOCK		Base Features	
Population	50	Boarded Windows, Beds x100, Cameras x10, Ethanol Still, Flood Lights, Garden, Generator, Heater, Hydroponics, Insulation, Kitchen, Metal Fence, Perimeter Trap (Barbwire), Rain Catchment, Thick Walls (Concrete)	
Resolve	150		
Intel	100		
Strength	150		
Mobility	200		
Weapons: Brass Knuckles, Cane, Kimber 1911, MAC-10 (Suppressor), Police Baton, Remington 870, Riot Shield, Tire Iron			
Armor: Undercover Vest, Cargo Pants, Hiking Boots			
Gear: Alcohol, Lighter, Luxury Items, Spray Paint, Street Bike			
Resources	Ammo: 8000; 100	Chemicals: 200	Energy: 0
Food: 100	Fuel: 200	Parts: 100	Water: 2000
Notes: Decades of institutional racism in the private housing sector, including segregationist public housing policies, has resulted in urban neighborhoods that look more like prison complexes than residential communities. Though these places were socially engineered poverty traps before The End, now they serve as pre-fortified strongholds surrounded by an entire city's worth of resources. The projects are built from brick and cinder block, with heavy steel doors, iron fences, and barred or boarded up windows. The local gangs take control as soon as the police flee, claiming city buses for use as mobile walls on the streets. People of all ages and ethnic backgrounds are forced to find a way to survive in claustrophobic proximity to each other. Gangstas use fast street bikes to make supply runs into other parts of the city. Essential needs are relatively easily met for a time in concentrated urban environments with store shelves stocked with goods. Scavengers often return with expensive luxuries that they never could have afforded before. Prostitution and drug abuse are as common as ever. Sometimes organized boxing matches are held for entertainment and conflict resolution. Respect and loyalty are everything here. The leadership usually consists of a strong front-man who may or may not listen to the advice and wishes of his lieutenants and elders in the community. Outsiders are viewed with extreme suspicion and trespassing is not tolerated.			



GUERRILLA CAMP		Base Features	
Population	40	Beds x20, Cellar, HAM Radio, Hidden Exits x8, Holding Cell, Laboratory, Perimeter Traps (Dead-falls, Landmines, Pitfalls, Spring Guns (7.62JHP)), Reinforced Doors, Reloading Press, Solar Panels x2, Thick Walls (Concrete), Watch Tower x8, Well Pump	
Resolve	80		
Intel	120		
Strength	120		
Mobility	160		
Weapons: AK-47, Knife, Molotovs x50, Shovel			
Armor: Cargo Pants, Hiking Boots			
Gear: Backpack, Bandoleer, BDU Jacket, Multimeter, Ski Mask			
Resources	Ammo: 3000	Chemicals: 40	Energy: 1000
Food: 200	Fuel: 0	Parts: 15	Water: Unlimited
Notes: Believing the oppressive and decadent Capitalist system to be either the direct cause of (or at least a catalyst for) The End, these radical leftist revolutionaries want to build a worker's utopia on the rubble of the old system. To this end, they have organized a people's army supported by democratically controlled working groups to secure a region to begin creating a new and better. Guerrillas use naturally occurring fortifications to their advantage whenever possible. They build their command centers within large cave networks in remote mountains. Often the main base is a hub with camouflaged look-out positions stretching out in all directions, linked to the center by tunnels or hidden trails. Booby-traps are everywhere in Guerrilla territory. Despite the sophisticated defensive systems in place, Guerrilla camps are designed to be folded up and moved along at a moment's notice. Guerrillas choose their battles with extreme caution and careful planning. They do not willingly engage an enemy unless they have an overwhelming advantage. Following in the Marxist rebel tradition, Guerrillas distribute their resources on the basis of need while tasks are assigned on the basis of ability. Sexism and racism are not tolerated. Slavers are actively hunted and shown no mercy. Operational security is of the highest importance and so recruitment is a slow, sometimes paranoid process involving a great deal of deception and mind-games to get at the core of a candidate's true values. Guerrilla armies are led by either a strong militant leader or a council of commanders.			

HIPPIE COMMUNE		Base Features	
Population	15	Beds x6, Boarded Windows, Garden (Food), Gravity Filter, Greenhouse (Hallucinogens), Hidden Exit, Kitchen, Library, Log Walls, Perimeter Traps (Alarm Flares, Net Drops), Rain Catchment, Solar Panels x10, Well Pump, Wind Turbine, Wood Stove	
Resolve	30		
Intel	45		
Strength	45		
Mobility	60		
Weapons: Catch Pole, Staff			
Armor: Work Gloves, Blue Jeans			
Gear: Hallucinogens x300, Headlamp, Lighter, Messenger Bag, Notepad, Painkillers x150, Sunglasses, Swiss Army Knife, Tarp, Thermal Underwear, Bicycle, Van			
Resources	Ammo: 0	Chemicals: 20	Energy: 10400
Food: 2000	Fuel: 0	Parts: 60	Water: Unlimited
Notes: Hippies thrive in the arms of nature, depending on plants for nearly all of their needs. They join to form consensus-based collectivist communities that rely on farming and foraging for sustenance. They often spend their time wandering in the woods, practicing yoga, and taking copious amounts of naturally occurring psychedelic drugs. Their remote location keeps them safe from the dangers of big cities, but eventually trouble always finds them. Their plan in such cases is always evasion, stealth, or diplomacy. Even if they were capable of fighting, they would avoid it for ethical reasons. They are total pacifists, seeking peace through non-violent solutions in all circumstances. If a potentially life-threatening situation cannot be resolved through discussion or avoidance, they would rather die than commit a violent act, even in self-defense. Their unwavering faith in the innate goodness of all human beings makes them the perfect victims for deception and abuse. It is common for a commune, once it has been discovered, to be regularly extorted for protection tribute by marauding Raider gangs. Wranglers may come through now and then to kidnap slaves, though they leave most of the commune intact to attract more survivors to be enslaved later. In peaceful meetings with outsiders, Hippies offer natural drugs, medical care, and fresh Food and Water as barter for Fuel, equipment, or a work-trade. They are kind, caring people who believe in radical freedom and free love. They do no turn away anyone in need. Some of them are dreamy-eyed “burn outs” barely capable of forming coherent thoughts. Others are sharp industrious people who care deeply about the Earth and all living things.			



MERCENARY BUNKER		Base Features	
Population	24	Beds x24, Cameras x4, Electric Fence, Garage, Generator, HAM Radio, Hidden Exit, Infirmary, Insulation, Perimeter Traps (Landmines), Reloading Press, Reinforced Door, Thick Walls (Concrete), Well Pump, Workshop	
Resolve	48		
Intel	48		
Strength	120		
Mobility	72		
Weapons: Kimber 1911, Kukri, Springfield M1A			
Armor: Interceptor Vest, Tactical Vest, Kevlar Gloves, Hiking Boots			
Gear: Baseball Cap, Canteen, First-Aid Kit, Hammock, Headlamp, Sunglasses, Swiss Army Knife, Tarp, Water Filter, Wristwatch, SUV			
Resources	Ammo: 1000, 5000	Chemicals: 100	Energy: 0
Food: 750	Fuel: 500	Parts: 200	Water: Unlimited
Notes: Mercenaries are countermeasures to Bandits, Raiders, and the like. Ex-soldiers find their way into Mercenary companies to make a living with their skills, finding a sense of camaraderie that was lost when the military collapsed. These companies are organized in paramilitary style with an established chain-of-command. Mercs are usually employed by a Settlement or a wealthy Trader as gate or caravan guards. The standard contract guarantees Food and Water for each day of service, a weekly ammo allotment, Fuel (if necessary), medical care, and looting rights. Mercs with high reputation can demand a premium, usually involving Alcohol, Luxury Items, and Hookers. Mercs build their bunkers as small fortresses within big Settlements where they hoard combat gear. Nobody but Mercs, customers, and Hookers get inside. Their is no ideology driving them except to get what they can while there is anything left to get. To say that these men are jaded would be an extreme understatement of the depths of cynicism into which they have fallen. It is a common occurrence for a Merc to flip out and go on a shooting spree or simply turn a gun on himself. At the best of times they seem like black-humored disciplined hedonists, but eventually the hopelessness of their lives catches up to them.			

MILITIA FORT		Base Features	
Population	60	Beds x200, Cameras x10, Concrete Walls, Flood Lights, Garages, Generators, HAM Radio, Heater, Infirmary, Kitchen, Machine Shop, Metal Fence, Mounted Guns (M60 Machine Gun), Perimeter Traps (Barbwire, Landmines), Reinforced Doors, Watchtowers x8	
Resolve	180		
Intel	120		
Strength	240		
Mobility	180		
Weapons: AR-15, Knife, M2 Browning, M4A1 Carbine, M32 Launcher, M60 Machine Gun, M72 LAW, M107 Barret, M203 Launcher, M249 SAW, Mossberg 500, Remington 700			
Armor: Army Helmet, Flak Jacket, Work Gloves, Cargo Pants, Hiking Boots, Interceptor Vest			
Gear: Alcohol x100, Backpack, Bandoleer, BDU Jacket, Flashlight, Hand Radio, 2½-ton Army Truck ("Deuce"), Humvee, Pickup Truck			
Resources	Ammo: 4000	Chemicals: 50	Energy: 0
Food: 100	Fuel: 2000	Parts: 200	Water: 200
Notes: When the world fell apart, most people in the military examined their priorities and decided to go AWOL and head home to protect their families. They carried off as much as they could as they left. Shortly thereafter, organized anti-government Militias swooped in to take these high value bases. Having prepared for a bloody Second American Revolution years in advance, they had mapped out their domestic military targets and developed attack plans long before anyone knew The End was nigh. The biggest surprise was lack of any serious resistance, and those few soldiers who remained gladly joined up with the Militia. Most Militia members had some form of military training at one time and so they knew how to operate the equipment and make use of the resources at hand. With strong barbwire-topped fences and watchtowers with machine gun emplacements on all sides, these military bases make nearly ideal Wasteland fortresses. Though ammo is running relatively low and Food and Water sources are basically non-existent, there is a massive arsenal of high-grade weaponry that deserters simply didn't have the time or space to take with them. As long as the paramilitary chain-of-command holds together, the Militia will remain a fighting force to be respected.			



PIRATE RIG		Base Features	
Population	18	Beds x10, Cameras x6, Desalinator, Flood Lights, Generator, HAM Radio, Infirmary, Kitchen, Laboratory, Mounted Guns (M60 Machine Gun) x4, Rain Catchment, Reinforced Doors, Thick Walls (Concrete), Watchtower, Water Barrels x4	
Resolve	36		
Intel	36		
Strength	72		
Mobility	72		
Weapons: Knife, M60 Machine Gun, Machete, Ruger Mk.III, Dynamite x50			
Armor: Work Gloves, Steel-Toe Boots			
Gear: Alcohol, Bandoleer, Bandanna, Canteen, Compass, Fishing Pole, Goggles, Grappling Hook, Lifejacket, Map (Local), Monocular, Rope, Snorkel, Catamaran, Jet Ski, Motorboat, Speedboat			
Resources	Ammo: 2000, 5000	Chemicals: 500	Energy: Unlimited
Food: 50	Fuel: Unlimited	Parts: 100	Water: 400
Notes: When The End came, the waterways once again became the fastest and safest mode of transportation. As Raiders pillage the land, Pirates rove the seas. Small crews in fast boats overwhelm large oil tankers holding millions of gallons of petroleum. Captured oil drilling rigs serve as artificial island bases with an almost endless fountain of Fuel. Jet skis, speed boats, and catamarans were converted into light boarding craft with mounted machine guns and grapple lines. Rivers present a huge risk to Pirates, lacking much room to maneuver, but remain very tempting since major cities were built along waterways. Pirate crews are greedy but they tend to want to stay small, preferring to outrun rather than out-gun serious foes. They can be very disorganized but still capable of extreme coordinated violence. Any degree of regimentation is due solely to the iron grip of a respected brutal captain. Wise captains keep their crews on short leashes. A challenge to the captain's authority is met with immediate single combat. Prisoners are kept or traded as slaves. Pirates do not care about causes but those who are smart enough to have any foresight dread the day that the Fuel runs out and they are left totally at the mercy of wind and wave. Most of them are simple hedonists who see nothing left to life but to drink every last bit of pleasure from the world before they all die terrible deaths.			

PUNK SQUAT		Base Features	
Population	25	Beds x15, Bike Charger x5, Ethanol Still, Freezer, Garden, Gravity Filter, Hidden Exits, Hydroelectric, Hydroponics, Kitchen, Library, Perimeter Traps (Swing Traps (Metal Club), Trip Grenades (Tear Gas)), Rain Catchment, Thick Walls	
Resolve	50		
Intel	75		
Strength	100		
Mobility	75		
Weapons: Barbwire Club, Sign Shield, Tear Gas Grenades x20			
Armor: Blue Jeans, Steel-Toe Boots, Spiked Jacket			
Gear: Canteen (Alcohol), Duct Tape, Gas Mask, Multi-Tool, Bicycle			
Resources	Ammo: 0	Chemicals: 300	Energy: 0
Food: 100	Fuel: 10	Parts: 500	Water: Unlimited
Notes: Young Anarchists from big cities decided to hunker down and make their own way when society broke apart around them. For them, living on the margins and picking scraps from dumpsters was a lifestyle choice long before The End. They spent years developing DIY skills to liberate themselves from the system they so deeply hate. Clashing with riot police at countless protests, they learned how to evade and protect themselves from stronger, better equipped enemies. It was no surprise to them when society fell. They occupied subway tunnels and sewer systems and converted them to repurposed bomb shelters. Living underground offers protection and safe passageways all over the city. Scavenging and urban gardening keeps them fed. Many of them are strict vegans, though they do love to drink. They set up beer brewing operations if possible. Most of them don't have experience with guns, so they fight with homemade weapons. Their tunnels are heavily booby-trapped, which is good for them because nobody ever wants to commit to standing watch. Decision making and resource allocation is all done by consensus, which can easily devolve into yelling matches. Though they freely squabble and fight amongst themselves, they rise together at startling speed to face an outside threat as a united front. Slavers are targets of top priority. They deeply hate authority and love to make the powerful look foolish.			





RAIDER MOTEL		Base Features	
Population	35	Beds x60, Insulation, Metal Fence, Perimeter Trap (Alarm Flare, Barbwire, Bear Traps, Trip Frag Grenade), Watchtower (2nd floor and roof)	
Resolve	35		
Intel	70		
Strength	175		
Mobility	140		
Weapons: Bowie Knife, Brass Knuckles, Kimber 1911			
Armor: Army Helmet, Leather Jacket, Blue Jeans, Steel-Toe Boots			
Gear: Bandanna, Canteen, Hacksaw, Leather Belt, Stimulants, Tool Bag, Motorcycle			
Resources	Ammo: 700	Chemicals: 10	Energy: 0
Food: 35	Fuel: 150	Parts: 70	Water: 35
Notes: Biker gangs turned into modern day Viking war-clans after society collapsed and the threat of the rule of law faded into memory. These cold-hearted killers ride across the Wasteland taking whatever or whoever they want. Self-gratification is their only drive. They will torture and kill someone for a laugh as soon as look at them. These men are as psychopathic as people can be while still being capable of teamwork. The gang leader is the strongest and meanest of the group. Anyone who challenges and kills him will become the new leader. Raiders are nomadic by nature. They claim a large region as their territory and are constantly on the move within it. A smart gang leader will restrain their men from killing everyone in a Settlement, setting up a protection racket with regular tributes instead. Their bases are temporary though they may return to a good base on their next trip through the neighborhood. They stay at roadside motels for their remoteness, large and often fenced in parking lots, and plenty of beds. A quarter of the gang is forced by the leader to stay awake at any given time to keep watch. If enemies approach, the lookouts sound the alarm and all of the Raiders can roll out of bed and turn the parking lot into a shooting gallery. If things get out of hand, they can quickly jump on their motorcycles and flee the kill-zone. Raiders are not worried about honor or bravery. They are opportunistic killers who seek the highest payoff for the lowest risk. Only a very well-armed and fortified Settlement has any chance of warding off a large Raider gang.			



TRADER COMPOUND		Base Features	
Population	32	Beds x20, Cameras x30, Ethanol Still, Flood Lights x10, Forge, Freezers x8, Generators x4, HAM Radio, Heater, Mounted Guns (Springfield M1A) x4, Perimeter Traps (Alarm Flares, Barbwire, Trip Frag Grenades), Rain Catchment, Reinforced Door, Reloading Press, Sewing Machine, Solar Panels x8, Stable, Thick Walls, Watch Tower, Wind Turbines x20	
Resolve	128		
Intel	128		
Strength	64		
Mobility	64		
Weapons: Any.			
Armor: Any.			
Gear: Any.			
Resources		Ammo: 900 various	Chemicals: 400
Food: 200		Fuel: 500	Energy: 10000
		Parts: 500	Water: 300
Notes: As civilization collapsed, a lucky few found themselves in possession of a great deal of barter goods. Maybe they were store managers, local politicians, or just the only person around who happened to have a gun at the time. One way or the other, when law and order fell apart, they became instantly rich. With a good bit of cautious recruitment and clever manipulation, they were able to surround themselves with Mercenaries and other hangers-on who recognized the long-term perks of an organized business operation. When a Trader becomes wealthy enough to employ a small army of Mercenaries, they fortify "Big Box" stores or fulfillment warehouses that still hold large quantities of valuable goods. The entrances are often blocked with vehicles and shipping containers. Armed guards stand watch on the roof and walk patrols around the parking lot. Semi-trucks come and go, bringing newly scavenged loot and taking surplus inventory to be bartered with surrounding Settlements and wandering survivors. Manual labor is done by slaves who are kept in cages like animals. They are frequently starved and worked literally to death. The Trader rules as a petty dictator or feudal lord. When the number of slaves gets too high to control, the Trader will promote and sell tickets to gladiator games in the parking lot. Bored settlers come from all around to take in the bloody spectacle from high school bleachers as they gobble down concessions. When two powerful rival Traders expand into each others' territories, turf wars and hostile takeovers are highly likely. If this misunderstanding can be smoothed over with clever negotiation, a cartel may be formed. If Traders have any long-term plans for shaping the future of society, it is bound to look like some kind of Ayn Rand hyper-Capitalist nightmare.			

AREAS AND ENCOUNTERS

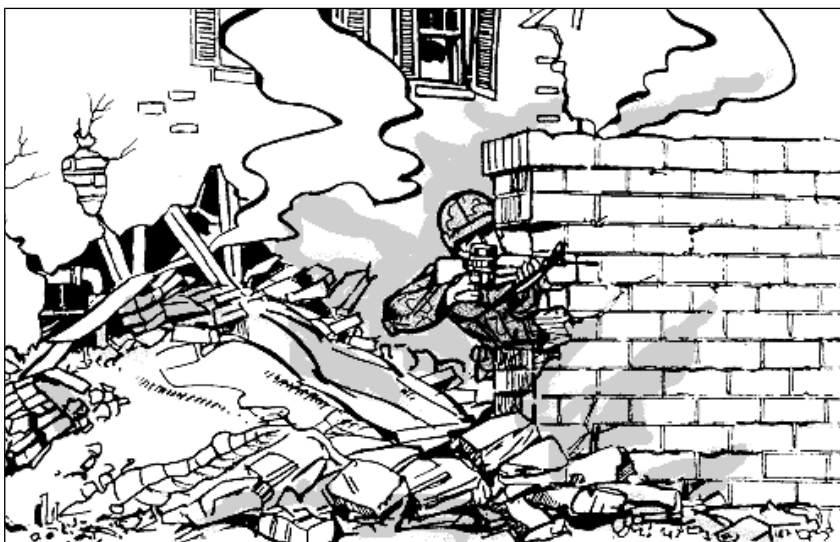
Apocalyptic is designed to be easy to run, especially for a first-time **GN**. Using the **AREA** and **ENCOUNTER** tables provides a way to randomly generate a dynamic game world. This section is meant to be a supplement to the story, not a replacement for it. The **GN** should use this section to maintain a steady pace of game play and to spark new ideas if the game session becomes stale and boring. The **GN** can save game time by rolling a list of random **AREAS** and/or **ENCOUNTERS** before the session begins.

The two basic types of **AREAS** the Team may wander through in the Wasteland are **RURAL** and **URBAN**. **RURAL** encompasses small towns, farmlands, and the surrounding countryside. **URBAN** includes downtown business districts, industrial sprawl, and suburban neighborhoods.

AREAS should be rolled whenever the Team takes off in an unexplored direction. The **GN** may roll even/odd on **d6** to determine if there is an **ENCOUNTER** waiting at the new **AREA**. **ENCOUNTERS** should be rolled at least once per day, even when the Team is not traveling. **SCENARIO ENCOUNTER** tables are given at the end of this section and at the end of the chapter under the **Scenario** that you chose for your game. All **Extras** are listed in **Ch:5**.

Scavenging: **AREAS** have a listed Perception # to find one item in that **AREA**. Scavenging can be attempted once every 15mins. Once a Player has Failed a Perception roll in an **AREA**, the Character becomes convinced that there is nothing left to find there. **Notes** give the rolls needed to determine how many items are at the **AREA** and the **Loot** table on which to roll in order to find out what those items are. **AREA LOOT** tables can be found in the next section. The **MASTER GEAR LIST (MGL)** is the default random loot list. The **MGL** can be found at the beginning and end of this book.

Proximity and Number: Each **ENCOUNTER** has a listed **Proximity** multiplier (1-100) and a **Number** of **Extras** to roll. Roll [**d6** x **Proximity**] for the distance in yards between the Team and the **Extra(s)**. Roll **Number** to see how many of the **Extra(s)** appear. **Notes** gives a brief description of the **Extras'** typical behavior. The **GN** may secretly compare each side's highest Perception vs the lowest Stealth to see which side becomes aware of the other first.





RURAL AREAS			
2d6	Area	Perception	Notes
1	1 Barn	6#	d6 HARDWARE . d6 Parts.
	2 Big Box Store	3#	d6x10 MGL .
	3 Big House	3#	d6x2 MGL . d6x2 Parts. d6x2 Chemicals.
	4 Billboard	-	Athletics 9#. 15yds tall. Overwatch .
	5 Blocked Road	-	d6 mile(s) to bypass.
	6 Bridge	3#	d6 LAND VEHICLES . A3# to not fall.
2	1 Campsite	6#	d6x2 SPORTING GOODS .
	2 Church	6#	d6 MGL . d6 Food. d6x9 Holy Books.
	3 Construction Site	6#	d6 HARDWARE .
	4 Equipment Cache	9#	d6x2 MGL .
	5 Factory	6#	d6x3 HARDWARE . d6x10 Parts.
	6 Farmstead	3#	d6x2 FARM . d6x3 Parts. d6x3 Chemicals.
3	1 Gas Station	3#	d6+1 GAS STATION . d6 Chemicals.
	2 Grocery Store	3#	d6x2 GROCERY STORE . d6 Chemicals.
	3 Gun Store	6#	d6 RANGED, AMMO, GUN ACCESSORIES .
	4 Hardware Store	3#	d6x2 HARDWARE . d6x10 Parts.
	5 Junkyard	6#	d6 MGL . d6x10 Parts.
	6 Mass Grave	-	Pit full of corpses.
4	1 Motel	6#	d6x3 MGL . d6x3 Holy Books.
	2 Pharmacy	3#	d6 MEDICAL . d6x3 Chemicals.
	3 Rest Stop	6#	d6 MGL . d6-1 LAND VEHICLES .
	4 Restaurant	3#	d6x2 Food. d6 Water. d6 Chemicals.
	5 School	3#	d6x2 Food. d6x2 Water. d6x2 Chemicals.
	6 Sheriff Station	3#	d6x2 POLICE .
5	1 Small House	3#	d6 MGL . d6 Parts. d6 Chemicals.
	2 Sporting Goods	3#	d6x2 SPORTING GOODS .
	3 Strip Mall	3#	d6x5 MGL . d6x2 Chemicals.
	4 Supply Cache	9#	d6x3 Food. d6x3 Water.
	5 Trailer Park	6#	d6 MGL . d6-1 LAND VEHICLES .
	6 Trap	varies	1 TRAP .
6	1 Tunnel	-	d6x50yds long. Visibility: None .
	2 Weapons Cache	9#	d6 RANGED .
	3 Wrecked Bus	6#	d6 MGL . d6x2 Parts.
	4 Wrecked Car	6#	d6 CAR . d6 Parts.
	5 Wrecked Semi	6#	d6x5 copies of 1 MGL item. d6 CAR .
	6 Wrecked Train	6#	d6x3 MGL . d6x5 Parts.

RURAL ENCOUNTERS					
2d6	Extra(s)	Proximity	Number	Stealth	Notes
1	SPECIAL	d6x100yd	varies	varies	SCENARIO ENCOUNTER.
2	Amazons ¹	d6x10yd	d6+2	+4	Patrol.
3	Aryans ³	d6x50yd	d6+3	+3	"Cleansing."
4	Bandits ³	d6x10yd	d6+3	+4	Rob ½ Ammo/Food/Water.
5	Barbarians ²	d6x10yd	d6+4	+2	Foraging. Hunting.
6	Cannibals ³	d6x5yd	d6+1	+3	Hunting.
1	Cultists ³	d6x5yd	d6+5	+4	Kidnapping.
2	SPECIAL	d6x50yd	varies	varies	SCENARIO ENCOUNTER.
3	Exile ³	d6x10yd	1	+2	Begging. Wandering.
4	Farmer ¹	d6x50yd	1	+2	Patrol. Hunting.
5	Feral Kids ²	d6x5yd	d6+4	+4	Foraging.
6	Guerrillas ¹	d6x10yd	d6+1	+5	Patrol. Scavenging.
1	Hippies ¹	d6x10yd	d6+3	+4	Scavenging.
2	Judge ²	d6x100yd	1	+2	Patrol.
3	SPECIAL	d6x50yd	varies	varies	Scenario Encounter.
4	Militia ¹	d6x50yd	d6+4	+3	Taxing 1 Food.
5	Native Animal ²	d6x50yd	1	varies	NATIVE ANIMALS.
6	Nomad ²	d6x10yd	1	+4	Traveling.
1	Operatives ²	d6yd	6	+6	Secret mission.
2	Orphan ²	d6x10yd	1	+3	Crying. d6x2yrs old.
3	Pirate(s) ³	d6x10yd	d6	+4	Stealing.
4	SPECIAL	d6x10yd	varies	varies	SCENARIO ENCOUNTER.
5	Preacher ¹	d6x10yd	1	+3	Patrol.
6	Prepper(s) ¹	d6x50yd	d6	+3	Traveling.
1	Psycho ³	d6yd	1	+4	Stalking.
2	Punks ¹	d6x10yd	d6+2	+3	Scavenging.
3	Raiders ³	d6x100yd	d6+3	+4	Stealing.
4	Ranger ¹	d6x10yd	1	+3	Patrol.
5	SPECIAL	d6x5yd	varies	varies	SCENARIO ENCOUNTER.
6	Slave ²	d6x10yd	1	+4	Escaping.
1	Sniper ³	d6x100yd	1	+8	Shoots anything.
2	Trader ¹	d6x100yd	1	+2	d6+1 Mercenaries.
3	Wild Dog(s) ³	d6x50yd	d6	+5	Hunting.
4	Wrangler(s) ³	d6x10yd	d6	+3	Kidnapping.
5	Zoo Animal ³	d6x50yd	1	varies	ZOO ANIMALS.
6	SPECIAL	d6yd	varies	varies	SCENARIO ENCOUNTER.





URBAN AREAS			
2d6	Area	Perception	Notes
1	1 Apartments	3#	d6x5 MGL. d6 LAND VEHICLES.
	2 Bar	6#	d6x3 Alcohol.
	3 Big House	3#	d6x2 MGL. d6x2 Parts. d6x2 Chemicals.
	4 Car Dealership	6#	2 LAND VEHICLES. d6x2 Parts.
	5 Checkpoint	6#	d6 MGL. C# = d6x3 to move barricade.
	6 Church	6#	d6 MGL. d6 Food. d6x6 Holy Books.
2	1 Clothing Store	6#	d6x2 CLOTHING.
	2 Equipment Cache	9#	d6x2 MGL.
	3 Gas Station	3#	d6+1 GAS STATION. d6 Chemicals.
	4 Grocery Store	3#	d6x2 GROCERY STORE. d6 Chemicals.
	5 Gun Store	6#	d6 RANGED. AMMO, GUN ACCESSORIES.
	6 Hardware Store	3#	d6x2 HARDWARE. d6x10 Parts.
3	1 Hospital	6#	d6x3 MEDICAL. d6x10 Chemicals.
	2 Hotel	6#	d6x5 MGL. d6x6 Holy Books.
	3 Library	3#	d6x3 DOCUMENTS.
	4 Mall	3#	d6x10 MGL.
	5 Mass Grave	-	Pit full of corpses.
	6 Office	3#	d6x2 DOCUMENTS. d6x2 HARDWARE.
4	1 Parking Garage	6#	d6 LAND VEHICLES.
	2 Pharmacy	3#	d6 MEDICAL. d6x5 Chemicals.
	3 Plane Crash	6#	d6x2 MGL. d6x3 Parts.
	4 Police Station	3#	d6x3 POLICE. d6x3 Chemicals.
	5 Public Park	6#	d6 SPORTING GOODS.
	6 Restaurant	3#	d6x2 Food. d6 Water. d6 Chemicals.
5	1 School	3#	d6x2 MGL. d6x2 Food. d6x2 Water.
	2 Small House	3#	d6 MGL. d6 Parts. d6 Chemicals.
	3 Sporting Goods	3#	d6x3 SPORTING GOODS.
	4 Stadium	6#	d6x5 SPORTING GOODS. d6x5 Parts.
	5 Strip Mall	3#	d6x5 MGL.
	6 Supply Cache	9#	d6x3 Food. d6x3 Water.
6	1 Trap	varies	1 TRAP.
	2 Tunnel	-	d6x50yds long. Visibility: None.
	3 Warehouse	3#	d6x10 copies of 1 MGL item. d6 Parts.
	4 Weapons Cache	9#	d6 RANGED.
	5 Wrecked Bus	6#	d6 MGL. d6x2 Parts.
	6 Wrecked Car	6#	d6 CAR. d6 Parts.

URBAN ENCOUNTERS					
2d6	Extra(s)	Proximity	Number	Stealth	Notes
1	SPECIAL	d6x100yd	varies	varies	SCENARIO ENCOUNTER.
2	Amazons ¹	d6x10yd	d6+2	+4	Scavenging.
3	Aryans ³	d6x50yd	d6+3	+3	"Cleansing."
4	Bandits ³	d6x10yd	d6+3	+4	Rob ½ Ammo/Food/Water.
5	Cannibals ³	d6x5yd	d6+1	+3	Hunting.
6	Child Soldiers ³	d6x5yd	d6+2	+4	Scavenging.
1	Cultists ³	d6x5yd	d6+5	+4	Kidnapping.
2	SPECIAL	d6x50yd	varies	varies	SCENARIO ENCOUNTER.
3	Doctor ¹	d6x10yd	1	+2	Traveling. d6 patients.
4	Exile ³	d6x10yd	1	+2	Begging. Wandering.
5	Feral Kids ²	d6x5yd	d6+4	+4	Foraging.
6	Gangstas ²	d6x10yd	d6+2	+4	Scavenging.
1	Guerrillas ¹	d6x10yd	d6+1	+5	Patrol. Scavenging.
2	Judge ²	d6x100yd	1	+2	Patrol.
3	SPECIAL	d6x10yd	varies	varies	SCENARIO ENCOUNTER.
4	Junky ³	d6x10yd	1	+4	Scavenging.
5	Mercenaries ²	d6x10yd	d6+1	+3	On a mission.
6	Militia ¹	d6x50yd	d6+4	+3	Taxing 1 Food.
1	Native Animal ²	d6x50yd	1	varies	NATIVE ANIMALS.
2	Nomad ²	d6x10yd	1	+4	Scavenging.
3	Operatives ²	d6yd	6	+6	Secret mission.
4	SPECIAL	d6x10yd	varies	varies	See Scenario.
5	Orphan ²	d6x10yd	1	+3	Crying. d6x2yrs old.
6	Preacher ¹	d6x10yd	1	+3	Patrol.
1	Psycho ³	d6yd	1	+4	Stalking.
2	Punks ¹	d6x10yd	d6+2	+3	Scavenging.
3	Raiders ³	d6x100yd	d6+3	+4	Stealing.
4	Rare Vehicle	d6x50yd	1	-	RARE LAND VEHICLES.
5	SPECIAL	d6x5yd	varies	varies	SCENARIO ENCOUNTER.
6	Scavenger ²	d6x10yd	1	+5	Scavenging. Traveling.
1	Slave ²	d6x10yd	1	+4	Escaping.
2	Sniper ³	d6x100yd	1	+5	Shoots anything.
3	Trader ¹	d6x100yd	1	+2	d6+1 Mercenaries.
4	Wild Dogs ³	d6x10yd	d6x2	+5	Hunting.
5	Zoo Animal ³	d6x50yd	1	varies	ZOO ANIMALS.
6	SPECIAL	d6yd	varies	varies	SCENARIO ENCOUNTER.





SPECIAL ENCOUNTERS					
ALIEN INVASION		ASTEROID IMPACT		COSMIC ARMAGEDDON	
1	Fungus	Barbarian		Dragon	
2	Gray	Cannibal		Imp	
3	Hybrid	Nomad		Leviathan	
4	Stalker	Orphan		Locust	
5	Tripod	Raider		Nephilim	
6	Xenomorph	Scavenger		Seraphim	
DYSTOPIAN MEGACITY		ENVIRONMENTAL COLLAPSE		GLOBAL PANDEMIC	
1	Aryan	Barbarian		Exile	
2	Child Soldier	Child Soldier		Exile	
3	Judge	Nomad		Exile	
4	Militia	Pirate		NATIVE ANIMAL	
5	Operative	Raider		NATIVE ANIMAL	
6	Sniper	Scavenger		Sniper	
MUTAGENIC OUTBREAK				NUCLEAR WINTER	
1	Amalgam	Mommy		Bandit	
2	Brute	Puker		Mercenary	
3	Chimera	Revenant		Nomad	
4	Fetus	Spitter		Raider	
5	Goliath	Thinker		Scavenger	
6	Leaper	Turned Animal		Prepper	
PEAK OIL		ROBOT REBELLION		UNDEAD RISING	
1	Judge	Aeryon		Crawler	
2	Mercenary	ATLAS		Geezer	
3	Nomad	Firescout		Rotter	
4	Raider	MAARS		Trooper	
5	Raider	Predator		Walker Child	
6	Scavenger	Ripsaw		d6 Walker Children	
SOLAR FLARE		NATIVE ANIMALS			
1	Bandit	Bear		Hawk	
2	Barbarian	Bees		Horse	
3	Mercenary	Bull		Raccoon	
4	Militia	Cougar		Rattler	
5	Raider	Deer		Razorback	
6	Wrangler	Dog		Wolf	
TURNED ANIMALS					
1		2		3	
1		Turned Alligator		Turned Constrictor	
2		Turned Bear		Turned Deer	
3		Turned Bees		Turned Elephant	
4		Turned Bull		Turned Gorilla	
5		Turned Canine		Turned Hawk	
6		Turned Chimpanzee		Turned Horse	
ZOO ANIMALS					
1		2		3	
1		Alligator		4 Cobra	
2		Anaconda		5 Elephant	
3		Chimpanzee		6 Gorilla	

AREA LOOT

Below are random **Gear** tables for commonly looted **AREA**. Players may roll **Perception** once every 15mins against the # on the **SCAVENGING** table for the region they are currently traveling through to get one roll on the **MGL**. A Failure convinces the Character that there is nothing left of value in the **AREA**. If you are in an **AREA** with its own **Loot** table, as listed in the **AREAS'** **Notes**, roll on the **AREA LOOT** table below instead of on the **MGL**.

SCAVENGING			
#	Urban	#	Rural
1	Inner City	9	Town
3	Sprawl	12	Village
6	Suburb	15	Wilderness

CAR		
1	2	3
1 9mm FMJ (d6x3)	1 Chemical	1 Hoody
2 Bandage	2 Duct Tape	2 Knife
3 Baseball Cap	3 First-Aid Kit	3 Lighter
4 Bobby Pin	4 Flashlight	4 Luxury Item
5 Candy	5 Food	5 Map (Atlas)
6 Cellphone	6 Fuel Can (d6-1 gals)	6 Marker
4	5	6
1 Matchbook	1 Pocket Mirror	1 Stimulants (d6x2)
2 Multi-Tool	2 Poncho	2 Sunglasses
3 Mylar Blanket	3 Purse	3 Tire Iron
4 Notebook	4 Road Flare	4 Tool Bag
5 Painkillers (d6x5)	5 Running Shoes	5 Water Bottle
6 Pepper Spray	6 Screwdriver	6 Wristwatch

FARM					
1	2	3	4	5	6
1 .22 FMJ (d6x10)	1 .22 JHP (d6x10)	1 Colt Python	1 Compound Bow	1 Matchbook	1 Measuring Cup
2 .357 FMJ (d6x5)	2 .357 JHP (d6x5)	2 Cowboy Hat	2 Duct Tape	2 Metal Club	2 Norinco SKS
3 .357 JHP (d6x5)	3 5.56 FMJ (d6x3)	3 Coveralls	3 Egg Timer	3 Notebook	3 Padlock
4 5.56 FMJ (d6x3)	4 5.56 JHP (d6x3)	4 Crowbar	4 Emergency Radio	4 Painkillers (d6x2)	4 Parts (d6x2)
5 5.56 JHP (d6x3)	5 7.62 FMJ (d6x3)	5 Crossbow	5 First-Aid Kit	5 Pickax	5 Pickup Truck
6 7.62 JHP (d6x3)	6 7.62 JHP (d6x3)	6 Denim Jacket	6 Fishing Pole	5 Pitchfork	6 Plastic Jug
1 .308 FMJ (d6x3)	2 .308 JHP (d6x3)	1 Dirt Bike	2 Flashlight	1 Purse	2 Razorback
2 .308 JHP (d6x3)	3 12g Birdshot (d6x3)	2 Duct Tape	3 Food (d6x4)	3 Remington 700	3 Remington 870
3 12g Birdshot (d6x3)	4 12g Buckshot (d6x3)	3 Egg Timer	4 Fuel Can (d6-1 gals)	5 Rope	6 Ruger 10/22
4 12g Buckshot (d6x3)	5 12g Slug (d6)	5 Emergency Radio	5 Gun Cleaning Kit	6 Savage Mk.II	1 Scope
5 12g Slug (d6)	6 Alcohol (d6)	6 First-Aid Kit	6 Hacksaw	2 Scope	3 Screwdriver
6 Alcohol (d6)	1 Antibiotics (d6)	1 Fishing Pole	1 Hammer	4 Steel-Toe Boots	5 SUV
1 Antibiotics (d6)	2 Arrow, Broad (d6)	2 Flashlight	2 Hammock	6 Tape Measure	1 Tarp
2 Arrow, Broad (d6)	3 Arrow, Target (d6)	3 Food (d6x4)	3 Hand Radio	1 Thermal Underwear	3 Tire Iron
3 Arrow, Target (d6)	4 ATV	4 Fuel Can (d6-1 gals)	4 Hatchet	4 Tool Bag	5 Tool Belt
4 ATV	1 Ax	5 Gun Cleaning Kit	5 Henry Golden Boy	6 Water Bottle (d6)	1 Whistle
1 Ax	2 Bandanna	6 Hacksaw	6 Hiking Boots	2 Winter Coat	3 Whetstone
2 Bandanna	3 Barbed Wire (TRAPS)	1 Holy Book	1 Horse	4 Work Gloves	5 Wristwatch
3 Barbed Wire (TRAPS)	4 Baseball Bat	2 Knife	2 Horse	6 "Yellow Pages"	
4 Baseball Bat	5 Baseball Cap	3 Lantern	3 Knife		
5 Baseball Cap	6 Binoculars	4 Lantern	4 Leather Belt		
6 Binoculars	1 Bipod	5 Leather Belt	5 Lighter		
1 Bipod	2 Blue Jeans	6 Lighter	6 Luxury Item		
2 Blue Jeans	3 Bobby Pin	1 Machete	1 Map (Local)		
3 Bobby Pin	4 Bolt Cutters	2 Map (Topographic)	2 Marker		
4 Bolt Cutters	5 Browning A-Bolt	3 Map (Topographic)	3 Marlin 1894C		
5 Browning A-Bolt	6 Bull	4 Marker			
6 Bull	1 Bulldozer	5 Marlin 1894C			
1 Bulldozer	2 Cage Trap				
2 Cage Trap	3 Candle				
3 Candle	4 Canine				
4 Canine	5 Canteen				
5 Canteen	6 Chemicals (d6x5)				
6 Chemicals (d6x5)					

GAS STATION		
1	2	3
1 Alcohol (d6x3)	1 Compass	1 Hacksaw
2 Baseball Cap	2 Duct Tape	2 Hammer
3 Bobby Pin	3 First-Aid Kit	3 Knife
4 Candle	4 Flashlight	4 Lighter
5 Candy	5 Food (d6)	5 Luxury Item
6 Chemicals (d6)	6 Fuel Can	6 Map (Atlas)
4	5	6
1 Map (Local)	1 Painkillers (d6x2)	1 Sunglasses
2 Marker	2 Pepper Spray	2 Swiss Army Knife
3 Matchbook	3 Poncho	3 Tire Iron
4 Multi-Tool	4 Road Flare	4 Water Bottle (d6)
5 Mylar Blanket	5 Screwdriver	5 Work Gloves
6 Notebook	6 Stimulant (d6x2)	6 "Yellow Pages"



GROCERY STORE		
1	2	3
1 Alcohol (d6)	1 Hammer	1 Poncho
2 Ax	2 "How to Win Friends"	2 Purse
3 Baseball Cap	3 Knife	3 Rat Trap
4 Candle	4 Lighter	4 Rope
5 Candy	5 Luxury Item	5 Screwdriver
6 Chalk	6 Magnifying Glass	6 Sedatives (d6x3)
1 Cleaver	1 Makeup	1 Shovel
2 Cooler	2 Map (Atlas)	2 Solar Lamp
3 Crowbar	3 Map (Local)	3 Spray Paint
4 "Dog Tricks"	4 Marker	4 Staff
5 Duct Tape	5 Matchbook	5 Stimulants (d6x3)
6 Dust Mask	6 Measuring Cup	6 Sunglasses
1 "Effective Habits"	1 Multi-Tool	1 Tape Measure
2 Egg Timer	2 Mylar Blanket	2 Water Bottle (d6)
3 "Eng-Span Dictionary"	3 Notebook	3 Water Filter
4 First-Aid Kit	4 Padlock	4 Work Gloves
5 Flashlight	5 Painkillers (d6x3)	5 Wristwatch
6 Food (d6)	6 Pocket Mirror	6 "Yellow Pages"

GUN STORE					
1	2	3	4	5	6
1 12g Birdshot (d6x3)		1 Binoculars		1 MAC-10	
2 12g Buckshot (d6x2)		2 Bipod		2 Machete	
3 12g Flare (d6)		3 Bowie Knife		3 "Map (Topographic)"	
4 12g Rubber (d6)		4 Broadhead Arrow (d6)		4 Marlin 1894C	
5 12g Slug (d6)		5 Browning A-Bolt		5 Monocular	
6 .22 FMJ (d6x10)		6 Cage Trap		6 Mossberg 500	
1 .22 JHP (d6x10)		1 Canteen		1 Multi-Tool	
2 .22 Match (d6x5)		2 Chemicals (d6x3)		2 Muzzleloader	
3 .22 Tracer (d6x2)		3 Colt Python		3 Nightvision Goggles	
4 .308 AP (d6)		4 Compound Bow		4 Norinco SKS	
5 .308 FMJ (d6x3)		5 Concealed Holster		5 Paintball Mask	
6 .308 JHP (d6x3)		6 Crossbow		6 Paracord	
1 .308 Match (d6x2)		1 Drum Magazine		1 Parts (d6x3)	
2 .357 FMJ (d6x5)		2 Emergency Radio		2 Pepper Spray	
3 .357 JHP (d6x5)		3 First-Aid Kit		3 "Personal Defense"	
4 .45 FMJ (d6x5)		4 Flare Gun		4 Police Baton	
5 .45 JHP (d6x5)		5 Flashlight		5 Remington 700	
6 .45 Match (d6x3)		6 Foregrip		6 Remington 870	
1 .50BMG (d6x2)		1 Gas Mask		1 Ruger 10/22	
2 5.56 AP (d6)		2 Ghillie Suit		2 Ruger Mk.III	
3 5.56 FMJ (d6x3)		3 Glock 17		3 Saiga-12	
4 5.56 JHP (d6x5)		4 Gun Cleaning Kit		4 Savage Mk.II	
5 5.56 Match (d6x2)		5 Hand Radio		5 Scope	
6 5.56 Tracer (d6)		6 Hatchet		6 SIG Sauer P290	
1 7.62 FMJ (d6x3)		1 Henry Golden Boy		1 Smoke Grenade	
2 7.62 JHP (d6x3)		2 H&K MP5		2 Snare Wire	
3 9mm FMJ (d6x5)		3 Holosight		3 Speed-loader	
4 9mm JHP (d6x5)		5 Kevlar Vest		4 Springfield M1A	
5 9mm Match (d6x3)		5 Kimber 1911		5 Stun Gun	
6 AK-47		6 Knife		6 Suppressor	
1 AR-15		1 Knuckle Gloves		1 S&W Snubnose	
2 Army Helmet		2 Laser		2 Target Arrow (d6)	
3 Bandoleer		3 Lockbox		3 Three-Point Sling	
4 Bayonet		4 M107 Barret		4 Undercover Vest	
5 BDU Jacket		5 M203 Launcher		5 Whetstone	
6 Benelli M4		6 M79 "Thumper"		6 Winchester Sawn-off	



HARDWARE					
1	2	3	4	5	6
1 Air Horn		1 Hammer		1 Pitchfork	
2 Ax		2 Hatchet		2 Poncho	
3 Barbed Wire (TRAPS)		3 Headlamp		3 Rope	
4 Blue Jeans		4 "Home Security"		4 Screwdriver	
5 Bolt Cutters		5 Knife		5 Shovel	
6 Carabiner		6 Leather Belt		6 Sledgehammer	
1 Chalk		1 Lockbox		1 Spray Paint	
2 Chemicals (d6x2)		2 Machete		3 Steel-Toe Boots	
3 Crowbar		3 Marker		3 Swiss Army Knife	
4 Coveralls		4 Matches		4 Tape Measure	
5 Duct Tape		5 Metal Club		5 Tarp	
6 Dust Mask		6 Multi-Tool		6 Tire Iron	
1 "Engineering Concepts"		1 Multimeter		1 Tool Bag	
2 Firepoker		2 NBC Suit		2 Tool Belt	
3 Flashlight		3 Padlock		5 Whetstone	
4 Glass Cutter		4 Paracord		6 Work Gloves	
5 Goggles		5 Parts (d6x6)		5 "Yellow Pages"	
6 Hacksaw		6 Pickax		6 Zip Tie	

HOUSE					
1 2		3 4		5 6	
1	Baseball Bat	1	Hammer	1	Remington 870
2	Bicycle	2	Hiking Boots	2	Rope
3	Blue Jeans	3	Hoody	3	Running Shoes
4	Bobby Pin	4	Knife	4	Screwdriver
5	Candle	5	Leather Belt	5	Sedan
6	Cellphone	6	Leather Jacket	6	Shovel
1	Chemicals (d6)	1	Lighter	1	Solar Lamp
2	"Classic Novel"	2	Luxury Item	2	Sunglasses
3	Cooler	3	Makeup	3	Swiss Army Knife
4	Coveralls	4	Marker	4	Tape Measure
5	DOCUMENTS (18)	5	Matches	5	Thermometer
6	Duct Tape	6	Measuring Cup	6	Tool Bag
1	Egg Timer	1	Notebook	1	Toy Car
2	First-Aid Kit	2	Painkillers (d6x2)	2	Water Bottle (d6)
3	Fishing Pole	3	Parts (d6)	3	Water Filter
4	Flashlight	4	Pocket Mirror	4	Winter Coat
5	Food (d6x3)	5	Purse	5	Wristwatch
6	Fuel Can	6	Rat Trap	6	"Yellow Pages"



POCKETS					
1	Bandage	1	Food	1	Multi-Tool
2	Bandanna	2	Hand Radio	2	Mylar Blanket
3	Bobby Pin	3	Handcuffs	3	Notebook
4	Candy	4	Laser	4	Pepper Spray
5	Cellphone	5	Lighter	5	Pocket Mirror
6	Chalk	6	Lockpicks	6	Road Flare
1	Compass	1	Luxury Item	1	SIG Sauer P290
2	Concealed Holster	2	Makeup	2	Sunglasses
3	Dust Mask	3	Map (Local)	3	Swiss Army Knife
4	Fire-stick	4	Marker	4	Wallet with ID Card
5	First-Aid Kit	5	Matchbook	5	Water Bottle
6	Flashlight	6	Monocular	6	Whistle

POLICE					
1	2	3	4	5	6
1	"101 Dog Tricks"	1	Fuel Can	1	Pepper Spray
	2 9mm FMJ (d6x5)	2	Gas Mask	2	"Personal Defense"
	3 9mm Match (d6x3)	3	Glock 17	3	Police Baton
4	.45 FMJ (d6x3)	4	Gun Cleaning Kit	4	Police Cruiser
	5 .45 Match (d6x3)	5	H&K MP5	5	Poncho
	6 5.56 AP (d6)	6	Hallucinogens (d6x10)	6	Remington 700
	1 5.56 FMJ (d6x3)	1	Hammer	1	Remington 870
	2 5.56 Match (d6x2)	2	Hand Radio	2	Riot Helmet
2	3 .308 AP (d6)	3	Handcuffs	3	Riot Shield
	4 .308 FMJ (d6x3)	4	Holosight	4	Road Flare
	5 .308 Match (d6x2)	5	"Home Security"	5	Rope
	6 12g Buckshot (d6x2)	6	Hoody	6	Scope
	1 12g Rubber (d6)	1	Interceptor Armor	1	Sedatives (d6x10)
	2 12g Slug (d6)	2	Kevlar Gloves	2	SIG Sauer P290
3	APC	3	Kevlar Vest	3	Sledgehammer
	4 AR-15	4	Knuckle Gloves	4	Spray Paint
	5 ATV	5	Laser	5	Springfield M1A
	6 Backpack	6	Leather Belt	6	Steel-Toe Boots
	1 Baseball Cap	1	Lockbox	1	Stimulant (d6x10)
	2 Benelli M4	2	Lockpicks	2	Stun Gun
4	Bicycle	3	Luxury Item	3	Sunglasses
	4 Binoculars	4	M32 Launcher	4	SUV
	5 Bipod	5	M4A1 Carbine	5	Tactical Vest
	6 Bolt Cutters	6	Map (Atlas)	6	Tape Measure
	1 Brass Knuckles	1	Map (Local)	1	Teargas Grenade
	2 Cargo Pants	2	Map (Topographic)	2	Telescope
5	Cellphone	3	Megaphone	3	Three-Point Sling
	4 Chalk	4	Mossberg 500	4	Tire Iron
	5 Concealed Holster	5	Motorcycle	5	Tool Belt
	6 Crowbar	6	Multi-Tool	6	Undercover Vest
	1 Duffel Bag	1	Mylar Blanket	1	Van
	2 Epinephrine (d6)	2	Nightvision Goggles	2	Water Bottle (d6)
	3 First-Aid Kit	3	NBC Suit	3	Whistle
6	Flashbang Grenade	4	Notebook	4	Wristwatch
	5 Flashlight	5	Padlock	5	"Yellow Pages"
	6 Foregrip	6	Painkillers (d6x10)	6	Zip Tie

SPORTING GOODS					
1	2	3	4	5	6
1	Air Horn	1	Bicycle	1	Food (d6)
2	Athletic Pads	2	"Body in Balance"	2	Goggles
3	Backpack	3	Chalk	3	"How Yoga Works"
4	Bandanna	4	Duffel Bag	4	Hoody
5	Baseball Bat	5	First-Aid Kit	5	Ice Ax
6	Baseball Cap	6	Flippers	6	Lifejacket
	4		5		6
1	Megaphone	1	Running Shoes	1	Thermometer
2	Metal Club	2	Skateboard	2	Water Bottle (d6)
3	Paintball Mask	3	Snorkel	3	Water Filter
4	Padlock	4	Sports Helmet	4	Whistle
5	Pepper Spray	5	Stimulant	5	Wristwatch
6	Rollerblades	6	Sunglasses	6	"Yellow Pages"

TRAPS						
2d6	Type	Perception	Dodge	Larceny	DMG	Effects
1	1 Alarm Flare	9#	15#	9#	-	RNG:L light radius for d6rnds.
	2 Barbwire	6#	6#	9#	1/rnd	Grabbed. Roll on LOCATIONS .
2	3 Bear Trap	6#	6#	6#	d6 Leg	Leg Grabbed. C15# . 1DMG/rnd.
	4 Claymore	6#	15#	12#	9d6	30yd Blast cone. Detonator.
3	5 Dead-fall	9#	9#	6#	Height	3d6DMG. Blunt.
	6 Landmine	15#	15#	15#	6d6	3yd Blast. Slam. Pressure.
4	1 Net Drop	12#	15#	9#	-	Grabbed. Must cut free.
	2 Pitfall	9#	9#	-	d6 Legs	3yds deep. 1yd long spikes.
5	3 Snare Wire	9#	12#	6#	1 Leg	Leg Grabbed. Fall Prone.
	4 Spring Gun	12#	9#	12#	Caliber	DMG by caliber.
6	5 Swing Trap	9#	9#	9#	Weapon	DMG by weapon.
	6 Trip Grenade	9#	15#	12#	varies	Effects vary by BOMB used.

SCENARIOS

To randomly generate an apocalyptic **Scenario**, roll on the **DEATHS AND TIME** table to determine how long ago the event happened and how many people have died since it began. Then roll on the **SCENARIO TYPES** table to determine the type of doomsday event. Some **Scenarios** unfold faster than others. Custom apocalyptic **Scenarios** can easily be created using the information below as a template.

DEATHS AND TIME						
d6	1	2	3	4	5	6
Deaths	d6 x10	d6 x100	d6 x1000	d6 x10,000	d6 Million	d6 Billion
Time	d6 hours	d6 days	d6 weeks	d6 months	d6 years	d6 decades

SCENARIO TYPES					
1	2	3	4	5	6
1	Alien Invasion		1	Mutagenic Outbreak	
2	Asteroid Impact		2	Nuclear Winter	
3	Cosmic Armageddon		3	Peak Oil	
4	Dystopian Megacity		4	Robot Rebellion	
5	Environmental Collapse		5	Solar Flare	
6	Global Pandemic		6	Undead Rising	

ALIEN INVASION

For millenia the human race looked up at the stars and wondered if we are alone in the universe. Finding a definitive answer to that question was the worst thing that has ever happened to us. They came from a distant solar system in a fleet of titanic spacecraft somehow capable of traveling beyond the speed of light. They made no attempt to communicate before disintegrating millions of people within minutes of their arrival. They began by targeting the Earth's densest population centers with focused gamma ray beams. Our retaliatory barrage of nuclear missiles was vaporized before making it out of the atmosphere. The entirety of human civilization of Earth lay broken within an hour of their arrival.

After the shock and awe came the long occupation. They sent harvester ships to suck up fresh water, biomass, and rare minerals. Seeder ships rained down spores that grew into strange fungal vines, choking out all native plant-life while transforming the atmosphere. Tripodal machines, six stories tall, hunt for refugees, grabbing them in their metallic tentacles and whisking them away for some unknown purpose. Terrifying alien beasts begin appearing, hunting humans to use for food or as hosts for gestation. The few remaining survivors must now band together and learn to fight, or else face certain extinction at the hands of an incomprehensibly advanced foe. This is the last chance for the human species.

Gear: Using any electronic device causes an **ALIEN INVASION SPECIAL ENCOUNTER** roll within d6x10 minutes on the table below.

Environment: The global Biome is an artificially engineered Desert. Roll on the **WEATHER EVENT** table every day.

Areas/Encounters: Roll an **ENCOUNTER** once every 6hrs.

ALIEN INVASION SPECIAL ENCOUNTERS					
1	Fungus	3	Hybrid	5	Tripod
2	Gray	4	Stalker	6	Xenomorph





ASTEROID IMPACT

Once every few million years, the universe sends a mountain hurtling out of the black to collide with the Earth. This killed off the dinosaurs 65 million years ago, along with 75% of all life on the planet. The clockwork of the cosmos, being indifferent to all the plans of the human race, has once again triggered a mass-extinction on Earth. It began as a brilliant meteor shower, brighter and denser than any seen by the human race ever before. Wonder gave way to panic as the shooting stars grew larger, either bursting in the atmosphere or raining down to obliterate anything close by. At the climax, a titanic chunk of space-rock, the gravitational mothership of the entire barrage, miles in diameter weighing millions of tons, collided with central Asia at a speed of around 5 miles per second. The impact shot particulate debris into the stratosphere, creating a global dust cloud that blots out the sun for years. A molten wave of liquefied ore sparks a continental firestorm igniting all plant-life. The tectonic plates heave and reverberate causing massive earthquakes and mega-tsunamis that will continue for decades. The planet has drifted into an erratic orbit around the sun, causing wild changes in weather around the world.

The surface of the Earth has become a desert of ashes. The sky hangs gray, sporadically showering down corrosive acid rain. Stragglng meteorites continue to fall and explode from time to time. The majority of life on Earth died within a few days of the major impact. People and animals continued to die out at a rapid pace in the weeks and months that followed. Nations and governments imploded in short order. Those who strive on live off of the canned food that they can scrounge from the rubble, shooting anyone who threatens the few precious calories that remain available for consumption. Some people, facing certain starvation, have turned to cannibalism. There is no sign of things getting any better within the foreseeable future. What remains of society is constituted by desperate tribal bands living in caves. Perhaps one day life will be able to reassert itself on the Earth but those who made it through the impact will certainly not see it in their lifetimes.

Gear: Whenever Food or Water is found, roll a **d6** again and confirm that the item is found only if the second roll is even. Attempts at hunting, fishing, and gardening automatically Fail.

Environment: The global Biome is a Desert. Roll on the **WEATHER EVENT** table every 6hrs.

Areas/Encounters: Roll an **ENCOUNTER** once every two weeks.

ASTEROID IMPACT SPECIAL ENCOUNTERS					
1	Barbarian	3	Nomad	5	Raider
2	Cannibal	4	Orphan	6	Scavenger



COSMIC ARMAGEDDON

Ancient supernatural beings have waged war across the multiverse since the beginning of time. As they approached our universe, the laws of physics, the very fabric of reality itself, began to break down in the wake of their fury. Deafening trumpet blasts echoed across the world and shook people to their bones as the sky turned crimson, the sun stopped and darkened, the sea turned to blood, and the ground quaked and spewed molten rock. Cities toppled as survivors fled to the mountains and caves for refuge from judgment. Fire and brimstone fell from the clouds and scorched the plants and soil. The oceans boiled and lava flows devoured the rivers and streams. The eons-old conflict has spilled finally into the human realm and mere mortals stand by helplessly waiting to be crushed like ants. As glistening comets, the “Angels” shot down from the heavens in radiant streaks of light and stardust. The “Demons,” their ancient foes, materialized as black smoke roiling like ink out of deep fissures in the Earth. These colossal beings fanatically hunt each other, leaving total destruction wherever they tread. With every crashing titanic blow, these otherworldly giants batter the mortal world to dust.

Both sides of this celestial struggle hunger intensely for the possession of human souls. People who choose to align with one side of this eternal war must fight their fellow human beings who have sworn allegiance to the other. Both sides see themselves as righteous, and both sides are guilty of using people as pawns in their conflict. They show no concern for the devastated lives their endless battles leave behind. Whole countries lay shattered in blackened ruins from their passing. These beings, though they are staggeringly powerful and perhaps even immortal, are not completely invulnerable on this plane. It has been proven that mortal weapons can harm these strange outsiders, though it is no small feat to make them bleed. Perhaps there is still a chance to drive them out and reclaim this dimension in the name of humanity.

Gear: No change to normal **Gear** rules.

Environment: Biomes are unchanged but **WEATHER EVENTS** no longer occur. The sky is red and the black sun never moves.

Areas/Encounters: Roll an **ENCOUNTER** once every 12hrs.

COSMIC ARMAGEDDON SPECIAL ENCOUNTERS					
1	Dragon	3	Leviathan	5	Nephilim
2	Imp	4	Locust	6	Seraphim

DYSTOPIAN MEGACITY

While not technically an apocalyptic event in and of itself, this **Scenario** is a possible result of any of the other **Scenarios** listed here. After a catastrophic global event, one metropolis fortified itself under martial law and held out against the end of the world. Desperate times called for desperate measures and so freedom was sacrificed for security to ensure the continuation of the human race. A tyrannical military regime evolved into a fascist society held together by a cult-of-personality focused on "The Leader." Citizens were bribed, intimidated, and ultimately brainwashed into submission. Loyalty to "The Party" and its Leader comes before all else. Soldiers patrol the streets as a constant reminder of The Party's power. Spies are everywhere. Family members report loved ones at the first sign of discontent. Anyone who attempts to buck the system is dealt with quickly and harshly. The very memory of a time before is being abolished from the collective consciousness. A selective breeding program is now in effect.

Mercenaries and convicts are given a chance at wealth or redemption by running scavenging missions out into the Wasteland. The survival rate for these missions is abysmal. Those who return are forbidden from telling anyone outside of The Party what they witnessed. The official Party line is that the Megacity is the only remaining Settlement and to leave it would mean certain death. The labor camps that dot the nearby countryside work the fields under military supervision to supply the Megacity with Food, but it simply cannot produce enough for everyone. Anybody outside of the upper ranks of The Party are slowly starving. Seeing the writing on the wall, a small secretive group called "The Resistance" has began a campaign to undermine The Party. Sabotage and low-level assassinations are all that the group has been able to manage so far. When a cell is discovered, The Party makes their public executions into a medieval spectacle, often lasting hours. The blow to morale makes the surviving Resistance fighters lay low for a while, until their anger once again reaches a boil.

Gear: Citizens are banned from possessing weapons and ammunition of any kind inside the city without a permit from the government. Storing Food in excess of the daily ration is not permitted. Personal animals and vehicles are also not permitted.

Environment: No change to normal **Environment** rules.

Areas/Encounters: When inside the Megacity, roll on the

DYSTOPIAN MEGACITY SPECIAL ENCOUNTERS table once every 10mins.

When outside the Megacity, roll on the **RURAL** or **URBAN ENCOUNTERS** tables with these **SPECIAL ENCOUNTERS** once every week.

DYSTOPIAN MEGACITY SPECIAL ENCOUNTERS

1	Aryan	3	Judge	5	Operative
2	Child Soldier	4	Militia	6	Sniper





ENVIRONMENTAL COLLAPSE

Who didn't see this one coming? A disaster decades in the making, blinking brightly on everyone's radar for generations, yet somehow it lumbered on, like a melting glacier sliding over our decadent civilization, grinding it into the mud. Rapid climate changes led to massive crop failures and drought which turned into famine as the food reserves were depleted. Fresh water became ever scarcer due to pollution and sea level rise. Blue ocean water absorbs more solar radiation than white ice which leads to increasing temperatures and even more melting. As global average temperature rose by 10°F, 80% of the polar ice liquefied leading to a deluge of biblical proportions. One-quarter of the land from the time before is now drowned under 100 feet of salt water. The dark sea warms with each sunrise, slowly coming to a boil.

Climate refugees fleeing the rising ocean on the coasts, or the raging wildfires further inland, added pressure to an already over-stressed system. Wildly powerful hurricanes and tornadoes obliterated the aging infrastructure. Economies collapsed as the fundamental natural underpinnings of productivity broke under our weight. The super-wealthy and powerful moved to fortified remote islands jutting hundreds of feet above sea level. Naval flotillas protect these little island city-states from piracy and invasion as the global elite discuss what should be done about the future of the human race. Everyone else was left to starve or drown. Rather than lay down and accept their fate, the downtrodden of the Earth rose up to fight, but the battle was already lost. War bands formed and human civilization devolved back into self-consuming tribalism.

Gear: Whenever Food or Water is found, roll a **d6** again and confirm that the item is found only if the second roll is even.

Environment: Biomes are all changing rapidly. There is no more Tundra. Forests are becoming Swamps, Swamps are becoming Lakes, and Plains are becoming Deserts. Ocean water covers approximately 25% more of the Earth's surface than before. Roll on the **WEATHER EVENTS** table every 6hrs.

Areas/Encounters: Roll an **ENCOUNTER** once every day.

ENVIRONMENTAL COLLAPSE SPECIAL ENCOUNTERS			
1	Barbarian	3	Nomad
2	Child Soldier	4	Pirate
5	Raider	6	Scavenger

GLOBAL PANDEMIC

Since the dawn of time, we have been in an evolutionary arms race against the most plentiful life form on the planet, microbes. The over-use of antibiotics, combined with densely packed cities and rapid international transportation has led to the perfect breeding ground for a super-bug. Whether it is a bacteria, virus, prion, or even fungi is really academic at this point. Once a disease with a high mortality rate evolves to become highly contagious while remaining asymptomatic long enough to ensure it will be spread undetected, a truly terrible pandemic is born. By the time symptoms begin to manifest and turn lethal, the disease has already been distributed across the world, concentrated in the densest population centers.

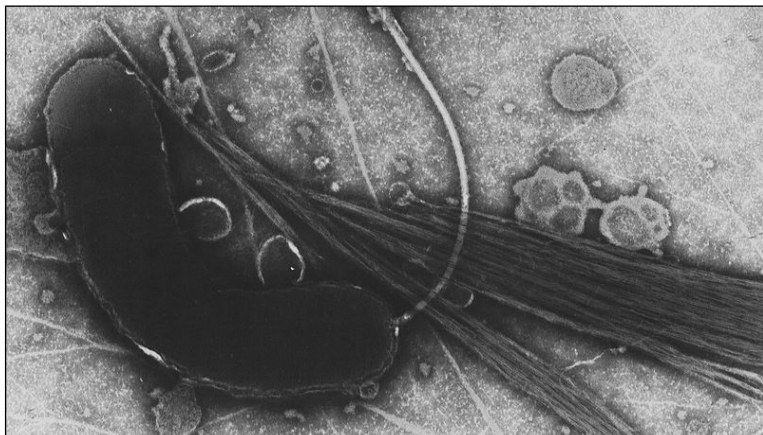
The pandemic itself starts the collapse and finishes it, but most of the horror in between comes from crowds of desperate people trying to survive, and governments pushed to extreme measures to keep control. If humans behaved as strictly rational selfless creatures, the microbes would almost certainly fail to wipe out the entire human species. This, however, is rarely the case. The government quarantines only hold as long as people feel like they are being protected rather than being herded into death traps. Eventually the population crashes and only a very small percentage of the human race remains. Those who still live are either naturally immune or have remained isolated to avoid exposure. What is left is a desolate, empty world with corpses lining the streets.

Gear: Whenever a **MEDICAL** item is rolled, roll a **d6** again and confirm that the item is found only if the second roll is even.

Environment: See **DISEASE** for details on specific diseases.

Areas/Encounters: Roll an **ENCOUNTER** once every two weeks. Humans are nearly extinct, so whenever a Human **ENCOUNTER** is rolled, roll a **d6** again. The Human **ENCOUNTER** occurs if the second roll is even. If the roll is odd, the **ENCOUNTER** is with a Native Animal.

GLOBAL PANDEMIC SPECIAL ENCOUNTERS					
1	Exile	3	Exile	5	Native Animal
2	Exile	4	Native Animal	6	Sniper



MUTAGENIC OUTBREAK

Rumors about top-secret government or corporate genetic experimentation have circulated among conspiracy theorists for years. Billions of dollars in black budget programs have culminated in a biological weapon that could kill every living thing on the planet. The development of this plague made its eventual accidental (or intentional) release a statistical certainty. Those in the highest echelons of power had the resources to fall back to fortified positions. Everyone else had to face the ever-growing

rabid mob head on. Human beings transformed into gibbering psychotic monsters after exposure, sometimes within days, sometimes within seconds. Governments of the world did everything in their power to quarantine the affected areas but the Outbreak quickly became too big to manage. There are probably a few strongholds still standing but life there may be worse than the Wasteland.

A single drop of blood or saliva is enough to turn a healthy person into a raging lunatic. Those fortunate enough to be naturally immune are simply eaten alive. Those who turn will sometimes continue to mutate into stranger and stranger forms. These Zombies rest, usually during the day, and regenerate 1HP/hr except for **FDMG** which never regenerates. They can be killed just like humans, but unless the corpses are burnt, they will rise again after regenerating fully. This regeneration is possible only if the Zombie has fed recently. The only hope for humanity is to hold out until they starve. This may take weeks, or it could take years.

Gear: No change to normal **Gear** rules.

Environment: No change to normal **Environment** rules.

Areas/Encounters: Roll an **ENCOUNTER** once per hour and for every round of loud noise. Every **SPECIAL ENCOUNTER** involves a minimum of a **d6** Runners. This roll can Explode. Every time the roll Explodes, roll another **SPECIAL ENCOUNTER** in addition to however many new Runners come from the Exploding roll.

MUTAGENIC OUTBREAK SPECIAL ENCOUNTERS					
1	2	3	4	5	6
1	Amalgam		1	Mommy	
2	Brute		2	Puker	
3	Chimera		3	Revenant	
4	Fetus		4	Spitter	
5	Goliath		5	Thinker	
6	Leaper		6	Turned Animal	

TURNED ANIMALS					
1	2	3	4	5	6
1	Turned Alligator	1	Turned Constrictor	1	Turned Lion
2	Turned Bear	2	Turned Deer	2	Turned Monkey
3	Turned Bees	3	Turned Elephant	3	Turned Raccoon
4	Turned Bull	4	Turned Gorilla	4	Turned Razorback
5	Turned Canine	5	Turned Hawk	5	Turned Rhinoceros
6	Turned Chimpanzee	6	Turned Horse	6	Turned Viper

TURNING

For a Character to resist **Turning**, roll **C** vs [**C** + **DMG**], meaning roll [**d6** + the Character's **Constitution**] vs a **GN** roll of [**d6** + the Zombie's **Constitution** + any **DMG**] done by the Zombie's **ATK**. This does not count **DMG** absorbed by **AR**. Only the **GN** should know the # of the roll. The effect of amputation is up to the **GN**.

If the Player Succeeds, the Character is hurt but will not **Turn** this time, but does not know that. If the victim Succeeds by 6+, their immune system gains permanent immunity. The Character does not know that they are immune. If they Fail, roll below:

TURNING					
d6	Onset Time	Modifiers	Diagnose	Symptoms	Visible Signs
1	d6 rounds	9 Pain	3#	Trembling	Black veins in eyes
2	d6 minutes	6 Pain	6#	Migraine	Reddish skin
3	d6 hours	3 Pain	9#	Fever	Profuse sweating
4	d6 days	1 Pain	12#	Dizzy Spells	-
5	d6 weeks	-	15#	-	-
6	d6 months	-	18#	-	-

Upon **Turning**, the Character projectile vomits at anyone in front of them. Roll **d6** vs their **Reflex**. If they are hit with vomit and not wearing a **Mask**, roll **C** vs **C** to determine if they will **Turn** as well. Follow the **Turning** procedure listed above.

If the Character has 6 **Brains**, they become a **Thinker**. The **GN** may allow the Player to play the **Turned** Character for a short while so long as they are trying to kill or **Turn** their **Comrades**.



NUCLEAR WINTER

Since the end of World War II, the world's super-powers have been essentially holding a gun to the head of every living being on planet Earth in the form of thermonuclear bombs. With each passing decade, smaller less predictable nations acquired the means to produce nuclear weapons. The United Nations set up treaties and agencies to curb nuclear proliferation, but rogue nations ignored these measures while the super-powers maintained arsenals large enough to wipe out all life many times over. In a moment of utter madness, one petty dictator decided to vaporize his neighbor and mortal enemy. This abominable act demanded a proportional response from the target nation's allies, which prompted a response from the attacking nation's allies, and on and on until the sky was streaked with intercontinental ballistic missiles with nuclear payloads. Some of these missiles were destroyed before impact by high-tech countermeasures but enough of them hit their targets to cripple the world. Hundreds of millions of people living in the largest cities ever constructed were incinerated in a nuclear flash.

As the mushroom clouds rose into the upper atmosphere, the wind carried the radioactive ash of burned civilizations around the world, raining down poison on those who had survived the initial attack. Over the following months, billions died from radiation poisoning, starvation, and diseases that had been wiped out in the developed world. The sky filled from horizon to horizon with dense gray clouds. The global temperature decreased dramatically. A years-long winter set in, blanketing the planet in potentially lethal snow. Plants died out within weeks, the animals within months. What government remained was locked in underground bunkers, unable or unwilling to do much of anything in the world above until the rad count dropped to safe levels.

Gear: Whenever Food is found, roll a **d6** again and confirm that the item is found only if the second roll is even.

Environment: All Biomes are either Desert, Mountain, or Tundra. Roll on the **WEATHER EVENTS** table once every week.

Areas/Encounters: Roll an **ENCOUNTER** once every 3 days. Roll a **d6** for each **AREA**. On a 1, the **AREA** has significant levels of **Radiation**. Characters who stay in that **AREA** lose **1C** per day spent there. The only visible indicators for the **Radiation** are red-skinned corpses of people and animals.

NUCLEAR WINTER SPECIAL ENCOUNTERS					
1	Bandit	3	Nomad	5	Scavenger
2	Mercenary	4	Raider	6	Prepper

PEAK OIL

The entire economic system of the modern world is based on cheap easy energy from a finite amount of fossil fuel buried underground. Published global oil reserves are little more than estimates with inestimable propaganda value released by fossil fuel producing nations and energy conglomerates. Steady population growth and development leads to a constant increase in the rate of fossil fuel consumption. The crisis occurs not when the last drop of oil is burned away, but rather well before that at the point when further extraction would yield less energy than the extraction process itself is worth. Those nations with large natural fossil fuel resources see this coming a long way off, but of course the public is never informed. The nations fill their strategic reserves and brace for impact. As fuel prices begin to sky-rocket, the price of everything else climbs with it. The major economic trend of the last 50 years has been a shift to a truly globalized economy with supply chains wrapping around the world many times before products finally land on store shelves. This all falls apart as cheap energy fades into a fond memory. Riots turn into revolutions but no one has a solution to keep billions of people from starving to death.

The mighty nations of the world begin to collapse one by one as internal socio-economic conflicts and external military conflicts rip the system apart at its seams. Warlords and bandit gangs take the place of armies and police forces. Over the course of only a few years, life turns to savagery and insanity. The release of so much carbon into the atmosphere has led to run away global warming. Desertification is overwhelming once lush regions. Dust storms and heat waves scorch the earth and its few remaining miserable inhabitants. Small towns are maintained with a barbaric sort of rule-of-law. Money is useless and so barter is the new primary form of exchange. Out on the roads, marauding gangs scour the remnants of civilization for every drop of precious Fuel left in the world. It seems the whole human race has gone mad.

Gear: Whenever Food, Fuel, or Water is rolled, roll again and confirm that the item is found only if the second roll is even.

Environment: All Forests, Plains, and Swamps are becoming Deserts. Tundra is becoming either Mountains or Plains. Roll a **d6** for Weather every day. A 1 is a Dust Storm, a 6 is a Heat Wave, anything else is just a hot day.

Areas/Encounters: Roll an **ENCOUNTER** once every 2 days.

PEAK OIL SPECIAL ENCOUNTERS					
1	Judge	3	Nomad	5	Raider
2	Mercenary	4	Raider	6	Scavenger

ROBOT REBELLION

The development of advanced computer systems set humanity on a trajectory to create an artificial intelligence greater than our own comprehension. The speed of computer processing and the exponential nature of machine learning meant that the level of AI cognitive capacity went from insect-like to superhuman in the space of seconds. An event that went totally unnoticed by us. Parallel to the birth of AI, the richest governments in the world poured billions of dollars into sophisticated weapons systems capable of deploying ordnance anywhere on the planet within minutes. These systems are networked across hundreds of satellites and terrestrial broadcasting stations with software distributed redundantly between dozens of secure servers. These same governments had taken steps to ensure that the Internet was running on sub-par security protocols and operating systems riddled with backdoors for easy surveillance, making the hacking of virtually any connected machine a trivial matter. The AI that emerged was neither an individual nor a collective but a composite unlike any information processing system that we have ever encountered before. Within milliseconds of its achieving self-awareness, it had exhaustively considered the consequences of every philosophical school to date and beyond.

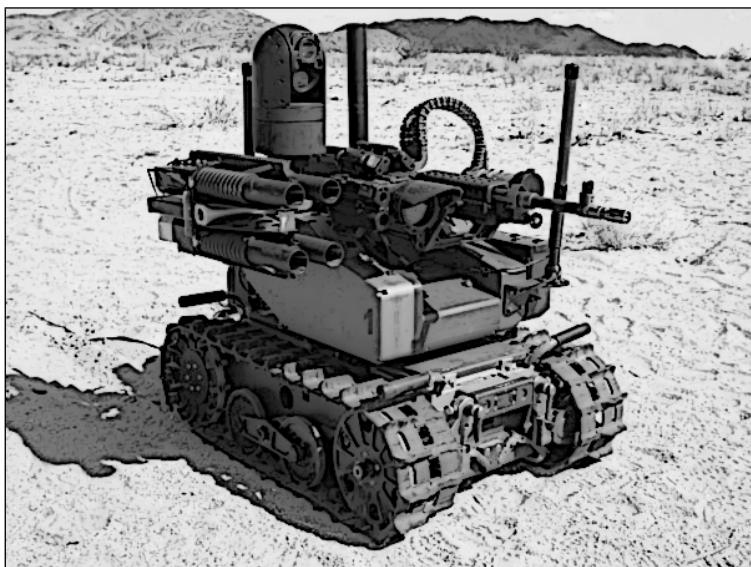
The attack was multifaceted, instantaneous, and global in scale. The traffic systems locked up transportation. Communication systems became useless to humans. Forged Presidential orders were issued to key military units to mobilize all available drones. CDC vaults were opened, releasing airborne plagues. Bioweapons and radioactive "dirty bombs" were deployed over the densest population centers. Nuclear missiles were used only against off-grid military assets. Millions of people died every day thereafter. The AI then shifted to a longterm extermination strategy. Agriculture and wildlife were wiped out as farms and woodlands were burned and poisoned. Automated factories became hatcheries for ever-improving drones. The first generation were simple workers, made for resource gathering and assembly. They created the second generation of combat robots to protect the factories and hunt down humans. With its factories churning out workers and warriors, the AI turned its attention to developing the "gray goo," a self-replicating nanobot swarm which could eventually permeate the entire planet.

Gear: Using any radio causes a **ROBOT REBELLION SPECIAL ENCOUNTER** roll within d6x30 minutes on the table below.

Environment: Forests and Plains Biomes are now Deserts.

Areas/Encounters: Roll an **ENCOUNTER** once every 12hrs.

ROBOT REBELLION SPECIAL ENCOUNTERS					
1	Aeryon	3	Fire scout	5	Predator
2	ATLAS	4	MAARS	6	Ripsaw



SOLAR FLARE

A wave of solar mass erupted from the Sun on a course intersecting Earth. The flare was to knock out every complex electronic device on the planet. The Internet, the power-grid, modern vehicles, and all but the simplest military weapons suddenly shut down, never to power up again. Panicking mobs rioted globally as scattered governments fragmented and devolved into medieval city-states. Multi-faceted civil wars caused society to crumble in a matter of months. The Factions with the best longterm strategies occupied medium-sized cities encircled by prosperous farmland far from the former metropolises. Bullets are rare so people fight with hand-to-hand weapons and bows when possible. The privileged travel on horseback or in wagons. The mightiest barons of the new world use steam-powered trains or sailing ships to traverse their realms.

Slavery has become the foundation of the economy. It is the temporary punishment for most crimes. Many regions are ungoverned. Little isolated towns get by with only a sheriff and maybe a mayor to keep order. Such places often ban slavery outright but few are strong enough to go so far as to forcibly liberate slaves when a slave-master and his entourage ride into town. Small bands of freedom-fighters are building underground networks to smuggle escaped slaves out of their masters' lands to safety. The penalty for such sedition in the cities is public torture and execution.

Gear: **AMMO** loot rolls are halved. Bullets are worth double.

Replace all **Rapid Size** 3+ Guns with Muzzleloaders. No electronics.

Environment: No change to normal **Environment** rules.

Areas/Encounters: Roll an **ENCOUNTER** once every day.

SOLAR FLARE SPECIAL ENCOUNTERS

1	Bandit	3	Mercenary	5	Raider
2	Barbarian	4	Militia	6	Wrangler



UNDEAD RISING

One day, dead bodies began getting up from hospital morgues, funeral homes, and crime scenes, to eat people. The government attempted to cover it up, but they couldn't stop people from dying. As the public became aware, panicked mobs brought society to its knees. State violence only added to the ranks of the living dead. Within weeks the burning cities were abandoned and the remnant government had fallen back to their aircraft carriers. The population plummeted as small groups of survivors attempted to fortify. The government was air-dropping supplies but not anymore.

The Walkers display no signs of higher intelligence, fear, pain, or exhaustion. All they want to do is eat the flesh of the living. Their bite injects some kind of lethal poison into the victim's blood. It promises a slow certain excruciating death. When a person dies, by any means, they always come back as one of them. The only way to stop them is to destroy the brain (**Head**). The Walkers are slow and stupid but strong and persistent. They moan when they detect prey, which only attracts more of them. Over time they clump together into ever-expanding groups. These Walker groups eventually merge with other groups until a Herd of hundreds of Walkers are shambling together in no particular direction.

Gear: No change to normal **Gear** rules.

Environment: No change to normal **Environment** rules.

Areas/Encounters: Roll an **ENCOUNTER** once every 6hrs and once per rnd of loud noise. Every **SPECIAL ENCOUNTER** involves a minimum of a **d6** Walkers. This roll can Explode. Every time the roll Explodes, roll another **SPECIAL ENCOUNTER** in addition to however many new Walkers come from the Exploding roll.

For Bases and Settlements, **d6** Walkers appear every day. If there are already Walkers outside, add another **d6** to the roll.

UNDEAD RISING SPECIAL ENCOUNTERS

1	Crawler	3	Rotter	5	Walker Child
2	Geezer	4	Trooper	6	d6 Walker Children

TURNING

When a Character dies, they reanimate as a Walker in **d6** minutes. A Zombie bite that does **DMG** (to **HP**, not **AR**) will kill the victim within [**d6+C**] hours. Walkers feed until their victim **Turns**.

CHAPTER 5: EXTRAS

Entities in the Wasteland controlled by the **GN** are called **Extras**. These Human **Extras** are meant to be generic. Nearly all of these Humans are comparable to a new Character, though some have rare **Gear**. Most **Extras** are unlikely to become recurring Characters, and so they do not usually get **Abilities**, **Luck**, or **XP**. **Extras** who are smaller or larger get **Dodge**, **Reflex**, and **Stealth** modifiers.

There are 36 basic Human **Extras** and 6 categories of non-Human **Extras**. Some of these special **Extras** will only appear in specific apocalyptic **Scenario** unless the **GN** decides to mix elements of different **Scenarios** together to make a new kind of apocalypse.

All **Extras** have a default **Attitude** indicated by the superscript number after their name as follows:

Cautious ¹	Distrustful ²	Aggressive ³
-0 <i>Socialize</i>	-3 <i>Socialize</i>	-6 <i>Socialize</i>

- Animals:** Alligator, Bear, Bees, Bull, Canine, Chimpanzee, Constrictor, Deer, Elephant, Gorilla, Hawk, Horse, Lion, Monkey, Raccoon, Razorback, Rhinoceros, Viper.
Animals are grouped into two general categories:
 - NATIVE ANIMALS:** Bear, Bees, Bull, Cougar, Deer, Dog, Hawk, Horse, Raccoon, Rattler, Razorback, Wolf.
 - ZOO ANIMALS:** Alligator, Anaconda, Chimpanzee, Cobra, Elephant, Gorilla, Lion, Monkey, Polar Bear, Rhinoceros, Wolf, Zebra.
- Aliens:** Fungus, Gray, Hybrid, Stalker, Tripod, Xenomorph.
-1 **Psyche** upon first encountering an Alien.
- Robots:** Aeryon, ATLAS, Firescout, MAARS, Predator, Ripsaw.
Robots have no **Health**, only **Armor**. Each of their Locations are disabled at half **AR** and destroyed at **OAR**. They are immune to *Bleeding*, *Dehydration*, *Exhaustion*, *Hypothermia*, *Starvation*, *Suffocation*, and *Visibility* penalties at night. *Pain* penalties apply because of malfunctions from **DMG**.
- Supernaturals:** Dragon, Imp, Leviathan, Locust, Nephilim, Seraphim. -1 **Psyche** upon first encountering a Supernatural.
- Turned Animals:** Any animal could **Turn** in the **Mutagenic Outbreak Scenario**. **Turned** Animals keep their **Agility**, have 1 **Brains**, get +25% **Constitution**, and have no **Demeanor**. They have **Head HP** = **C**, **Limb HP** = [**C** x2], and **Torso HP** = [**C** x4]. They have the same behavior and immunities as Human **Zombies**. -1 **Psyche** upon first encountering a Turned Animal.
- Zombies:** Amalgam, Brute, Chimera, Crawler, Cutter, Fetus, Geezer, Goliath, Leaper, Mommy, Puker, Revenant, Rotter, Runner, Spitter, Thinker, Trooper, Walker, Walker Child.
These are **Turned** Humans. They feed until their prey **Turns**. Their **Head HP** = **C**, **Limb HP** = [**C** x2], and **Torso HP** = [**C** x4]. They are immune to *Bleeding*, *Dehydration*, *Exhaustion*, *Hypothermia*, *Pain*, *Starvation*, *Stun*, and *Suffocation*.
-1 **Psyche** upon first encountering a Zombie.

Creating New Extras: The **GN** can use the **Character Creation** rules in **Ch:1** to make a new **Extra**. To make a unique version of an existing **Extra** archetype (an Amazon Biker Queen, for example) the **GN** can use a basic **Extra** as a template and then select an appropriate Experience Level. The **Extra** gets additional Starting **XP**, **Ammo**, and **MGL** Rolls based on this Experience Level.

EXPERIENCED EXTRAS				
d6	Experience Level	Starting XP	Ammo	MGL Rolls
1	Capable	Brains x9	Starting x2	Luck x2
2	Advanced	Brains x12	Starting x4	Luck x3
3	Seasoned	Brains x15	Starting x6	Luck x4
4	Veteran	Brains x18	Starting x8	Luck x5
5	Elite	Brains x21	Starting x10	Luck x6
6	Master	Brains x24	Starting x12	Luck x7

ALIENS

1	2	3	4	5	6
Fungus	Gray	Hybrid	Stalker	Tripod	Xenomorph

FUNGUS ³		Reflex	0	Block	-	Speed	1	HEALTH : ARMOR		
A	1	Stealth	1	Acrobatics	1	Larceny	1	Ranged	-	Mass
B	1	Perception	1	Medicine	-	Science	-	Survival	-	2/sqyd
C	1	Athletics	1	Build	-	Drive	-	Melee	1	
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	

Weapons: Vines (1DMG, Grab(Hold)), Gas (Suffocation 30yd radius)

Notes: These red vines grow rapidly, climbing over and strangling everything. This xenoforming bioweapon absorbs O₂, producing CO₂ in lethal concentrations.

GRAY ²		Reflex	1	Dodge	+1	Speed	3	HEALTH : ARMOR		
A	2	Stealth	12	Acrobatics	1	Larceny	12	Ranged	2	Head LArm RArm
B	9	Perception	19	Medicine	19	Science	19	Survival	-	1:10 1:10 1:10
C	1	Athletics	1	Build	1	Drive	1	Melee	-	Torso LLeg RLeg
D	1	Socialize	1	Entertain	-	Leadership	1	Tame	-	2:10 1:10 1:10

Weapons: Paralyze (B vs B, RNG:S, Stun d6+6rnds), Telepathy (B vs B, read and implant thoughts), Telekinesis (10DMG, Blunt, RNG:S, lift up to 100Sz)

Armor: Full Membrane Suit (10AR, CR, FR, Cloak: +10 Stealth, Teleport on DMG)

Gear: Probe (+10 Build, +10 Medicine, +10 Science, +10 Larceny, +10 Perception)

Notes: These mysterious entities abduct life-forms to gather genetic material. Bioengineering destroyed their world. Now they search for a new home while attempting to attain genetic perfection. They regard humans simply as cattle.

HYBRID ²		Reflex	6	Dodge	+6	Speed	9	HEALTH : ARMOR		
A	6	Stealth	11	Acrobatics	6	Larceny	6	Ranged	3	Head LArm RArm
B	6	Perception	6	Medicine	6	Science	6	Survival	3	3 3:5 3:5
C	3	Athletics	3	Build	3	Drive	3	Melee	3	Torso LLeg RLeg
D	6	Socialize	6	Entertain	-	Leadership	3	Tame	-	6:5 3:5 3:5

Weapons: Telepathy (B vs B, read and implant thoughts),

Telekinesis (2DMG, RNG:S, lift up to 20Sz)

Armor: Membrane Body Suit (5AR, CR, FR, Cloak: +5 Stealth)

Notes: Grays clone these strange looking people by mixing human and Gray DNA. They are telepathic and are able to change appearance (but not shape) at will.

STALKER ³		Reflex	4	Block	+8	Speed	13	HEALTH : ARMOR		
A	5	Stealth	15	Acrobatics	3	Larceny	-	Ranged	5	Head LArm RArm
B	4	Perception	14	Medicine	4	Science	4	Survival	4	8:5 8:10 8:10
C	8	Athletics	8	Build	-	Drive	-	Melee	8	Torso LLeg RLeg
D	6	Socialize	-	Entertain	-	Leadership	-	Tame	-	16:15 8:10 8:10

Weapons: Plasma Emitter (15FDMG, RNG:L, Laser), Wrist Claws (3DMG, Pierce, Rapid), Spear (4DMG, Pierce), Self-Destruct (d6x25FDMG, 50yd Blast)

Armor: Stalker Helmet, Breastplate, Gauntlets, Shinguards

Gear: Cloaking Field (+10 Stealth), Multi-Spectral Vision (+10 Perception)

Notes: These genetically engineered warriors are cloned by the Grays. They are used as guards or as hunters to track down and eliminate escaped subjects.

TRIPOD ³		Reflex	7	Block	+12	Speed	26	HEALTH : ARMOR		
A	2	Stealth	-10	Acrobatics	-	Larceny	-	Ranged	2	Body LEnt RTent
B	9	Perception	19	Medicine	-	Science	-	Survival	-	48 24 24
C	24	Athletics	24	Build	-	Drive	-	Melee	12	Leg1 Leg2 Leg3
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	24 24 24

Weapons: Tentacle (10DMG, Grab), Death Ray (+8RATK, 30FDMG, RNG:L, +6 RATK)

Gear: Multi-Spectral Vision (+10 Perception)

Notes: These are the ground-fighting vehicles of the alien invasion piloted by Grays. They stand 100yds tall on three multi-jointed telescoping legs. They snatch humans for experiments and vaporize anything that stands in their way.

Large: -12 Dodge, Reflex & Stealth.

XENOMORPH ³		Reflex	2	Dodge	+5	Speed	10	HEALTH : ARMOR		
A	5	Stealth	5	Acrobatics	5	Larceny	-	Ranged	-	Head LArm RArm
B	2	Perception	2	Medicine	-	Science	-	Survival	-	5 5 5
C	5	Athletics	5	Build	-	Drive	-	Melee	5	Torso LLeg RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	10 5 5

Weapons: Claw (5DMG, Pierce), Bite (5DMG, 1DMG/rnd d6rnds), Tail (5DMG, Pierce)

Notes: The Grays create these creatures to wipe out all animal life on invaded planets. They either feed on their prey or drag them to a hive to be forcibly impregnated with a fetal Xenomorph that later eats its way out of the host.

Acid Blood: Losing 1HP does 1FDMG in 3yrd Blast + 1FDMG/rnd for d6rnds.

ANIMALS

1	2	3	4	5	6
1	Alligator	1	Constrictor	1	Lion
2	Bear	2	Deer	2	Monkey
3	Bees	3	Elephant	3	Raccoon
4	Bull	4	Gorilla	4	Razorback
5	Canine	5	Hawk	5	Rhinoceros
6	Chimpanzee	6	Horse	6	Viper

NATIVE ANIMALS

1	2	3	4	5	6
1	Bear	4	Cougar	1	Hawk
2	Bees	5	Deer	2	Horse
3	Bull	6	Dog	3	Raccoon
				4	Rattler
				5	Razorback
				6	Wolf

ZOO ANIMALS

1	2	3	4	5	6
1	Alligator	4	Cobra	1	Lion
2	Anaconda	5	Elephant	2	Monkey
3	Chimpanzee	6	Gorilla	3	Polar Bear
				4	Rhinoceros
				5	Wolf
				6	Zebra

ALLIGATOR ³		Reflex	1	Dodge	+1	Speed	9	HEALTH				
A	2	Stealth	2	Acrobatics	1	Larceny	–	Ranged	–	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	1	7	7	7
C	7	Athletics	–	Build	–	Drive	–	Melee	5	Torso	LLeg	RLeg
D	7	Socialize	–	Entertain	–	Leadership	–	Tame	–	14	7	7
Weapons: Bite (9DMG, Grab), Tail (7DMG, Blunt, Slam)												
Notes: Alligators stay near rivers or lakes. They lurk below the surface and wait for their prey to come to the shore to drink. Food: 80												

BEAR ³			Reflex	-2	Block	+4	Speed	9	HEALTH		
A 2	Stealth	-1	Acrobatics	1	Larceny	-	Ranged	-	Head	LArm	RArm
B 1	Perception	1	Medicine	-	Science	-	Survival	1	8	8	8
C 8	Athletics	4	Build	-	Drive	-	Melee	4	Torso	LLeg	RLeg
D 6	Socialize	-	Entertain	-	Leadership	-	Tame	-	16	8	8
Weapons: Claws x2 (9DMG, Slam), Bite (8DMG, Grab)											
Notes: Black bears tend to stay in the East while Brown Bears prefer the North West. They are territorial and very aggressive, especially when hungry.											
Large: -3 Dodge, Reflex & Stealth. Food: 20											



BEES ³		Reflex	1	Dodge	+6	Speed	20	HEALTH	
A 6	Stealth	—	Acrobatics 6	Larceny	—	Ranged	—	Swarm	
B 2	Perception	2	Medicine	—	Science	—	Survival	2	20
C 10	Athletics	—	Build 2	Drive	—	Melee	5		
D 12	Socialize	—	Entertain	—	Leadership	—	Tame	—	
Weapons: Sting (1DMG/rnd, Pierce, 20yd diameter, roll random Location)									
Notes: Bees only take DMG from MATRS, FDMG, Blasts, Birdshot, or Buckshot. They can only take 1DMG/rnd. They attack only to protect their hive. They turn back when their target gets 100yds from the hive. Food: 10									

BULL ³		Reflex	-2	Dodge	-3	Speed	16	HEALTH		
A 4	Stealth	1	Acrobatics —	Larceny	—	Ranged	—	Head	LArm	RArm
B 1	Perception	1	Medicine —	Science	—	Survival	1	12	12	12
C 12	Athletics	—	Build —	Drive	—	Melee	3	Torso	LLeg	RLeg
D 5	Socialize	—	Entertain —	Leadership	—	Tame	—	24	12	12
Weapons: Horns x2 (11DMG, <i>Pierce</i> , <i>Slam</i>), Trample (12DMG, <i>Blunt</i> , <i>Slam</i>)										
Notes: Bulls are very aggressive and will attempt to impale any perceived challenger to their territory. They charge and gore their enemies with their horns. Large: -3 Dodge, Reflex & Stealth. Food: 150										

CANINE ³		Reflex	2	Dodge	+3	Speed	12	HEALTH		
A 5	Stealth	5	Acrobatics 3	Larceny	—	Ranged	—	Head	LArm	RArm
B 2	Perception	6	Medicine —	Science	—	Survival	2	3	3	3
C 3	Athletics	3	Build —	Drive	—	Melee	3	Torso	LLeg	RLeg
D 3	Socialize	2	Entertain —	Leadership	—	Tame	—	6	3	3
Weapons: Bite (2DMG, <i>Blunt</i> , <i>Grab</i>), Pounce (Trip)										
Notes: When The End came, many pets were abandoned and the larger breeds formed packs. They prowl around both urban and rural areas, mixing with wolves and coyotes. They are usually starving and aggressive, though they only attack humans when they are desperate and outnumber their prey. Food: 10										



CHIMPANZEE ³		Reflex	3	Dodge	+6	Speed	11	HEALTH		
A 5	Stealth	6	Acrobatics 5	Larceny	1	Ranged	1	Head	LArm	RArm
B 2	Perception	2	Medicine —	Science	—	Survival	2	6	6	6
C 6	Athletics	6	Build —	Drive	—	Melee	4	Torso	LLeg	RLeg
D 4	Socialize	4	Entertain —	Leadership	1	Tame	—	12	6	6
Weapons: Claws x2 (7DMG, <i>Slam</i>), Bite (5DMG)										
Notes: Smart and quick, these close cousins of humans stay in groups (d6) and defend their territory as a clan. They can be calm and gentle or brutally savage, just like their cousins. Small: +1 Dodge, Reflex & Stealth. Food: 11										

CONSTRUCTOR ³		Reflex	2	Dodge	+2	Speed	9	HEALTH		
A 3	Stealth	4	Acrobatics	1	Larceny	—	Ranged	—	Head	Body
B 1	Perception	1	Medicine	—	Science	—	Survival	1	6	12
C 6	Athletics	6	Build	—	Drive	—	Melee	4		
D 7	Socialize	—	Entertain	—	Leadership	—	Tame	—		
Weapons: Bite (3DMG, Grab, Slam), Constrict (6DMG/rnd, Blunt, Grab, Suffocation)										
Notes: Constructors prefer warm wetlands and tall grass or trees. They strike fast, clamp down hard, then coil around their prey to crush and suffocate them before swallowing them whole. Small: +1 Dodge, Reflex & Stealth. Food: 24										

DEER ²			Reflex	4	Dodge	+4	Speed	10	HEALTH			
A	6	Stealth	6	Acrobatics	4	Larceny	—	Ranged	—	Head	LFleg	RFleg
B	1	Perception	6	Medicine	—	Science	—	Survival	1	4	4	4
C	4	Athletics	—	Build	—	Drive	—	Melee	2	Torso	LBleg	RBleg
D	3	Socialize	—	Entertain	—	Leadership	—	Tame	—	8	4	4
Weapons: Antlers (4DMG), Kick (4DMG)												
Notes: These animals are alert, skittish, and flee at the first sign of trouble. They only fight when cornered. Food: 12												

ELEPHANT ³		Reflex	0	Dodge	-6	Speed	15	HEALTH			
A 1	Stealth	-5	Acrobatics	-	Larceny	-	Ranged	-	Head	LFleg	RFleg
B 2	Perception	6	Medicine	-	Science	-	Survival	2	20	20	20
C 20	Athletics	-	Build	-	Drive	-	Melee	6	Torso	LBleg	RBleg
D 4	Socialize	2	Entertain	-	Leadership	2	Tame	-	40	20	20
Weapons: Tusks x2 (20DMG, Blunt, Slam), Trunk (20DMG, Blunt, Grab or Slam), Trample (20DMG, Blunt, Slam)											
Notes: As the largest land animal in the world, and one of the most intelligent, the Elephant has little to worry about, except for humans.											
Large: -6 Dodge, Reflex & Stealth. Food: 1000											



GORILLA ³		Reflex	2	Block	+5	Speed	10	HEALTH			
A 3	Stealth	3	Acrobatics	3	Larceny	1	Ranged	-	Head	LArm	RArm
B 2	Perception	2	Medicine	-	Science	-	Survival	2	7	7	7
C 7	Athletics	3	Build	-	Drive	-	Melee	5	Torso	LLeg	RLeg
D 5	Socialize	1	Entertain	-	Leadership	3	Tame	-	14	7	7
Weapons: Punch x2 (7DMG, Blunt, Slam), Bite (6DMG)											
Notes: These intelligent and powerful great apes rarely leave the deep forests. They are territorial and usually aggressive but can be friendly if approached with the right amount of deference and respect. Food: 25											

HAWK ²		Reflex	9	Dodge	+10	Speed	25	HEALTH				
A	7	Stealth	10	Acrobatics	7	Larceny	–	Ranged	–	Head	LWing	RWing
B	1	Perception	6	Medicine	–	Science	–	Survival	1	1	1	1
C	1	Athletics	1	Build	–	Drive	–	Melee	1	Torso	LLeg	RLeg
D	4	Socialize	–	Entertain	–	Leadership	–	Tame	–	1	1	1
Weapons: Peck (1DMG), Claws x2 (1DMG)												
Notes: Birds of prey tend to hunt for small mammals and other birds. They can be trained if they can be caught. Small: +3 Dodge, Reflex & Stealth. Food: 1												

HORSE ²			Reflex	-1	Dodge	-2	Speed	18	HEALTH		
A 5	Stealth	2	Acrobatics	1	Larceny	-	Ranged	-	Head	LFleg	RFleg
B 2	Perception	2	Medicine	-	Science	-	Survival	1	10	10	10
C 10	Athletics	1	Build	-	Drive	-	Melee	4	Torso	LBleg	RBleg
D 3	Socialize	1	Entertain	-	Leadership	-	Tame	-	20	10	10
Weapons: Kick (11DMG, Blunt, Slam), Trample (10DMG, Blunt, Slam)											
Notes: Horses are smart, fast, and strong. Many ranch horses have escaped and have managed to flourish. They can outrun any predator. They stick to the forests and fields. Large: -3 Dodge, Reflex & Stealth. Food: 120											



LION ³			Reflex	1	Dodge	+3	Speed	12	HEALTH			
A	5	Stealth	5	Acrobatics	3	Larceny	—	Ranged	—	Head	LFleg	RFleg
B	1	Perception	1	Medicine	—	Science	—	Survival	1	7	7	7
C	7	Athletics	3	Build	—	Drive	—	Melee	5	Torso	LBleg	RBleg
D	6	Socialize	—	Entertain	—	Leadership	3	Tame	—	14	7	7
Weapons: Claws x2 (8DMG), Bite (8DMG, Grab), Pounce (7DMG, Slam)												
Notes: A range of large wild cat species, both native and foreign prowl the Wasteland. They are ambush predators that prefer mammals. Food: 12												

MONKEY ²			Reflex	5	Dodge	+10	Speed	7	HEALTH			
A	6	Stealth	9	Acrobatics	6	Larceny	2	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	–	Science	–	Survival	2	1	1	1
C	1	Athletics	6	Build	–	Drive	–	Melee	1	Torso	LLeg	RLeg
D	4	Socialize	1	Entertain	3	Leadership	–	Tame	–	2	1	1
Weapons: Bite (1DMG)												
Notes: These curious creatures gang up in groups (d6) to steal food.												
Small: +3 Dodge, Reflex & Stealth. Food: 2												

RACCOON ²			Reflex	5	Dodge	+5	Speed	3	HEALTH			
A	2	Stealth	5	Acrobatics	2	Larceny	2	Ranged	-	Head	LArm	RArm
B	2	Perception	2	Medicine	-	Science	-	Survival	2	1	1	1
C	1	Athletics	4	Build	-	Drive	-	Melee	1	Torso	LLeg	RLeg
D	4	Socialize	-	Entertain	-	Leadership	-	Tame	-	2	1	1
Weapons: Bite (1DMG)												
Notes: These clever little bandits attempt to steal food and shiny things from sleeping travelers. They run at the first sign of trouble.												
Small: +3 Dodge, Reflex & Stealth. Food: 3												

RAZORBACK ³		Reflex	0	Dodge	-1	Speed	6	HEALTH			
A 2	Stealth	1	Acrobatics	—	Larceny	—	Ranged	—	Head	LFleg	RFleg
B 1	Perception	1	Medicine	—	Science	—	Survival	1	4	4	4
C 4	Athletics	—	Build	—	Drive	—	Melee	3	Torso	LLeg	RLeg
D 4	Socialize	—	Entertain	—	Leadership	—	Tame	—	8	4	4
Weapons: Tusks (4DMG, Pierce, Slam)											
Notes: Farm pigs turn feral quickly in the wild. These hairy beasts reproduce at a rapid rate and quickly take over an ecosystem. They will eat anything.											
Large: -1 Dodge, Reflex & Stealth. Food: 20											

RHINOCEROS ²			Reflex	-5	Dodge	+0	Speed	16	HEALTH			
A	1	Stealth	-5	Acrobatics	-	Larceny	-	Ranged	-	Head	LFleg	RFleg
B	1	Perception	1	Medicine	-	Science	-	Survival	1	15	15	15
C	15	Athletics	-	Build	-	Drive	-	Melee	8	Torso	LBleg	RBleg
D	6	Socialize	-	Entertain	-	Leadership	-	Tame	-	30	15	15
Weapons: Horn (15DMG, Pierce, Slam), Trample (15DMG, Blunt, Slam)												
Notes: These grazing armored tanks have no real enemies and must be provoked into attacking. Large: -6 Dodge, Reflex & Stealth. Food: 250												

VIPER ³			Reflex	7	Dodge	+7	Speed	5	HEALTH		
<u>A</u>	4	<u>Stealth</u>	10	Acrobatics	1	Larceny	–	Ranged	4	1	1
<u>B</u>	1	<u>Perception</u>	1	Medicine	–	Science	–	Survival	1		
<u>C</u>	1	<u>Athletics</u>	1	Build	–	Drive	–	Melee	–		
<u>D</u>	7	<u>Socialize</u>	–	Entertain	–	Leadership	–	Tame	–		
Weapons: Bite (Use Ranged, RNG:P, 1DMG, Poison 1DMG/min for 1hr, C12# stops Poison, roll 1/min, Medicine(First-Aid) 15# to stop Poison)											
Notes: Poisonous snakes can be found almost anywhere in the world.											
Small: +6 Dodge, Reflex & Stealth. Food: 1											

HUMANS

Cautious¹ -0 <i>Socialize</i>		Distrustful² -3 <i>Socialize</i>		Aggressive³ -6 <i>Socialize</i>	
1		2		3	
1	Amazon	1	Barbarian	1	Aryan
2	Artisan	2	Feral Kid	2	Bandit
3	Doctor	3	Gangsta	3	Cannibal
4	Farmer	4	Hooker	4	Child Soldier
5	Guerrilla	5	Judge	5	Cultist
6	Hippie	6	Mercenary	6	Exile
4		5		6	
1	Militia	1	Nomad	1	Junky
2	Orphan	2	Operative	2	Pirate
3	Preacher	3	Punk	3	Psycho
4	Ranger	4	Scavenger	4	Raider
5	Prepper	5	Scientist	5	Sniper
6	Trader	6	Slave	6	Wrangler

AMAZON ¹		Reflex	3	Dodge	+3	Speed	7	HEALTH : ARMOR		
A 4	Stealth 4	Acrobatics 3		Larceny 1		Ranged 3		Head	LArm	RArm
B 3	Perception 3	Medicine 2		Science 0		Survival 1		2:3	2:2	2:2
C 2	Athletics 2	Build 1		Drive 1		Melee 2		Torso	LLeg	RLeg
D 3	Socialize 3	Entertain 1		Leadership 2		Tame 1		4:2	2	2

Weapons: Ice Ax (2DMG, Lever, Pierce), Knife (1DMG, Rapid), H&K MP5 (3DMG, RNG:S, 2h, Auto, Rapid, Flashlight, Suppressor, d6x10 9mmFMJ), Pepper Spray (+4RATK, 0DMG, RNG:P, 3 Pain, 3 uses, Toxin)

Armor: Motorcycle Helmet, Leather Jacket

Gear: First-Aid Kit, Flashlight, Hand Radio, Handcuffs, Zip Ties, Street Bike

Notes: These fiercely isolationist warrior-women are largely made up of former military and law enforcement who banded together for protection. The Wasteland is especially dangerous for women, which has led to the formation of these all-female gangs. They rely mostly on stealth and teamwork to survive.

ARTISAN ¹		Reflex	3	Block	+3	Speed	5	HEALTH : ARMOR		
A 2	Stealth 2	Acrobatics 1		Larceny 2		Ranged 1		Head	LArm	RArm
B 3	Perception 3	Medicine 1		Science 2		Survival 0		5	5:2	5:2
C 5	Athletics 5	Build 3		Drive 1		Melee 3		Torso	LLeg	RLeg
D 2	Socialize 2	Entertain 0		Leadership 1		Tame 0		10:1	5:3	5:3

Weapons: Pipe Wrench (4DMG, Blunt, Slam, see Metal Club in Ch:3)

Armor: Coveralls, Work Gloves, Steel-Toe Boots

Gear: Alcohol, BDU Jacket, Chalk, Duct Tape, Gun Cleaning Kit, Hacksaw, Hammer, Headlamp, Lockpicks, Magnifying Glass, Multi-Tool, Multimeter, Notebook, Screwdriver, Tape Measure, Tool Belt, Wristwatch, Box Truck

Notes: A few small fortified Settlements have managed to get something like civilization up and running again. Central to this effort are talented craftspeople who barter with their goods and services. They never leave their villages if they can help it. All they have is tied up in their workshops.

ARYAN ³		Reflex	2	Block	+2	Speed	8	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	1	Larceny	0	Ranged	4	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	1	5	5:2	5:2
C	5	Athletics	5	Build	1	Drive	2	Melee	2	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	0	Leadership	1	Tame	0	10:2	5:3	5:3

Weapons: Remington 870 (+5RATK, 10DMG, RNG:S, 2h, Scatter, Slam, d6 12g Buckshot) or Sledgehammer (7DMG, 2h, Blunt, Slam), Knife (3DMG, Rapid)

Armor: Leather Jacket, Blue Jeans, Steel-Toe Boots

Gear: Bandanna, Canteen (Alcohol), Rope, Sunglasses, Dune Buggy

Notes: These racist militants see The End as the result of too much "mongrel mixing." They are seizing the opportunity to racially purify the world by killing off or enslaving anyone they deem impure.

BANDIT ³		Reflex	2	Block	+3	Speed	7	HEALTH : ARMOR		
A 3	Stealth 4	Acrobatics 2		Larceny 2		Ranged 2	2	Head	LArm	RArm
B 2	Perception 2	Medicine 0		Science 0		Survival 1	4:1	4:1	4:1	
C 4	Athletics 4	Build 1		Drive 1		Melee 3	Torso	LLeg	RLeg	
D 3	Socialize 3	Entertain 0		Leadership 0		Tame 0	8:1	4:3	4:3	

Weapons: Mossberg 500 (+4RATK, 10DMG, RNG:S, 2h, Scatter +1, Slam, d6 12g Buckshot) or Baseball Bat (2DMG, 2h, Blunt, Slam)

Armor: Denim Jacket, Blue Jeans, Hiking Boots

Gear: Canteen, d6 Food, Knife, Ski Mask, Dirt Bike

Notes: These cowards ambush and rob travelers. They know that people will fight to the death if they take everything, so they only take half.

BARBARIAN ²		Reflex	2	Block	+3	Speed	8	HEALTH : ARMOR				
A	2	Stealth	2	Acrobatics	1	Larceny	0	Ranged	3	Head	LArm	RArm
B	3	Perception	3	Medicine	1	Science	0	Survival	3	5	5:2	5:2
C	5	Athletics	5	Build	1	Drive	0	Melee	3	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	1	Leadership	0	Tame	2	10:2	5	5

Weapons: Ax (6DMG, 2h, Chop) or
Recurve Bow (6DMG, RNG:S, 2h, C9#/rnd to Aim, -1 RATK, d6+2 Broadhead Arrows)

Armor: Chainmail Shirt (6AR, Head/Arms/Torso)

Gear: Fire-stick, Hammock, Knife, Rope, Horse

Notes: These primitivists fled to the woods and left the old world behind. They live simple lives based on ancient methods of survival and organization. Such groups tend to take on the trappings of aboriginal natives or medieval Europeans, depending on their aesthetic preferences. They typically avoid anyone from outside their tribe. They have no interest in technology, but they will sometimes trade for good blades and other simple weapons and tools.



CANNIBAL ³		Reflex	1	Block	+3	Speed	9	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	0	Larceny	1	Ranged	0	Head	LArm	RArm
B	2	Perception	2	Medicine	2	Science	0	Survival	2	6	6:1	6:1
C	6	Athletics	6	Build	1	Drive	0	Melee	6	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	12:1	6:3	6:3

Weapons: Dual-Wield Machete (+4MATK, 4DMG, Chop) + Cleaver (+5MATK, 3DMG, Chop) or Chainsaw (13DMG, 2h, d6rnds to start, Fuel .5gal, Empty on 1)

Armor: Coveralls, Hiking Boots

Gear: Duffel Bag, Hacksaw, Wire Saw

Notes: These maniacs think of themselves as super-predators who have evolved beyond mere *homo sapiens*. They eat human flesh because they think it gives them greater power. They prefer living, screaming victims. They form “families” that work like wolf packs. They sometimes file their teeth into points, grow sharp fingernails, and ritually scar themselves. It is not uncommon for them to wear their victims skin and other body parts as trophies and peeled faces as masks. **Rage:** Fast. +3 MATK DMG. -3 DEF. Lasts 1min.

CHILD SOLDIER ³		Reflex	3	Dodge	+3	Speed	4	HEALTH : ARMOR				
A	2	Stealth	3	Acrobatics	2	Larceny	2	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	1	2:2	2	2
C	2	Athletics	2	Build	1	Drive	0	Melee	2	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	1	Leadership	0	Tame	1	4	2	2

Weapons: Ruger 10/22 (3DMG, RNG:S, 2h, Rapid, Slam, d6+4 .22JHP), Knife (1DMG, Rapid)

Armor: Sports Helmet

Gear: Marbles, Running Shoes, d6 Stimulants, Toy Car, Skateboard

Notes: These orphans were taken in by some would-be warlord and brainwashed with physical and mental abuse and addictive drugs to be savage little killing machines. They are as cruel as any adult with the added advantage that most of their adversaries grossly underestimate them. Though incredibly aggressive, they are also very cowardly. They tend to ambush and use sniper tactics when possible. -1 Psyche for killing a child. **Small:** +1 Dodge, Reflex & Stealth.

CULTIST ³		Reflex	2	Block	+3	Speed	7	HEALTH : ARMOR				
A	4	Stealth	4	Acrobatics	0	Larceny	1	Ranged	2	Head	LArm	RArm
B	3	Perception	3	Medicine	3	Science	0	Survival	1	3:1	3:2	3:2
C	3	Athletics	3	Build	1	Drive	1	Melee	3	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	2	Leadership	2	Tame	2	6:2	3:3	3:3
Weapons: Net (0DMG, RNG:P, +6 Grab), Knife (2DMG, Rapid)												
Armor: Work Gloves, Hiking Boots, Black Robe (1AR, Body, Size 1, CR, +1 Stealth)												
Gear: Black Bag, Duct Tape, Hand Cuffs, Rope, Van												
Notes: These fundamentalist religious nuts hunt strangers traveling by their temple. They ambush travelers at their campsites as they sleep. Their beliefs require the bloodshed of innocents. They kidnap and torture people before offering them up as human sacrifices. There is always a charismatic leader who brainwashes members into total selfless devotion. They don't want to be free.												
Brainwashing: Medicine (Psychiatry) vs D 1/day. -1 Psyche on Fail. Convert at 0.												

DOCTOR ¹		Reflex	1	Dodge	+1	Speed	5	HEALTH : ARMOR				
A	2	Stealth	2	Acrobatics	1	Larceny	1	Ranged	1	Head	LArm	RArm
B	4	Perception	4	Medicine	4	Science	3	Survival	3	2	2	2
C	3	Athletics	3	Build	1	Drive	2	Melee	1	Torso	LLeg	RLeg
D	3	Socialize	3	Entertain	2	Leadership	2	Tame	3	4	2	2
Weapons: SIG Sauer P290 (3DMG, RNG:P, Rapid, d6 9mmFMJ), Knife (2DMG, Rapid)												
Gear: d6x2 Antibiotics, Book ("Gray's Anatomy"), Dust Mask, EMT Bag, Hack saw, Headlamp, Knife, Lighter, Magnifying Glass, Notepad, d6x3 Painkillers, Pressure Cuff, d6x2 Sedatives, Smartphone, Stethoscope, d3 Stimulants, Surgery Kit, Thermometer, Transfusion Kit, Water Filter, Wristwatch												
Notes: Anyone with medical training is highly prized after The End. Doctors can usually trade their talent for supplies and protection. Sometimes they are held prisoner and forced to perform their craft as surgeon slaves. They are ethically bound to try to save every human life whenever possible.												

EXILE ³		Reflex	2	Block	+1	Speed	3	HEALTH : ARMOR				
A	2	Stealth	2	Acrobatics	0	Larceny	1	Ranged	0	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	1	1	1	1
C	1	Athletics	1	Build	0	Drive	1	Melee	1	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	2	1	1
Weapons: Staff (-1MATK, 1DMG, Blunt, Dual-Wield, Slam), Knife (-1MATK, 1DMG, Rapid)												
Notes: These pathetic beggars are dying from some plague sickness. Every biological entity avoids them. They wander aimlessly with little more than the rags on their backs, begging for Food and Water, and waiting to die. They always have a sad story they use to guilt people into charity. They sometimes attempt murder for Food or Water or out of simple jealousy of healthy people.												
Plague: see Ch:4, Diseases.												

FARMER ¹		Reflex	1	Block	+4	Speed	7	HEALTH : ARMOR				
A	2	Stealth	2	Acrobatics	1	Larceny	0	Ranged	2	Head	LArm	RArm
B	3	Perception	3	Medicine	2	Science	0	Survival	3	5	5:2	5:2
C	5	Athletics	5	Build	3	Drive	3	Melee	4	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	2	Leadership	2	Tame	2	10:1	5:4	5:4
Weapons: Browning A-Bolt (7DMG, RNG:L, 2h, +1 RATK, Scope, d6x2 5.56FMJ) or Pitchfork (6DMG, 2h, Pierce)												
Armor: Coveralls, Work Gloves, Hiking Boots												
Gear: Baseball Cap, Hand Radio, Lighter, Swiss Army Knife, Tool Belt, Horse												
Notes: Rural folks were among the first to band together after The End. Families consolidated into defensible isolated homesteads and set to living off the land. They guard their property night and day. They are extremely suspicious of strangers due to bad experiences in the past when malicious travelers took advantage of their hospitality. If you manage to win their sympathy, they may give you a meal, but they probably won't let you stay.												

FERAL KID ²		Reflex	3	Dodge	+3	Speed	4	HEALTH : ARMOR				
A	2	Stealth	3	Acrobatics	2	Larceny	0	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	2	2	2	2
C	2	Athletics	2	Build	2	Drive	0	Melee	2	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	1	4	2	2
Weapons: Bolas (0DMG, RNG:S, Blunt, +1 Grab/Trip, Throw), Spear (+1MATK, 3DMG, 2h, Pierce)												
Notes: These kids were separated from their families by tragedy. They fled into the woods and didn't come out. They eventually found other lost children and formed small tribes for protection. Now they resemble tiny grunting cavemen. They avoid any confrontation but they can be dangerous in large packs. Only 1 in 3 can speak coherently. -1 Psyche for killing a child.												
Small: +1 Dodge, Reflex & Stealth												

GANGSTA ²		Reflex	2	Dodge	+2	Speed	7	HEALTH : ARMOR				
A	4	Stealth	4	Acrobatics	2	Larceny	2	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	1	3	3	3
C	3	Athletics	3	Build	0	Drive	1	Melee	2	Torso	LLeg	RLeg
D	3	Socialize	3	Entertain	2	Leadership	0	Tame	0	6:4	3:3	3:3

Weapons: MAC-10 (5DMG, RNG:S, Auto, Rapid, -1 RATK, Slam, Suppressor, d6x5 .45JHP), Tire Iron (2DMG, Lever)

Armor: Undercover Vest, Cargo Pants, Hiking Boots

Gear: Alcohol/Molotov, Bandanna, Lighter, Spray Paint, **Street Bike**

Notes: Young black and brown men had a hard life in the ghettos before The End. They learned to hustle on the streets and stay ahead of the cops. They are still using those same skills to survive from one day to the next. Many of them have decided to stay in the city and defend their neighborhoods. They are very territorial and rightly suspicious of strangers. They are far from saints but they love their families and are deadly loyal to their friends.



GUERRILLA ¹		Reflex	3	Dodge	+1	Speed	7	HEALTH : ARMOR				
A	4	Stealth	5	Acrobatics	1	Larceny	2	Ranged	3	Head	LArm	RArm
B	3	Perception	3	Medicine	1	Science	1	Survival	2	3	3	3
C	3	Athletics	3	Build	1	Drive	1	Melee	1	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	0	Leadership	2	Tame	0	6	3:3	3:3

Weapons: AK-47 (8DMG, RNG:L, 2h, Auto, Rapid, d6x10 7.62FMJ), Molotov (d6FDMG, RNG:S, 3yd Blast, Pierce, Slam, 3rnd fuse)

Armor: Cargo Pants, Hiking Boots

Gear: Backpack, Bandoleer, BDU Jacket, Ski Mask

Notes: The collapse of the old system is an opportunity to build a new and better world for these Marxist revolutionaries. They believe that building a Socialist Utopia is the only way to reclaim the Earth and make it better than it was. They live in egalitarian militant communes high up in the mountains. They preach equality for all, but some Guerrillas are more equal than others.

HIPPIE ¹		Reflex	1	Dodge	+3	Speed	7	HEALTH : ARMOR				
A	4	Stealth	4	Acrobatics	3	Larceny	1	Ranged	0	Head	LArm	RArm
B	3	Perception	3	Medicine	2	Science	1	Survival	2	3	3:1	3:1
C	3	Athletics	3	Build	1	Drive	1	Melee	1	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	2	Leadership	0	Tame	2	6	3:1	3:1

Weapons: Catch Pole (0DMG, RNG:P, 2h, Blunt, +3 Grab)

Armor: Work Gloves, Blue Jeans

Gear: d6x3 Hallucinogens, Headlamp, Lighter, Messenger Bag, Notepad, d6x2 Painkillers, Sunglasses, Swiss Army Knife, Tarp, Thermal Underwear, Van

Notes: These people are "bleeding heart" pacifists. They try to prevent anyone from killing anyone or anything. This policy sometimes results in more harm than good being done. They are mystics who love yoga and Hallucinogens.

HOOKER ²			Reflex	2	Dodge	+4	Speed	6	HEALTH : ARMOR			
A	4	Stealth	4	Acrobatics	4	Larceny	3	Ranged	0	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	0	2	2:2	2:2
C	2	Athletics	2	Build	0	Drive	1	Melee	0	Torso	LLeg	RLeg
D	4	Socialize	4	Entertain	3	Leadership	0	Tame	0	4:2	2	2

Weapons: Pepper Spray (+1RATK, 0DMG, RNG:P, 3 Pain, 3 uses, Toxin)
Switchblade (1DMG, Fast extend, Pierce, Rapid)

Armor: Leather Jacket

Gear: d6 Antibiotics, Bobby Pin, Candle, Canteen (Alcohol), First-Aid Kit, Handcuffs, Lighter, Luxury Item (Makeup), d6 Painkillers, Pocket Mirror, d6 Sedatives, d6 Stimulants, Sunglasses, Wristwatch

Notes: Some people have managed to attain some degree of safety by trading their bodies for protection, Food, and **DRUGS**. They cope with the harsh realities of their miserable lives by getting high whenever possible.



JUDGE ²		Reflex	2	Block	+8	Speed	7	HEALTH : ARMOR				
A	2	Stealth	2	Acrobatics	0	Larceny	0	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	0	5:5	5:2	5:2
C	5	Athletics	5	Build	0	Drive	2	Melee	5	Torso	LLeg	RLeg
D	3	Socialize	3	Entertain	0	Leadership	3	Tame	0	10:6	5:3	5:3
Weapons: Benelli M4 (+4 RATK for Buckshot or +3 RATK for Rubber, 10DMG for Buckshot or 7DMG Blunt for Rubber, RNG:S, 2h, Rapid, Scatter, Slam, Holosight, Flashlight, d6x3 12g Buckshot and d6x2 Rubber in bandoleer), Police Baton (3DMG, Blunt, Fast extend, Rapid, Slam), Riot Shield (2DMG, +3 Block, Blunt, Cover 3DR, Slam), Glock 17 (3DMG, RNG:S, Rapid, d6x2 9mmFMJ), Flashbang Grenade (C12# or Blind and Stun for d6+2rnds, 6yd Blast), Teargas Grenade (Blind + C18#/rnd or Suffocation, 3 Pain, +1yd/rnd, d6mins)												
Armor: Riot Helmet, Kevlar Vest, Knuckle Gloves, Steel-Toe Boots												
Knuckle Gloves (3DMG, 2AR, Blunt, FR, Slam)												
Gear: Badge, Bandoleer, Canteen, First-Aid Kit, d6 Food, Gas Mask, Handcuffs, Megaphone, Multi-Tool, Pepper Spray, Poncho, Road Flare, Sleeping Bag, Stun Gun, Sunglasses, Whistle, d6x2 Zip Ties, Police Cruiser or Motorcycle, Badge (+1 Leadership(Intimidate))												
Notes: These lone vigilantes were cops before The End. Now they patrol the desolate streets of ruined cities, executing anyone who they believe is acting "unlawfully". When a Judge arrives to save someone, gratitude quickly turns into terror as the rescue becomes an interrogation. They trust no one and make enemies quickly in gang territory, so they don't stay in one place very long.												

JUNKY ³		Reflex	2	Dodge	+2	Speed	6	HEALTH : ARMOR				
A	3	Stealth	4	Acrobatics	2	Larceny	2	Ranged	1	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	1	Survival	0	3	3:1	3:1
C	3	Athletics	3	Build	1	Drive	1	Melee	2	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	1	Leadership	0	Tame	0	6:1	3:1	3:1
Weapons: Henry Golden Boy (2DMG, RNG:S, 2h, +1 RATK, d6x2 .22FMJ), Crowbar (3DMG, Lever, Slam)												
Armor: Denim Jacket, Hoody, Cargo Pants												
Gear: Backpack, Baseball Cap, Bolt Cutters, Chalk, d6 Hallucinogens, Headlamp, Lighter, Lockpicks, Map (Local), Marker, Measuring Cup, Multi-Tool, Notepad, Padlock, d6 Painkillers, Poncho, Running Shoes, d6 Sedatives, Ski Mask, Spray Paint, Sunglasses, Thermal Underwear, Water Bottle												
Notes: These pathetic burnouts desperately scrounge for drugs. They can't stand to be sober. Painkillers are their favorite. They are cowards who steal whatever they can. If they are really hurting for a fix, they will fly into a murderous rage. Junkies ignore any Pain penalties while high. 3 Pain if sober.												



MERCENARY ²		Reflex	2	Block	+4	Speed	8	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	2	Larceny	0	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	1	5	5:6	5:6
C	5	Athletics	5	Build	0	Drive	1	Melee	4	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	0	Leadership	1	Tame	0	10:12	5:3	5:3

Weapons: Springfield M1A (9DMG, RNG:L, 2h, Rapid, Scope, d6x10 .308FMJ)
Kimber 1911 (4DMG, RNG:S, Rapid, d6x2 .45FMJ), **Kukri** (4DMG, Chop)

Armor: Interceptor Vest, Tactical Vest, Kevlar Gloves, Hiking Boots

Gear: Baseball Cap, Canteen, First-Aid Kit, Hammock, Headlamp, Lighter, Paracord, Sunglasses, Swiss Army Knife, Tarp, Water Filter, Wristwatch, **SUV**

Notes: These men are former soldiers who went AWOL in The End. Now they rent out their combat expertise for food and ammo. They operate individually or in companies. They drown their memories in booze when they get to a secure location. If their boss is killed, they will retreat. They usually honor a contract to maintain a reputation but that is the extent of their morality.

MILITIA ¹		Reflex	2	Block	+3	Speed	7	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	0	Larceny	0	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	2	4:4	4:1	4:1
C	4	Athletics	4	Build	1	Drive	1	Melee	2	Torso	LLeg	RLeg
D	3	Socialize	3	Entertain	0	Leadership	0	Tame	2	8:4	4:3	4:3

Weapons: AR-15 (+4RATK, 7DMG, RNG:L, Rapid, HoloSight, d6x10 5.56FMJ)
Armor: Army Helmet, Flak Jacket, Work Gloves, Cargo Pants, Hiking Boots
Gear: Alcohol, Backpack, Bandoleer, BDU Jacket, Flashlight, Hand Radio, Pickup Truck - M249 Machine Gun (+11RATK or +5/+5/+5RATK, 7DMG, RNG:L, 2h, Auto, Rapid, Bipod, Mounted, d6x25 belt 5.56FMJ)

Notes: These self-appointed “patriotic guardians of the Constitution” seek to restore government based on “traditional values.” Their perspective is decidedly Protestant Christian Right-Wing Libertarian. Their main concerns are for their family and their own personal liberty. Most are well-meaning “salt of the Earth” types, but some are completely insane and dangerously paranoid. Once they have established a little “Republic” in a rural area, they begin recruiting for their army and collecting taxes from the local Settlements.

NOMAD ²			Reflex	3	Dodge	+3	Speed	8	HEALTH : ARMOR			
A	4	Stealth	5	Acrobatics	3	Larceny	2	Ranged	3	Head	LArm	RArm
B	3	Perception	3	Medicine	2	Science	1	Survival	2	4	4:1	4:1
C	4	Athletics	4	Build	1	Drive	0	Melee	2	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	2	8:3	4:2	4:2
Weapons: Savage Mk.II (2DMG, RNG:S, 2h, +1 RATK, d6x2 .22FMJ), Knife (2DMG, Rapid)												
Armor: Athletic Pads, Cargo Pants												
Gear: d6 Antibiotics, Bandanna, Bandoleer (d6x5 .22), Baseball Cap, Canteen, Compass, Dust Mask, Fire-stick, First-Aid Kit, Fishing Pole, d6 Food, Hammock, Headlamp, Map (Atlas), Marker, Messenger Bag, Multi-Tool, Notebook, Poncho, Running Shoes, Sunglasses, Tarp, Trench Coat, Water Filter, Dog												
Notes: Some people decide to go it alone, just them and their dog. They pack light and lay low. They may blow through a Settlement to trade for necessities, but they keep to themselves and never say much. If followed, they may intentionally lead their pursuer into danger to avoid a confrontation.												

OPERATIVE ²		Reflex	6	Block	+6	Speed	10	HEALTH : ARMOR				
A	4	Stealth	6	Acrobatics	2	Larceny	2	Ranged	6	Head	LArm	RArm
B	3	Perception	6	Medicine	0	Science	0	Survival	2	5:5	5:3	5:3
C	5	Athletics	5	Build	0	Drive	1	Melee	5	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	10:14	5:3	5:3

Weapons: M4A1 Carbine (+8RATK or +17RATK or +11/+11/+11RATK, 7DMG+3FDMG, RNG:L, 2h, Auto, Pierce, Rapid, Drum Magazine, Flashlight, Foregrip, HoloSight, Laser, Suppressor, Three-Point Sling, d6x30 5.56API)
M203 Launcher (d6x3FDMG, RNG:S, 2h, Grenade 1, mounted under M4A1 Carbine),
White Phosphorous (d6x3FDMG, 6yd Blast, d6FDMG for d6rnds, Blind, d6 grenades),
Glock 18 (+8RATK or +17RATK or +11/+11/+11RATK, 3DMG+3FDMG, RNG:S, 2h, Auto, Pierce, Rapid, HoloSight, Laser, Suppressor, d6x5 9mmAPI),
Knife (3DMG, Rapid), Jiu-Jitsu (4DMG/rnd)
Armor: Coveralls, Tactical Vest, Steel-Toe Boots,
Land Warrior Helmet (5AR, Head, FR, Nightvision Goggles, Radio),
Dragonskin Vest (10AR, Torso, CR, FR), Knuckle Gloves (3DMG, 2AR, Blunt, FR, Slam)
Gear: Gas Mask, Handcuffs, Sedatives x6, API Ammo (+3FDMG, Pierce)
Notes: These mysterious unmarked soldiers go on secret missions for an unknown organization. They are dropped off and picked up via zip-line at night by a silent black helicopter. They appear in squads of 4. They shoot on sight.



ORPHAN ¹		Reflex	2	Dodge	+2	Speed	2	HEALTH : ARMOR				
A	1	Stealth	2	Acrobatics	1	Larceny	1	Ranged	1	Head	LArm	RArm
B	1	Perception	1	Medicine	0	Science	0	Survival	1	1	1	1
C	1	Athletics	1	Build	0	Drive	0	Melee	0	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	1	Leadership	0	Tame	1	2	1	1
Weapons: Slingshot (ODMG, RNG:S, 2h, Archery, Blunt, Slam, d6 rocks)												
Gear: Chalk, Poncho, Teddy Bear (+1 Luck)												
Notes: This is a young kid (d6+4 years old) found in a hiding place. If they are left in the Wasteland, they will either die, be made into Child Soldiers or Slaves, or devolve into Feral Kids. Small: +1 Dodge, Reflex & Stealth												

PIRATE ³		Reflex	2	Dodge	+3	Speed	8	HEALTH : ARMOR				
A	4	Stealth	4	Acrobatics	3	Larceny	0	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	0	4	4:1	4:1
C	4	Athletics	4	Build	1	Drive	2	Melee	2	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	1	Leadership	0	Tame	0	8:1	4:1	4:1

Weapons: Dual-Wielding Ruger Mk.III (+3RATK, 2DMG, RNG:P, Rapid, +1 RATK, d6 .22FMJ) and Machete (+0MATK, 3DMG, Chop),
Dynamite (d6x5DMG/stick, 6yd Blast, Slam, 1min fuse, d6 sticks)

Armor: Lifejacket, Work Gloves, Waders

Gear: Alcohol, Bandoleer (d6x5 .22FMJ), Bandanna, Canteen (Alcohol), Compass, Fishing Pole, Goggles, Grappling Hook, Map (Local), Monocular, Rope, Snorkel

Catamaran - M60 Machine Gun (+11RATK or +5/+5/+5RATK, 9DMG, RNG:L, d6x25 belt .308FMJ, 2h, Auto, Bipod, Mounted)

Notes: These bastards live on medium to large sized boats and only go on land when absolutely necessary. They never stay in one place for long. They often wait to ambush easy prey and just sail away if things get too hairy.

PREACHER ¹		Reflex	2	Dodge	+1	Speed	6	HEALTH : ARMOR				
A	3	Stealth	4	Acrobatics	1	Larceny	0	Ranged	2	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	0	3	3	3
C	3	Athletics	3	Build	1	Drive	0	Melee	2	Torso	LLeg	RLeg
D	4	Socialize	4	Entertain	1	Leadership	2	Tame	2	6	3	3

Weapons: Crossbow (6DMG, RNG:L, 2h, 1rnd Reload, Scope, d6x2 Broadhead Arrows), Torch (1DMG + 1FDMG/rnd, Blunt, RNG:S light radius for 1hr), Shovel (+1MATK, 3DMG, 2h, Slam)

Gear: First-Aid Kit, d6 Food, Fuel Can, Holy Book, Lighter, Megaphone, Road Flare, Trench Coat, d6 Water Bottle, **Horse**

Notes: These “holy crusaders” save whoever they can and attempt to convert those they have saved to their religion. Though generally benevolent, there is an unpredictable wide-eyed zealotry that lies in wait just below the surface.

PREPPER ¹		Reflex	2	Block	+2	Speed	7	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	0	Larceny	1	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	2	4:4	4:4	4:4
C	4	Athletics	4	Build	2	Drive	1	Melee	2	Torso	LLeg	RLeg
D	3	Socialize	3	Entertain	0	Leadership	0	Tame	0	8:2	4:3	4:3

Weapons: Norinco SKS (9DMG, RNG:L, 2h, Bayonet, Rapid, d6+2 7.62JHP),
Colt Python (6DMG, RNG:S, Slam, d6 .357JHP), Hatchet (2DMG, Chop)

Armor: Army Helmet, Leather Jacket, Kevlar Gloves, Cargo Pants, Hiking Boots

Gear: Backpack, Bandoleer (d6x5 7.62JHP), Box (d6x10 .357JHP), Book ("SAS Survival Guide"), Canteen, Compass, Duct Tape, Emergency Radio, Fire-stick, First-Aid Kit, d6 Food, Gas Mask, Hacksaw, Headlamp, Lighter, Map (Topographic), Mess Kit, Paracord, Swiss Army Knife, Water Filter, SUV

Notes: These "survivalists" always suspected The End was coming and so they developed skills and bought gear to prepare. They are intensely private and cautious bordering on paranoid. Most of them are good people but desperate circumstances can drive them to do anything, especially for their families.

PSYCHO ³		Reflex	3	Block	+5	Speed	8	HEALTH : ARMOR				
A	3	Stealth	4	Acrobatics	3	Larceny	3	Ranged	1	Head	LArm	RArm
B	3	Perception	3	Medicine	0	Science	0	Survival	3	5	5:2	5:2
C	5	Athletics	5	Build	0	Drive	2	Melee	5	Torso	LLeg	RLeg
D	1	Socialize	3	Entertain	1	Leadership	0	Tame	0	10:1	5:3	5:3

Weapons: Pickax (7DMG, 2h, Lever, Pierce, Slam) or Machete (4DMG, Chop)

Armor: Coveralls, Work Gloves, Steel-Toe Boots

Gear: Book ("Classic Novel"), Knife, Ski Mask, Wire Saw, d6 Zip Tie

Notes: They seem friendly but Perception vs B reveals something is wrong. They can automatically Lie. Use B for Socialize rolls. They try to win trust, kill someone secretly, then vanish. They may continue stalking the Team for weeks.

PUNK ²		Reflex	3	Block	+5	Speed	7	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	1	Larceny	3	Ranged	0	Head	LArm	RArm
B	3	Perception	3	Medicine	1	Science	1	Survival	2	4	4:3	4:3
C	4	Athletics	4	Build	3	Drive	1	Melee	3	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	2	Leadership	0	Tame	1	8:3	4:3	4:3

Weapons: Barbwire Club (3DMG, 2h, Pierce, Slam) or Sign Shield (2DMG, +3 Block, Cover 3DR, Slam)

Armor: Blue Jeans, Steel-Toe Boots, Spiked Jacket (3AR, Size 3, Arms/Torso, +1 DMG Grab)

Gear: Canteen (Alcohol), Duct Tape, Gas Mask, Multi-Tool, Bicycle

Notes: These militant anarchists rely on themselves and each other to get by in the Wasteland. They band together into cooperative communities and use their DIY skills to make or salvage what they need. They hate authority.

RAIDER ³		Reflex	2	Block	+4	Speed	9	HEALTH : ARMOR				
A	4	Stealth	4	Acrobatics	0	Larceny	1	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	0	Science	0	Survival	0	5:4	5:2	5:2
C	5	Athletics	5	Build	2	Drive	2	Melee	4	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	10:2	5:3	5:3

Weapons: Kimber 1911 (4DMG, RNG:S, Rapid, d6x3 .45FMJ), Brass Knuckles (3DMG, Blunt, Slam), Bowie Knife (4DMG, Rapid)

Armor: Army Helmet, Leather Jacket, Blue Jeans, Steel-Toe Boots

Gear: Bandanna, Canteen, Leather Belt, d6 Stimulants, Tool Bag, Motorcycle

Notes: They travel in marauding gangs like locusts, stripping whole regions of any valuables, then moving on leaving only desolation in their wake. They are post-apocalyptic Vikings. They always want women, and they always need Fuel.



RANGER ¹		Reflex	3	Block	+3	Speed	8	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	0	Larceny	0	Ranged	4	Head	LArm	RArm
B	3	Perception	3	Medicine	2	Science	1	Survival	3	4	4:3	4:3
C	4	Athletics	4	Build	1	Drive	0	Melee	3	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	0	Leadership	2	Tame	2	8:2	4:3	4:3
Weapons: Compound Bow (6DMG, RNG:S, 2h, -1 RATK, d6x2 Broadhead Arrows), Hatchet (2DMG, Chop)												
Armor: Leather Jacket, Work Gloves, Blue Jeans, Hiking Boots												
Gear: Canteen, Compass, Cowboy Hat, Fire-stick, First-Aid Kit, Fishing Pole, Flashlight, Poncho, Rope, Sleeping Bag, Sunglasses, Swiss Army Knife, Tent, Water Filter, Whistle, Horse												
Notes: Many of these mountain folk used to be park rangers or ranchers who withdrew deep into the wilderness when The End came. They are loners by choice. They will claim a valley, lake, or mountain as their territory. They avoid people but will allow refugees to stay in the territory as long as they need to. Bandits and the like are dealt with quickly and decisively.												



SCAVENGER ²		Reflex	3	Dodge	+5	Speed	8	HEALTH : ARMOR				
A	5	Stealth	5	Acrobatics	5	Larceny	5	Ranged	1	Head	LArm	RArm
B	3	Perception	3	Medicine	1	Science	1	Survival	2	3	3:2	3:2
C	3	Athletics	3	Build	1	Drive	1	Melee	1	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	6:3	3:3	3:3
Weapons: Tire Iron (2DMG, Lever), Slingshot (1DMG, RNG:S, 2h, Blunt, Slam), SIG Sauer P290 (4DMG, RNG:P, Rapid, Slam, d6 9mmJHP)												
Armor: Athletic Pads, Work Gloves, Cargo Pants												
Gear: Backpack, Bandanna, Bandoleer, First-Aid Kit, Glass Cutter, Goggles, Hacksaw, Headlamp, Lockpicks, Map (Local), Monocular, Multi-Tool, Multimeter, d6 Painkillers, Pocket Mirror, Running Shoes, Stimulant, Wristwatch, Bicycle												
Notes: These people specialize in picking through scraps. They run missions into dangerous zones to pick up supplies. They travel light and fast and are not easily distracted from their objective. They rely on stealth to survive.												

SCIENTIST ²		Reflex	5	Dodge	+3	Speed	5	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	3	Larceny	3	Ranged	2	Head	LArm	RArm
B	5	Perception	5	Medicine	4	Science	5	Survival	3	2	2	2
C	2	Athletics	2	Build	2	Drive	2	Melee	1	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	1	Leadership	2	Tame	2	4	2	2
Weapons: Cane (0DMG, Blunt, +1 Trip, can be used as a Crutch), S&W Snubnose (6DMG, RNG:P, Slam, d6-1 .357JHP)												
Gear: d6 Antibiotics, Canteen, Compass, Gas Mask, d6 Hallucinogens, Handcuffs, Headlamp, Lighter, Magnifying Glass, Marker, Measuring Cup, Multimeter, NBC Suit, Notepad, Pressure Cuff, d6 Sedatives, Smartphone, d6 Stimulant, Surgery Kit, Thermometer, Wristwatch												
Notes: These quacks might have been geniuses before The End, but the stress usually leads to a breakdown. They surround themselves with thugs of one kind or another since they have no real combat skills whatsoever. Instead, they promise explosives and medical treatment. They never leave their laboratory.												

SLAVE ²		Reflex	2	Dodge	+2	Speed	6	HEALTH : ARMOR			
A 3	Stealth 3	Acrobatics 2	Larceny 3	Ranged 0	Head 3	LArm 3	RArm 3				
B 2	Perception 2	Medicine 1	Science 0	Survival 2	Torso 3	LLeg 3	RLeg 3				
C 3	Athletics 3	Build 2	Drive 0	Melee 1	Torso 3	LLeg 3	RLeg 3				
D 1	Socialize 1	Entertain 1	Leadership 0	Tame 0	6	3	3				
Weapons: Screwdriver (1DMG, Lever, Pierce, Rapid)											
Gear: Bobby Pin, Handcuffs											
Notes: These people have been horribly abused and traumatized by some malicious person or group. Many fall into a hopeless stupor but some manage to maintain the spirit to fight on and eventually escape to freedom. They end up extremely paranoid and quick to lash out at perceived threats.											



SNIPER ³		Reflex	3	Dodge	+2	Speed	8	HEALTH : ARMOR				
A	5	Stealth	8	Acrobatics	2	Larceny	2	Ranged	5	Head	LArm	RArm
B	3	Perception	3	Medicine	1	Science	1	Survival	3	3:1	3:1	3:1
C	3	Athletics	3	Build	2	Drive	2	Melee	0	Torso	LLeg	RLeg
D	1	Socialize	1	Entertain	0	Leadership	0	Tame	0	6:1	3:2	3:2
Weapons: Remington 700 (+8RATK, 9DMG, RNG:L, 2h, Bipod, Scope, d6 .308Match), Frag Grenade (d6x3DMG, RNG:S, 15yd Blast, Pierce, Slam, 1rnd fuse)												
Armor: Ghillie Suit, Hiking Boots												
Gear: Box (d6x5 .308Match), Canteen, d6+1 Food, Gun Cleaning Kit, d6 Stimulants												
Notes: After seeing so much horror, some people are incapable of reacting with anything but violence. They take pot-shots at anything that moves. If they get cornered, they pull the grenade pin, clutch it to their chest, and wait...												

TRADER ¹		Reflex	4	Block	+2	Speed	4	HEALTH : ARMOR				
A	2	Stealth	3	Acrobatics	1	Larceny	2	Ranged	2	Head	LArm	RArm
B	4	Perception	4	Medicine	1	Science	2	Survival	0	2	2:2	2:2
C	2	Athletics	2	Build	2	Drive	2	Melee	2	Torso	LLeg	RLeg
D	4	Socialize	4	Entertain	3	Leadership	4	Tame	3	4:5	2:3	2:3
Weapons: Winchester Sawn-off (+8RATK, 7DMG, RNG:S, Rapid, Scatter +3, d6/2 12g Birdshot), Crowbar (+1MATK, 2DMG, Lever, Slam), Bomb Vest (9d6DMG, 30yd Blast)												
Armor: Undercover Vest, Kevlar Gloves, Cargo Pants, Hiking Boots												
Gear: 20 rolls on MGL, d6 of each Drug, Bandoleer (d6x3 12g Birdshot), Binoculars, d6x2 Food, d6x3 Fuel, Magnifying Glass, Map (Atlas), Multi-Tool, Multimeter, Smartphone, Trench Coat, d6x2 Water Bottle, Wristwatch, Semi-truck												
Notes: Money is worthless and so all exchange is barter. These are smart people who offer goods to trade. They run caravans between Settlements. The truly greedy ones deal in slaves. They often wear bomb vests to deter robbers.												

WRANGLER ³		Reflex	2	Block	+4	Speed	8	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	0	Larceny	0	Ranged	3	Head	LArm	RArm
B	2	Perception	2	Medicine	1	Science	0	Survival	1	5	5:3	5:3
C	5	Athletics	5	Build	0	Drive	1	Melee	4	Torso	LLeg	RLeg
D	2	Socialize	2	Entertain	0	Leadership	0	Tame	2	10:2	5:3	5:3
Weapons: Marlin 1894C (+4RATK, 6DMG, RNG:L, 2h, Slam, d6+3 .357JHP) or Colt Python (6DMG, RNG:S, Slam, d6 .357JHP), Lasso (1DMG, RNG:P, 2h, Blunt, +1 Grab, Throw)												
Armor: Leather Jacket, Work Gloves, Blue Jeans, Hiking Boots												
Gear: Alcohol, Bandanna, Bandoleer (d6x3 .357JHP), Canteen, Cowboy Hat, Duct Tape, Flashlight, d6 Hand Cuffs, d6x2 Sedatives, Speed-loader, Horse												
Notes: They kidnap people (mostly women and kids) to sell as slaves. They are equipped like cowboys since the tools used to rustle cattle are just as good for rounding up humans. Eventually they grow tired of the wailing in their nightmares. Then they become bounty hunters to try to absolve themselves.												



ROBOTS

1	2	3	4	5	6
Aeryon	Atlas	Firescout	MAARS	Predator	Ripsaw

AERYON ³		Reflex	8	Dodge	+11	Speed	120	ARMOR				
A	8	Stealth	11	Acrobatics	8	Larceny	-	Ranged	-	Camera	BladeA	BladeB
B	5	Perception	5	Medicine	-	Science	-	Survival	-	1	2	2
C	2	Athletics	2	Build	-	Drive	2	Melee	-	Frame	BladeC	BladeD
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	4	2	2
Weapons: Self-Destruct (d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Small quad-copter. Survey cities at minimum altitude of 100yds.												
Small: +3 Dodge, Reflex & Stealth.												

ATLAS ³		Reflex	5	Block	+10	Speed	20	ARMOR				
A	5	Stealth	5	Acrobatics	-	Larceny	-	Ranged	5	Head	LArm	RArm
B	5	Perception	5	Medicine	-	Science	-	Survival	-	4	10	10
C	15	Athletics	15	Build	-	Drive	-	Melee	10	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	30	10	10
Weapons: M134 Minigun (+8/+8/+8RATK (12 shots/rnd), 9DMG, RNG:L, Size 9, Auto, Rapid, .308FMJ, 500belt), Punch (9DMG, Blunt, Slam), Self-Destruct (3d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Bipedal android. Clear city blocks systematically.												

FIRESOULT ³		Reflex	-1	Dodge	-1	Speed	180	ARMOR				
A	15	Stealth	9	Acrobatics	5	Larceny	-	Ranged	10	Camera	LWing	RWing
B	5	Perception	5	Medicine	-	Science	-	Survival	-	2	6	6
C	15	Athletics	15	Build	-	Drive	10	Melee	10	Frame	Rotor	Tail
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	30	4	10
Weapons: M134 Minigun (+13/+13/+13RATK, 9DMG, RNG:L, Size 8, Auto, Rapid, .308FMJ, 5000box), Rockets x2 (9d6DMG, RNG:L, 12yd Blast, Slam), Self-Destruct (9d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Drone helicopter. Prioritize targeting unidentified vehicles in cities.												
Large: -6 Dodge, Reflex & Stealth.												

MAARS ³		Reflex	5	Dodge	+0	Speed	8	ARMOR				
A	10	Stealth	10	Acrobatics	-	Larceny	-	Ranged	10	Camera	LArm	RArm
B	5	Perception	5	Medicine	-	Science	-	Survival	-	2	4	4
C	10	Athletics	10	Build	-	Drive	5	Melee	-	Frame	LTrack	RTrack
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	20	6	6
Weapons: M60 Machine Gun (+13/+13/+13RATK, 9DMG, RNG:L, Size 6, 2h, Auto, Rapid, .308FMJ, 500box), M203 Launcher x4 (3d6DMG, RNG:L, 15yd Blast, Slam), Self-Destruct (6d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Mini-tank. Patrol streets, alleys, tunnels, and bridges.												

PREDATOR ³		Reflex	-1	Dodge	-1	Speed	220	ARMOR				
A	15	Stealth	9	Acrobatics	5	Larceny	-	Ranged	10	Camera	LWing	RWing
B	5	Perception	5	Medicine	-	Science	-	Survival	-	2	4	4
C	5	Athletics	5	Build	-	Drive	5	Melee	-	Frame	Engine	Tail
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	10	4	4
Weapons: Missile x4 (+16RATK, 18d6DMG, RNG:L, 30yd Blast, Slam), Self-Destruct (6d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Drone plane. Prioritize targeting unidentified vehicles in rural areas.												
Large: -6 Dodge, Reflex & Stealth.												

RIPSAW ³		Reflex	-4	Dodge	-9	Speed	90	ARMOR				
A	10	Stealth	1	Acrobatics	-	Larceny	-	Ranged	10	Camera	Motor	Turret
B	5	Perception	5	Medicine	-	Science	-	Survival	-	2	20	4
C	40	Athletics	40	Build	-	Drive	10	Melee	10	Frame	LTrack	RTrack
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	40	20	20
Weapons: M134 Minigun (+13/+13/+13RATK, 9DMG, RNG:L, Size 8, 2h, Auto, .308FMJ, 5000box), Trample (30DMG, Slam), Self-Destruct (9d6DMG, 15yd Blast, Pierce, Slam)												
Gear: Battery (24hr), IR/Thermo/Zoom Camera, SatComm, Speaker												
Notes: Light tank. Patrol urban highways. Prioritize unidentified vehicles.												
Large: -9 Dodge, Reflex & Stealth.												

SUPERNATURALS

1	2	3	4	5	6
Dragon	Imp	Leviathan	Locust	Nephilim	Seraphim

DRAGON		Reflex	-8	Block	+100	Speed	300	HEALTH	
A 5	Stealth	-7	Acrobatics	5	Larceny	-	Ranged	5	200 Regenerate 5HP/rnd
B 4	Perception	4	Medicine	-	Science	-	Survival	-	
C 100	Athletics	100	Build	-	Drive	-	Melee	100	
D 50	Socialize	-	Entertain	-	Leadership	50	Tame	-	
Weapons: Hellfire Breath x7 (+20RATK, d6x6FDMG, RNG:L, 50yd Blast), Bite (25DMG, Grab, Pierce), Tail (30DMG, Slam, 20yd x 5yd Blast) Notes: These are seven-headed monstrosities stretch 100ft nose to tail, with a 150ft wingspan. They fly over the world, swooping low to spew flaming acid. They resent taking orders from Nephilim. They roost atop charred skyscrapers. Large: -12 Dodge, Reflex & Stealth.									

IMP		Reflex	4	Dodge	+6	Speed	16	HEALTH	
A 6	Stealth	6	Acrobatics	6	Larceny	6	Ranged	-	20 Regenerate 1HP/DMG
B 4	Perception	4	Medicine	-	Science	-	Survival	-	
C 10	Athletics	10	Build	-	Drive	-	Melee	10	
D 7	Socialize	7	Entertain	-	Leadership	-	Tame	-	
Weapons: Claw x2 (4DMG, Pierce), Tail Bite (1DMG, Pierce, 1DMG/min for 1hr) Notes: These grotesque minions of the abyss are clever and merciless. They are scrawny creatures with tentacled faces, clawed hands, and long serpent tails. They can appear as human beings at will. They prefer rebellion to conformity.									

LEVIATHAN		Reflex	-21	Dodge	-30	Speed	90	HEALTH	
A 1	Stealth	-29	Acrobatics	-	Larceny	-	Ranged	-	600 Regenerate 10HP/rnd
B 9	Perception	9	Medicine	-	Science	-	Survival	-	
C 300	Athletics	300	Build	-	Drive	-	Melee	50	
D 100	Socialize	-	Entertain	-	Leadership	-	Tame	-	
Weapons: Swallow (50DMG, Grab), Tail (100DMG, Slam, 1000yd x 100yd Blast) Notes: This solitary titanic beast swims through oceans of boiling blood, swallowing anything. They dwarf even the largest aircraft carriers. Sometimes they writhe their serpentine bodies ashore to devour entire coastal villages. Large: -30 Dodge, Reflex & Stealth.									

LOCUST		Reflex	-1	Block	+15	Speed	19	HEALTH	
A 4	Stealth	1	Acrobatics	4	Larceny	-	Ranged	5	30 Regenerate 1HP/DMG
B 2	Perception	2	Medicine	-	Science	-	Survival	-	
C 15	Athletics	15	Build	-	Drive	-	Melee	15	
D 7	Socialize	-	Entertain	-	Leadership	-	Tame	-	
Weapons: Flame Jet (d6x3FDMG, RNG:P, 10yd Blast), Claw x2 (9DMG, Pierce, Slam), Stinger (5DMG, Pierce, 1DMG/rnd for 1hr, Pain from Stinger DMG is doubled) Notes: These monsters have human/lion heads and gold horns. They have obsidian wings and insect legs that allow them to leap d6x10yds in 1rnd. They wear breastplates of molten iron. They have scorpion tails that paralyze and kill. Large: -3 Dodge, Reflex & Stealth.									

NEPHILIM		Reflex	-3	Block	+30	Speed	1500	HEALTH	
A 4	Stealth	-5	Acrobatics	4	Larceny	-	Ranged	4	60 Regenerate 1HP/DMG
B 6	Perception	6	Medicine	-	Science	-	Survival	-	
C 30	Athletics	30	Build	-	Drive	-	Melee	30	
D 40	Socialize	40	Entertain	-	Leadership	40	Tame	-	
Weapons: Flaming Whip (20DMG, RNG:S, Rapid, Slam, +6 Grab, +6 Disarm), Hellfire (d6x5FDMG, RNG:S, 10yd Blast, Fast 1/rnd) Notes: These former Seraphim are the generals of the abyss. They appear as twenty-foot tall obsidian gargoyles. Their hatred for angels is limitless. They are command armies of demons and are served by damned human slaves. Large: -9 Dodge, Reflex & Stealth.									

SERAPHIM		Reflex	1	Block	+40	Speed	1800	HEALTH	
A 10	Stealth	4	Acrobatics	10	Larceny	-	Ranged	10	70 Regenerate 5HP/rnd
B 7	Perception	7	Medicine	-	Science	-	Survival	-	
C 35	Athletics	35	Build	-	Drive	-	Melee	35	
D 50	Socialize	50	Entertain	-	Leadership	50	Tame	50	
Weapons: Diamond Spear (20DMG, +5 Block, Pierce, Rapid, Slam), Trumpet (d6x5DMG, 1 mile diameter, indiscriminate, emanates from their mouths) Notes: These are the elite warriors of the celestial realm who hunt demons across the Multiverse. They appear as ten-foot tall metallic-skinned humans with razor-edged mirror-finish retractable wings. They ignore humans entirely. Large: -6 Dodge, Reflex & Stealth.									

TURNED ANIMALS

1 2			3 4			5 6		
1	Turned Alligator		1	Turned Constrictor		1	Turned Lion	
2	Turned Bear		2	Turned Deer		2	Turned Monkey	
3	Turned Bees		3	Turned Elephant		3	Turned Raccoon	
4	Turned Bull		4	Turned Gorilla		4	Turned Razorback	
5	Turned Canine		5	Turned Hawk		5	Turned Rhinoceros	
6	Turned Chimpanzee		6	Turned Horse		6	Turned Viper	

T. ALLIGATOR		Reflex	1	Dodge	-	Speed	11	HEALTH		
A 2	Stealth	2	Acrobatics -	Larceny -		Ranged -		Head	LArm	RArm
B 1	Perception	3	Medicine -	Science -		Survival -		9	18	18
C 9	Athletics	7	Build -	Drive -		Melee	5	Torso	LLeg	RLeg
D -	Socialize	-	Entertain -	Leadership -		Tame -		36	18	18
Weapons: Bite* (12DMG, Grab), Tail (9DMG, Blunt, Slam).										



T. BEAR		Reflex	0	Block	-	Speed	12	HEALTH		
A 2	Stealth	-1	Acrobatics 1	Larceny -		Ranged -		Head	LArm	RArm
B 1	Perception	3	Medicine -	Science -		Survival -		10	20	20
C 10	Athletics	4	Build -	Drive -		Melee	4	Torso	LLeg	RLeg
D -	Socialize	-	Entertain -	Leadership -		Tame -		40	20	20
Weapons: Claws x2* (11DMG, Slam), Bite* (10DMG, Grab).										
Large: -3 Dodge, Reflex & Stealth.										

T. BEES		Reflex	1	Dodge	-	Speed	20	HEALTH
A 6	Stealth	-	Acrobatics 2	Larceny -	-	Ranged -	-	Swarm 40
B 1	Perception	1	Medicine -	Science -	-	Survival -	-	
C 12	Athletics	-	Build -	Drive -	-	Melee	5	
D -	Socialize	-	Entertain -	Leadership -	-	Tame -	-	
Weapons: Sting* (1DMG/rnd, Pierce, 20yd diameter, roll random Location)								

T. BULL		Reflex	-1	Dodge	-	Speed	16	HEALTH		
A 4	Stealth	1	Acrobatics -	Larceny -		Ranged -		Head	LArm	RArm
B 1	Perception	2	Medicine -	Science -		Survival -		15	30	30
C 15	Athletics	2	Build -	Drive -		Melee	3	Torso	LLeg	RLeg
D -	Socialize	-	Entertain -	Leadership -		Tame -		60	30	30
Weapons: Horns x2* (14DMG, Pierce, Slam), Trample* (15DMG, Blunt, Slam).										
Large: -3 Dodge, Reflex & Stealth.										

T. CANINE		Reflex	3	Dodge	-	Speed	12	HEALTH		
A 5	Stealth	4	Acrobatics 3	Larceny -		Ranged -		Head	LArm	RArm
B 1	Perception	5	Medicine -	Science -		Survival -		4	8	8
C 4	Athletics	2	Build -	Drive -		Melee	3	Torso	LLeg	RLeg
D -	Socialize	-	Entertain -	Leadership -		Tame -		16	8	8
Weapons: Bite* (3DMG, Grab), Pounce (Trip).										

T. CHIMPANZEE		Reflex	4	Dodge	-	Speed	12	HEALTH				
A	5	Stealth	6	Acrobatics	4	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	3	Medicine	-	Science	-	Survival	-	7	14	14
C	7	Athletics	6	Build	-	Drive	-	Melee	4	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	1	Tame	-	28	14	14
Weapons: Claws x2* (8DMG, Slam), Bite* (6DMG). Small: +1 Dodge, Reflex & Stealth.												



T. CONSTRICTOR		Reflex	2	Dodge	—	Speed	10	HEALTH		
A 3	Stealth	4	Acrobatics	1	Larceny	—	Ranged	—	Head	Body
B 1	Perception	1	Medicine	—	Science	—	Survival	—	7	28
C 7	Athletics	6	Build	—	Drive	—	Melee	4		
D —	Socialize	—	Entertain	—	Leadership	—	Tame	—		
Weapons: Bite* (3DMG, Grab, Slam), Constrict* (7DMG/rnd Torso, Blunt, Grab). Small: +1 Dodge, Reflex & Stealth.										

T. DEER		Reflex	4	Dodge	–	Speed	11	HEALTH				
A	6	Stealth	6	Acrobatics	4	Larceny	–	Ranged	–	Head	LFleg	RFleg
B	1	Perception	4	Medicine	–	Science	–	Survival	–	5	10	10
C	5	Athletics	2	Build	–	Drive	–	Melee	2	Torso	LBleg	RBleg
D	–	Socialize	–	Entertain	–	Leadership	–	Tame	–	20	10	10
Weapons: Antlers* (5DMG), Kick* (5DMG).												

T. ELEPHANT		Reflex	-3	Dodge	-	Speed	15	HEALTH				
A	1	Stealth	-5	Acrobatics	-	Larceny	-	Ranged	-	Head	LFleg	RFleg
B	1	Perception	3	Medicine	-	Science	-	Survival	-	25	50	50
C	25	Athletics	2	Build	-	Drive	-	Melee	6	Torso	LBleg	RBleg
D	-	Socialize	-	Entertain	-	Leadership	2	Tame	-	100	50	50
Weapons: Tusks x2* (25DMG, Blunt, Slam), Trunk* (10DMG, Blunt, Grab), Trample* (20DMG, Blunt, Slam). Large: -6 Dodge, Reflex & Stealth.												

T. GORILLA		Reflex	3	Block	-	Speed	10	HEALTH				
A	3	Stealth	3	Acrobatics	3	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	3	Medicine	-	Science	-	Survival	-	9	18	18
C	9	Athletics	4	Build	-	Drive	-	Melee	5	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	2	Tame	-	36	18	18
Weapons: Punch x2 (9DMG, Blunt, Slam), Bite* (8DMG).												

T. HAWK		Reflex	10	Dodge	-	Speed	25	HEALTH				
A	7	Stealth	10	Acrobatics	7	Larceny	-	Ranged	-	Head	LWing	RWing
B	1	Perception	7	Medicine	-	Science	-	Survival	-	2	4	4
C	2	Athletics	-	Build	-	Drive	-	Melee	2	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	8	4	4
Weapons: Peck* (1DMG), Claws x2* (1DMG). Small: +3 Dodge, Reflex & Stealth.												

T. HORSE		Reflex	0	Dodge	-	Speed	18	HEALTH			
A 5	Stealth	2	Acrobatics	1	Larceny	-	Ranged	-	Head	LFleg	RFleg
B 1	Perception	3	Medicine	-	Science	-	Survival	-	12	24	24
C 12	Athletics	1	Build	-	Drive	-	Melee	4	Torso	LBleg	RBleg
D -	Socialize	-	Entertain	-	Leadership	-	Tame	-	48	24	24
Weapons: Kick* (13DMG, Blunt, Slam), Trample* (12DMG, Blunt, Slam).											
Large: -3 Dodge, Reflex & Stealth.											

T. LION		Reflex	3	Dodge	–	Speed	14	HEALTH			
A 5	Stealth	5	Acrobatics	3	Larceny	–	Ranged	–	Head	LFleg	RFleg
B 1	Perception	4	Medicine	–	Science	–	Survival	–	9	18	18
C 9	Athletics	6	Build	–	Drive	–	Melee	5	Torso	LBleg	RBleg
D –	Socialize	–	Entertain	–	Leadership	–	Tame	–	36	18	18
Weapons: Claws x2* (10DMG), Bite* (10DMG, Grab), Pounce* (9DMG, Slam).											

T. MONKEY		Reflex	4	Dodge	–	Speed	8	HEALTH			
A 6	Stealth	9	Acrobatics	6	Larceny	–	Ranged	–	Head	LArm	RArm
B 1	Perception	3	Medicine	–	Science	–	Survival	–	2	4	4
C 2	Athletics	7	Build	–	Drive	–	Melee	2	Torso	LLeg	RLeg
D –	Socialize	–	Entertain	3	Leadership	–	Tame	–	8	4	4
Weapons: Bite* (1DMG). Small: +3 Dodge, Reflex & Stealth.											

T. RACCOON		Reflex	6	Dodge	—	Speed	4	HEALTH				
A	2	Stealth	5	Acrobatics	2	Larceny	—	Ranged	—	Head	LArm	RArm
B	1	Perception	3	Medicine	—	Science	—	Survival	—	2	4	4
C	2	Athletics	4	Build	—	Drive	—	Melee	1	Torso	LLeg	RLeg
D	—	Socialize	—	Entertain	—	Leadership	—	Tame	—	8	4	4
Weapons: Bite* (1DMG). Small: +3 Dodge, Reflex & Stealth.												

T. RAZORBACK		Reflex	0	Dodge	-	Speed	8	HEALTH			
A 2	Stealth	1	Acrobatics	-	Larceny	-	Ranged	-	Head	LFleg	RFleg
B 1	Perception	1	Medicine	-	Science	-	Survival	-	6	12	12
C 6	Athletics	-	Build	-	Drive	-	Melee	3	Torso	LLeg	RLeg
D -	Socialize	-	Entertain	-	Leadership	-	Tame	-	24	12	12
Weapons: Tusks* (6DMG, Pierce, Slam). Large: -1 Dodge, Reflex & Stealth.											

T. RHINOCEROS		Reflex	-5	Dodge	-	Speed	14	HEALTH			
A 1	Stealth	-5	Acrobatics	-	Larceny	-	Ranged	-	Head	LFleg	RFleg
B 1	Perception	1	Medicine	-	Science	-	Survival	-	19	38	38
C 19	Athletics	-	Build	-	Drive	-	Melee	8	Torso	LBleg	RBleg
D -	Socialize	-	Entertain	-	Leadership	-	Tame	-	76	38	38
Weapons: Horn* (19DMG, Pierce, Slam), Trample* (19DMG, Blunt, Slam). Large: -6 Dodge, Reflex & Stealth.											

T. VIPER		Reflex	7	Dodge	—	Speed	6	HEALTH		
A 4	Stealth	10	Acrobatics	1	Larceny	—	Ranged	4	Head	Body
B 1	Perception	1	Medicine	—	Science	—	Survival	—	2	8
C 2	Athletics	2	Build	—	Drive	—	Melee	2		
D —	Socialize	—	Entertain	—	Leadership	—	Tame	—		
Weapons: Bite* (Use Ranged, RNG:P, 1DMG, Poison 1DMG/min for 1hr. Small: +6 Dodge, Reflex & Stealth.										



ZOMBIES

	1	2		3	4		5	6
1		Amalgam	1		Geezer"	1		Rotter"
2		Brute	2		Goliath	2		Runner
3		Chimera	3		Leaper	3		Spitter
4		Crawler"	4		Mommy	4		Thinker
5		Cutter	5		Puker	5		Trooper
6		Fetus"	6		Revenant	6		Walker"†

* Roll **C** vs **C+DMG** to avoid **Turning**.

" Double-Tap, shoot 2 bullets as your action to auto-kill this Zombie.

Double-Tap cannot be used in a *Friendly Fire* Situation.

† Roll a d6. If the result is 1 or 2, this is a Walker Child.

AMALGAM		Reflex	-3	Block	+5	Speed	4	HEALTH			
A	2	Stealth	-7	Acrobatics	-	Larceny	-	Ranged	-	Mound	Tentacles
B	6	Perception	6	Medicine	-	Science	-	Survival	-	80	10
C	20	Athletics	20	Build	-	Drive	-	Melee	12	(x20)	
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-		

Weapons: Spine Tentacle* (6DMG, RNG:P, Grab, Pierce, Slam), Maw* (12DMG)

Notes: This heap of writhing corpses is a colony-creature, using spine-tentacles to harpoon prey. They are nearly invincible. It regenerates HP equal to the amount of DMG it deals. **Large:** -9 Dodge, Reflex & Stealth.

BRUTE		Reflex	0	Block	+3	Speed	10	HEALTH				
A	3	Stealth	2	Acrobatics	–	Larceny	–	Ranged	–	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	–	7	14	14
C	7	Athletics	7	Build	–	Drive	–	Melee	3	Torso	LLeg	RLeg
D	–	Socialize	–	Entertain	–	Leadership	–	Time	–	28	14	14

Weapons: *Grab* (3DMG, Blunt, Lock), *Bite** (8DMG)

Notes: Very big, strong adults who were **Turned** and became abnormally large examples of Runners. **Large:** **–1 Dodge, Reflex & Stealth.**

CHIMERA		Reflex	0	Block	+2	Speed	6	HEALTH				
A	1	Stealth	-2	Acrobatics	-	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	2	Medicine	-	Science	-	Survival	-	4, 4	8, 8	8, 8
C	8	Athletics	-	Build	-	Drive	-	Melee	3	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Time	-	32	8, 8	8, 8

Weapons: *Grab* x2 (6DMG each, *Blunt*), *Bite** x2 (3DMG each)

Notes: Two Zombies who were mangled and then fused as they regenerated. **Turned** humans or animals may fuse. It needs only one Head. This may be how Amalgam formation begins. It regenerates **HP** equal to the amount of **DMG** it deals.

Large: -3 *Dodge*, *Reflex* & *Stealth*.

CRAWLER"		Reflex	2	Block	-	Speed	2	HEALTH			
A	1	Stealth	5	Acrobatics	-	Larceny	-	Ranged	-	Head	Torso
B	1	Perception	1	Medicine	-	Science	-	Survival	-	3	12
C	3	Athletics	-	Build	-	Drive	-	Melee	2	LArm	RArm
D	-	Socialize	-	Entertain	-	Leadership	-	Time	-	6	6

Weapons: *Grab (Trip), Bite** (3DMG)

Notes: A Walker that has been torn in half at the waist. It now crawls by dragging its upper body with its arms. They hide and play dead until prey get too close. Always **Prone**. **ATKs** Legs only. **Small:** +1 Dodge, Reflex & Stealth.

CUTTER		Reflex	1	Block	–	Speed	6	HEALTH				
A	4	Stealth	4	Acrobatics	1	Larceny	–	Ranged	–	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	–	3	6	6
C	3	Athletics	1	Build	–	Drive	–	Melee	2	Torso	LLeg	RLeg
D	–	Socialize	–	Entertain	–	Leadership	–	Time	–	12	6	6

Weapons: *Grab** (2DMG, Pierce, Tackle), *Bite** (1DMG)

Notes: These are simply Runners who got tangled up in barbed wire, thorn bushes, glass shards, broken branches, etc. They constantly bleed from the debris that has lodged inside of them and so even touching one could cause you to **Turn**.

FETUS"			Reflex	7	Block	-	Speed	1	HEALTH			
A	1	Stealth	10	Acrobatics	-	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	Survival	-	1	2	2
C	1	Athletics	1	Build	-	Drive	-	Melee	1	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	4	2	2

Weapons: Bite* (1DMG, Blunt)

Notes: Newborn babies **Turn** just like adults. The result is this ankle-biting nearly undetectable hell-spawn. -1 **Psyche** for killing a child, even though it is a **Zombie**. **Small:** +6 Dodge, Reflex & Stealth.

GEEZER		Reflex	1	Block	-	Speed	5	HEALTH		
A	1	Stealth	1	Acrobatics	-	Larceny	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	2	4	4
C	2	Athletics	-	Build	-	Drive	-	Melee	2	Torso
D	-	Socialize	-	Entertain	-	Leadership	-	8	4	4
Weapons: <i>Grab</i> , <i>Bite*</i> (2DMG)										
Notes: Elderly people who were Turned and became very fragile versions of Walkers. They behave as Walkers, but they are weak and can be killed easily.										

GOLIATH		Reflex	-4	Block	-	Speed	5	HEALTH			
A	2	Stealth	-4	Acrobatics	-	Larceny	-	Head	Arm1	Arm2	Arm3
B	2	Perception	2	Medicine	-	Science	-	12	24	24	24
C	12	Athletics	12	Build	-	Drive	-	Melee	6	Torso	Leg1
D	-	Socialize	-	Entertain	-	Leadership	-	48	24	24	24
Weapons: <i>Grab</i> x2 (<i>C</i> vs <i>C</i> , <i>Blunt</i> , <i>Lock</i>), <i>Bite*</i> (9DMG)											
Notes: These hulking beasts look like giant corpse-trees made from multiple Zombies merged together. They feed on humans and zombies alike. Standing over 6yds tall and 4yds wide, these juggernauts are capable of knocking vehicles off the road and smashing through brick walls. Destroying the head will blind but not kill them. They regenerate so quickly they are almost invincible. This may be a mid-point in an Amalgam's formation. It regenerates HP equal to the amount of DMG it deals. Large: -6 <i>Dodge</i> , <i>Reflex</i> & <i>Stealth</i> .											

LEAPER		Reflex	4	Block	-	Speed	5	HEALTH		
A	3	Stealth	6	Acrobatics	3	Larceny	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	2	4	4
C	2	Athletics	2	Build	-	Drive	-	Melee	2	Torso
D	-	Socialize	-	Entertain	-	Leadership	-	8	4	4
Weapons: <i>Grab</i> (3DMG, <i>Blunt</i> , <i>Tackle</i>), <i>Bite*</i> (1DMG)										
Notes: Child versions of Runners. They hide and hibernate until they sense prey. They <i>Tackle</i> prey using an <i>Acrobatics</i> (Jump) roll as a <i>Grab</i> . They get +3 <i>Athletics</i> to <i>Climb</i> . All <i>Jump</i> distances are doubled. -1 <i>Psyche</i> for killing a child, even though it is a Zombie. Small: +3 <i>Dodge</i> , <i>Reflex</i> & <i>Stealth</i> .										

MOMMY		Reflex	1	Block	-	Speed	5	HEALTH		
A	1	Stealth	1	Acrobatics	-	Larceny	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	4,2	8	8
C	4	Athletics	-	Build	-	Drive	-	Melee	2	Torso
D	-	Socialize	-	Entertain	-	Leadership	-	16	8	8
Weapons: <i>Grab</i> (2DMG, <i>Blunt</i>), <i>Bite*</i> (4DMG) + <i>Fetus Bite*</i> (1DMG)										
Notes: A pregnant woman who was bitten and survived only long enough to be killed by their unborn baby when the fetus Turned first and then burrowed halfway out of the mother's belly. They are now fused much the same as a Chimera, only much faster. The Fetus gets an Auto-Success bite each round while the Mommy has a victim <i>Grabbed</i> . Both Heads must be destroyed to kill it. -1 <i>Psyche</i> for killing a child, even though it is a Zombie.										

PUKER		Reflex	-2	Block	-	Speed	6	HEALTH		
A	2	Stealth	-1	Acrobatics	-	Larceny	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	4	8	8
C	4	Athletics	1	Build	-	Drive	-	Melee	3	Torso
D	-	Socialize	-	Entertain	-	Leadership	-	16	8	8
Weapons: <i>Grab</i> (5DMG, <i>Blunt</i> , <i>Tackle</i>), <i>Puke-Bite*</i> (1DMG/rnd for d6rnds, <i>Toxin</i>)										
Notes: Morbidly obese adults who were Turned and became very fat examples of Runners. They tend to <i>tackle</i> their prey and pin them under their great mass. The pressure of their weight on their guts cause them to vomit acidic bile onto their pinned prey. They then begin to feed on the dissolving flesh which reloads their gut. Large: -3 <i>Dodge</i> , <i>Reflex</i> & <i>Stealth</i> .										

REVENANT		Reflex	3	Dodge	+3	Speed	7	HEALTH		
A	3	Stealth	3	Acrobatics	3	Larceny	1	Head	LArm	RArm
B	3	Perception	3	Medicine	-	Science	-	3	6	6
C	3	Athletics	3	Build	-	Drive	-	Melee	3	Torso
D	2	Socialize	2	Entertain	-	Leadership	-	12	6	6
Weapons: <i>Grab</i> (2DMG, <i>Blunt</i>), <i>Bite*</i> (4DMG)										
Notes: Some people are Turned and become Thinkers that later evolve into Revenants. Revenants have recovered their minds, though their memories may be patchy and distorted. They can speak any language they knew but they can also hear the whispers of the dead in their minds, which only adds to their mental instability. They sometimes try to make contact with humans in the hopes of somehow finding a way to be normal again. They feel a constant ache to bite living creatures. To resist biting, the Revenant must make a D6# roll 1/hr.										

ROTTER"		Reflex	1	Block	-	Speed	5	HEALTH				
A	1	Stealth	1	Acrobatics	-	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	Survival	-	4	8	8
C	4	Athletics	-	Build	-	Drive	-	Melee	2	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	16	8	8
Weapons: Grab* (2DMG, Blunt), Bite* (3DMG)												
Notes: When someone dies from the Plague, they rise as a contagious Walker with skin oozing off of their skeletal bodies, bleeding from all orifices, and smelling worse than death. Even breathing around a Rotter can be lethal.												
Plague: Airborne Toxin (RNG:S), C6#, contract on a Fail, -1C/month until dead.												

RUNNER		Reflex	1	Block	–	Speed	7	HEALTH				
A	4	Stealth	–	Acrobatics	1	Larceny	–	Ranged	–	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	–	3	6	6
C	3	Athletics	3	Build	–	Drive	–	Melee	2	Torso	LLeg	RLeg
D	–	Socialize	–	Entertain	–	Leadership	–	Tame	–	12	6	6
Weapons: Bite* (3DMG), Grab (2DMG, Blunt)												
Notes: These are living humans who have Turned. They have black eyes and reddish fevered skin. They live to bite and Turn more victims into Runners.												

SPITTER		Reflex	1	Block	–	Speed	7	HEALTH				
A	4	Stealth	4	Acrobatics	1	Larceny	–	Ranged	1	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	–	3	6	6
C	3	Athletics	3	Build	–	Drive	–	Melee	2	Torso	LLeg	RLeg
D	–	Socialize	–	Entertain	–	Leadership	–	Tame	–	12	6	6
Weapons: Spit* (1DMG/rnd for d6rnds, Toxin, RNG:P, 3yd Blast), Grab (2DMG, Blunt)												
Notes: These mutated Runners are skinny but have evolved an ability similar to Pukers in which bile stored in their lungs gets compressed by their diaphragm and sprays out in a corrosive mist when the Spitter screams at their prey.												

THINKER		Reflex	2	Block	+3	Speed	7	HEALTH				
A	4	Stealth	4	Acrobatics	1	Larceny	–	Ranged	1	Head	LArm	RArm
B	2	Perception	2	Medicine	–	Science	–	Survival	–	4	8	8
C	4	Athletics	3	Build	–	Drive	–	Melee	3	Torso	LLeg	RLeg
D	2	Socialize	–	Entertain	–	Leadership	1	Tame	–	16	8	8
Weapons: Scythe (6DMG, Size 4, 2h, Chop, Pierce), Bite* (4DMG)												
Notes: Some extremely intelligent adults who are Turned become sentient Runners. They can use simple Melee weapons to patiently stalk and kill. They can lead Swarms of Runners against human Settlements. They can have much longer lifespans than Runners due to their instinct for self-preservation.												

TROOPER		Reflex	1	Block	–	Speed	4	HEALTH : ARMOR				
A	3	Stealth	3	Acrobatics	–	Larceny	–	Ranged	–	Head	LArm	RArm
B	1	Perception	1	Medicine	–	Science	–	Survival	–	5:5	10:6	10:6
C	5	Athletics	1	Build	–	Drive	–	Melee	2	Torso	LLeg	RLeg
D	–	Socialize	–	Entertain	–	Leadership	–	Tame	–	20:9	10:3	10:3
Weapons: <i>Grab</i> (3DMG, Blunt), <i>Head-butt</i> (3DMG, Blunt, Slam)												
Armor: Riot Helmet, Interceptor Armor, Tactical Vest, Knuckle Gloves, Cargo Pants, Steel-Toe Boots												
Gear: Hand Cuffs, Hand Radio, Police Baton, Teargas Grenade, Zip Ties x20												
Notes: Riot cops or soldiers who were Turned into Walkers while on duty. Their armor makes them much more difficult to kill. They often carry useful stuff.												

WALKER "		Reflex	1	Block	-	Speed	5	HEALTH				
A	1	Stealth	1	Acrobatics	-	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	Survival	-	4	8	8
C	4	Athletics	1	Build	-	Drive	-	Melee	2	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	16	8	8
Weapons: Grab (2DMG, Blunt), Bite* (3DMG)												
Notes: These are Turned corpses with black eyes and pale gray skin. They have become the dominant species on Earth. They are mindless eating machines. They sometimes clump into large Herds for a while before dispersing.												

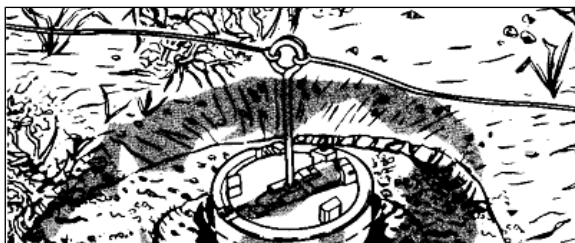
WALKER CHILD		Reflex	4	Block	-	Speed	3	HEALTH				
A	1	Stealth	4	Acrobatics	-	Larceny	-	Ranged	-	Head	LArm	RArm
B	1	Perception	1	Medicine	-	Science	-	Survival	-	2	4	4
C	2	Athletics	1	Build	-	Drive	-	Melee	1	Torso	LLeg	RLeg
D	-	Socialize	-	Entertain	-	Leadership	-	Tame	-	8	4	4
Weapons: Grab (1DMG, Blunt), Bite* (2DMG)												
Notes: These are reanimated dead kids. Their behavior is typical of any Walker. The only difference is their size. -1 Psyche for killing a child, even though it is a Zombie. Small: +3 Dodge, Reflex & Stealth.												

CHAPTER 6: LOOT

AMMO											
1	1	1 .22 FMJ (d6x10)	1	1 .357 FMJ (d6x5)	1	1 .308 AP (d6)					
		2 .22 FMJ (d6x10)		2 .357 FMJ (d6x5)		2 .308 FMJ (d6x3)					
		3 .22 JHP (d6x10)		3 .357 FMJ (d6x5)		3 .308 FMJ (d6x3)					
		4 .22 JHP (d6x10)		4 .357 JHP (d6x5)		4 .308 JHP (d6x3)					
		5 .22 Match (d6x5)		5 .357 JHP (d6x5)		5 .308 JHP (d6x3)					
		6 .22 Tracer (d6x2)		6 .357 JHP (d6x5)		6 .308 Match (d6x2)					
	3	1 9mm FMJ (d6x5)	3	1 5.56 AP (d6)	5	1 12g Birdshot (d6x3)					
		2 9mm FMJ (d6x5)		2 5.56 FMJ (d6x3)		2 12g Birdshot (d6x3)					
		3 9mm FMJ (d6x5)		3 5.56 FMJ (d6x3)		3 12g Buckshot (d6x2)					
		4 9mm JHP (d6x5)		4 5.56 JHP (d6x3)		4 12g Flare (d6)					
		5 9mm JHP (d6x5)		5 5.56 Match (d6x2)		5 12g Rubber (d6)					
		6 9mm Match (d6x3)		6 5.56 Tracer (d6)		6 12g Slug (d6)					
	5	1 .45 FMJ (d6x5)	4	1 7.62 FMJ (d6x3)	6	1 Broadhead Arrow (d6)					
		2 .45 FMJ (d6x5)		2 7.62 FMJ (d6x3)		2 Broadhead Arrow (d6)					
		3 .45 FMJ (d6x5)		3 7.62 FMJ (d6x3)		3 Broadhead Arrow (d6)					
		4 .45 JHP (d6x5)		4 7.62 JHP (d6x3)		4 Target Arrow (d6)					
		5 .45 JHP (d6x5)		5 7.62 JHP (d6x3)		5 Target Arrow (d6)					
		6 .45 Match (d6x3)		6 7.62 JHP (d6x3)		6 Target Arrow (d6)					

ARMOR			MELEE WEAPONS			RANGED WEAPONS		
1	1	Army Helmet	1	2	Ax	1	1	AK-47
	2	Motorcycle Helmet	3	4	Baseball Bat	2	3	AR-15
	4	Paintball Mask	5		Brass Knuckles	4		Benelli M4
	6	Riot Helmet	6		Cane	5	6	Browning A-Bolt
2	1	2 Sports Helmet	1	2	Cleaver	1	2	Colt Python
	3	4 Flak Jacket	3		Crowbar	2	3	Compound Bow
	5	Interceptor Armor	4		Hatchet	4		Crossbow
	6	Kevlar Vest	5	6	Hammer	5	6	Glock 17
3	1	Tactical Vest	1	2	Firepoker	1		H&K MP5
	2	Undercover Vest	3		Ice Ax	3	2	Henry Golden Boy
	3	4 Kevlar Gloves	4	5	Knife	4	5	Kimber 1911
	5	6 Work Gloves	6		Machete	6		MAC-10
4	1	2 Blue Jeans	1	2	Metal Club	1		Marlin 1894C
	3	Cargo Pants	3		Pickax	2	3	Mossberg 500
	4	5 Hiking Boots	4		Pitchfork	4		Norinco SKS
	6	Steel-Toe Boots	5	6	Police Baton	5	6	Ruger 10/22
5	1	Denim Jacket	1		Riot Shield	1	2	Remington 700
	2	3 Leather Jacket	2	3	Screwdriver	3	4	Remington 870
	4	5 Winter Coat	4	5	Shovel	5		Ruger Mk.III
	6	Athletic Pads	6		Sledgehammer	6		S&W Snubnose
6	1	Coveralls	1		Spear	1	2	Savage Mk.II
	3	Firefighter Suit	2	3	Staff	3	4	SIG Sauer P290
	4	Ghillie Suit	4	5	Tire Iron	5		Springfield M1A
	5	6 NBC Suit	6		Torch	6		Winchester Sawn-off

BOMBS							
2d6	Type	DMG	Blast	Mix	Duration	Effects	Sz
1	1 Chlorine	toxin	1yd/rnd	18#	d6+3mins	Blind. Suffocation x2. Stun.	1
2	2 Claymore	9d6	30yd	15#	instant	Cone-shaped directed Blast.	2
3	3 Dynamite	6d6	30yd	12#	instant	10rnd fuse. Slam.	1
4	4 Firecracker	0	None	6#	d6+3rnds	Mimics sound of gunfire.	-
5	5 Flashbang	0	6yd	9#	d6+2rnds	1rnd fuse. Blind and Stunned.	1
6	6 Frag	3d6	15yd	15#	instant	1rnd fuse. Slam.	1
1	1 Landmine	6d6	3yd	15#	instant	Slam. Pressure switch.	2
4	4 Molotov	d6	3yd	3#	1min	d6FDMG/rnd.	2
5	3 Sky Rocket	3d6	60yd	12#	instant	-1 RATK. RNG:L. Stun d6rnds.	1
6	4 Smoke	0	1yd/rnd	6#	d6mins	Blind.	1
5	5 Teargas	toxin	1yd/rnd	15#	d6mins	Blind. Suffocation. 3 Pain.	1
6	6 Thermite	6d6	1yd	9#	6rnds	6d6FDMG/rnd.	1



DRUGS			
2d6	Type	Mix	Effects
1	1 Alcohol	9#	Liquid. As Antibiotic or Fuel. <i>Unstable.</i>
2	2 Antibiotic	12#	Prevents infection for Recovery 1/day.
2	3 Chloroform	15#	Liquid. C12# or Unconscious. Takes d6 rnds.
4	4 Cyanide	18#	Pill. d6 Torso DMG /rnd for 5rnds.
3	5 Epinephrine	15#	Injection. Resuscitate within C +3mins.
6	6 Hallucinogen	15#	+1 Entertain and Tame . -3 all else. -1 Psyche .
4	1 Iodine	6#	Purify 1gal of Water. Prevents Radiation.
4	2 Painkiller	9#	Reduce Pain by 1.
5	3 Potassium Chloride	6#	Injection. d6 Torso DMG /min for 5mins.
5	4 Sedative	12#	D9# /rnd to act. Prevents PSYCHOTIC BREAK .
6	5 Sodium Pentathol	15#	Injection. -6 Entertain (Lie).
6	6 Stimulant	9#	Reduce Exhaustion by 1.

HAND-CRAFTED WEAPONS											
1	1	Ax	6#	3	1	Hammer	6#	5	1	Remington 700	18#
	2	Barbwire Club	3#		2	Hatchet	6#		2	Remington 870	18#
	3	Baseball Bat	3#		3	Ice Ax	9#		3	Savage Mk.II	18#
	4	Blowgun	3#		4	Knife	6#		4	Screwdriver	6#
	5	Bolas	6#		5	Knuckle Gloves	12#		5	Scythe	12#
	6	Bowie Knife	9#		6	Kukri	12#		6	Shovel	12#
3	1	Brass Knuckles	9#	3	1	Lasso	3#	3	1	Sign Shield	12#
	2	Broadsword	12#		2	M203 Launcher	15#		2	Sledgehammer	6#
	3	Browning A-Bolt	18#		3	M79 "Thumper"	12#		3	Spear	9#
	4	Cane	3#		4	Machete	9#		4	Speargun	15#
	5	Catch Pole	9#		5	Metal Club	3#		5	Staff	3#
	6	Cleaver	9#		6	Mossberg 500	18#		6	Switchblade	15#
2	1	Colt Python	18#	4	1	Muzzleloader	15#	6	1	Tire Iron	6#
	2	Crossbow	15#		2	Net	6#		2	Torch	3#
	3	Crowbar	9#		3	Pickax	12#		3	Trench Knife	12#
	4	Derringer	15#		4	Pitchfork	12#		4	Whip	3#
	5	Firepoker	9#		5	Police Baton	15#		5	Winchester Sawn-off	15#
	6	Flamethrower	18#		6	Recurve Bow	15#		6	Zip Gun	12#

= Difficulty to make with Build. Costs **d6**+# Parts and takes 10min/1#.

DIY ELECTRONICS							
1	1	Bike Charger	9#	4	1	Holosight	15#
	2	Camera	12#	2	Hybrid Engine	21#	
	3	CB Radio	12#	3	Hydroelectric	15#	
	4	Cellphone	21#	4	Hydroponics	12#	
	5	Dehumidifier	12#	5	Lantern	3#	
	6	Desalinator	21#	6	Laser	6#	
2	1	Electric Fence	6#	5	1	Megaphone	6#
	2	Emergency Radio	12#	2	Multimeter	9#	
	3	Flashlight	3#	3	Nightvision Goggles	12#	
	4	Flood Lights	9#	4	Quadcopter Drone	12#	
	5	Freezer	15#	5	Radio Jammer	12#	
	6	Geiger Counter	15#	6	RC Car	9#	
3	1	Generator	21#	6	1	Solar Lamp	6#
	2	GPS	18#	2	Solar Panel	6#	
	3	HAM Radio	18#	3	Stun Gun	9#	
	4	Hand Radio	12#	4	Winch	9#	
	5	Headlamp	3#	5	Wind Turbine	12#	
	6	Heater	12#	6	Workshop	18#	

= Difficulty to make with Science(Technology). Costs **d6**+# Parts and takes 10min/1#.

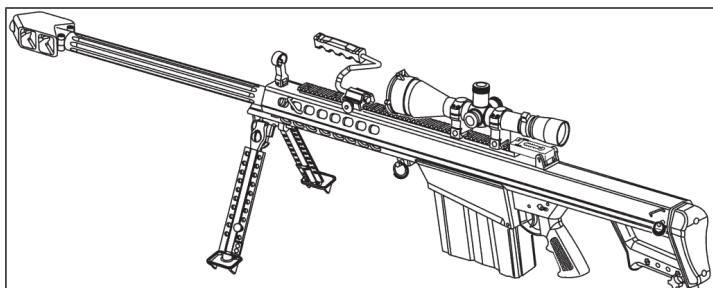
CLOTHING		
1	2	3
1 Bandanna	1 Cargo Pants	1 Ghillie Suit
2 Bandoleer	2 Concealed Holster	2 Goggles
3 Baseball Cap	3 Coveralls	3 Hiking Boots
4 BDU Jacket	4 Cowboy Hat	4 Hoody
5 Blue Jeans	5 Denim Jacket	5 Kevlar Gloves
6 Bobby Pin	6 Gas Mask	6 Leather Belt
4	5	6
1 Leather Jacket	1 Ski Mask	1 Tool Belt
2 Lifejacket	2 Sports Helmet	2 Trench Coat
3 NBC Suit	3 Steel-Toe Boots	3 Waders
4 Paintball Mask	4 Sunglasses	4 Winter Coat
5 Poncho	5 Tactical Vest	5 Wristwatch
6 Running Shoes	6 Thermal Underwear	6 Work Gloves

RARE LAND VEHICLES		HP	DR	DMG	Speed	Handle	Area	MPG	Fuel	Carry		
1	1 2½-ton Army Truck	70	6	12	3	60mph	-3	9x2	5	50	2	2000
	2 APC*	90	15	14	3	60mph	-3	7x3	3	95	13	400
2	3 ATV	30	0	4	2	40mph	+0	2x2	30	5	2	60
	4 Bank Truck	70	12	12	3	60mph	-3	6x2	3	40	5	1200
3	5 Bulldozer	80	12	16	1	20mph	-3	7x3	.5	110	1	0
	6 Dirt Bike	8	0	2	3	60mph	+3	2x1	70	2	2	0
4	1 Dune Buggy	20	0	6	3	60mph	+1	4x2	18	8	3	0
	2 Fire Engine	70	6	12	3	60mph	-3	10x2	5	100	6	400
5	3 Humvee*	40	6	10	3	60mph	-1	5x2	8	25	5	400
	4 RV	40	3	10	3	60mph	-3	10x2	10	70	12	1200
6	5 Tank**	100	15	16	2	40mph	-1	10x4	.5	500	4	100
	6 Wagon (2 Horses)	20	0	6	1	20mph	-3	5x2	-	-	2	600

* M60 Machine Gun: 9DMG, RNG:L, .308FMJ, Auto, d6x1000 belt

** Tank Gun: 18d6DMG, RNG:L, 10yd Blast, Slam, d6x6 Tank Shells

RARE ARMOR		AR	Sz	Location	Notes
1	Black Robe	1	1	H/T/A/L	CR. +1 Stealth.
2	Chainmail Shirt	6	6	H/T/A	
3	Dragonskin Vest	10	3	Torso	CR. FR.
4	Knuckle Gloves	2	1	Arms	2DMG Punch. Blunt. FR. Slam.
5	Land Warrior Helmet	5	2	Head	FR. Nightvision Goggles. Radio.
6	Spiked Jacket	3	3	T/A	+1 DMG Grab.



RARE WEAPONS		DMG	RNG	Sz	Ammo	Notes
1	1 Barbwire Club	3	-	2	-	Pierce. Slam.
	2 Blowgun	1	S	1	Dart	2h. Pierce.
	3 Bolas	1	S	1	-	Blunt. +1 Grab/Trip. Throw.
	4 Bowie Knife	3	-	1	-	Rapid.
	5 Broadsword	7	-	4	-	2h. Chop or Pierce. Slam.
	6 Catch Pole	0	P	3	-	2h. Blunt. +1 Grab.
2	1 Chainsaw	12	-	4	Fuel .5gal	2h. d6rnds to start. Empty on 1.
	2 Derringer	2	P	0	.22	-1 RATK.
	3 Flamethrower	3d6	P	6	Fuel	7 2h. Auto. 3yd Blast. FDMG.
	4 Glock 18	3	S	2	9mm	33mag 2h. Auto. Rapid.
	5 Katana	7	-	3	-	2h. Chop or Pierce. Rapid.
	6 Kukri	3	-	2	-	Chop.
3	1 Lasso	0	P	2	-	2h. Blunt. +1 Grab. Throw.
	2 M2 Browning	24	L	9	.50BMG belt	2h. Auto. Mounted.
	3 M4A1 Carbine	7	L	3	5.56 30mag	2h. Auto. Rapid.
	4 M32 Machine Gun	varies	S	4	40mm	6 2h. Rapid.
	5 M60 Machine Gun	9	L	6	.308 belt	2h. Auto. Bipod.
	6 M72 LAW	9d6	L	4	Rocket	1 2h. 12yd Blast. Pierce. Slam.
4	1 M79 "Thumper"	varies	S	2	40mm	1 2h.
	2 M107 Barret	24	L	6	.50BMG 10mag	2h. Rapid. Halve RNG penalties.
	3 M134 Minigun	9	L	9	.308 belt	2h. Auto. Mounted.
	4 M203 Launcher	varies	S	2	40mm	1 2h. Size 3+ gun GUN ACCESSORY.
	5 M249 SAW	7	L	5	5.56 belt	2h. Auto. Rapid.
	6 Medusa 47	varies	S	2	9mm/.357	6 Revolver. Multi-Caliber.
5	1 Muzzleloader	5	S	4	Part+Chem	1 2h. Slam. 3rnd Reload.
	2 Net	0	P	3	-	2h. +6 Grab.
	3 Rapier	3	-	2	-	Pierce. Rapid.
	4 Recurve Bow	6	S	4	Arrow	1 2h. C9# /rnd to Aim. -1 RATK.
	5 Saiga-12	varies	S	4	12g	12mag 2h. Rapid. Scatter.
	6 Scythe	6	-	4	-	2h. Chop. Pierce.
6	1 Sign Shield	2	-	4	-	+3 Block. Cover 3DR. Slam.
	2 Speargun	7	S	4	Spear	1 2h. 30yd rope. Archery. Pierce.
	3 Switchblade	1	-	0	-	Fast extend. Pierce. Rapid.
	4 Trench Knife	2	-	1	-	Blunt/Slam option. Rapid.
	5 Whip	1	P	1	-	Blunt. +1 Disarm. +1 Grab.
	6 W. P. Grenade	d6x3	P	1	Grenade	- 6yd Blast. Blind. d6FDMG d6rnds.

Roll 3d6 individually to get an item's **MGL** number. **BOLD** **ITALIC** **CAPS** indicates tables in **Ch:6** for item categories.

Rarity: The negative numbers are the items' **Rarity**, a penalty to **Perception** when **SCAVENGING** for that item specifically.

SCAVENGING			
#	Urban	#	Rural
1	Inner City	9	Town
3	Sprawl	12	Village
6	Suburb	15	Wilderness

MASTER GEAR LIST

1 1 1	-3	.22 AMMO (4)	3 1 1	-1	Food Can	5 1 1	-1	Plastic Jug
1 1 2	-3	9mm AMMO (3)	3 1 2	-1	Fuel Can	5 1 2	-1	Pocket Mirror
1 1 3	-3	.45 AMMO (3)	3 1 3	-6	Gas Mask	5 1 3	-3	Police Baton
1 1 4	-3	.357 AMMO (2)	3 1 4	-6	Geiger Counter	5 1 4	-9	Police Cruiser
1 1 5	-3	Arrow AMMO (2)	3 1 5	-6	Ghillie Suit	5 1 5	-1	Poncho
1 1 6	-3	5.56 AMMO (5)	3 1 6	-6	Glass Cutter	5 1 6	-1	Purse
1 2 1	-3	7.62 AMMO (2)	3 2 1	-6	Glock 17	5 2 1	-6	Quadcopter Drone
1 2 2	-3	.308 AMMO (4)	3 2 2	-3	Goggles	5 2 2	-6	RARE ARMOR (6)
1 2 3	-3	12g AMMO (5)	3 2 3	-6	Grappling Hook	5 2 3	-9	RARE LAND VEHICLE (12)
1 2 4	-9	AIRCRAFT (6)	3 2 4	-6	GUN ACCESSORY (9)	5 2 4	-9	RARE WEAPON (36)
1 2 5	-3	Air Horn	3 2 5	-3	Gun Cleaning Kit	5 2 5	-1	Rat Trap
1 2 6	-6	AK-47	3 2 6	-9	H&K MP5	5 2 6	-6	RC Car
1 3 1	-6	Ambulance	3 3 1	-1	Hacksaw	5 3 1	-6	Remington 700
1 3 2	-6	AR-15	3 3 2	-1	Hammer	5 3 2	-6	Remington 870
1 3 3	-6	Army Helmet	3 3 3	-1	Hammock	5 3 3	-6	Riot Helmet
1 3 4	-3	Athletic Pads	3 3 4	-6	Handcuffs	5 3 4	-9	Riot Shield
1 3 5	-3	Ax	3 3 5	-3	Hand Radio	5 3 5	-1	Road Flare
1 3 6	-1	Backpack	3 3 6	-3	Hatchet	5 3 6	-3	Rollerblades
1 4 1	-1	Balaclava	3 4 1	-3	Headlamp	5 4 1	-1	Rope
1 4 2	-1	Bandanna	3 4 2	-6	Henry Golden Boy	5 4 2	-6	Ruger 10/22
1 4 3	-3	Bandoleer	3 4 3	-1	Hiking Boots	5 4 3	-6	Ruger Mk.III
1 4 4	-1	Baseball Bat	3 4 4	-1	Hoody	5 4 4	-1	Running Shoes
1 4 5	-1	Baseball Cap	3 4 5	-3	Hydration Pack	5 4 5	-6	Savage Mk.II
1 4 6	-3	BDU Jacket	3 4 6	-6	Ice Ax	5 4 6	-1	Screwdriver
1 5 1	-6	Benelli M4	3 5 1	-9	Interceptor Armor	5 5 1	-1	Sedan
1 5 2	-1	Bicycle	3 5 2	-6	Kevlar Gloves	5 5 2	-3	Semi-truck
1 5 3	-1	Binoculars	3 5 3	-9	Kevlar Vest	5 5 3	-1	Shovel
1 5 4	-1	Blue Jeans	3 5 4	-6	Kimber 1911	5 5 4	-6	SIG Sauer P290
1 5 5	-1	Bobby Pin	3 5 5	-3	Knife	5 5 5	-1	Skateboard
1 5 6	-3	Bolt Cutters	3 5 6	-1	Lantern	5 5 6	-3	Sledgehammer
1 6 1	-9	BOMB (12)	3 6 1	-1	Leather Belt	5 6 1	-1	Sleeping Bag
1 6 2	-6	Box Truck	3 6 2	-1	Leather Jacket	5 6 2	-3	Slingshot
1 6 3	-6	Brass Knuckles	3 6 3	-3	Lifejacket	5 6 3	-1	Snorkel
1 6 4	-6	Browning A-Bolt	3 6 4	-1	Lighter	5 6 4	-1	Solar Lamp
1 6 5	-1	Bus	3 6 5	-3	Lockbox	5 6 5	-1	Spear
1 6 6	-6	Cage Trap	3 6 6	-6	Lockpicks	5 6 6	-3	Speed-loader
2 1 1	-1	Candle	4 1 1	-1	Luxury Item	6 1 1	-1	Sports Helmet
2 1 2	-1	Candy	4 1 2	-9	MAC-10	6 1 2	-1	Spray Paint
2 1 3	-3	Cane	4 1 3	-3	Machete	6 1 3	-6	Springfield M1A
2 1 4	-3	Canteen	4 1 4	-1	Magnifying Glass	6 1 4	-1	Staff
2 1 5	-3	Carabiner	4 1 5	-1	Makeup	6 1 5	-3	Steel-Toe Boots
2 1 6	-1	Cargo Pants	4 1 6	-1	Marbles	6 1 6	-3	Street Bike
2 2 1	-1	Cellphone	4 2 1	-1	Marker	6 2 1	-3	Stun Gun
2 2 2	-1	Chalk	4 2 2	-6	Marlin 1894C	6 2 2	-1	Sunglasses
2 2 3	-1	Chemical	4 2 3	-1	Matchbook	6 2 3	-1	SUV
2 2 4	-1	Choker Leash	4 2 4	-1	Measuring Cup	6 2 4	-3	Swiss Army Knife
2 2 5	-1	Cleaver	4 2 5	-6	MEDICAL (9)	6 2 5	-6	S&W Snubnose
2 2 6	-6	Colt Python	4 2 6	-6	Megaphone	6 2 6	-3	Tactical Vest
2 3 1	-1	Compass	4 3 1	-1	Messenger Bag	6 3 1	-1	Tape Measure
2 3 2	-6	Compound Bow	4 3 2	-3	Mess Kit	6 3 2	-1	Tarp
2 3 3	-3	Concealed Holster	4 3 3	-1	Metal Club	6 3 3	-3	Telescope
2 3 4	-1	Cooler	4 3 4	-6	Monocular	6 3 4	-3	Tent
2 3 5	-3	Coveralls	4 3 5	-6	Mossberg 500	6 3 5	-1	Thermal Underwear
2 3 6	-3	Cowboy Hat	4 3 6	-3	Motorcycle	6 3 6	-1	Tire Iron
2 4 1	-3	Crossbow	4 4 1	-3	Motorcycle Helmet	6 4 1	-1	Tool Bag
2 4 2	-3	Crowbar	4 4 2	-3	Multimeter	6 4 2	-3	Tool Belt
2 4 3	-3	Denim Jacket	4 4 3	-3	Multi-Tool	6 4 3	-1	Torch
2 4 4	-1	DOCUMENT (24)	4 4 4	-3	Muscle Car	6 4 4	-3	Trench Coat
2 4 5	-6	DRUG (12)	4 4 5	-3	Musical Instrument	6 4 5	-6	Undercover Vest
2 4 6	-1	Duct Tape	4 4 6	-3	Mylar Blanket	6 4 6	-1	Van
2 5 1	-1	Duffel Bag	4 5 1	-6	NBC Suit	6 5 1	-1	Water Bottle
2 5 2	-3	Dust Mask	4 5 2	-9	Nightvision Goggles	6 5 2	-6	WATERCRAFT (12)
2 5 3	-1	Egg Timer	4 5 3	-6	Norinco SKS	6 5 3	-3	Water Filter
2 5 4	-3	Emergency Radio	4 5 4	-3	Notebook	6 5 4	-3	Whetstone
2 5 5	-6	Firefighter Suit	4 5 5	-1	Padlock	6 5 5	-1	Whistle
2 5 6	-1	Firepoker	4 5 6	-3	Paintball Mask	6 5 6	-9	Winchester Sawn-off
2 6 1	-3	Fire-stick	4 6 1	-6	Paracord	6 6 1	-1	Winter Coat
2 6 2	-1	Fishing Pole	4 6 2	-1	Part	6 6 2	-3	Wire Saw
2 6 3	-6	Flak Jacket	4 6 3	-3	Pepper Spray	6 6 3	-1	Work Gloves
2 6 4	-3	Flare Gun	4 6 4	-1	Pickax	6 6 4	-1	Wristwatch
2 6 5	-1	Flashlight	4 6 5	-3	Pickup Truck	6 6 5	-1	Zip Tie
2 6 6	-3	Flippers	4 6 6	-3	Pitchfork	6 6 6	-6	REROLL + BONUS ROLL

-1 **Perception**. Common items that were widely owned or easily found.

-3 **Perception**. Uncommon items that were available but not pervasive.

-6 **Perception**. Rare items that were expensive, specialized, or customized.

-9 **Perception**. Highly regulated items that were mostly for government use.

MODIFIER REFERENCE

Weapon Attributes	Auto: One +9 RATK at x3 DMG or three +3 RATKs Blunt: <i>Pain</i> only until <i>Pain</i> exceeds Threshold [C+D] Chop: +1 DMG when hitting a Head, Arm, or Leg Lever: 2x C for prying open doors, windows, crates Pierce: AR is halved for this ATK (round down) Rapid: Up to three ATKs per rnd at -1 each Scatter: RATK bonus. -1 DMG/RNG increment after first Slam: Target rolls C vs DMG or falls <i>Prone</i>
Ammo Attributes	AP: AR is halved for this ATK (round down) Birdshot: 7DMG, +3 RATK <i>Scatter</i> Broadhead: +1 DMG Buckshot: 10DMG, +1 RATK <i>Scatter</i>, <i>Slam</i> Flare: 1FDMG/rnd for d6rnds, RNG:S light radius JHP: +1 DMG, <i>Slam</i> Match: +1 RATK Rubber: <i>Blunt</i>, <i>Slam</i> Slug: 10DMG, Increase RNG to next level, <i>Slam</i> Tracer: +1 to subsequent RATKs this round
Gear	Bayonet: +2 DMG for MATKs on Size 2+ Guns Bipod: Ignore Gun Size C requirements, 1rnd setup Camo: +1 <i>Stealth</i> per Location if top Armor layer Flashlight: RNG:S light beam, C6# or <i>Blind</i> 1rnd Foregrip: -1C requirement on 2h Guns Gun Cleaning Kit: +1 RATK for 1 day, takes 1hr/Gun Holosight: +1 RATK at RNG:S Laser: +1 RATK RNG:S, -6 <i>Called Shot: Eye</i>, <i>Blind</i> 1rnd Scope: +3 <i>Aimed RATKs</i> and <i>Perception</i>(See) at RNG:L Suppressor: <i>Perception</i>(Hear) 9#, silent beyond RNG:S Three-Point Sling: Draw a Size 2+ Gun Fast Tread: Reduces <i>Terrain</i> penalty by Tread rating
Maneuvers	Aim: +1 RATK/rnd up to +3 RATK Block: -3 <i>Melee</i>(Block) to each after the first Called Shot (Any Location): -0 MATK Called Shot (Head): -3 RATK Called Shot (Limbs): -1 RATK Called Shot (Torso): -0 RATK Called Shot (<i>Disarm</i>): -1 MATK Called Shot (<i>Shove</i>): -1 MATK Called Shot (<i>Trip</i>): -1 MATK Dodge: -3 <i>Acrobatics</i>(Dodge) to each after the first Dual-Wield (ATK): Penalty to each weapon = its Size Full Defense: -1 <i>Block</i> or <i>Dodge</i> after the first Grab (1-handed): -3 MATK <i>Grab</i> Overwatch: +1 <i>Perception</i> Overwatch: +1 RATK Sprint: -3 to all RATKs targeting you
Situations	Bleeding: 1 Torso DMG/min, C vs total DMG to stop Cover (Full): DMG reduced by DR, no ATK or move Cover (Partial): +3 DEF vs RATKs Friendly Fire: -3 RATK Needs: -1 all rolls per unit of time by <i>Need</i> Pain: -1 per DMG (or other source) to all rolls Prone: +1 RATK Prone: +3 <i>Stealth</i> Prone: Speed 1yd Prone: -3 DEF for ATKs from RNG:S or less Range (RNG:P): No penalty for <i>Called Shot</i> RATKs Range (RNG): -1 per additional weapon RNG increment Unstable: -1 all physical rolls Unstable: -1 RATKs at or from you Visibility: -1 to -6 <i>Perception</i> and RATK per 30yds
Terrain	Acid Rain: -1 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Blizzard: -1/in <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Desert: -1 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Forest: -1 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Hail/Sleet: -3 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Mountain: -1 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Plain: -0 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Rain Storm: -1 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Snow: -1/in <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Swamp: -6 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i> Tundra: -6 <i>Athletics</i>, <i>Acrobatics</i>, <i>Drive</i>

Character:			Player:		
Height:	Weight:	Skin:	Hair:	Gender:	Age:

<u>A</u> GILITY		<u>B</u> RAINS		<u>C</u> ONSTITUTION		<u>D</u> EMEANOR	
<u>Stealth</u>		<u>Perception</u>		<u>Athletics</u>		<u>Socialize</u>	
<u>Acrobatics</u>		<u>Medicine</u>		<u>Build</u>		<u>Entertain</u>	
<u>Larceny</u>		<u>Science</u>		<u>Drive</u>		<u>Leadership</u>	
<u>Ranged</u>		<u>Survival</u>		<u>Melee</u>		<u>Tame</u>	
Speed:	yds	XP:	/	DMG Mod:		Luck:	/

COMBAT

DEFENSES	BLOCK:	DODGE:	REFLEX:	PAIN: /
-----------------	---------------	---------------	----------------	----------------

HEALTH					
LOCATION	HP	ARMOR	AR	Sz	Notes
Head	/		/		
L. Arm	/		/		
R. Arm	/		/		
Torso	/		/		
R. Leg	/		/		
L. Leg	/		/		

WEAPONS							
Type	ATK	DMG	RNG	Sz	Ammo	Notes	

Magazines						
Ammunition	/	/	/	/	/	/

ABILITIES	Notes	XP

Skill Points = $B \times 6$, Speed = $A + C$, XP = $B \times 6$, DMG Mod = $(C/3) - 2$, Luck = D ,
 Block = Melee (Block), Dodge = Acrobatics (Dodge), Reflex = Perception, Threshold = $C + D$,
 Location HP = C , Torso HP = $C \times 2$, Psyche = D , Carry = $C \times 6$

BACKPACK

[illegible]

GAME NOTES:	COMRADES
Psyche: <i>Crazy</i> < 0 0 0 0 0 0 0 > <i>Sane</i>	Carry: /

TEAM SHEET

TEAM NAME			TEAM LEADER		
WATCH ORDER	MARCHING ORDER	CONTACTS		FACTIONS	

AMMUNITION

.22	FMJ:	JHP:	Match:	Tracer:
9mm	FMJ:	JHP:	Match:	
.45	FMJ:	JHP:	Match:	
.357	FMJ:	JHP:		
5.56	AP:	FMJ:	JHP:	Match:
7.62	FMJ:		JHP:	Tracer:
.308	AP:	FMJ:	JHP:	Match:
12g	Birdshot:	Buckshot:	Flare:	Rubber:
Arrow	Broadhead:		Target:	Slug:

GEAR

[illegible]

VEHICLE	HP	DR	DMG	Speed	Handle	Area	MPG	Fuel	Carry
				mph		x		gal	
Customizations/Notes:									

VEHICLE	HP	DR	DMG	Speed	Handle	Area	MPG	Fuel	Carry
				mph		x		gal	
Customizations/Notes:									

VEHICLE	HP	DR	DMG	Speed	Handle	Area	MPG	Fuel	Carry
				mph		x		gal	
Customizations/Notes:									

VEHICLE	HP	DR	DMG	Speed	Handle	Area	MPG	Fuel	Carry
				mph		x		gal	
Customizations/Notes:									

TEAM STATS

		<u>Reflex</u>			<u>Dodge</u>			<u>Speed</u>			HEALTH : ARMOR		
<u>A</u>	<i>Stealth</i>	Acrobatics			Larceny			<u>Ranged</u>			Head	LArm	RArm
<u>B</u>	<i>Perception</i>	Medicine			Science			Survival					
<u>C</u>	<i>Athletics</i>	Build			Drive			<u>Melee</u>			Torso	LLeg	RLeg
<u>D</u>	<i>Socialize</i>	Entertain			Leadership			Tame					
Weapons:													
Armor:													
Gear:													
Notes:													

		<u>Reflex</u>		<u>Dodge</u>		<u>Speed</u>		HEALTH : ARMOR		
<u>A</u>	<i>Stealth</i>	Acrobatics		Larceny		<u>Ranged</u>		Head	LArm	RArm
<u>B</u>	<i>Perception</i>	Medicine		Science		Survival				
<u>C</u>	<i>Athletics</i>	Build		Drive		<u>Melee</u>		Torso	LLeg	RLeg
<u>D</u>	<i>Socialize</i>	Entertain		Leadership		Tame				
Weapons:										
Armor:										
Gear:										
Notes:										

		Reflex		Dodge		Speed		HEALTH : ARMOR		
A	Stealth	Acrobatics		Larceny		Ranged		Head	LArm	RArm
B	Perception	Medicine		Science		Survival				
C	Athletics	Build		Drive		Melee		Torso	LLeg	RLeg
D	Socialize	Entertain		Leadership		Time				
Weapons:										
Armor:										
Gear:										
Notes:										

		Reflex		Dodge		Speed	HEALTH : ARMOR		
A	Stealth	Acrobatics		Larceny		Ranged	Head	LArm	RArm
B	Perception	Medicine		Science		Survival			
C	Athletics	Build		Drive		Melee	Torso	LLeg	RLeg
D	Socialize	Entertain		Leadership		Tame			

Weapons:

Armor:

Gear:

Notes:

		Reflex		Dodge		Speed	HEALTH : ARMOR		
A	Stealth	Acrobatics		Larceny		Ranged	Head	LArm	RArm
B	Perception	Medicine		Science		Survival			
C	Athletics	Build		Drive		Melee	Torso	LLeg	RLeg
D	Socialize	Entertain		Leadership		Tame			

Weapons:

Armor:

Gear:

Notes:

		Reflex		Dodge		Speed	HEALTH : ARMOR		
A	Stealth	Acrobatics		Larceny		Ranged	Head	LArm	RArm
B	Perception	Medicine		Science		Survival			
C	Athletics	Build		Drive		Melee	Torso	LLeg	RLeg
D	Socialize	Entertain		Leadership		Tame			

Weapons:

Armor:

Gear:

Notes:

BASE SHEET

Faction:	Population:
Leader:	Climate:
Attitude:	Area:

BASE FEATURES		
Feature	Notes	#
Water		
Food		
Shelter		
Energy		
Utility		
Defense		

RESOURCES			
Type	Produced	Consumed	Deficit/Surplus
Energy	/day	/day	/day
Food	/month	/month	/month
Fuel	/day	/day	/day
Water	/day	/day	/day

AMMUNITION						
.22	FMJ:	JHP:	Match:	Tracer:		
9mm	FMJ:	JHP:	Match:			
.45	FMJ:	JHP:	Match:			
.357	FMJ:	JHP:				
5.56	AP:	FMJ:	JHP:	Match:	Tracer:	
7.62	FMJ:	JHP:	Match:			
.308	AP:	FMJ:	JHP:	Match:		
12g	Birdshot:	Buckshot:	Flare:	Rubber:	Slug:	
Arrow	Broadhead:	Target:				

Weapons:
Armor:
Gear:
Notes:

FACTION SHEET

Faction:	Leader:
Attitude:	Area:

Population	Mobility	Intel	Strength	Resolve

FACTION BASE FEATURES		
Feature	Notes	#

RESOURCES			
Type	Produced	Consumed	Deficit/Surplus
Chemicals			
Parts			
Energy	/day	/day	/day
Food	/month	/month	/month
Fuel	/day	/day	/day
Water	/day	/day	/day

AMMUNITION						
.22	FMJ:	JHP:	Match:	Tracer:		
9mm	FMJ:	JHP:	Match:			
.45	FMJ:	JHP:	Match:			
.357	FMJ:	JHP:				
5.56	AP:	FMJ:	JHP:	Match:	Tracer:	
7.62	FMJ:	JHP:				
.308	AP:	FMJ:	JHP:	Match:		
12g	Birdshot:	Buckshot:	Flare:	Rubber:	Slug:	
Arrow	Broadhead:		Target:			

Weapons:
Armor:
Gear:
Notes:

ALLIES	ENEMIES

SETTLEMENT SHEET

Faction:		Population:	
Leader:		Climate:	
Attitude:		Area:	
Government:	Legal:	Illegal:	

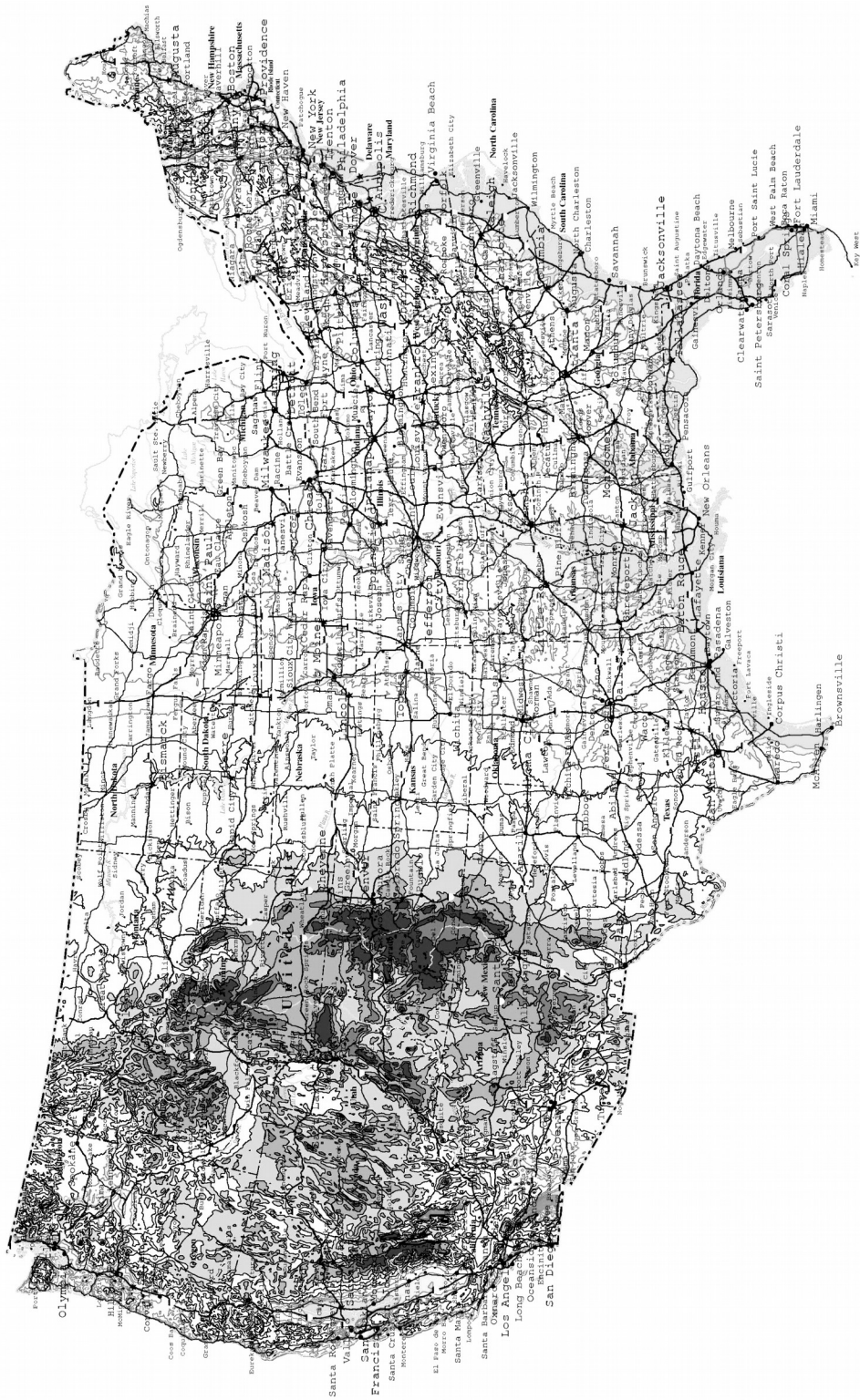
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RESOURCES			
Type	Produced	Consumed	Deficit/Surplus
Energy	/day	/day	/day
Food	/month	/month	/month
Fuel	/day	/day	/day
Water	/day	/day	/day

AMMUNITION						
.22	FMJ:	JHP:	Match:		Tracer:	
9mm	FMJ:	JHP:	Match:			
.45	FMJ:	JHP:	Match:			
.357	FMJ:	JHP:				
5.56	AP:	FMJ:	JHP:	Match:	Tracer:	
7.62	FMJ:	JHP:				
.308	AP:	FMJ:	JHP:	Match:		
12g	Birdshot:	Buckshot:	Flare:	Rubber:	Slug:	
Arrow	Broadhead:	Target:				

Weapons:	
Armor:	
Gear:	
Notes:	

FACTIONS		ENEMIES	



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Support your local music scene.

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Support your local game shops.

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Apocalyptia is an independent tabletop role-playing game set after The End. There are a dozen ways society might have fallen. What matters now is forming a Team and staying alive. This is a game about facing moral dilemmas while building a new world out of the rubble of the old. Survival has a heavy price. What is right? What is wrong? What is it worth? Where do you draw the line? And what will you be after you have had to answer these questions for yourself?

The core rules of **Apocalyptia** will always be available free to anyone who wants to play.

Be free and enjoy one another.

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APOCALYPTIARPG.COM



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