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INTRODUCTION

What is different about post apocalyptic role-playing than any other form of role-playing? For most players of role-playing games, the genre brings to mind mutants, monsters, and survival. There are certainly some other important distinctions somewhat unique to post-apocalyptic games as well: a world of almost total desolation, a poisoned environment that can be as big a threat as any monster, and usually a lost era of technology and former greatness, an understanding of which forever remains just beyond the grasp of the game's characters.

The post apocalyptic genre itself is something of a combination between science fiction and horror; set in a world similar (if not identical) to our own, most post apocalyptic books and movies play upon real-life events, fears, and nightmare possibilities, and postulate on their ultimate (and universally catastrophic) conclusions.

The scenarios are almost endless, many seemingly ripped from tomorrow's headlines: reckless brinkmanship by world leaders, along with the proliferation of weapons of mass destruction worldwide, leads to all-out nuclear war; careless experimentation by an arrogant and near-sighted scientific community leads to an outbreak of disease that brings an era of almost total extinction to the world; or a never-ending abuse and misuse of the world's resources leads to hunger, lawlessness, anarchy, brushfire wars, and an eventual degeneration of human civilization into chaos.

Post apocalyptic writers and moviemakers often seem to be trying to teach us a lesson through their work, but in doing so they also fascinate us by depicting worlds of utter ruin where the survivors have a chance to finally learn from the past, and begin anew, building on those lessons. It is appealing for many to simply imagine such worlds, and as a result it is an almost seamless leap from reading to role-playing.

Most traditional game settings already have an established sense of the apocalypse, making it an easy transition for those unfamiliar with the core "feel" of the post-apocalyptic genre. The idea of uncovering secrets among the ruins of a lost ancient civilization is a common theme in science fiction or fantasy, whether in the terms of discovering a lost city of aliens, or the crumbling remains of a magical culture long gone.

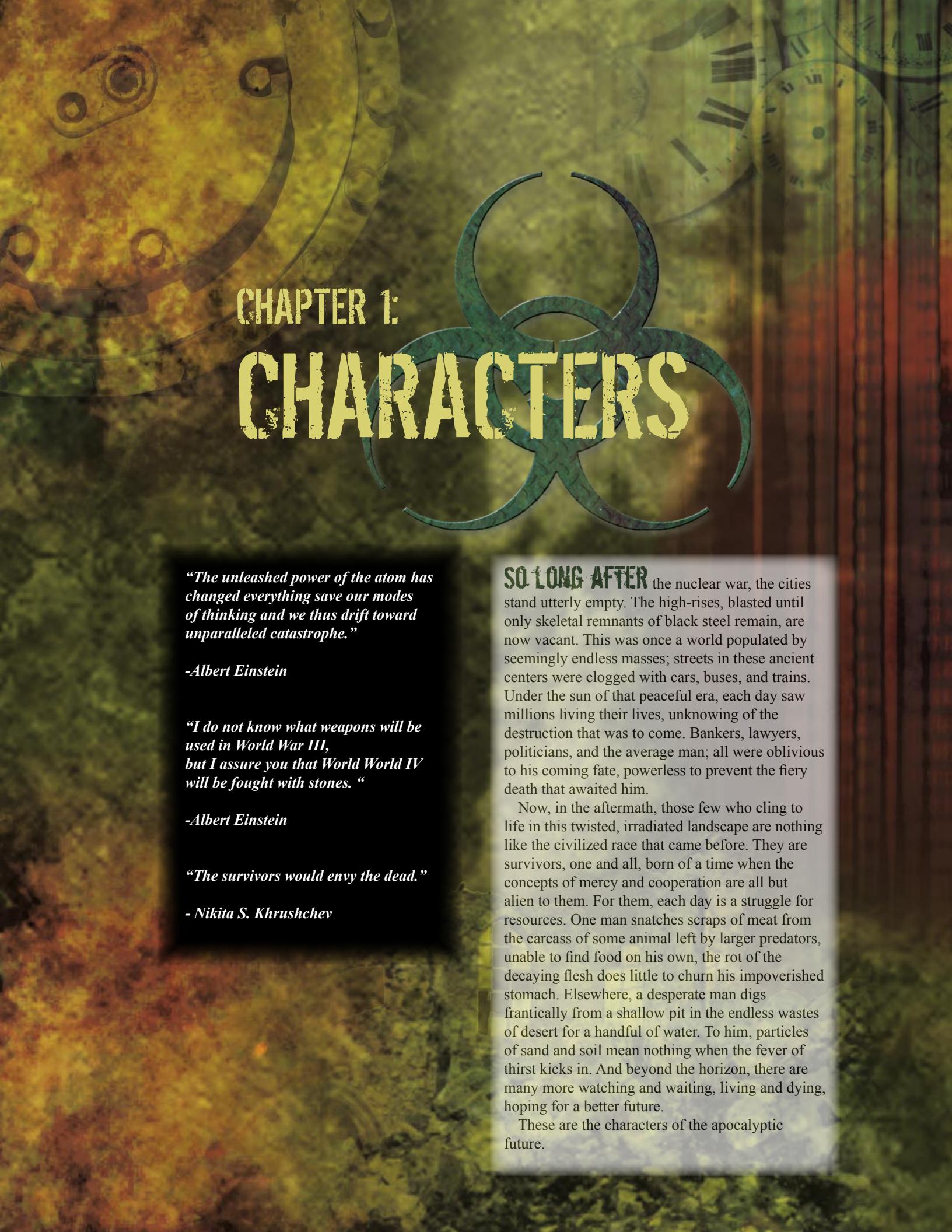
In post-apocalypse games, the *entire world* is a widespread ruin, not only among the great cities that stand as a silent testament to the greatness of those who came before, but also the wilderness itself. Ravaged by war, or by pollution, or by the withering effect of some massive plague, most sources of post-apocalyptic literature (such as movies, books, and games) extend the theme of total devastation to the outside as well, turning the entire world into a place destitute and devoid of hope. This grim atmosphere is an excellent primer for weaving horrific, desperate, and exciting adventures.

The "Twisted Earth" depicted in the original edition of Darwin's World presented a combination of some of the most striking themes of movies and books. It presented a world based on our own, but with a few important changes to keep it sufficiently "SCI-FI." Though set in a fictional, alternate world where the historical advance of technology outpaces that of our "real world", the Twisted Earth shares many of the problems of our own, including over-population, world hunger, gross misuses of technology, an unconscionable disparity of wealth between nations, diminishing natural resources worldwide, and constant warfare – elements that, while dramatized to the extreme, give the setting a familiarity despite the science fiction underlying the game. On the Twisted Earth these elements combined to lead to a cataclysmic "Fall", a total and irreversible nuclear, biological, and chemical conflict that changed the world and its survivors forever. The new "superpowers" of the aftermath are little more than violent factions squabbling for control of their irradiated, desolate corner of the world. Where once nations with vast professional armies contended for the resources of a dying planet, the scraps of their lost industrial society are now fought over by religious cults, paranoid and xenophobic groups, racist empires, and powerful merchant houses whose own influence is more than a match for the few armies left standing.

Though the Twisted Earth is an exciting setting in which to test the mettle of characters against the harsh realities of a post-nuclear world, the abundance of ideas and themes that make up the post-apocalyptic genre as a whole mean that a single campaign setting cannot hope to incorporate all of the ideas found in books, movies, and even past role-playing games. Since the original publication of the first edition of Darwin's World, we've seen players adapt the setting to their own needs, modify it, or change entire sections. Some use the Twisted Earth setting exclusively, while others tweak it just enough to meet their gaming needs. Some gamers change it by adding extra-terrestrial forces, combining Darwin's World with d20 space games, making the Twisted Earth just one small planet in a cosmos of stars for characters to visit. The addition of magic and supernatural powers actually blends perfectly with the ruin and rubble, and as such, any amalgamation of settings is solely the domain of each Gamemaster's individual creativity and imagination.

Because of the variations possible, the aim of this book is to be something of a generic "guide" to post apocalyptic gaming - of all kinds. While our default setting of choice is the "Twisted Earth", this book will give you such a wide variety of options that you can either construct a setting of your own from the ground up, or simply modify what we've developed so far and take it in any direction you like, or just jump into playing without any effort at all. These rules are meant merely as a source for inspiration and ideas, and to provide enough information to get you started.

Have fun!



CHAPTER 1: CHARACTERS

"The unleashed power of the atom has changed everything save our modes of thinking and we thus drift toward unparalleled catastrophe."

-Albert Einstein

"I do not know what weapons will be used in World War III, but I assure you that World War IV will be fought with stones. "

-Albert Einstein

"The survivors would envy the dead."

-Nikita S. Khrushchev

SO LONG AFTER the nuclear war, the cities stand utterly empty. The high-rises, blasted until only skeletal remnants of black steel remain, are now vacant. This was once a world populated by seemingly endless masses; streets in these ancient centers were clogged with cars, buses, and trains. Under the sun of that peaceful era, each day saw millions living their lives, unknowing of the destruction that was to come. Bankers, lawyers, politicians, and the average man; all were oblivious to his coming fate, powerless to prevent the fiery death that awaited him.

Now, in the aftermath, those few who cling to life in this twisted, irradiated landscape are nothing like the civilized race that came before. They are survivors, one and all, born of a time when the concepts of mercy and cooperation are all but alien to them. For them, each day is a struggle for resources. One man snatches scraps of meat from the carcass of some animal left by larger predators, unable to find food on his own, the rot of the decaying flesh does little to churn his impoverished stomach. Elsewhere, a desperate man digs frantically from a shallow pit in the endless wastes of desert for a handful of water. To him, particles of sand and soil mean nothing when the fever of thirst kicks in. And beyond the horizon, there are many more watching and waiting, living and dying, hoping for a better future.

These are the characters of the apocalyptic future.



BACKGROUNDS

Every character comes from somewhere, whether it was a civilized dome protecting the lost culture and technology of the Ancients, or a rugged desert community that rose (and

perhaps vanished soon after) into the shifting desert sands. Was the character a feral boy, “brought up by wolves” (or the mutated equivalent), or was he raised in a sheltered, technological society that protected the remnants of Ancient technology before vanishing into history?

Each background has its bonuses, and the origins of a character serve a number of purposes. First and foremost, they define him as a personality and set the stage for his behavior, beliefs, and ethical code. Backgrounds also determine his knowledge, to what degree he understands technology, language, and culture - and the form in which it has become known to him (which will invariably be a little off-kilter from that known to the Ancients, even in the most advanced communities).

FERALS

A character with this type of background is truly wild. He probably grew up alone among the ruins, with no home or community, and with little or no technology. Such characters typically know nothing about the Ancients, the cataclysm, their culture and language, or anything beyond their immediate needs. Many such characters do not even know how to talk and will often find inappropriate or bizarre uses for the items they scavenge (using a stop sign as a shield, for instance, or using a rifle as a club instead of firing it). Characters with this type of background generally have no concept of compassion or mercy, being concerned solely with survival.

One example of such a character would be someone who grew up alone after his parents died from disease or starvation in the wasteland. Another example would be a character from a more advanced community whose caravan was raided and destroyed when he was still a child. In both of these cases, the character was forced to grow up in a harsh world, unaware of his true origins or birthright, evidence of which might still exist somewhere in the rubble.

Skills: Choose three of the following skills as permanent class skills: Balance, Climb, Concentration, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Search, Spot, Survival, Swim.

Bonus Feats: Select two of the following feats: Alertness, Athletic, Animal Affinity, Blind Fight, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Forsaken, Great Fortitude, Guide,

Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Run, Stealthy, Super Mutant, Toughness, Track.

Language: None

Special: Feral characters do not have an occupation and start with no money. Feral characters start with a simple weapon of choice.

TRIBALS

The tribal character comes from a primitive community, probably dominated by a central family figure or group of close-knit family heads. Technology in such a culture is generally limited to what a man can do with his bare hands (animal skins for clothes, stones as tools, etc.). Caves are the most likely shelters for this type of community, though some might possibly use burnt-out vehicles or some other “shell of the Ancients” (without any knowledge of its former use, of course). Warriors typically form the upper ranks of such a community, as they alone can protect it. The tribe would tend to frown upon pursuits not directly related to survival, seeing them as wasteful and capricious. Science and non-religious art would be considered worthless in such a group.

An example of a character from such a background would be someone whose tribe was destroyed by raiders and now seeks either revenge upon the murderers or knowledge of the marvelous world that exists “out there.” Another example would be a character that has been sent on a quest (perhaps to find some legendary “magical” technology) whose successful completion will help to ensure the survival of her tribe.

Skills: Choose one of the following skills as a permanent class skill: Craft (structural), Climb, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Search, Spot, Survival. Additional class skills are gained by occupation.

Bonus Feats: Tribal characters get the Primitive Technology feat plus one feat from the following list: Athletic, Archaic Weapon Proficiency, Animal Affinity, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Doctor, Light Armor Proficiency, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

Language: Unislang

Special: Tribal characters start with a free masterwork archaic weapon or mount.

RITUAL PRESERVATIONISTS

Characters of this background come from communities who know how to use the technology of the Ancients but have lost the understanding of *why* that technology works. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or treasured artifacts and are sometimes even



worshipped. Communities of this type are generally led by their scientists, who only barely manage to keep the technology running sufficiently to wow the masses. Technology that is destroyed cannot be replaced, as these people only know how to use the stuff, not repair or recreate it.

An example of such a culture would be a group of pirates who know how to operate the equipment on a derelict aircraft carrier off the coast. They might raid the local primitive tribes with their unholy “flying machines,” inspiring fear, awe, or worship. An example of a character from such a background would be a survivor who learns of the former Boy Scouts (by reading a discovered piece of Arcana) and sets out across the land in a cobbled-together scout uniform, redressing wrongs in what he believes to be the spirit of these long-lost “warriors of virtue.”

Skills: Choose one of the following skills as a permanent class skill: Drive, Knowledge (theology, technology, mutant lore), Pilot, Repair. Additional class skills are gained by occupation.

Bonus Feats: Ritual Preservationist characters get the Post-Apocalyptic Technology feat.

Language: Gutter Talk

Special: Ritual Preservationist characters start with one Artifact of the Ancients (market value 3,000 cp or less).

RESENTFULS

Characters of this background come from communities who despise the Ancients for their mistakes. They blame the Ancients for the destruction of the world and now seek to rebuild and preserve it by progressing only to a point they deem “natural.” They use hand-woven fabrics and natural weapons and tools. Such groups either shun pre-war technology and culture or actively strive to eradicate it.

An example of such a culture would be a group who suffered greatly from the Fall, perhaps from biological warfare and mutation, and who have cast off the “curse” of technology by destroying all high-tech items. Another example would be a “druidic” cult that dwells in the wilderness in relative harmony with mutant plant and animal life, monitoring and protecting the wildlife from intrusion by technologically advanced groups.

Skills: Choose one of the following skills as a permanent class skill: Craft (structural), Handle Animal, Knowledge (mutant lore, history, theology), Navigate, Ride, Survival, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Resentful characters get the Primitive Technology feat plus two of the following feats: Animal Affinity, Archaic Weapons Proficiency, Endurance, Great Fortitude, Guide, Iron Will, Track.

Language: Unislang

Special: If a Resentful takes additional technology feats, she loses one of her selected bonus feats and one of her class skills and is no longer considered a Resentful.

RADICALS

Like the Resentfuls mentioned above, communities of Radicals blame the Ancients for blowing up the planet and creating mutation. They bitterly resent the destruction of civilization and actively seek to destroy all remnants of their forefathers. Unlike the Resentfuls, however, they may use the technology of the Ancients to further their own ends.

An example of such a group would be a chaotic and merciless group that fights constant war against others like it in the shell of an ancient city. Technology is hoarded wherever it can be found and turned against anyone who trespasses on the community's territory. Old locations of culture—city parks, theater halls, and memorials—are now hunting grounds, and gang headquarters. Another example would be a group of anarchist raiders who deliberately ruin any and all reminders of the past, from road signs to entire communities that shelter lost technologies.

Skills: Choose one of the following skills as a permanent class skill: Demolitions, Drive, Hide, Intimidate, Knowledge (tactics, streetwise), Move Silently. Additional class skills are gained by occupation.

Bonus Feats: Radical characters get the Post-Apocalyptic Technology feat plus one of the following feats: Brawl, Combat Martial Arts, Light Armor Proficiency, Personal Firearms Proficiency.

Language: Unislang

Special: If a Radical character takes additional technology feats, he loses his selected bonus feat and class skills and is no longer considered a Radical.

DEGENERATES

Communities of this type were once—often within recent ancestral memory—capable of fully understanding the technology and culture of the Ancients. Now, however, due to circumstances such as constant war, civil unrest, or a communal need to focus on other aspects of survival, the community has degenerated. A Degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost all sense of context. Very few citizens remember much at all about where this technology and knowledge comes from. Such communities are generally on the decline, and will at some point likely break up or fall apart.

An example of such a culture might be a sheltered city community where the old “police force” runs the place like a military state and where scientists are now gods because they alone can create the drugs that dull the pain and misery of life in the world.

Less intelligent people are subjugated and enslaved to serve the “civilized” populace. Another example might be a city ruin ruled by a government descended from the Ancients. Gang wars, crime, and isolation in the wasteland have turned the city into a ruin, and violent youths run rampant, terrorizing those few people who hold respectable jobs (in the power plant that runs the city, for instance, or in city government). Only the elderly members of the city populace (and their families) remember the laws and culture of the Ancients, while the delinquents mock their adherence to tradition and destroy all they can.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Drive, Knowledge (any), Pilot, Repair, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Degenerate characters get the Post-Apocalyptic Technology feat.

Language: Gutter Talk

Special: Degenerate characters start with one Artifact of the Ancients (market value 3,000 cp or less).

RESURRECTORS

Communities of this type are rediscovering the technology of the Ancients and are beginning to understand the true nature and uses of Ancient devices. They are able to re-activate computer systems, robots, power stations, vehicles, etc. More advanced communities of this type have even developed the know-how to repair and maintain such technology. With the right tools, members of these communities can not only make repairs to many advanced devices, but also fabricate advanced munitions and advanced electronic parts. The situation for such a community is getting closer to the way things were before the Fall, but there is still a long road ahead.

An example of such a community would be one that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Another example would be a group that has taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Yet another example would be a community attempting to reclaim the ruins of their city from mutants, ghouls, and raiders with their newfound knowledge of ancient technologies and manufacturing techniques, hoping to form a “New America” from the ashes.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (chemical, pharmaceutical, structural), Decipher Script, Knowledge (any), Repair, Research. Additional class skills are gained by occupation.

Bonus Feats: Resurrector characters get the Post-Apocalyptic Technology feat.

Language: Unislang

Special: Resurrector characters start with one Artifact of the Ancients (market value 3,000 cp or less).

VISIONARY REINVENTORS

This type of community has moved beyond simply surviving or reassembling pieces of the old world. They are beginning to invent a new future for themselves. Instead of repairing the lost technology of the Ancients, these communities are beginning to create their own technology and build their own civilization. They are developing and using such things as basic metalworking, steam engines, and ingenious but simple devices to not only complement human effort, but also sometimes replace it (steam-powered machines to harvest large amounts of crops, for instance).

An example of such a community would be one that has risen from the wasteland to conquer. Increased slave labor and the oppression of nearby communities have allowed an influx of resources with which the community has increased its ingenuity and invention by leaps and bounds. Such a growing empire has likely developed such things as fantastic flying war machines and steam-powered aqueducts. Another example would be a community that believes the Fall was destined to occur in order to teach the survivors a valuable lesson. Intent on rebuilding the world with this lesson in mind, the group seeks to spread the word of brotherhood and peace, and has attracted many ingenious people who have contributed in unique ways to the slowly growing society. Yet another example would be a society that has advanced to the point where it is capable of producing new and advanced technology and weapons (gravity beamers, proton emitters, and fusion grenades as new but deadly post-holocaust weaponry). With such unique and advanced technology behind them and with a growing army and potent power base, the community seeks to reestablish civilization in its own particular way, be it democratic, monarchical, dictatorial, or ruthlessly imperial.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (chemical, pharmaceutical, structural), Diplomacy, Drive, Knowledge (any), or Pilot. Additional class skills are gained by occupation.

Bonus Feats: Visionary Reinventor characters get the Post-Apocalyptic Technology feat.

Language: Unislang

Special: Visionary Reinventor characters start with one Artifact of the Ancients (market value 3,000 cp or less).

GUARDIANS

These rare communities are the self-styled guardians of all things Ancient. Such communities fully understand the culture and technology of the Ancients

and utilize it to keep the upper hand in the wasteland. They can create, repair, and use advanced energy devices whenever the resources are available.

An example of such a community might be one consisting of survivors in a fallout shelter that has remained undiscovered until the start of the campaign. A character from this community might be sent out to explore the world and report back or find some vital piece of equipment for the sake of the community's survival. Another example would be a society of survivalists who went underground to wait out the war, only to emerge to a changed world, decades in the future. Armed with advanced weapons and knowledge, they seek to reclaim the surface world from its mutated population. A third example would be a community in the desert that was set up by survivors of the Fall. These men and women, holding onto the technology (and to some degree, the lifestyle) of the Ancients, have forsaken their democratic ideals and placed their lives in the hands of an elite and ruthless police force, whose souped-up, plasma-fueled vehicles roam the desert highways, ensuring law and order and fiercely battling those who would invade their turf or otherwise threaten their lifestyle.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (any), Demolitions, Drive, Knowledge (any), Navigate, Pilot, Repair, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Guardian characters get no bonus feats and *must* spend one of their feats to gain the Advanced Technology feat at 1st level.

Language: Ancient

Special: Guardian characters start with one futuristic weapon (market value 12,000 cp or less).

HEDONISTS

Communities of this type never realized there was a Fall at all! Such communities were completely sheltered from the outside world, often in fully automated and enclosed dome cities or similar structures. They have continued to exist as they always have, in hedonistic simplicity and blissful ignorance. Such communities typically know how to use advanced machines and electronics but have no idea how to repair them. Since they have been kept in relative security for such a long time, they no longer understand how to fight, wage war, or even survive on their own.

A classic example of such a group would be a city inside an impenetrable dome, whose inhabitants have lived in seclusion for generations, cared for and catered to by automated systems and computers, with all menial tasks, labor, and science far removed from them. They live in hedonistic luxury, without a care in the world, until the computer breaks down, and they are forced to leave the dome and find food and shelter elsewhere. Another example might be a community

far removed from the wasteland, where everyone lives in a paradise carefully maintained by their scientists. Aware and afraid of the terrible mutants outside their paradise, they occasionally send spies or explorers out into the wastes to report on the status of the world's ecosystem or the state of civilization in the mutant tribes.

Skills: Choose three of the following skills as permanent class skills: Computer Use, Concentration, Craft (writing, visual arts), Knowledge (any), Perform, Research.

Bonus Feats: Hedonist characters get the Post-Apocalyptic Technology feat plus one of the following feats: Creative, Educated, Focused, Gearhead, Studious, Trustworthy.

Language: Ancient

Special: Hedonist characters do not have an occupation but may start with $6d6 \times 100$ cp worth of equipment. In addition, the Hedonist characters start with one Artifact of the Ancients (market value 6,000 cp or less).

ADVANCED

This type of community has, for whatever reason, managed to avoid the ravages of nuclear war and the ruin of civilization, not only preserving the technology and culture of the Ancients, but also improving upon it over the years. Such exceedingly rare communities will often have even more advanced technology than the Ancients possessed, giving them an increased advantage. Such groups generally scorn the Ancients for destroying the world and consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are of this type.

An example of such a community might be an underground complex where an artificially intelligent robot has remained intact for decades, recreating and reactivating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to perform manual labor for the robot legion, producing weapons, maintaining power sources, etc. Another example might be a peaceful community, populated by highly intelligent researchers, scientists, and thinkers, which fled to a secure underground shelter to wait out the war. Together they have developed advanced technologies (agricultural methods for growing fungi and algae, energy-to-matter replication units, etc.), and now they are beginning to send out scouts to explore the wasteland in hopes of making peaceful contact with other survivors of the holocaust. They believe that if they spread their wisdom, they can help to ensure that the same kind of cataclysm never occurs again.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Concentration,

Craft (any), Decipher Script, Demolitions, Disable Device, Drive, Knowledge (any), Navigate, Pilot, Repair, Research, or Treat Injury.

Bonus Feats: Advanced characters get no bonus feats and *must* spend one of their feats to gain the Advanced Technology feat at 1st level.

Language: Ancient

Special: Advanced characters start with one Artifact of the Ancients (market value 12,000 cp or less).



OCCUPATIONS

The post-apocalyptic setting is unique in that it straddles past and future. Many wondrous items of advanced technology exist, but the common man

and woman live a short, squalid life not unlike those of our distant ancestors. As a result, the occupations in *d20 Modern™* are unsuitable for games set in Darwin's World and should not be used without the express permission of the GM. Here is a list of occupations more suited to making your way through the wasteland.

ACADEMIC

Academics in this post-apocalyptic world are rare. Few libraries, schools, or universities exist. In a world where survival is the order of the day, the academic life is a very unprofitable one. Most academics come from larger communities where such abilities are rewarded, if only a little.

Skills: Choose two of the following skills as permanent class skills: Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (any), Research, or add a new Read/Write Language or a new Speak Language. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: $5d4 \times 100$ cp.

CARAVAN GUARD

Any valuable cargo is a target for the scum of the wasteland. Many traders hire guards to help ensure their goods arrive safely.

Skills: Select two of the following as permanent class skills: Navigation, Drive, Diplomacy, Handle Animal, Intimidate, Ride, Sense Motive, Spot, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: $6d6 \times 100$ cp.

CORIUM PROSPECTOR

Most miners are an unfortunate, sorry lot who find their occupation listed under the title “slave.” Corium prospectors, however, are not like typical miners. They are trained to spot likely sources of the rare metal, either by learning the physical signs left on the land by the catastrophic conditions under which this metal is formed, or by studying the scrolls of the Ancients to learn the most likely locations. As the economy of the Twisted Earth grows, and city-states seek to move away from simple barter toward hard currency, these prospectors are becoming more and more numerous.

Skills: Select two of the following as permanent class skills: Climb, Decipher Script, Gather Information, Handle Animal, Knowledge (earth and life sciences, ancient lore), Navigate, Read/Write (ancient), Research, Search, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

CRAFTSMAN

Not everyone on the Twisted Earth lives an exciting life. Some merely try to survive as people always have, operating shops, repairing vehicles, feeding their families, and trying to stay out of trouble.

Skills: Select two of the following as permanent class skills: Craft (structural), Diplomacy, Gather Information, Handle Animal, Knowledge (current events), Repair, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

DEMAGOGUE

As the people of the Twisted Earth gather into larger and larger groups, forming alliances and building towns and cities, politicians again rise from among them to lead. Many of these “public servants” have no real desire to help the people they lead at all, instead manipulating the emotions of their followers to their own benefit. Many politicians get their start as pamphleteers, writers of propaganda for other politicians, and writers of slander about those politicians’ enemies (including letters and documents, supposedly written by those enemies, which appear right on cue at election time). Some of these pamphlets are evolving into a form strangely reminiscent of the newspapers of the Old West.

Skills: Select two of the following as permanent class skills: Bluff, Craft (writing, visual arts), Diplomacy, Knowledge (civics, current events, mutant lore, popular culture), Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

FURNITURE

It is an unfortunate truth that prostitution is one of the oldest and most enduring professions in the history of the world. The Twisted Earth is no different. There are always men willing to pay for sex, and there are always women willing, or with no other choice than, to trade the use of their bodies to make their way in the world.

Skills: Select two of the following as permanent class skills. Bluff, Diplomacy, Gamble, Gather Information, Knowledge (streetwise), Perform (dance), Sense Motive, Sleight of Hand. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

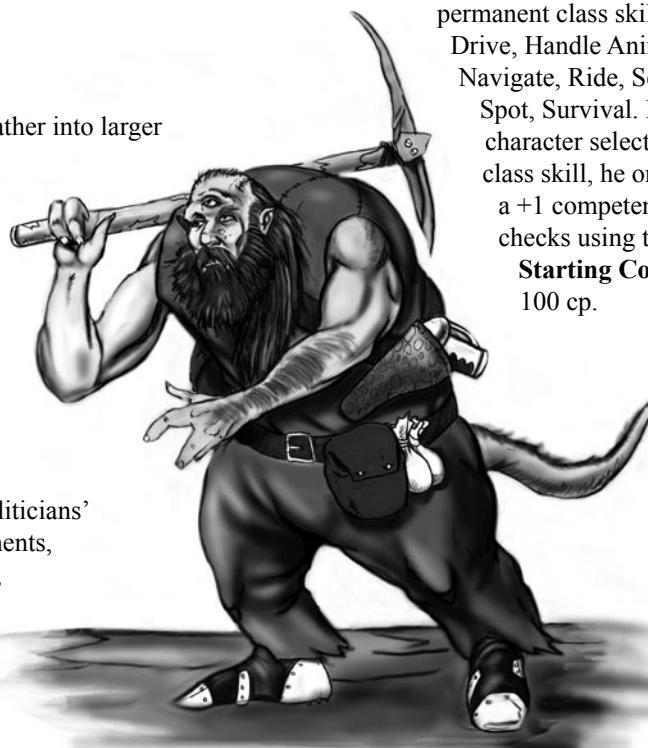
Starting Corium: 5d4 x 100 cp.

GUIDE

The deserts and roads of the Twisted Earth are not for the timid, and it pays to have a guide who has traveled them before. These characters lead travelers and caravans through the wastes for a fee, using their knowledge of these areas to avoid danger and keep expeditions adequately supplied.

Skills: Select two of the following as permanent class skills: Climb, Drive, Handle Animal, Listen, Navigate, Ride, Sense Motive, Spot, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.



HEALER

Healers are important members of any community. They often possess only limited skill and experience, but in a world where much medical knowledge has been lost, this makes them comparative experts.

Skills: Choose two of the following skills as permanent class skills: Craft (pharmaceutical), Knowledge (behavioral sciences, earth and life sciences), Treat Injury. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

HERDSMAN

As the people of the Twisted Earth begin to domesticate the animals of their world, there arises a need for skilled herdsmen to care for the beasts, much as the need arose millennia ago. Herdsman tend their flocks, whether of desert horses, fraxx steeds, or even the occasional gront.

Skills: Select two of the following as permanent class skills: Climb, Handle Animal, Jump, Navigate, Ride, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

MERCHANT

Trade is an important part of life for the denizens of the Twisted Earth. Resources are scarce since the Fall, and trade often the only way to procure goods essential to survival.

Skills: Select one of the following as a permanent class skill: Bluff, Diplomacy, Gamble, Gather Information, Knowledge (Business), Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 8d12 x 100 cp

MILITARY

The term “military” in post-apocalyptic Earth could mean anything from community militia to members of military-based pseudo-society.

Skills: Choose one of the following skills as permanent class skills. Climb, Demolitions, Drive, Hide, Intimidate, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp

REPAIRMAN

Like healers, Repairmen are valuable community members who posses a much-sought-after ability. Even the most limited fixer is an asset to any group.

Skills: Select two of the following skills as permanent class skills: Computer Use, Craft (structural), Knowledge (technology), Repair, Research. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

SLAVE

Unfortunately, the ancient practice of slavery is alive and well in the Twisted Earth. People own slaves for a variety of purposes, the most common of which are manual labor and “entertainment.” Characters with this occupation are assumed to have escaped or been freed.

Skills: Select two of the following as permanent class skills: Climb, Craft (structural), Handle Animal, Perform (any), Ride, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Animal Affinity, Endurance, Concubine, Forsaken, Gladiator.

Starting Corium: 5d4 x 10 cp

SLAVER

Few slaves go willingly to the block. Slavers are the people who fill the pipelines of the Twisted Earth with the free manual labor many struggling city-states need to survive.

Skills: Select two of the following as permanent class skills: Bluff, Diplomacy, Disguise, Gamble, Gather Information, Intimidate, Knowledge (Business). If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp

WANDERER

Whether through wanderlust, a desire for the new and different, or a state of exile from his home, the character has been on the move for most of his life and is comfortable staying that way.

Skills: Select two of the following as permanent class skills: Climb, Drive, Diplomacy, Handle Animal, Knowledge (geography), Navigate, Speak Language, Ride. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp



THE POST-APOCALYPTIC HERO

He'd been moving through the ruins of the ancient city for days now, and the old man hadn't seen a single sign of life since he'd first arrived. Now, as the sun reached its zenith, he slipped into the cool shadows provided by some majestic structure of broken stone that even now reached into the sky to a dizzying height.

The interior was much more magnificent than he could have imagined from outside, though it was a mess, to be sure, a ruin of crumbled stone, toppled pillars, and rotted wood. Images carved into the masonry depicted solemn faces of men long gone, all looking almost sorrowfully down upon the chaos of the place, their faces frozen in time. A great pane of stained glass, broken and covered in dead and dying mold, bathed the vaulted room with a kaleidoscope of colors. The sight took his breath away.

As he walked, he realized he was moving quietly, even gingerly, as if the very nature of the place demanded respect and silence. As he came near the central altar, the abundance of skeletons clustered there made his heart skip a beat. A collection of almost fifty ancient dead, who had almost certainly come here in the final hours of their great civilization, was nothing but brittle remains now, crunching under the rubber soles of his boots. At the center of the mass sat what might have been just another skeleton, but this one was robed in black with a white collar...

The scavenger stepped forward—his hand shaking wildly as if he half-expected the dead figure to rise and curse him before crumbling into dust—and snatched the shabby, leather-bound book from its bony grasp. He flipped through the pages, smelled the incense-saturated leaves, and cautiously withdrew, stepping out of the light of the glorious windows. He looked over everything in his wake, scanning the room with his keen old eyes, just to make sure the dead would not rise.

As he reached the door and was comforted by the touch of the burning noon sun, he started to laugh. He chided himself for his superstition, ridiculed himself for being afraid of “ghosts.”

Turning to face the nightmare emptiness of the world outside, he dropped the book. To him it was nothing more than another piece of junk. If these dead men had once thought it had any magic, any at all, it certainly hadn't been enough to save them.

What use, then, was it to him?

The Post-Apocalyptic Hero is an optional base class for new characters. The Post-Apocalyptic Hero represents a typical denizen of post-Fall Earth. His talents focus on some of the basic elements of post-apocalyptic adventuring: surviving the brutal environment, scavenging for resources, learning about the Ancients, and improving mutations.

The Post-Apocalyptic Hero might possess knowledge of Ancient history or be a gifted repairman. He might be a skilled guide capable of navigating the wastelands or a master of mental mutations. Regardless of his chosen path, he is a rare breed of human or mutant who has managed to survive in an unforgiving, perilous world.

CLASS INFORMATION

The following information pertains to the Post-Apocalyptic Hero base class.

Hit Dice: 1d8

Action Points: 5 + one-half of the character's level, rounded down.

Class Skills: The Post-Apocalyptic Hero class skills are: Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Knowledge (mutant lore, ancient lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Navigate (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Subsequent Level: 5 + Int modifier.

Starting Feats: In addition to the two feats all characters get at first level, a Post-Apocalyptic Hero begins play with the Simple Weapons Proficiency feat.

CLASS FEATURES

The following are class features of the Post-Apocalyptic Hero.

Talents: At 1st, 3rd, 5th, 7th, and 9th level, the Post-Apocalyptic Hero selects a talent from the following talent trees. Some talents have prerequisites that a character must meet before selecting them. As long as the hero qualifies, she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Note: The Post-Apocalyptic Hero has four talent trees. The reason for this is that it's likely the character's background or mutations will prohibit her taking talents from one or two of those trees.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th level, the Post-Apocalyptic Hero gains a bonus feat. This feat must be selected from the following list: Alertness, Archaic Weapons Proficiency, Athletic, Brawl, Dodge, Great Fortitude, Guide, Personal Firearm Proficiency, Run, Toughness, Track, Weapon Focus. The character must meet any prerequisites for these feats.

TABLE 1-1: THE POST-APOCALYPTIC HERO

Level	Base Attack	Fort Save	Ref save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Talent	+1	+0
2	+1	+2	+2	+0	Feat	+1	+0
3	+2	+2	+2	+1	Talent	+2	+0
4	+3	+2	+2	+1	Feat	+2	+1
5	+3	+3	+3	+1	Talent	+3	+1
6	+4	+3	+3	+2	Feat	+3	+1
7	+5	+4	+4	+2	Talent	+4	+1
8	+6	+4	+4	+2	Feat	+4	+2
9	+6	+4	+4	+3	Talent	+5	+2
10	+7	+5	+5	+3	Feat	+5	+2

ANCIENT TALENT TREE

Some Post-Apocalyptic Heroes have dedicated themselves to rediscovering the lost knowledge of the Ancients.

Technologist: The Post-Apocalyptic Hero is versed in the Technologies of the Ancients and gains a bonus to Knowledge (technology) skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Computer Lore: The Post-Apocalyptic Hero understands computer technology, a powerful tool of the Ancients, and gains a bonus to Computer Use skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Medical Lore: The Post-Apocalyptic Hero has studied the advanced medicines of the Ancients and gains a bonus to Treat Injury skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Historian: The Post-Apocalyptic Hero has studied the vast history of the Ancients and gains a bonus to Knowledge (ancient lore) skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Craft Lore: The Post-Apocalyptic Hero has studied the engineering techniques of the Ancients and gains a bonus to one Craft skill equal to his Post-Apocalyptic Hero level. This talent may be taken more than once. Each time the character chooses a new Craft skill.

Prerequisite: Advanced Technology.

MUTANT TALENT TREE

Most of the denizens of the post-Fall Earth are mutants, and the smartest and strongest of this new breed of humanoid learn to master their newly developed mutations.

Mutation Knowledge: Upon a successful Knowledge (mutant lore) check (DC 15), The Post-Apocalyptic Hero can identify a mutant's most advanced mutation and defect, including the type of mutation and defect as well as the level of advancement.

Prerequisite: Knowledge (mutant lore) 1 rank.

Mutant Weapon: Many mutants develop mutations that provide them with natural weapons, such as claws or horns. The Post-Apocalyptic Hero gains +1 competence bonus to attack with any mutation-related weapon.

Prerequisite: Mutant, Mutation Knowledge.

Neural Feat: A few mutants develop neural mutations, or psionics. A Post-Apocalyptic Hero with this talent has expanded the potential power unlocked by his mutations, gaining a bonus neural feat.

Prerequisite: Neural Mutation, Mutation Knowledge.

SCAVENGE TALENT TREE

The Post-Apocalyptic Hero is the ideal scavenger.

Improvised Toolkit: Often a full mechanical or electrical toolkit is unavailable. In these situations, the Post-Apocalyptic Hero can create a toolkit from improvised tools. While repairs take twice as long with improvised tools, the Post-Apocalyptic Hero does not suffer the -4 penalty to his Repair check.

Prerequisite: Repair 1 rank.

Restore: The Post-Apocalyptic Hero has a knack for performing repairs correctly the first time. When taking 10 on repair checks, he restores the maximum hit points possible (often 12).

Prerequisite: Improvised Toolkit

Vulture: The Post-Apocalyptic Hero is an expert at finding things that others often overlook—or are too busy to notice—and receives a +4 bonus to Search checks.

SURVIVAL TALENT TREE

One of the main goals of any Post-Apocalyptic Hero is survival in the harsh environments of post-Fall Earth, where food, water, and shelter are often in short supply.

Conserve: The Post-Apocalyptic Hero has a unique ability to maximize use of available food and water. He needs only half the normal daily requirements of

food and water but prefers to get the full requirements if possible.

Wasteland Lore: The Post-Apocalyptic Hero knows how to survive in the ravaged wastelands comprising much of post-Fall Earth. He gains a bonus equal to his Post-Apocalyptic Hero level to Survival and Navigate skill checks in wasteland areas.

Necropoli Lore: The Post-Apocalyptic Hero knows how to survive in the ruins of the great cities of the Ancients. He gains a bonus equal to his Post-Apocalyptic Hero level to Survival and Navigate skill checks in necropoli.

Survival Sense: A multitude of predators, both human and monstrous, prey on the denizens of post-Fall Earth. The Post-Apocalyptic Hero has the uncanny ability to know when life-threatening danger is present. He gains a +2 bonus to Initiative rolls and +2 bonus to spot checks when detecting an ambush.

Prerequisite: Necropoli or Wasteland Lore.



ADVANCED CLASSES

The following classes are generic archetypes for the post-apocalyptic setting.

Many of the advanced classes presented in the *d20 Modern* are not appropriate for a post-apocalyptic setting, mainly due to their broad use and mastery of technology. Most of the pre-Fall technology in a post-apocalyptic setting has been lost, and survivors are only starting to rediscover the advancements of the Ancients. Other classes don't fit simply because their roles no longer exist in the proper context. Of the classes presented in the *d20 D20 MODERN*, only the Soldier, Martial Artist, and Gunslinger should be options for players. However, there are several Soldier variants outlined below that

make the modern version redundant.

While many of the following classes can be attained at 4th level, a few of the classes have stiffer prerequisites that will require additional levels before they may be taken, but none of them require levels beyond 10th.

BARBARIAN

Crouching atop a heap of rubble among the urban ruins to watch for prey, the figure is almost invisible to the untrained eye. Lean and wiry from years of scrounging for droplets water from city wreckage and wrestling edible food from the nests of rats and other ruin dwellers, the man looks as wild any mangy jackal from the desert. A bristling beard, flecked with bits of oily food from his last meal days past, meshes well with the suit of "armor" that covers his body—bits of leathery hide studded with any metal he can find, from old coins to wedding rings pried from the fingers of ancient corpses. Like his hand-made suit of armor, the barbarian's weapon is similarly crude: a well-balanced axe-handle encrusted with shards of broken beer bottles that gleam with a pearly color in the midday sun. Looking like a statue made from an assortment of discarded junk, he fits perfectly into the blasted landscape that surrounds him.

This man's entire life will be spent among the ruins or in the wasteland, making use of anything and everything he can get his hands on. The rare trader or wasteland wanderer who comes into contact with him will often think the man to be little more than a savage and will do quick trade for shiny goods before moving on in fear. The barbarian, a true survivor, has no concept of "civilization" or the neutrality of traders, and is as eager to take, as he is to trade.

Barbarians are savage people, outsiders from various wasteland societies, who have forgotten the glory and technology that was the Ancients and instead dwell in

TABLE 1-2: THE BARBARIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	1/Rage	+1	+0
2	+2	+2	+2	+0	Junk Armor	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	2/Rage	+2	+1
5	+5	+3	+3	+1	Junk Weapon	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	3/Rage	+4	+1
8	+8	+4	+4	+2	Junk Mastery	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	4/Rage	+5	+2



ignorance among their ashes. Turning gnarled metal and fire-blackened garbage into tools and weapons, they have long abandoned the ways of civilization for a brutal existence as scavengers and foragers of the ruins.

Though unfamiliar with the violent, burgeoning culture that has developed in the wasteland sometimes barbaric types find their way to centers of population (such as trade towns along the established trade routes of the desert). When and if they do, they are often as not awed by what they see, quickly becoming drunk on the multitude of new sights, sounds and people they discover there. Ultimately, however, truly barbaric types find such company disconcerting and soon return to their simple lives in isolation.

REQUIREMENTS

To qualify to become a Barbarian, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Survival 3 ranks.

Feats: Archaic Weapons Proficiency.

Special: Must be from Feral or Tribal background and may not have the Post-Apocalyptic Technology feat.

CLASS INFORMATION

The following information pertains to the Barbarian advanced class.

Hit Dice: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Barbarian class skills are: Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Barbarian advanced class.

Bonus Feats: A Barbarian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Animal Affinity, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Brawl, Cleave, Combat Reflexes, Endurance, Exotic Melee Weapon Proficiency, Filthy, Great Cleave, Guide, Improved Brawl, Power Attack, Sunder, Vulture.

Junk Armor: The Barbarian character has the ability to use junk and other scrap material to construct makeshift, but effective, armor. Examples include using a stop sign for a shield or scrap metal as a breastplate. The character must have access to some form of scrap material. Using this ability requires a successful Survival skill check, taking into consideration any of the location modifiers below. Unless the junk armor is light, the character is not proficient with the new armor until they have worn it for 2d6 days, unless the already posses the proper *Armor Proficiency (Medium or Heavy)*. After that period, the Barbarian is proficient. Note that this ability does not actually grant the character the *Armor Proficiency* feat. It only means the character is Proficient with the junk armor he has created.

Material	Check Modifier
Scarce	-2
Ruins	0
Wreckage	+2
Large Wreckage	+4
Junk Yard	+4
Untouched Pre-Fall Ruins	+6

Junk Weapons: The Barbarian character can utilize junk objects as effective weapons. Often the Barbarian will choose an object that has unique properties and tweak it (bending, sharpening) into a deadly exotic weapon. Unless the junk is a club, the character is not proficient with a new junk weapon until she has used it for 2d6 days. After that period, the Barbarian is proficient.

The junk weapon's damage, type, and weight

TABLE 1-3: JUNK ARMOR

Scrap Material	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight	Survival Check
Hides, Wood, Leather	Light	+2	+1	+5	-0	30	20 lbs	20
Metal	Medium	+5	+2	+3	-3	25	35 lbs	25
Advanced Material	Heavy	+8	+3	+1	-6	20	50 lbs	30

are based on its size (see below). Weapons can do bludgeoning, piercing or slashing damage according to the player's choice (except for tiny size weapons, which don't have the heft to make effective bludgeoning weapons). A character may choose from the size and damage dice options listed below. Using this ability requires a successful Survival skill check (DC 15). If the Barbarian's Survival check exceeds 25, the GM should grant the weapon a unique property. The following are some examples.

Extremely Deadly: The object's configuration causes harsh wounds or easily penetrates armor. This can grant the weapon one of the following properties: +1 damage bonus, +1 to attack, or increase the critical range to 19-20.

Reach: The object is long, granting the user 5 feet of additional reach.

Glow: The object contains an internally powered light source and thus glows (20-foot radius).

Advanced Material: The object is some form of advanced material, granting one of the following benefits: +2 hardness, half weight, or double HP.

Shock: The weapon has a broken power source that shocks its target, doing +1d6 points of bonus electricity damage. The electricity does not harm the hands that hold the weapon.

Thrown: The object's shape allows it to be thrown (e.g. hatchet) at a range increment of 10 feet.

These unique properties represent special qualities in the material or object being used and not any crafting ability possessed by the character.

Size	Damage	Reach	Weight
Tiny	1d4	5 ft	1d2 lb.
Small	1d6	5 ft	1d4 lb.
Medium	1d8, 2d4, 1d4+2	5 ft	1d6+1 lb.
Large	1d12, 2d6, 1d8+2	5 ft	2d4+2 lb.
Huge	3d6, 2d10, 2d6+2	10 ft	2d6+4 lb.

Junk Mastery: The Barbarian is an expert at using junk weapons and armor. He gains a +1 Defense Bonus with his junk armor and +1 to attack and damage with his junk weapons.

Rage: The Barbarian can work himself into a frenzy attacking his opponents with little regard for his own safety. This grants the Barbarian ability bonuses and is also terrifying to his opponents. In a rage, the Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution score drops back to normal. While raging, a Barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Navigation.)

A fit of rage lasts for a number of rounds equal to $3 + \text{the character's (newly improved) Constitution modifier}$, but the Barbarian may end the rage at any time. At the end of the rage, the Barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). However, a Barbarian may use 1 action point to rage if he has already exhausted his daily allowance. Entering a rage takes no time itself, but the Barbarian can only do it during his action.

DEMAGOGUE

A huge man, easily noticeable atop the slanted, makeshift podium, stood to address the crowds that were already forming around the market square of the wasteland settlement. From on high he could spot those who came to hear his Message: men, women, and children alike, traders, warriors, and scavs wandering in from the sun-scorched nothingness of the outside world. The audience was a mixed group of mutants from the far corners of the sandy desert; the faces that looked back to meet his gaze were a reflection of many different hopes and dreams, of desperate men down on their luck, outcasts from other communities and gangs, haggard survivors who only sought release from their pain - and others forged by hardships to become the followers of this man's self-styled "New Future".

TABLE 1-4: THE DEMAGOGUE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+2	Followers	+0	+2
2	+1	+2	+0	+3	Lead Followers	+1	+2
3	+1	+2	+1	+3	Bonus Feat	+1	+2
4	+2	+2	+1	+4	Zealots	+1	+3
5	+2	+3	+1	+4	Captivate Masses	+2	+3
6	+3	+3	+2	+5	Bonus Feat	+2	+3
7	+3	+4	+2	+5	Conversion	+2	+4
8	+4	+4	+2	+6	Improved Zealots	+3	+4
9	+4	+4	+3	+6	Bonus Feat	+3	+4
10	+5	+5	+3	+7	Mass Conversion	+3	+5

Breathing in deep he prepared to speak to the assemblage, knowing that from this point on he would be their new leader, a prophet of the Twisted Earth.

The Demagogue is one of the charismatic leaders of the major factions of the wasteland, men (and women) with the rare but extraordinary talent to bring disparate masses together under one solid cause, one united banner. The variety of philosophies, religions, cults, and fledgling societies of the post-holocaust world mean that the actual motivations and allure of one Demagogue can be completely opposite from

each other; what appeals to the hopeful holdouts of one corner of the desert might not appeal to the dregs of another. Nonetheless, a strong voice, a sense of conviction, and a dedicated purpose with any kind of attraction is often enough to make mere men into gods.

In addition to the prestige accorded to leaders of men (and entire movements), Demagogues have a personal power rivaled by few. Whether merely looked up to and admired as humble leaders, or deified as “saviors” of a “new age” by fanatical followers, they as often as not have entire armies of cohorts who will willingly die for them, or trudge off into the dusty wastes on any foolish errand to earn their master’s favor. With the ability to command men to give their lives willingly, or to demand sacrifices in the name of their cause without question, they can rightfully be called the true princes of the Twisted Earth.

REQUIREMENTS

To qualify to become a Demagogue, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (theology and philosophy) 6 ranks.

Feats: None

Special: One Allegiance.

CLASS INFORMATION

The following information pertains to the Demagogue advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Demagogue class skills are: Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, theology and philosophy) (Int), Listen (Wis), Perform (Cha), Read/Write (any), Research (Int), Sense Motive (Wis), Speak Language (any), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.



CLASS FEATURES

The following features pertain to the Demagogue advanced class.

Bonus Feats: A Demagogue receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Confident, Creative, Deceptive, Leadership, Renown, Studious, Trustworthy. In addition to the above feats, the Demagogue may choose a Talent from the Charismatic Hero base class as a bonus feat.

A character may choose to use his Demagogue level for any Talents that are based on Charismatic Hero level if his Demagogue level is higher.

Followers: A Demagogue attracts followers and disciples to his ideological cause. This ability functions the same as the Leadership Feat except that the Demagogue does not gain a Cohort and starts with a minimum of five 1st level followers (even if his leadership score is less than 10). If the Demagogue already has Leadership (or takes it later), he gains a +3 to his leadership score.

Lead Followers: The Demagogue is skilled at influencing his flock with inspiring speeches and other demonstrations of leadership. Using 1 action point, the Demagogue can affect his entire flock of followers with any Leadership Talent: Coordinate, Inspiration, and Improved Inspiration (*see Charismatic Hero*). Normally, characters can only affect one-half of their Charismatic Hero level plus Demagogue level. This expanded ability can only be used on characters of the same Allegiance.

Zealots: At this point the Demagogue starts to attract fanatical followers. All 2nd level followers and above become Zealots, gaining a +2 morale bonus to Attacks and Skill checks when acting on the Demagogue's behalf. Zealot followers are totally committed to the Demagogue's ideological cause and are willing to sacrifice their own lives to further it.

Captivate Masses: Using his masterful oratory skills, a Demagogue can captivate large crowds. Using 1 action point, the Demagogue can affect a large group using the Captivate Talent (*see Charismatic Hero*). This ability affects all characters within 50 feet that can hear and see the Demagogue. The Demagogue does not need to spend an action point each round to maintain the captivation.

The effect ends for all captivated characters if any captivated person is attacked or threatened. Characters cannot be captivated a second time once the effect has been broken.

Conversion: The Demagogue is an extremely persuasive character and can convert other non-player characters to his ideological cause. To convert another non-player character, the Demagogue must use 1 action point and first make a Diplomacy check (DC 20). If the check is successful, the target may attempt to resist. If the check fails, the Demagogue may not

try again. The target must be able to understand the Demagogue.

The target resists the conversion attempt by making a Will saving throw (DC 10 + Demagogue class level + Demagogue's Cha bonus). If the saving throw fails, the target drops all contrary Allegiances and adopts the Demagogue's Allegiance. Certain circumstances may grant the target a bonus or penalty to their resistance saving throw.

Target	DC Modifier
Already has Allegiance	+2
Allegiance is diametrically opposed	+2
Higher level	+2
Previously threatened by character (or party)	+4

Improved Zealots: Upon reaching 8th level the Demagogue's entire flock consists of Zealots. All followers gain a +2 morale bonus to Attacks and Skill checks when acting on the Demagogue's behalf.

Mass Conversion: At 10th level, the Demagogue can convert more than one non-player characters at a time. To attempt a mass conversion, the Demagogue must use 1 action point and first make a Diplomacy check (DC 25). If the check is successful, the targets may attempt to resist. If the check fails, the Demagogue may not attempt to convert any of the targets again. The targets must be able to understand the Demagogue. The Demagogue can attempt to convert one character per Demagogue class level.

GUARDIAN

The searing wind of midday pulls and tugs at the tightly wrapped rags and fittings of the tall figure's clothes. Clad from head to toe in white linen and bits of scavenged rags, the soldier still manages to look austere and vigilant despite the stains and dirt caking her "uniform." Her face is lost beneath a turban of flapping cloth, and only her eyes—squinting from the sun and the sand biting her lids—are visible. She watches the approach of strangers, her hands expertly readying the long-bored weapon cradled in her arms.

Guardians are members of established communities who put bread on their tables through vigilance and courage. In ancient times, they were known as soldiers or police officers, but now they are much more than that. Day and night, they train with their weapons, awaiting the inevitable raider attack or mob of worthless rabble come in desperation, seeking the fruits of the community's labors. It's a tough world, a world that breeds tough men and women. The



Guardian has seen it all, the wasting “Red Fever” of radiation, the bloating and eventual death of starved children, and the kidnapping and rape of her sisters and daughters. She has chosen to not lie down and die, not to add her bones to those of the Ancients who made this awful world. Instead, she has picked up a weapon and decided to fight...

As a character class, the Guardian embodies the community guard, soldier, posse hunter, and keeper of the peace. Communities inevitably require men and women to protect them from the predatory elements of the wasteland—mutant raiders, road gangs, and the

masses of poor souls whose own homes have been razed and pillaged. It is the Guardian’s duty to protect her people, their limited resources, and the interests of her leaders. While many cling to their community throughout their lives, some find that their talents at shooting a gun or throwing a spear are useful in other ways, and sell themselves off as mercenaries or pit fighters. Others find that their mighty weapons and skilled training are highly desired by the many rampaging gangs and marauders of the wastes, and end up joining (or even leading) the world’s most feared bandit groups. Whatever her cause, whatever her loyalties, the Guardian is the best of the fighting breed.

REQUIREMENTS

To qualify to become a Guardian, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (tactics) 3 ranks.

Feats: Archaic Weapon Proficiency or Personal Firearm Proficiency.

Special: One Allegiance.

CLASS INFORMATION

The following information pertains to the Guardian advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Guardian class skills are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events, mutant lore) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Guardian advanced class.

TABLE 1-4: THE GUARDIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Defender +2	+1	+0
2	+2	+2	+2	+0	Weapon Focus	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Tactical Aid	+2	+1
5	+5	+3	+3	+1	Weapon Specialization	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Defender +4	+4	+2
8	+8	+4	+4	+2	Greater Weapon Specialization	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Raider Bane	+5	+3

Bonus Feats: A Guardian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Burst Fire, Cleave, Combat Reflexes, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Autofire, Personal Firearm Proficiency, Point Blank Shot, Power Attack, Rip a Clip, Reactive Shooter, Room-Broom, Strafe, Suppressive Fire.

Defender: The Guardian fights best when defending family and loved ones. A Guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in defense of her community. This bonus increases to +4 at level 7.

Weapon Focus: A Guardian gains the Weapon Focus class feature, providing the benefits of the feat with the same name. The Guardian chooses a specific weapon on which to focus. For the purposes of this feature, the Guardian can choose unarmed strike or grapple as the weapon of focus. The Guardian must be proficient with the chosen weapon.

The Guardian adds +1 to all attack rolls made using the selected weapon.

Tactical Aid: A Guardian is a skilled combatant and can provide tactical advice to her fellow warriors.

As an attack action, the Guardian can provide tactical aid to any single ally within sight and voice range of her position (but not herself).

As a full-round action, the Guardian can provide tactical aid to all allies within sight and voice range of her position (including herself).

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Guardian's choice). This bonus is equal to the Guardian's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of her level in the Guardian class, rounded down.

This ability stacks with any bonuses granted by the Tactician or Teamwork feats.

Weapon Specialization: A Guardian gains weapon specialization with a specific melee or ranged weapon to which she has also applied the Weapon Focus feat or class feature. The Guardian gets a +2 bonus on damage rolls with the chosen weapon.

Greater Weapon Specialization: A Guardian gains greater weapon specialization with the weapon she selected for weapon specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Raider Bane: A Guardian of 10th level no longer fears Raiders. Learning from numerous engagements with them, she has an intimate knowledge of Raider fear tactics.

When making saves against Raider's fear abilities (Bloodthirsty Cry, Horrifying Kill, Death Cry), the Guardian doubles her Will bonus. In addition, she gains her Defender bonus against Raiders, whether or not she is defending her people.

JUJU DOCTOR

The juju doctor, whose naked body had been painted head to toe with a silvery pigment, leaned over to look at the injured stranger. A crowd of impoverished villagers waited at the tent's opening, through which a weak and dusky light broke to illuminate the scene. Badly injured by a rabid, mutant animal, the stranger's head spun with pain and disorientation as he lay on a bed of hides and furs.

The juju doctor's yellow eyes took in every detail of his patient. He raised his gnarled wooden staff, shaking the bizarre menagerie of house keys, pull tabs, and bells as if to frighten off the evil spirits that were sure to be lingering in the tent, waiting to steal the man's soul away to the netherworld.

The stranger, through clouded eyes, saw the juju man retrieve a syringe and raise it over his head.

TABLE 1-5: THE JUJU DOCTOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+1	Juju Specialist +1	+1	+1
2	+1	+3	+0	+2	Brew Potion	+1	+1
3	+1	+3	+1	+2	Bonus Feat	+2	+1
4	+2	+4	+1	+2	Expert Healer	+2	+2
5	+2	+4	+1	+3	Juju Specialist +2	+3	+2
6	+3	+5	+2	+3	Bonus Feat	+3	+2
7	+3	+5	+2	+4	Juju Mastery	+4	+3
8	+4	+6	+2	+4	Juju Specialist +3	+4	+3
9	+4	+6	+3	+4	Bonus Feat	+5	+3
10	+5	+7	+3	+5	Juju Miracle	+5	+4



The crowd gasped, as if the dirty needle were an object of great power.

“Please let it be morphine,” the stranger mumbled.

The juju man leaned over and whispered as soothingly as possible into his delirious patient’s ear.

“This gon’ hurt. But if me stick, demons leave you body through hole. Yes?”

The stranger’s eyes widened, realizing just how primitive his caretakers really were.

“Oh gawd...”

The Juju Doctor is one of the most mysterious yet highly valued members of any community in the wastes. Legends speak of the painted faces, feathered headdresses, and magic focus sticks of tribal shaman and desert witches and the potent magic of healing and life-giving they alone possess—a knowledge of the human body and lost spellcraft passed down only through jealous whispers from one generation to the next.

In other places, the craft of the Juju Doctor is a little more refined, circulating among the educated elite as a priceless science for the repair of injury and disease. Even in these more civilized communities, however, the Juju Doctor is elevated in position and prestige, his art still often viewed as a kind of “magic” in a world of decaying understanding and enlightenment.

Though the Juju Doctor does not, in fact, have

“magical abilities,” his understanding of wounds, disease, and poison (and their treatment) make him one of the most important assets to a people or group in the harsh and inhospitable world of the Twisted Earth.

REQUIREMENTS

To qualify to become a Juju Doctor, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Treat Injury 6 ranks.

Feats: Juju Doctor.

CLASS INFORMATION

The following information pertains to the Juju Doctor advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Juju Doctor class skills are: Concentrate (Con), Craft (pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (behavioral sciences, earth and life sciences, mutant lore, technology) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Juju Doctor advanced class.

Bonus Feats: A Juju Doctor receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Pharmaceutical Discipline, Alertness, Attentive, Educated, Improved Initiative, Medical Expert, Quick Treatment, Radiation Sense, Studious, Surgery.

Juju Specialist: The Juju Doctor receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Brew Potion: The Juju Doctor has the ability to brew primitive potions that have the same effect as the Treat Injury skill. The material cost, brew time, and brew DC are noted in the table below. The brew check is made using the Juju Doctor’s Treat Injury skill. If the brew check fails, the materials are wasted.

Effect	Cost	Brew DC	Time
Restore Hit Points	50 cp	15	12 hours
Long Term Care	100 cp	20	24 hours
Treat Disease	100 cp	20	24 hours
Treat Poison	100 cp	20	24 hours

Unlike the Treat Injury skill, the Restore Hit Points potion can be used more than once per day. The Long Term Care potion only affects characters after a day of complete rest.

Expert Healer: The Juju Doctor's ability to restore hit points with a juju, medical, or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a juju or medical kit, 1d6 per patient's character level for surgery), the Juju Doctor restores 1 hit point for every level he has in this advanced class.

The ability also increases the benefits of *Restore Hit Points* potions made by the Juju Doctor.

Juju Mastery: When making a Treat Injury skill check, a Juju Doctor may take 10 even if stress and distractions would normally prevent him from doing so.

Juju Miracle: A Juju Doctor can save a character reduced to -10 hit points or lower. If the Juju Doctor is able to administer aid within 3 rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30, and the Juju Doctor can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Juju Doctor fails the skill check or the patient fails the save, the dead character can't be saved.

PSIONIC

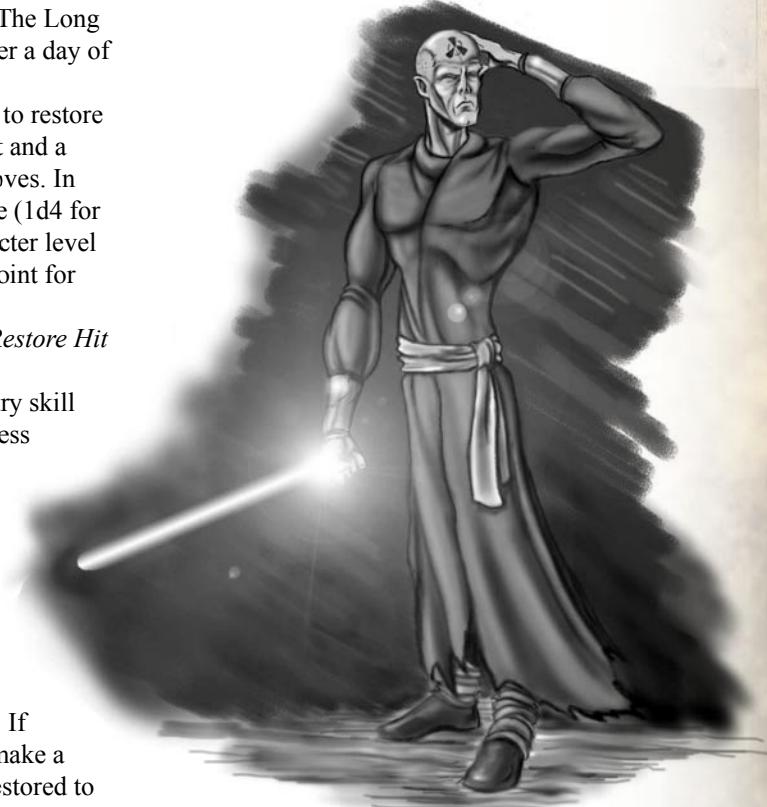
“Freak!” came a terrified cry from the crowd, and the tall foreign woman making her way through the village square spun on her heel. The pack of locals, who had up to this point seemed oblivious to her presence, came alive due to the commotion of a small group of individuals who pushed their way through, brandishing spears and bows, no doubt intent on doing her harm.

As the woman turned to face them, her eyes seemed to emanate a luminous power, an unexpected phenomenon that caused the crowd to shriek and run. She recognized her pursuers, a pack of primitive men, from one village or another in the wasteland, who had been tracking her for weeks.

Touching her hand to her forehead and narrowing her eyes as if in deep concentration, the “freak” seemed completely unconcerned as the men drew back their bowstrings and let loose a flight of arrows. The projectiles bounced, bent, and cracked apart only inches from her, as if they had hit an invisible field as hard as steel.

This time she would not run.

As the men realized they could not harm her with any of their weapons, they stood like a line of idiots, staring with gaping jaws.



Now it was her turn to act.

As she extended her empty hand, a beam of brilliant energy instantly coalesced from the surrounding air, like a sword of light. With two quick leaps she was upon them, among them, slicing away and cutting the would-be “witch hunters” to pieces.

Known by a variety of derogatory names like “freaks” and “weirds,” those individuals who exhibit psychic (a.k.a. “psionic”) abilities are as often feared for their unexplainable talents as they are admired. While some technological communities are at least aware of the possibility that environmental radiation may enhance the latent psychic powers in some, most survivors of the apocalypse (who lack such an open mind) consider psionics a form of dread “magic,” an invisible force that lends an aspect of terror to those who control it.

Whether considered “freaks,” “weirds,” or merely “psions” by the people they meet the lives of psionic characters are seldom easy. Ostracized by conventional communities for the powers they possess, feared for their potential lethality, and blamed for misfortune and disastrous events wherever they go, they are often driven out, exiled, and even branded for what they are. The sight of a known psionic entering a community can sometimes lead to panic or acts of extreme prejudice, and as such most psionics choose to keep their abilities a secret until they are needed.

TABLE 1-6: THE PSIONIC

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Neural Specialization	+1	+0
2	+1	+0	+0	+3	Neural Feat	+1	+0
3	+2	+1	+1	+3	Bonus Feat	+2	+0
4	+3	+1	+1	+4	Neural Advancement	+2	+1
5	+3	+1	+1	+4	Neural Feat	+3	+1
6	+4	+2	+2	+5	Bonus Feat	+3	+1
7	+5	+2	+2	+5	Neural Advancement	+4	+2
8	+6	+2	+2	+6	Neural Feat	+4	+2
9	+6	+3	+3	+6	Bonus Feat	+5	+2
10	+7	+3	+3	+7	Neural Advancement	+5	+3

REQUIREMENTS

To qualify to become a Psionic, a character must fulfill the following criteria.

Skills: Knowledge (mutant lore) 6 ranks.

Special: Any Neural Mutation.

CLASS INFORMATION

The following information pertains to the Psionic advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Psionic class skills are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Psionic advanced class.

Neural Specialization: Being a master of his neural abilities, his opponents find it more difficult to resist his psionic powers. For every 2 Psionic levels, the DC to resist this character's Neural Mutations and Feats is increased by one.

Neural Feat: A Psionic receives a bonus neural feat at 2nd, 5th, and 8th level. Any neural feat may be selected, and the character must meet the prerequisites of the feat to select it.

Bonus Feats: A Psionic receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites of the feat to select it: Alertness, Animal Affinity, Armor Proficiency (light), Archaic Weapon Proficiency, Attentive, Blind Fight, Combat Reflexes, Defensive Martial Arts, Deceptive, Focused, Improved Initiative, Iron Will, Low Profile, Renown, Weapon Focus.

Neural Advancement: A Psionic may advance one of his neural mutations at 4th, 7th, and 10th level. He may not select a new neural mutation but only advance a mutation previously selected at character creation.

RAIDER

As the sun dips slowly behind the edge of the horizon, the wide-open highway glows red with its reflected radiance. The flat, cracked desert wasteland stretches as far as the eye can see, split in two by the ancient roadway and its mottled, wind-swept surface. The air trembles, hums, then roars with the sound of choking car engines, and the peaceful scene is suddenly broken by clouds of churned dust and plumes of smoky gray exhaust. Riding in rusted cars and trucks and mounted upon graffiti-painted motorcycles, a massive gang of nearly a hundred men, mutants, and slaves comes roaring down the highway. In the lead is a figure clad in dusty leathers bristling with ornate spikes and studs, his body augmented by metal plates sewn into his skin and obscene tattoos running the length of his arms and legs. At his side dangles a wicked spiked chain, and beside him, in a leathery holster, his cycle carries his "stick"—a powerful hunting rifle with a meticulously maintained scope. This is the raider—a ruthless bandit, a bloodthirsty highwayman come to crush the souls of the weak...

The Raider is a member of a widespread group in the post apocalyptic world—the countless gangs of riff-raff, renegades, and cold-blooded killers that thrive in the deserts and hills and along the highways of the Ancients. Like old-time highwaymen, they virtually control the world outside the protected confines of the wasteland's communities. No one travels alone, unprepared, or unsuspecting without drawing their unforgiving attentions. Rapists, madmen, and killers make up their kind; there is no room for the weak,

TABLE 1-7: THE RAIDER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Chaps and Chains +1	+1	+1
2	+2	+2	+2	+0	Bloodthirsty Cry	+1	+1
3	+3	+2	+2	+1	Bonus Feat	+2	+1
4	+4	+2	+2	+1	Chaps and Chains +2	+2	+2
5	+5	+3	+3	+1	Horrifying Kill	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	No Survivors	+4	+3
8	+8	+4	+4	+2	Chaps and Chains +3	+4	+3
9	+9	+4	+4	+3	Bonus Feat	+5	+3
10	+10	+5	+5	+3	Death Cry	+5	+4

merciful, or intellectual. Life in the wasteland is a terrible ordeal, and those who can't make it alone are often forced (whether by circumstance or otherwise) to join with these awful gangs to survive. Former merchants, community guardians, and others often find themselves forsaking their past principles to swim in the Raider's world of violence, death, and savagery.

Alternatively, characters of the Raider class may be outcasts. The outcast is someone who has been expelled by one of the many biker gangs, highwayman bands, or warlord armies; the reason, though the outcast will seldom speak of it, can vary widely. The outcast could have been expelled for failing his clan; he could have been expelled for showing mercy on the gang's victims; he could have turned against his masters due to a change of heart or conscience; he could even have fallen in love with his gang warlord's woman—usually a fatal consequence. At the very least, regardless of his transgression, his former fellows, usually with hateful passion, hunt the Raider outcast. He often still bears the identifying marks of his former gang (a tattoo, brand, etc.), and thus is usually distrusted (if not despised) by all organized communities. He is, to sum it up, an outcast to all persons in the blighted wastes.

REQUIREMENTS

To qualify to become a Raider, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (tactics) 3 ranks.

Feats: Archaic Weapon Proficiency or Personal Firearm Proficiency.

CLASS INFORMATION

The following information pertains to the Raider advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Raider class skills are: Climb (Str), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events) (Int), Ride (Dex), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Raider advanced class.



Bonus Feats: A Raider receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Great Cleave, Hard-Eyed, Improved Brawl, Improved Knockout Punch, Intimidating Strength, Knockout Punch, Personal Firearm Proficiency, Power Attack, Sunder, Strafe, Vehicle Expert, Weapon Focus.

Chaps and Chains: A Raider's accoutrements include all manner of chains, rusty locks, studs, and spikes. Any armor taken by a Raider soon becomes adorned with the stuff, increasing its equipment bonus by +1 while in his possession. This has no effect if a Raider is stripped or caught unarmored. This bonus increases +1 every 4 levels.

Bloodthirsty Cry: The Raider can make the most of his vicious appearance, scars, tattoos, and pierced body to threaten and frighten those of lesser abilities. As a move action, the Raider can generate a shout that brings fear to all opponents within a 30-foot radius that have a lower level than he does. Creatures that fail a Will saving throw (DC 10 + ½ the Raider's character level + Charisma modifier) are shaken, suffering a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the Raider's Charisma. Deaf opponents are unaffected.

Horrifying Kill: A Raider may attack a downed creature (one that is below 0 hit points or has been killed by previous attack) and cause a horrifying scene. This usually entails dismemberment, disembowelment, beheading, or a splattering of blood that sprays onlookers. Spectators of lower level than the victim (not the Raider) must make Will saving throw (DC 10 + ½ the Raider's character level + Charisma modifier) or be shaken, suffering a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the Raider's Charisma modifier. This ability can affect creatures that resisted a Raider's Bloodthirsty Cry.

No Survivors: Raiders are ruthless against those who oppose them. A Raider can spend 1 action point to gain an additional attack at his highest bonus against another creature within his line of sight. This allows a skilled Raider to clear a room or field of fire, either through butchery in melee or mowing down all opposition, in a manner of minutes. This ability can only be used once per round.

Death Cry: A Raider may make a Bloodthirsty Cry immediately after a Horrifying Kill. Those failing the Will save against this cry (DC 10 + ½ the Raider's character level + Charisma modifier) are panicked instead of shaken. This ability can affect creatures that resisted a previous Bloodthirsty Cry, but not if they resisted a previous Death Cry.

ROAD WARRIOR

Almost reclining in the seat of his souped-up car, which was covered in a layer of grease from the grimy oil churning in its engine, the road warrior glared out through the narrowed slits of his eyes at the roadway ahead. The rough and ragged cement of the open road was winding and whipping with each curve like a snake gone berserk, but his practiced hands moved calmly and smoothly over the wheel despite the erratic maneuvers required just to stay on the road.

Behind him, however, the enemy was catching up. Mounted on cycles and driving stripped-down dune buggies and trucks with beds converted to mount vehicular crossbows, the raider gang rode in hot pursuit. While it was true he had slipped unseen into their camp the night before to relieve the raider scum of their precious gas supply, he consoled himself with the knowledge that that very same juice had no doubt been ripped from the hands of murdered innocents by those same pursuing raiders.

One of the buggies on his tail failed to take the turn and ran straight off the road, plunging clear into a gorge of dizzying depth from which there was no return. He could hear the occupants screaming as they plummeted to their deaths a hundred or so feet below.

The road warrior couldn't help but smile.

The Road Warrior is a member of a unique breed that roams the vast plains and desert wastes of the Twisted Earth, obeying no law, serving no community, and scavenging the things he needs from the abandoned husks of trucks, cars, and other vehicles along the Ancient American road. The Road Warrior subsists, not unlike the Scav, on the rare junk he finds, but his primary concern is not food for his stomach or water to satiate his thirst, but fuel to power his "ride."

The Road Warrior seeks the solitary life and the freedom of the open road. The highways of the Twisted Earth are fraught with peril, as roving bands of raiders seek to dominate territory and raid supply convoys, but the Road Warrior is prepared to deal with this. He is a man who has become reliant on his vehicle for survival in the empty, desolate world, and this very reliance has made him an expert at fighting from the back of his ride as well as defending himself from the attacks of motorized brigands and warlord armies that terrorize the roads and deserts of the wastelands.

REQUIREMENTS

To qualify to become a Road Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Repair 6 ranks, Drive 6 ranks.

Feat: Vehicle Expert.

TABLE 1-8: THE ROAD WARRIOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Boarding Party	+1	+1
2	+2	+2	+2	+0	Offensive Driving	+1	+1
3	+3	+2	+2	+1	Bonus Feat	+2	+1
4	+4	+2	+2	+1	Vehicular Evasion	+2	+2
5	+5	+3	+3	+1	Master Mechanic	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	Improved Sideswipe	+4	+3
8	+8	+4	+4	+2	Damage Threshold	+4	+3
9	+9	+4	+4	+3	Bonus Feat	+5	+3
10	+10	+5	+5	+3	Improved Ramming	+5	+4

CLASS INFORMATION

The following information pertains to the Road Warrior advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Road Warrior's class skills are: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, technology) (Int), Pilot (Dex), Repair (Int), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following features pertain to the Road Warrior advanced class.

Bonus Feats: The Road Warrior gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Armor Proficiency (light), Athletic, Drive-by Attack, Gearhead, Exotic Firearm Proficiency, Force Stop, Heroic Surge, Improved Damage Threshold, Intuitive Mechanic, Mobility, Precise Shot, Personal Firearm Proficiency, Point Blank Shot, Shot on the Run, Spring Attack, Surface Vehicle Operation, and Vehicle Dodge.

Damage Threshold: The Road Warrior increases his massive damage threshold by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.

Boarding Party: A Road Warrior can leap from one vehicle to another, even at high speeds. The Road Warrior gains a +4 competence bonus to Balance, Jump, and Climb checks when attempting acrobatic maneuvers during boarding attempts.

Offensive Driving: Using 1 action point, the Road Warrior can operate a vehicle as a free action. This allows him to take a full-round action with his free hand, including firing a one-handed ranged weapon.

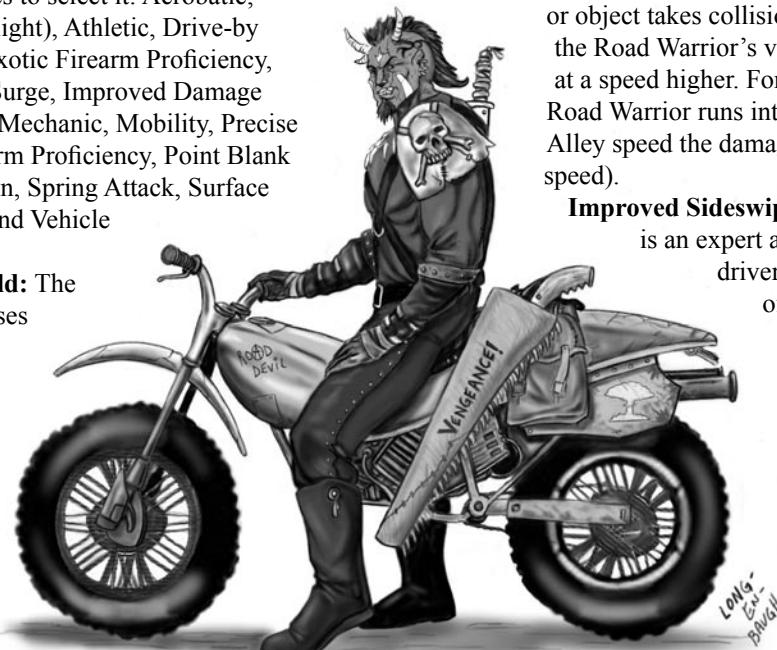
Vehicular Evasion: The Road Warrior can use this ability to make a last-minute veer, literally "dodging" an attack directed at his vehicle. Sacrificing his Attack action, the Road Warrior may make a Reflex saving throw (DC of the attack roll) to avoid a hit against himself or his vehicle. A Road Warrior must be aware of an attack to dodge it.

Master Mechanic: A Road Warrior gains a +4 competence bonus to Repair skill checks.

Improved Ramming: The Road Warrior is an expert at ramming other vehicles or objects. When the Road Warrior uses ramming, the target vehicle or object takes collision damage as if the Road Warrior's vehicle was moving at a speed higher. For example, if the Road Warrior runs into another vehicle at Alley speed the damage die is a d4 (Street speed).

Improved Sideswipe: The Road warrior is an expert at causing other drivers to lose control of their vehicles.

Upon a successful sideswipe, the target suffers a -4 to their Drive check (to retain control).



SCAV

A figure slips quietly through a field of junked automobiles and heaps of rancid garbage, the scene picked clean by vibrant purple vultures and buzzing insects. She moves almost soundlessly, the only noise coming from the rattling oilcans and greasy trinkets dangling from her belt and overstuffed pack. She keeps a weird gun slung over one shoulder, her hands free to snap out and grab something—anything—from the piles of trash. She paints her face like a skull, so that those who first see her feel fear rather than pity.

“Scav” is a derogatory term used widely throughout the wastelands to refer to the misfits, outcasts, and mongrel wanderers of the deserts and ruins. Scavs are “scavengers” in the truest sense, making do with the smallest amount of supplies for long periods of time. She moves alone, exploring the ruins, deserts, and wilderness in search of the next “mother-lode” of lost goods or discarded junk. Many Scavs are like old-time prospectors, following fantastic tales of Ancient storehouses lost in the sands or forgotten cities untouched by the hand of time. More often than not, she is just a wormy little creature picking over

the refuse of other communities or the dead bodies of raider prey strewn across the sand.

The Scav is a shrewd opportunist, always picking her fights, watching her opponents from afar before ever getting herself involved. Life as a loner is not an easy one, but no one survives by being a fool. Trust is a luxury, and the Scav knows nothing of luxuries. While she often describes herself as an adventurer and pioneer, a Scav is also like a vulture, waiting and watching for the right opportunity to strike. Scavs are notorious for shadowing caravans or other groups moving through the deserts or ruins, knowing full well the dangers the caravan faces. Once the bandits or mutants have attacked, the Scav moves in to take what she can before scampering off into the darkness.

Scavs are those who have survived all their lives on their own, scrounging and scavenging in the wastes, walking and sleeping among the ruins of mankind’s past. Such characters usually never knew their parents, and though they may have had contact with other people in the past, they never stayed very long; in most cases, the men or women who gave them shelter were killed by desert raiders or mutant scum. The Scav is tough, having relied on her own wits and willpower to endure the heat, radiation, and creatures of post-apocalyptic Earth. Although she is equipped with only the junk and refuse of civilizations past (she cannot usually benefit from the makeshift inventions of the various communities, for she is perpetually viewed as an outsider), she knows well the value of every little item, where it will be a valuable commodity, and what price she can fetch. She utilizes even the most mundane items, for she can find a use for anything—she has to survive.

REQUIREMENTS

To qualify to become a Scav, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Search 6 ranks.

Feats: Radiation Sense.

CLASS INFORMATION

The following information pertains to the Scav advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Scav class skills are: Bluff (Cha), Decipher Script (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (technology, current events, mutant lore) (Int), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

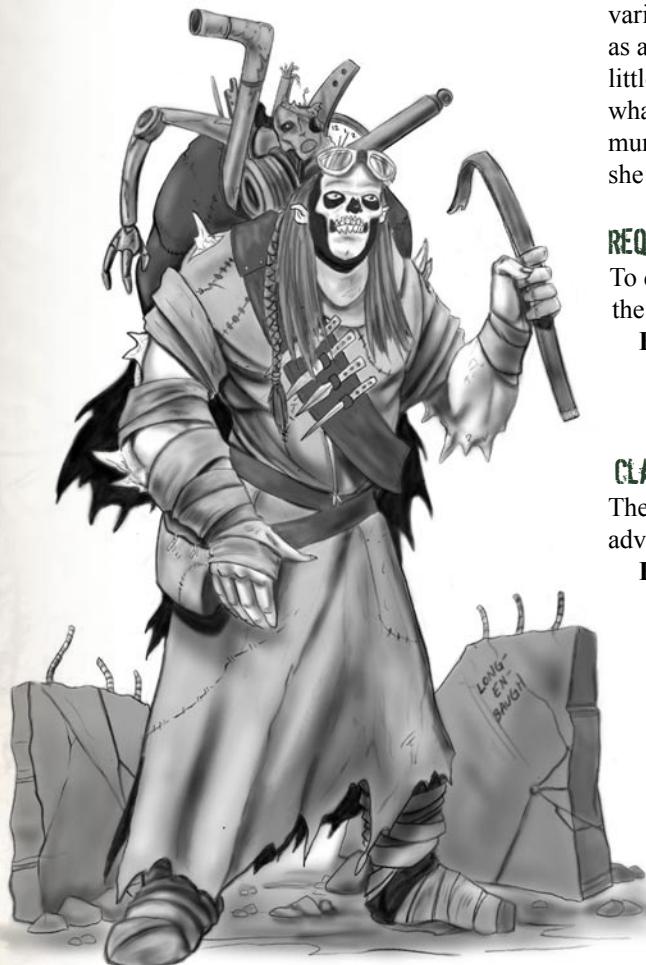


TABLE 1-9: THE SCAV

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+2	+0	Scav Scan	+1	+0
2	+1	+2	+3	+0	Sneak Attack +1d6	+2	+0
3	+2	+2	+3	+1	Bonus Feat	+2	+0
4	+3	+2	+4	+1	Scav Survival	+3	+0
5	+3	+3	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	+3	+5	+2	Bonus Feat	+4	+1
7	+5	+4	+5	+2	Feign Death	+5	+1
8	+6	+4	+6	+2	Sneak Attack +3d6	+6	+1
9	+6	+4	+6	+3	Bonus Feat	+6	+2
10	+7	+5	+7	+3	Shadow In The Open	+7	+2

CLASS FEATURES

The following features pertain to the Scav advanced class.

Bonus Feats: A Scav receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Spring Attack, Stealthy, Track, Unbalance Opponent.

Scav Scan: This ability represents the Scav's skill at searching or scanning an area for valuable artifacts or concealed passages leading to treasures troves of the Ancients. This ability can be used in one of two ways, either as a quick scan to find the most valuable Artifact, or as a sweeping detailed search, making sure nothing is missed.

Quick Scan: When performing a quick scan for concealed doors or passages, hidden items, or other valuable Artifacts, the Scav gets a +2 circumstance bonus to Search checks. The scan covers an area out to 30 feet away from the Scav (but not behind her). This ability uncovers everything that is detectable with the Scav's skill check roll, all within a single round! Also, with a successful Knowledge (technology) check (DC 15), the Scav can quickly identify the most valuable items. Useful when a Scav has to flee!

Detailed Scan: When performing a detailed scan, the Scav is effectively taking 20 on a Search check, gaining a +4 circumstance bonus to the Search check and the ability to search a 30-foot by 30-foot area instead of the standard 5-foot by 5-foot area.

Scav Survival: The Scav has a knack for avoiding massive damage. A Scav can spend 1 action point to reduce the damage dealt by a single attack or effect by half her Survival skill (minimum 5 points).

Sneak Attack: The Scav is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such, she receives a damage

bonus when her target is denied his Dexterity bonus or flanked. A Scav may sneak attack with a melee weapon or ranged weapon, as long as the enemy is within 30 feet.

Feign Death: A Scav is able to pass for just another dead body, a talent that is particularly useful in avoiding dangerous combats or encounters while out in the wild. A Scav using this ability is indistinguishable from a dead body. The effect lasts 10 rounds per level of the Scav.

This ability is often used in conjunction with Scav Survival, making it seem as if the Scav has been killed by a deadly attack.

Shadow In The Open: A Scav has the ability to literally blend in with her surroundings, enabling her to hide even in plain sight (provided she does not move). In addition, a Scav gains a +2 bonus to Hide and Move Silently checks when moving through desert, trash, or ruined terrain.

SCHOLAR

As the rest of her companions rummaged through the ruins of the hollow building, kicking up dust and disturbing the fine lacework of cobwebs that overlaid everything, the figure in the rear simply trailed behind them. By now she had gotten used to their heavy-handedness and their lack of concern for the inherent dangers of such a place. And besides, her attention was riveted on something else.

One of her companions, having ransacked a pile of debris in his search for a key, any key, to open the security vault doors that had closed behind them, had shattered an old bottle and trampled over a stack of books and manuals.

The scholar knelt down, the sound of her fellow adventurers' disappointment utterly lost to her ears. She lifted the dust-caked bottle, now in pieces, wiped it with her thumb, and read the label.

"Jack Daniels," she mumbled, almost as if her heart were broken.

*Picking up one of the manuals—now trampled to shreds—she read the title out loud for all to hear.
“Security Codes for Level 3...”*

Scholars are men and women who continue to keep the flame of knowledge alive in this post-apocalyptic age. Where civilization has fallen, Scholars try to pick up the pieces, often forming small but determined bands of intellectuals dedicated to the preservation and continuation of science and understanding.

The resources available in the aftermath of the nuclear war make this undertaking a phenomenal challenge, to say the least. These preservers often have to contend with the zealous (even monstrous) aspirations of various cults and societies, sometimes with terrifying consequences. Examples range from cryptic brotherhoods that blame the Ancients for the Fall and are bent on destroying all remaining reminders of the past, to crazed cultists who worship every aspect of the past and consider any remaining science and knowledge theirs alone. Whether fighting against nihilists who seek the destruction of all they hold dear or worshippers who seek to steal their knowledge and twist it to justify their anarchist rule, Scholars of the post-apocalyptic world are a rare and intrepid breed.

As if this ever-present danger wasn't enough, many groups, even the most benevolent, seek to enslave Scholars and intellectuals to help them work towards their particular goals. Though often their new masters

claim it is for their own “safety,” many communities see intellectuals as little more than tools for keeping their wars running, not unlike the vital cogs or flywheels of a great machine. As such, these men and women become “commodities,” protected like the most important strategic resources and forced into a life of servitude. Freedom, for them, becomes a distant dream, a fairy tale fit only to tell their children about.

Each Scholar is an individual with a different story. She could be a student of the past seeking to learn of the glory of the Ancients and enlighten the cruel world of today, or a scientist with a fragmented understanding of some advanced technical process forced into performing a repetitive task for her technologically ignorant masters. She could be a seeker of truths thought lost to time, questing for hidden caches to recover or restore, or she could be a preserver of lost technology, valiantly defying the predations of hateful gangs who would just as soon see that knowledge lost, along with any mention of the world before the Fall.

Whatever her personal cause, the Scholar strives against the inevitable disintegration of civilization to keep the seed of knowledge alive, if only for her lifetime.

REQUIREMENTS

To qualify to become a Scholar, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Knowledge (any) 6 ranks, and Research 6 ranks.

Feats: None

CLASS INFORMATION

The following information pertains to the Scholar advanced class.

Hit Dice: 1d6

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Scholar class skills are: Computer Use (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Knowledge (any) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Scholar advanced class.

Bonus Feats: A Scholar receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Attentive, Creative, Defensive Martial Arts, Dodge, Educated, Gearhead, Mobility, Studious, Radiation Sense, Super Charismatic, and Vulture.



TABLE 1-10: THE SCHOLAR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Ancient Secret	+1	+1
2	+1	+0	+2	+2	Gossip	+1	+1
3	+1	+1	+2	+2	Bonus Feat	+2	+1
4	+2	+1	+2	+2	Ancient Secret	+2	+2
5	+2	+1	+3	+3	Confusing Tirade	+3	+2
6	+3	+2	+3	+3	Bonus Feat	+3	+2
7	+3	+2	+4	+4	Ancient Secret	+4	+3
8	+4	+2	+4	+4	Protected By Code	+4	+3
9	+4	+3	+4	+4	Bonus Feat	+5	+3
10	+5	+3	+5	+5	Ancient Secret	+5	+4

Ancient Secret: In her studies, a Scholar will stumble upon all manner of Ancients knowledge and secrets. At 1st, 4th, 7th and 10th level, the Scholar chooses one secret from below. A secret may be chosen more than once.

Ancient Knowledge: The Scholar has uncovered lost knowledge of the Ancients. She gains 4 ranks in any Knowledge skill. The Scholar cannot raise skills beyond the maximum ranks possible for her current character level.

Ancient Craft: The Scholar has uncovered lost knowledge of Ancient craft. She gains 4 ranks in any Craft skill. The Scholar cannot raise skills beyond the maximum ranks possible for her current character level.

Ancient Technology: The Scholar has uncovered lost knowledge of the advanced technology of the Ancients. She may choose one of the following Technology Feats: Advanced Technology, Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Medical Technology Discipline, Advanced Pharmaceutical Discipline, Advanced Weapons Discipline, Aircraft Discipline, Modern Firearms Discipline, Modern Vehicles Discipline. She must meet the prerequisites for any selected feat.

Ancient Vehicles: The Scholar has uncovered knowledge of the vehicles used by the Ancients. She may choose to add 4 ranks to Pilot or Drive, or she may choose one of the following feats: Aircraft Operation, Power Armor Operation, Surface Vehicle Operation, Vehicle Expert.

Gossip: Scholars tend to hear a great deal of gossip and can often tell a thing or two about people they meet just from the rumors they have heard. A Scholar may make a Gather Information check upon meeting or hearing of any individual, place, or item. The GM makes this check secretly and gives the Scholar information based on the results.

As gossip is not always a reliable source of information, the information provided by this ability is not always accurate. The base chance of the Scholar

coming up with a truthful rumor is $50\% + 1\% \text{ per point of Charisma}$. Again, the GM makes this role secretly, so the Scholar cannot separate truth from rumor without further research. If the skill check itself fails, the Scholar either knows a false rumor or no rumor at all.

DC	Type of Rumor
10	Common, well known to the general populace. Example: Target's reputation as a formidable warrior.
25	Known only by a select few. Example: Target made his fortune in the water industry nearly overnight.
30	Hidden, known only to an elite few. Example: Target has been connected with several raider gangs, though no official accusations have been brought against him.
35	Well kept secret; potential blackmail fodder. Example: Target is involved in darker dealings still, and his network of raider gangs is only the tip of the iceberg.
45	Incredibly well kept secret; only the subject and one or two others are aware. Example: Target is said to be a member of a religious cult bent upon killing all humans.
55	A secret kept so well that perhaps even the subject himself is unaware. Example: Target is actually an android, but he is unaware of it.

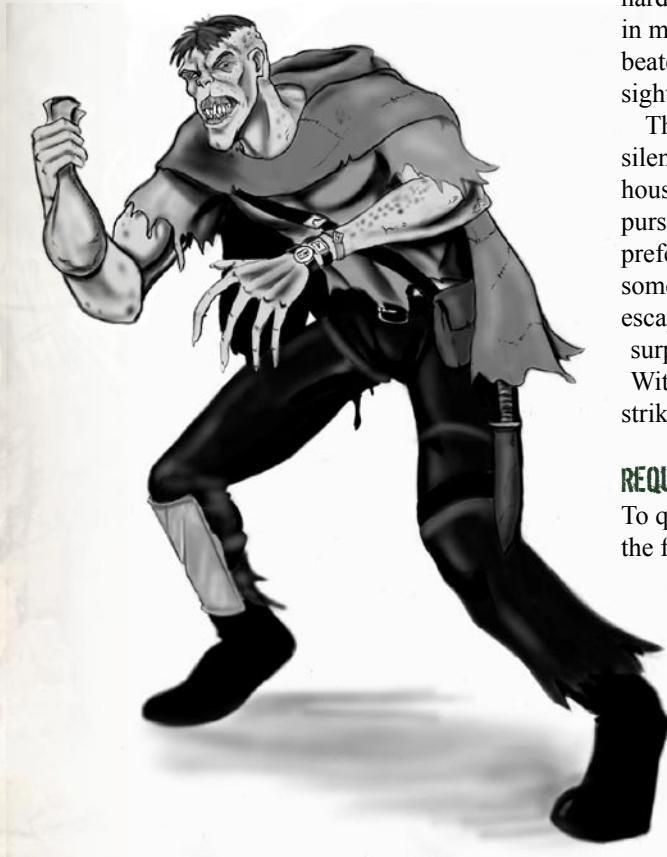
Confusing Tirade: This is an extraordinary ability that allows the Scholar to display her advanced learning or knowledge to potential adversaries (and perhaps even lord it over them). By entering into a tirade of vibrant Shakespearean prose or babbling

threats in eloquent terminology (i.e. million-dollar words), the Scholar is able to shake up would-be attackers. This results in a -2 morale penalty to saving throws and attack rolls for all enemies within earshot of the Scholar when the ability is in use. Alternatively, the Scholar can use this to provide a +4 competence bonus to all Diplomacy and Bluff checks. Using this ability is a move action.

Protected By The Code: The Scholar is clearly distinguishable from others in her company by her attitude, bearing, and speech, even in combat. Enemies will not attack the Scholar unless they absolutely must and hope instead to remove all her allies and force her to surrender. In effect, enemies will always target a Scholar last in combat, unless, of course, the Scholar is obviously the greatest threat to their chances of success (wielding a flamethrower, for instance, and scorning all comers, while her bodyguards wield spears). Enemies will also refrain from using area-effect weapons that might otherwise kill the Scholar due to radius. If an enemy has a non-lethal weapon, however, they may attack the Scholar at any time during a combat, even over other choices.

SKULK

Someone once said, “that which does not kill us makes us stronger.” The man kept repeating that to himself as he moved in and out of the marketplace crowds, weaved through the back streets, and slunk



towards an alley entrance with a handful of stolen goods. Those words had always been a consolation to him, a reminder of the great destiny he had always envisioned for himself. As a boy, he had been just another urchin, a beggar and pickpocket who had seen countless others like himself die of starvation or thirst, left to waste away like unwanted garbage, while the merchants had gotten fatter on their riches. He had thought of those words the first time he'd dared raise a hand to steal from the pocket of one of his community's powerful traders—and had reminded himself of them again and again, each time he'd stolen, gotten caught, and been beaten as punishment.

Now he was a grown man with scar-covered skin that mapped out his grueling life's journey. His face was no longer that of a pitiful child but a cruel mask reflecting lessons learned the hard way. He no longer stole just for food or water. He stole for real profit. He no longer thought that each time he stole it would be the last. He knew now that the destiny in store for him was to feed off others, almost like a leech. He wasn't strong or desperate enough to join the savage raider gangs of the open wastes, so he learned instead a much more “antiseptic” way of taking from the wealthy and keeping himself alive. Steal, sneak away...and remain unseen.

Thievery is prevalent among the enclaves of the post-apocalyptic world, especially in areas where the poor outnumber those in relative comfort. Whether born from the masses of vagrant wanderers or cast out from their own villages and communities, many who fall on hard times become Skulks, stealing to survive. While in most villages, towns, and communities, Skulks are beaten or branded; they are just as often executed on sight in this world of dwindling resources.

The Skulk specializes in operating unseen, creeping silently past guards into the stockrooms of merchant houses and hiding among the shadows to avoid pursuers. Though most Thieves would obviously prefer to avoid contact with others at all costs, sometimes they must engage an enemy to facilitate escape. In such circumstances, the Skulk relies upon surprise and the ability to catch enemies unaware. With such skills, the Skulk can often make a decisive strike before the battle even begins.

REQUIREMENTS

To qualify to become a Skulk, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks, Sleight of Hand 6 ranks.

Feats: None.

TABLE 1-11: THE SKULK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Sweep	+1	+0
2	+1	+0	+3	+0	Sneak Attack +1d6	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Skill Mastery	+3	+0
5	+3	+1	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	+2	+5	+2	Bonus Feat	+4	+1
7	+5	+2	+5	+2	Improved Sweep	+5	+1
8	+6	+2	+6	+2	Sneak Attack +3d6	+6	+1
9	+6	+3	+6	+3	Bonus Feat	+6	+2
10	+7	+3	+7	+3	Without a Trace	+7	+2

CLASS INFORMATION

The following information pertains to the Skulk advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Skulk class skills are: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (business, current events, streetwise) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language, and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Skulk advanced class.

Bonus Feats: A Skulk receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Spring Attack, Stealthy, Track, Unbalance Opponent.

Sneak Attack: The Skulk is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such, he receives a damage bonus (+1d6 at 2nd level, +2d6 at 5th level, and +3d6 at 8th level) when his target is denied his Dexterity bonus or flanked. A Skulk may sneak attack with a melee weapon or ranged weapon, as long as the enemy is within 30 feet.

Sweep: A Skulk knows how to size up an area and get the lay of the land with a single sweep of his eyes. This sweep provides a +4 circumstance bonus to Spot checks and covers an area out to 30 feet away from the Skulk (but not behind him). The Skulk can use this bonus at the start of an encounter. Anything not

concealed can be spotted in a sweep with a successful Spot check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Skill Mastery: The Skulk may select a number of skills equal to 3 + his Intelligence modifier from his class skills list. When making a check using one of these skills, the Skulk may take 10 even if stress and distractions would normally prevent him or her from doing so.

Improved Sweep: The Skulk's ability to get the lay of the land improves. Now the Skulk can not only spot potential perils with a successful check, but also determine their relative strength. A successful check tells the Skulk the strength of the threat as compared with himself: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace: When a Skulk uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, or Sleight of Hand, anyone using Investigate, Listen, Search, or Spot to detect the Skulk's activity takes a -4 penalty.

SISTER OF THE DESERT

The conclave of men laughed at their newfound possession: a young woman, slightly pretty, but whose features were hardened by sun and sand and a life of misery in the wasteland's seediest villages. These men would treat her no better, and even now they engaged in heavy drinking and fighting to see who'd win her for the night.

One of the merchants, however, peering through the murky glass of his mug, saw something that caught his interest. Suddenly his eyes widened in awful realization.

To everyone's surprise, he strode forward through the crowd and cut her chain, fluttering his hands wildly at the woman to get her running.

Astonished and outraged, the others moved to

protest, but he held them back, giving her time to vanish over the nearby dunes.

“Fools!” he shouted. “Did you not see the markings on her wrists when you took her?! She is one of the Sisters! Hurry, take up arms, everyone! Her comrades are certain to be nearby, encircling us as we speak—and they will bring down their wrath upon us all!”

Women in this awful, radiated world are a rarity in these times. The high levels of radiation in the planet’s ecosystem have, over time, diminished mankind’s ability to reproduce, and for some unknown reason, the frequency of female births in this age is plummeting. As such, the marauders and warlords of the Earth have long valued women.

The so-called “Sisters of the Desert” were, at one time, the priceless slaves of raider kings, debauched community leaders, or gang bosses of the various ruined cities of this savage land. These women, most often beauties handpicked from the masses and cultured like pearls, became things for men to attain and earn in the service of their masters.

But the *status quo* is not an easy thing to maintain, especially in these times, and though many slaves are cowed into submission, many more choose to risk death rather than serve as maids, servants, and concubines. Communities are attacked and destroyed on a regular basis in this world, and when they are, their leaders’ harems sometimes get the opportunity to disperse before the victor can come to claim the spoils. Women are not stupid—they have seen their sisters raped to death in the power struggles that follow attack—and a few manage to escape with their lives.

Unaccustomed to a life of hardship and survival, and without their former masters to care for them, many die only months after escape. Others are fortunate enough to meet up with the Sisters of the Desert. Given food, water, shelter, and—most importantly—hope, they find that the Sisterhood is the strongest movement on the Twisted Earth.

The Sisterhood is comprised solely of women

(though in some rare instances, men formerly “used” in a similar fashion for obscene entertainment do become members) who have survived a nightmare life of capture, use, and perpetual abuse. They are universally escapees, runaways, and renegade “property,” who seek only isolation and independence. They have come to form a small but determined coalition of scattered tribes that are bent on only one thing: exacting vengeance upon the raiders, bandits, slavers, and other tyrannical groups of the wasteland. It is their dream to take back the world as reparation for their squalid existence and set up a new society separate from the barbarism of the post-holocaust wasteland.

REQUIREMENTS

To qualify to become a Sister of the Desert, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Treat Injury 3 ranks.

Feat: Concubine.

Special: Female.

CLASS INFORMATION

The following information pertains to the Sister of the Desert advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down, every time she attains a new level in this class.

Class Skills: The Sister of the Desert’s class skills are: Bluff (Cha), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Sister of the Desert advanced class.

TABLE 1-12: THE SISTER OF THE DESERT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+0	+1	Persuade	+1	+2
2	+2	+2	+0	+2	Natural Healing	+1	+2
3	+3	+2	+1	+2	Bonus Feat	+2	+2
4	+4	+2	+1	+2	Go For The “Eyes”	+2	+3
5	+5	+3	+1	+3	Fascinate	+3	+3
6	+6	+3	+2	+3	Bonus Feat	+3	+3
7	+7	+4	+2	+4	Inspire Rebellion	+4	+4
8	+8	+4	+2	+4	Male Fear	+4	+4
9	+9	+4	+3	+4	Bonus Feat	+5	+4
10	+10	+5	+3	+5	Leave No One Behind	+5	+5

Bonus Feats: The Sister of the Desert gets a

bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapons Proficiency, Armor Proficiency (light), Alertness, Animal Affinity, Combat Expertise, Combat Reflexes, Combat Throw, Confident, Deceptive, Defensive Martial Arts, Dodge, Elusive Target, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Combat Throw, Iron Will, Mobility, Spring Attack, Trustworthy, Unbalance Opponent.

Natural Healing: Sisters are expert at using herbs and natural methods to treat their injured comrades. Once per day, a Sister may cure 1d8 + 1 points per character level of damage. This is in addition to any other healing the injured character takes due to treatment and rest. Using this ability requires 1 hour of undisturbed care.

Go For The “Eyes”: A Sister knows how best to injure her male predator. By using 1 action point, a Sister can turn a successful attack into an automatic critical to any male opponent. This only applies to melee attacks.

Leave No One Behind: Sisters never leave a comrade behind to be captured or suffer a horrible fate. The Sister and all allies within 30 feet are immune to massive damage checks and continue to fight when below 0 hit point until they reach -10, whereupon they die. In addition, they are immune to all forms of fear as long as the Sister remains within 30 feet. If the Sister is killed, the effect stops.

Persuade: A Sister learns to use her uniqueness to convince a single target to regard her as a trusted friend. If the target is currently being threatened or attacked by the Sister or her allies, this ability won't work.

The target makes a Will saving throw to avoid being persuaded by the Sister's words and actions. The DC is 10 + Sister's class level + Sister's Charisma modifier.

This ability doesn't enable the Sister to control the target, but the target perceives the Sister's words and actions in the most favorable way. The Sister can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions he wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Sister or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Sister level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Sister compelled the target to do.

This is same as the Personality's *Winning Smile* ability in the *d20 Modern* core rulebook.

Fascinate: A Sister, being of the rare female gender, fascinates those who first see her. On the first round of any meeting, the sister can attempt to fascinate a single

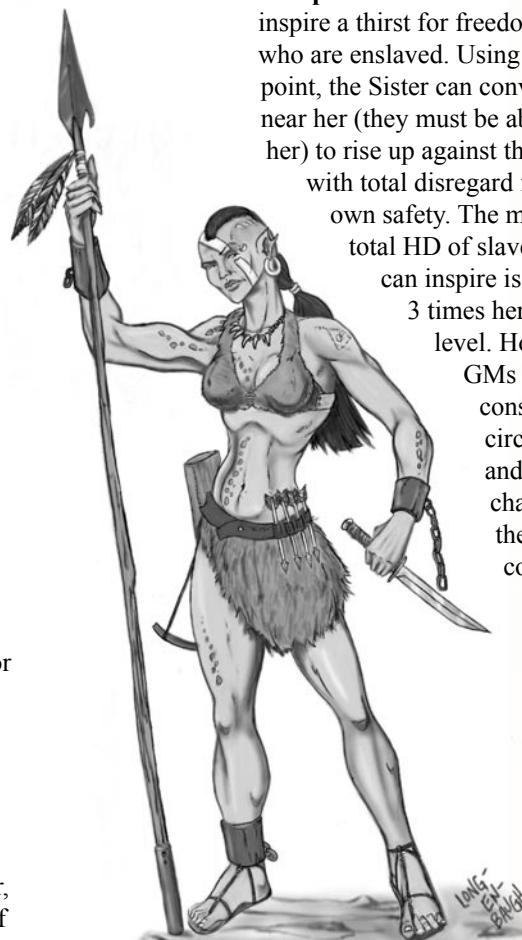
target. The target must be a sentient human or mutant (character races only) and must fail a Will save (The DC is 10 + Sister's class level + Sister's Charisma modifier) for the attempt to succeed.

A fascinated target does nothing but watch the sister, standing still and not acting in any way—even in the middle of battle. A fascinated target can be struck as if stunned (with a +2 bonus to the attack roll), but thereafter it recovers and may act normally. In any event, the fascinate ability only works for a number of rounds equal to the Sister's class level + the Sister's Charisma modifier. Using this ability is a free action.

Male Fear: The Sister gains the ability to inspire fear and awe in male opponents. All male opponents with fewer HD or levels than the Sister must make a Will save (DC 10 + ½ Sister's character level + Sister's Charisma modifier) or become frightened. Those who save are still shaken. Those males with more HD or levels than the Sister's must also make a save, but are only shaken on a failed save and unaffected with a successful save. The range of the effect is 30 feet, and it lasts for a number of rounds equal to 2d6 + the Sister's Charisma modifier.

Those who have been in the Sister's fearsome presence, whether or not they made a successful save, cannot be affected by another use of this ability for a full day.

Inspire Rebellion: The Sister can inspire a thirst for freedom in those who are enslaved. Using 1 action point, the Sister can convince slaves near her (they must be able to see her) to rise up against their masters with total disregard for their own safety. The maximum total HD of slaves a sister can inspire is equal to 3 times her character level. However, GMs should consider the circumstances and the chance that the rebellion could inspire a more massive revolt.





SURVIVALIST

The marketplace was bustling as the two men concluded their business. Though he detested relinquishing the handful of warm corium nuggets into the outstretched hand of the stranger, the merchant knew it was money well spent. Looking up from the thick, calloused palm, he took in the face of the man who stood before him and nodded in final agreement. They had made a deal.

The survivalist, wearing slit goggles to protect him from the sun and sand, seemed perfectly suited for the job of leading the merchant's caravan across the desert. He wore little that would encumber him, as if his mind and body were the only supplies essential to survival deep in the wilderness. The nakedness of his body, his deep tan, and his muscular form all showed clearly that, though they now stood in a bustling market, he was a true native of the wilds.

The merchant looked alarmed. "Aren't you bringing any survival gear?"

The survivalist just stared back through those eerie slits, his grim face conveying no emotion. He counted out the coins before turning and picking up a long-barreled rifle and slinging it over one shoulder.

"This is all I need..."

The Survivalist is a sort of wilderness scout who lives mostly in the wastelands. A self-sufficient hunter, he is most comfortable when caring for himself among the dunes or crags, where the food and water is just plentiful enough to feed him—and no one else. With his intimate knowledge of the wilderness, however, merchants who wish to convey their goods across the desolate landscape often seek him out as a guide or tracker. His greatest strength, however, comes from his mastery of a given weapon, for in the wide-open spaces of the wasteland, the ability to kill a marauding beast from afar is the most valuable asset he could possess.

REQUIREMENTS

To qualify to become a Survivalist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Navigate 6 ranks.

Feats: Track.

CLASS INFORMATION

The following information pertains to the Survivalist advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Survivalist class skills are: Handle Animal (Cha), Jump (Str), Knowledge (earth and life sciences, mutant lore) (Int), Listen (Wis), Navigate (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Survivalist advanced class.

Bonus Feats: A Survivalist receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Bull's Eye, Dead Aim, Double Tap, Exotic Firearms Proficiency, Far Shot, Guide, Personal Firearms Proficiency, Precise Shot, Point Blank Shot, Radiation Sense, Reactive Shooter, Shot on the Run, Skip Shot, Rip a Clip, Run, Quick Draw, Stealthy.

Called Shot: The Survivalist gains the extraordinary ability to strike precisely with any ranged weapon, adding +1d6 damage to his normal damage roll. When making a called shot, the Survivalist must spend a move-equivalent action aiming before the actual shot is taken. A called shot only works against living creatures with discernable anatomies. At 5th and 10th level, the Survivalist's extra damage increases by +1d6.

Way of the Land: This ability is gained at 2nd and 8th level and can also be taken instead of a bonus

TABLE 1-13: THE SURVIVALIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Called Shot +1d6	+1	+0
2	+2	+2	+2	+0	Way of the Land	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Hunter	+2	+1
5	+5	+3	+3	+1	Called Shot +2d6	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Superior Camouflage	+4	+2
8	+8	+4	+4	+2	Way of the Land	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Called Shot +3d6	+5	+3

feat. The Survivalist chooses either an overall +2 to Survival and Navigation checks or +8 to Survival and Navigate in a specific geographical region. The +2 bonus can be taken multiple times and stacks with itself or with the +8 regional bonus. The +8 regional bonus applies to a different region each time it is taken.

Examples of specific regions in Darwin's World include the Big Rocks, Deadlands, Great Rift Valley, or other area described in the Darwin's World gazetteer.

Hunter: The Survivalist is a skilled hunter, whether hunting animals or humanoids. The Survivalist can take 10 when hiding and moving silently, even if stress and distractions would normally prevent him from doing so.

Superior Camouflage: The Survivalist is an expert at hiding in natural terrain. Using camouflage techniques, the Survivalist can maximize the concealment benefits of his terrain, even if none exists. This increases the concealment bonus on Hide checks by 1. For example, a Survivalist hiding in an area that provides half concealment (no bonus) would gain three-quarters (+5). Normally, half concealment is required to hide, but a Survivalist can attempt to hide in any natural terrain.

SYMBIOTE

The two hunters, painted up like savages with war paint and terrible piercings, advanced towards the campfire. Like moths to a flame they came, moving with all the stealth of clumsy children towards their quarry, whom they had followed for more than a day. They could vaguely see her now—a lone feral female, they hoped—the back of her head, with its long silvery hair, resting against the log she used as a pillow.

Unable to control themselves any longer, the men made their move, leaping over the rocks to ambush her, their faces grinning with malevolent intent.

Suddenly, however, they stopped, realizing with alarm that they were not leaping upon a witless victim but a dummy laid to lure them, and instead of a solitary foe, they faced a gathering of mutant ghouls who had also been curiously drawn to the bonfire...

Almost a quarter of a mile away, the young woman watched with satisfaction as her delicate hand moved to pet the calm white mare standing at her side. Their ruse had worked, and now those vile predators would get what they deserved at the hands of creatures far less forgiving than she.

"Well, sister," she said quietly into her horse's ear, "you were right. I'll never doubt your nose again."

The woman had lived seventeen long years alone among the desert sands, and thanks to her brave friend's sense of smell, and gods willing, she would live to see seventeen more.

In the wasteland, surviving on one's own is almost impossible. Rampant environmental dangers, mutant creatures thriving among the ruins, and the odd marauding raider gang make life a treacherous prospect indeed. There are those, however, who adapt to the dangers surrounding them by making friends. But in many cases, your "friend" will only turn out to be a thief and traitor, robbing you blind when you put your guard down or killing you while you sleep.

The Symbiote is a rare breed of Scav, loner, or vagabond who has come up with another solution—to make friends with someone who won't cheat her. The Symbiote is a character that has an unusual bond with an animal—a dog, wolf, wildcat, horse, or other creature—that has become her companion, compatriot, and friend. Together they share the burden of finding food, water, and shelter, watching each other's backs and keeping each other safe on long, cold desert nights.

Due to their unusual bond, Symbiotes often become withdrawn from others of their kind, preferring the company of their companion to other sentient beings. As such, they soon earn reputations as hermits, "wild men," and ferals.

TABLE 1-14: THE SYMBIOTE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+1	Animal Partner	+1	+0
2	+1	+2	+0	+2	Opportunist	+1	+0
3	+2	+2	+1	+2	Bonus Feat	+2	+0
4	+3	+2	+1	+2		+2	+1
5	+3	+3	+1	+3	Bond Of Friendship	+3	+1
6	+4	+3	+2	+3	Bonus Feat	+3	+1
7	+5	+4	+2	+4		+4	+2
8	+6	+4	+2	+4	Ranged Opportunist	+4	+2
9	+6	+4	+3	+4	Bonus Feat	+5	+2
10	+7	+5	+3	+5		+5	+3

REQUIREMENTS

To qualify to become a Symbiote character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, and Survival 6 ranks.

Feats: Animal Affinity.

CLASS INFORMATION

The following information pertains to the Symbiote advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Symbiote class skills are: Handle Animal (Cha), Knowledge (earth and life sciences, mutant lore) (Int), Listen (Wis), Navigate (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Symbiote advanced class.

Bonus Feats: The Symbiote receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Guide, Improved Initiative, Mobility, Run, Radiation Sense, Personal Firearms Proficiency Power Attack.

Animal Partner: At 1st level, the Symbiote attracts an animal partner. The animal serves in a capacity not unlike a familiar, but due to its inherent intelligence (see below) it is more like a partner and friend. Typically, dogs, coyotes, wolves, horses, and even wild cats can be taken as symbiotic partners. Mutated animals (such as the "ravenging hound" or even "snuffle hog") may be taken only with the GM's consent.

If a Symbiote's animal companion is ever killed, she may attract a new animal of a similar kind in one year. The new creature only gains 1st level benefits (see below) for the first month. After this time, it gains 2nd level benefits as the Symbiote becomes more attuned to this new companion. Each additional increase in benefits takes a full month.

Opportunist: Once per round, the Symbiote can make an attack of opportunity against a melee opponent that has just taken melee damage from her animal partner. This attack counts as the Symbiote's attack of opportunity for that round.

Bond Of Friendship: The Symbiote gains the ability to detect the direction and distance of his animal partner if the two are ever separated. This ability requires a Navigate check (DC 15) and counts as a standard action.

Ranged Opportunist: Once per round, the Symbiote can make a ranged attack of opportunity against any opponent who has just taken melee damage from her animal partner. This attack counts as the Symbiote's attack of opportunity for that round.

SYMBIOTIC PARTNER

Because of its close relationship with the Symbiote, the animal partner gains special abilities based on the Symbiote's class level.

Class Level: As the Symbiote's level increases, her companion's level increases along with it. As the level increases, the animal gains new abilities.

Bonus HD: As the animal partner's level increases, it gains extra d8 Hit Dice, each of which provides a Constitution modifier, as normal. Extra Hit Dice also improve the partner's base attack bonus and saving throws, as normal.

Defense Bonus: This is a bonus to the partner's defense rating.

Strength Adjustment: Add this figure to the partner's Strength score.

Int: With advancement, the partner's Intelligence score increases.

TABLE 1-15: THE SYMBIOTE PARTNER

Level	Hit Dice	Strength	Intelligence	Defense Bonus	Special
1	+2d8	0	6	+1	Bond of Friendship
2	+3d8	+1	7	+1	Evasion
3	+3d8	+1	8	+2	Share Saving Throws
4	+4d8	+2	9	+2	Track
5	+4d8	+2	10	+3	Man's Best Friend +2
6	+5d8	+3	11	+3	Familiarity
7	+5d8	+3	12	+4	Never Quits
8	+6d8	+4	13	+4	Man's Best Friend +4
9	+6d8	+4	14	+5	Improved Evasion
10	+7d8	+5	15	+5	Speak with Symbiote

Bond of Friendship: This ability acts exactly as the Symbiote's ability of the same name, but the partner receives it at an earlier level. The animal often unexpectedly finds his master in times of trouble and comes to the rescue.

Evasion: If the animal partner is subjected to an attack that normally allows a Reflex saving throw for half damage, a successful saving throw reduces the damage to 0.

Share Saving Throws: The animal partner uses its own base saves or the Symbiote's, whichever is higher.

Track: The partner receives the Track feat for free.

Man's Best Friend: The partner's bonuses become +4 on all attacks, checks, and saves if it witnesses the Symbiote being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent. This bonus is increased to +4 at 8th level.

Familiarity: The Symbiote and the partner share a great familiarity with one another. The Symbiote can use her Sense Motive skill to understand her partner's thoughts as a free action. The DC for this use of the Sense Motive skill is 15. Note that only limited understanding (emotions, drives, current state of mind, etc.) can be communicated with Familiarity.

Never Quits: The partner never gives up when either it or the Symbiote is threatened. As long as the threat is immediate and apparent, the partner will continue to act until its hit points reach -10, whereupon it dies.

Speak with Symbiote: The Symbiote and her partner communicate as if speaking a common language. Although each makes distinctly different sounds from the other, each understands the other fully. Others cannot understand this communication.

Improved Evasion: If the partner is subjected to an attack that normally allows a Reflex saving throw for half damage, a successful saving throw reduces the damage to 0, and it takes half damage even if the saving throw fails.





TINKER

They would be on him any moment now. The tinker, up in the tower overlooking the abandoned compound, tried to focus on what he was doing, despite the sounds of the motorcycle gang growing louder and louder outside. A screw held tightly in his lips and a magnifying lens over one eye, the tinker worked feverishly to put the finishing touches on the secret weapon laid out before him on the dust-covered table.

A crash sounded outside, followed immediately by a boom. The raiders who had followed him here had triggered the first of the traps he'd laid for them. The tinker's face changed from worry to an almost skeletal grimace of delight. He took the screw from his dry lips, put it in its place, and looked over his creation with glimmering eyes.

A voice bellowed from below. "Come down, little worm! You have no more toys!"

The tinker walked over to the window, put the weapon down on a makeshift tripod, and threw the shutters open. His long, heavy trench coat flared as the desert wind blasted the catwalk ringing the tower. Looking down into the yard he saw a scattered group of raiders, stumbling about the smoky debris of their leader's command car.

The tinker smiled and yelled. "If you want me, come and get me!"

The raiders looked up and realized the tinker did

in fact have one last "toy" in his arsenal—a heavy machine gun, restored by his tireless efforts to pristine condition...

The Tinker is a breed of creative individuals who help keep the ember of technology alive through their intelligence and cunning. Though not true scientists, or even mechanics, Tinkers possess an aptitude for tweaking and repairing almost any kind of technological item. Fascinated with the intricate workings of mechanical and electronic devices, they often find a way to make things work despite decades (or even centuries) of neglect. That same aptitude also allows the Tinker to squeeze out that little extra performance to make an item (whether a gun or other gizmo) operate beyond its normal limits, often to the surprise of his adversaries.

REQUIREMENTS

To qualify to become a Tinker, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Disable Device 6 ranks, Knowledge (technology) 6 ranks, and Repair 6 ranks.

Feats: None.

CLASS INFORMATION

The following information pertains to the Tinker advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Tinker class skills are: Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology, ancient lore) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Tinker advanced class.

Bonus Feats: A Tinker receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Builder, Cautious, Combat Expertise, Educated, Gearhead, Intuitive Mechanic, Modern Firearms Discipline, Modern Vehicles Discipline, Personal Firearms Proficiency, Point Blank Shot, and Studious.

Jury-Rig: A Tinker gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At later levels, this competence bonus increases.

TABLE 1-16: THE TINKER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Jury-Rig +2	+1	+1
2	+1	+0	+0	+3	Tinkering	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+2	+1
4	+2	+1	+1	+4	Tech Weapon	+2	+2
5	+2	+1	+1	+4	Tinkercraft	+3	+2
6	+3	+2	+2	+5	Bonus Feat	+3	+2
7	+3	+2	+2	+5	Jury Rig +4	+4	+3
8	+4	+2	+2	+6	Smart Weapon	+4	+3
9	+4	+3	+3	+6	Bonus Feat	+5	+3
10	+5	+3	+3	+7	Improved Tinkering	+5	+4

Tinkering: The Tinker has the ability to temporarily modify mechanical and electronic items to get maximum performance out of them. Tinkering is not an exact science and often damages the item as a result.

By spending 1 action point and making a Repair check, the Tinker can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Repair check depends on the type of improvement being made, as shown on the table below.

Improvement	Tinker DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Tinkering takes 1 hour. The Tinker can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Tinker class level, beginning when the object is first put into use. The Tinker selects the single improvement he or she wants to make prior to making the check. After the duration

of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Tinkercraft: At 5th level, the Tinker becomes adept at improving objects permanently. Using his tinkering skills, the Tinker can make an existing object mastercraft quality (+1).

The time it takes to Tinkercraft an object is the same as it would to be craft it initially. For example, making a firearm would take 24 hours. The cost to Tinkercraft an object is equal to the value of the original object.

In addition to the monetary cost, the Tinker must also pay a cost in experience points equal to 25 times his or her Tinker level. The XP must be paid before making the Tinkercraft check. If the expenditure of these XP would drop the Tinker to below the minimum needed for his current level, then the Tinker cannot use Tinkercraft for this particular item until gaining additional experience.

The Tinker's Tinkercraft skill is the same as his Repair skill. If the Tinker's Craft (mechanics) or Craft (electronics) skill is higher than his Repair skill, he may use that instead, but only on the appropriate objects. The Tinkercraft DC is equal to the Craft DC for a normal object of the same type +3.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons, armor, and certain other types of equipment, such as computers and electronic devices, can be improved.

Tech Weapon: Given time, the Tinker can learn to use any modern or high tech weapon. Learning to use a new weapon takes 4 hours of uninterrupted study and a successful Knowledge (technology) roll (DC 15 for modern weapons and DC 20 for futuristic weapons). The Tinker may retry until he succeeds his Knowledge (technology) check, but each attempt takes 4 hours of study. Once he has learned how to properly operate the weapon, he no longer suffers non-proficiency penalties.

Smart Weapon: The Tinker selects one weapon in which he is proficient and which he can use with one hand. With the selected weapon, the Tinker can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls. The Tinker may select any weapon, even an advanced one.

Improved Tinkering: The Tinker has improved his ability to tinker items. His modifications now last 1 hour per Tinker level. However, the chance for the item needing repairs afterwards increases by 10%.

TRADER

In the blinding light of the noon sun, crowds gather to shout and jeer. The stirred desert sand settles a bit as those gathered cease their stomping about and take a moment to watch as the next lot of goods is brought in. A few women, dressed in tattered rags and bound by old, clunky chains, demure at the sight of the grubby, filthy, and excited onlookers. As the crowd pushes forward, a figure off to the side grins and motions with a finger for his guards to hold back the masses. Turning to address his captive audience, the trader starts the bidding...

Many communities in the deserts, plains, and urban ruins are not based on race, color, mutation strain, or any other attribute, but instead rely on the diversity of strangers for survival. These are mercantile communities, centers of ruthless capitalism where



all things can be had—for a price. These places are usually dark pits of corruption, run by ruthless overlords, policed by a ruthless security force, and home to all manner of vices and crimes. Slave pits are a common feature of trade settlements. It is a well-known fact that many loners in the desert are captured and thrown into the gladiatorial pits for the amusement of passing merchants and the city's groveling poor. Such places, though promising in their offering of all manner of goods for sale, are often a danger in themselves.

Despite the barbaric nature of the uncivilized wasteland the world has become, some commerce does exist among the more prosperous communities. Those who dare ply the deserts, plains, and mountains stand to make an incredible profit, taking fresh water, preserved foods, and scavenged goods to those communities that need it, returning with luxury items for those who can afford it. What would seem to be an easy life is not—the merchant must deal with the natural hazards of the land (heat, radiation, poisoned water, etc), as well as brigands, raiders, and hostile mutants of all kinds. Carrying valuable goods, the merchant is the ideal target.

Some merchants form trade cartels or join groups already in place, some of which have become major organizations. In such organized trade, members generally come up with and adhere to a code. It is this code that makes commerce in this rugged world possible; without trust, trade cannot exist. In a world of raiders, double-crossing locals, and predatory Scavs, this code is all that separates the Trader from the scummy roadside peddler.

The Trader's Code:

When a young aspirant joins a merchant house, he gives up any former community, loyalties, and ties.

He swears an oath of allegiance to the house and, usually, its master.

He swears to adhere to the merchant house's rules in all situations.

He will seek to bring benefit and profit to the house above all things.

The good of the house becomes paramount in all matters.

The aspirant may never, ever, sully the reputation of the house or cause any community, region, or people to have a negative opinion of the house (whether through cheating, stealing, or any other type of dishonest business practice).

These are just general rules of the code. Though there are variations depending on the actual group (the Clean Water Clan, Far Traders, and Cartel have their own rules; lesser groups certainly have their own laws and trade customs), these are typical.

TABLE 1-17: THE TRADER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Ear to the Ground	+1	+1
2	+1	+0	+2	+2	Money Talks	+1	+1
3	+1	+1	+2	+2	Bonus Feat	+2	+1
4	+2	+1	+2	+2	Going Once, Going Twice	+2	+2
5	+2	+1	+3	+3	Read the Signs	+3	+2
6	+3	+2	+3	+3	Bonus Feat	+3	+2
7	+3	+2	+4	+4	Sucker Born Every Minute	+4	+3
8	+4	+2	+4	+4	Leadership	+4	+3
9	+4	+3	+4	+4	Bonus Feat	+5	+3
10	+5	+3	+5	+5	Professional Courtesy	+5	+4

REQUIREMENTS

To qualify to become a Trader, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Diplomacy 6 ranks, Gather Information 3 ranks, Profession (Trader) 3 ranks.

Feats: None.

Special: Trade Language.

CLASS INFORMATION

The following information pertains to the Trader advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Trader class skills are: Bluff (Cha), Drive (Dex), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (current events, business) (Int), Navigate (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (any), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Trader advanced class.

Bonus Feats: A Trader receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Attentive, Confident, Creative, Deceptive, Guide, Leadership, Market, Meticulous, Personal Firearms Proficiency, Renown, Silver Tongue, Studious, Trustworthy, Vulture.

Money Talks: The Trader can spend some of his money (or equivalent in bartered goods) to improve relations with NPCs. For every 100 cp spent on a bribe or "gift," the Trader gains a +1 circumstance bonus to Diplomacy checks (maximum +10) when attempting

to change an NPC's attitude. In certain circumstances (at the GM's discretion), this ability can be used to provide a bonus to Gather Information skill checks (maximum +10).

Ear to the Ground: A Trader is always listening for rumors of new markets and supplies. A Trader receives a +4 competence bonus to all Gather Information skill checks.

Read The Signs: A Trader knows how to read the signs of the desert—from Trade-language markers and Unislang graffiti to tracks in the sand and eerie silence. Whenever a Trader stumbles into an encounter on any established trade route (but not uninhabited wilderness or off the beaten path locales), he receives a +4 competence bonus to Initiative on the first round, as if he was suspecting danger all along.

Going Once, Going Twice: By making a successful Bluff check, the Trader can sell items at much higher price than their actual worth, usually through auction or sheer bravado. The % above actual worth is determined using the table below. A failed Bluff check results in selling the item less than its value.

Bluff Check	Percent above market value
Below 10	-25%
11-14	+0%
15-20	+25%
21-25	+50%
26-30	+100%
31+	+200%

Sucker Born Every Minute: Among primitive, backwards, or feral communities, a Trader's showmanship and style is always impressive. A Trader can almost always manage to sell something in a tribal village for far more than it's worth. Examples include beads, brass trinkets, and even discarded junk. Once per visit to such a community, a Trader will generate a small sum of 1d4 x 100 cp.

Leadership: A Trader is assumed to have drawn mercenaries and loyal followers to his employ. He automatically gains the Leadership feat for free. If the Trader already has leadership, he gains a +3 to his leadership score.

Professional Courtesy: The Trader is recognized as a member in good standing of his merchant house, and so can petition peers (even neutral ones or those from rival houses), instead of local authorities, to oversee any case or judgment concerning him. He can only do this in a civilized or semi-civilized settlement where at least one merchant house is represented. Trials overseen by merchant houses, even bitter enemies, usually result in a fine instead of corporal punishment or imprisonment (though the actual amount must be set by the GM, depending on the crime committed), to protect “their own.” A Trader can thus use this ability to appeal to his merchant peers and avoid suffering more serious punishments by instead paying a fine.



EPIC CLASSES

Eventually, characters will find themselves reaching the highest levels of the advanced classes. At that point, they may choose

to diversify by taking other advanced classes, but some will

want to move on to even bigger and better things. The following classes—called epic classes—are designed for that purpose. They represent rare, powerful people of the post-apocalyptic earth such as scientists who attempt to master the lost technology of the Ancients, or Trade Masters seeking to dominate the Twisted Earth with trade cartels.

All of these classes are designed for 11th level and beyond, with some requiring characters between 12th and 15th level. They are all suitable for epic adventures

that will eventually take characters beyond 20th level. Certainly, characters that have survived to this point (a great accomplishment) are major heroes and leaders of the post-apocalyptic Earth.

CHAMPION

The sight of the raider’s powerful body, crisscrossed with scars and tattoos, seemed to give the defenders of the tribal fort pause. With the moment’s hesitation afforded him by his awesome presence, he took stock of the situation. Here he was, on foot and wounded, his gas-powered motorcycle now a heap of smoking ruin yards away. His firearm was also somewhere in that burning inferno, and his allies—his fellow gang members—had not followed him over the wall and into the compound as planned.

He gritted his teeth, cursing his men’s lack of courage and coordination.

Realizing the crowd was in awe of him and his ferocious appearance, he pondered whether or not to simply charge towards the gate. No doubt a fierce cry would send the meager defenders running.

As he bared his teeth, preparing to summon every ounce of energy for that mad dash, the defenders parted prematurely, to reveal someone approaching.

Standing there was a man almost seven feet tall, broader than any mere tribal the raider had ever seen, his skin painted with war paint. The new arrival’s knotted muscles were rippling with the weight of the enormous axe in his hands, the metal face of which was etched with the words “Raider Bane...”

The Champion is the best a community has to offer, the cream of their elite guard or soldiery, admired—even revered—as the protector of his entire enclave. Champions are those rare individuals who have survived years of inter-community conflict, incessant raider attacks, and treacherous power struggles

TABLE 1-18: THE CHAMPION

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+0	+1	Rallying Cry +2	+1	+2
2	+2	+2	+0	+2	Improved Tactical Aid	+1	+2
3	+3	+2	+1	+2	Bonus Feat	+2	+3
4	+4	+2	+1	+2	Rallying Cry +3	+2	+3
5	+5	+3	+1	+3	Awesome Presence	+3	+4
6	+6	+3	+2	+3	Bonus Feat	+3	+4
7	+7	+4	+2	+4	Challenge	+4	+5
8	+8	+4	+2	+4	Rallying Cry +4	+4	+5
9	+9	+4	+3	+4	Bonus Feat	+5	+6
10	+10	+5	+3	+5	To the Bitter End	+5	+6

through their own strength, cunning, and martial skill. Champions are almost universally respected and feared, by locals and outsiders alike; they are true survivors, who maintain their place in the world through the destruction of all who threaten them or their people.

Champions have a place in almost every society or group, from established citadels of civilization in the desert to rampaging raider gangs. In the former, they are likely the captains of the watch or commanders of a community leader's personal bodyguard. In the latter, Champions often rise to assume a role of leadership and command, using their power to squash all competition.

Some Champions, instead of rising as heroes of a given community, hone their skills to their elite rank through gladiatorial games. Their reputation is thus gained not through acts of bravery and lifelong dedication, but rather due to brutality, slaughter, and carnival showmanship.

REQUIREMENTS

To qualify to become a Champion, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (tactics) 8 ranks, Intimidate 10 ranks.

Feats: Toughness, Iron Will.

Special: Defender class ability.

CLASS INFORMATION

The following information pertains to the Champion advanced class.

Hit Dice: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Champion class skills are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events, mutant lore) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Champion advanced class.

Bonus Feats: A Guardian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Futuristic Firearms Proficiency, Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Burst Fire, Cleave, Combat Reflexes, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Hard Eye, Improved Two Weapon Fighting, Intimidating



Strength, Precise Shot, Personal Firearm Proficiency, Point Blank Shot, Power Attack, Power Armor Operation, Rip a Clip, Strafe, Sunder, Two Weapon Fighting.

Improved Tactical Aid: This improved version of the Guardian's Tactical Aid ability doubles the bonuses and duration. If the Champion does not have Tactical Aid, he gets the standard ability and not the improved version.

Rallying Cry: The Champion rallies his fellows even in dire situations. All allies within 20 feet of the Champion receive a +2 morale bonus to saves and attack rolls. If the Champion is brought down, however, this bonus is lost. This ability increases as the Champion gains levels.

Awesome Presence: The Champion gains the ability to inspire fear and awe by his mere presence. The awesome presence must take the form of a particular action (walking calmly towards his enemy despite suppressing fire, for instance, or shouting threats in a defiant voice over the din of battle). All opponents with fewer HD or levels than the Champion must make a Will save (DC 10 + ½ character level + Charisma modifier) or become frightened. Those who save are still shaken. The range of the effect is 30 feet, and duration lasts for a number of rounds equal to 2d6 + your Charisma modifier.

Those who have been in the Champion's awesome presence, whether or not they made a successful save, cannot be affected by another use of this ability for a full day.

MECH

His face and hands obscured by an oily layer of black grease, his clothes soiled, patched-up, and sprouting a collection of pockets and pouches, his belt jingling with keys, screwdrivers, and wrenches, the Mech is a unique sight in the world's more advanced communities. Working late into the night, toiling over vehicles, computers, and life-sustaining machines such as water purifiers and generators, he is a vital part of his community and a resource jealously sought throughout the wasteland.

TABLE 1-19: THE MECH

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Mastercraft	+1	+2
2	+1	+0	+0	+3	Quick Repairs	+1	+2
3	+1	+1	+1	+3	Bonus Feat	+2	+2
4	+2	+1	+1	+4	Mastercraft	+2	+3
5	+2	+1	+1	+4	Improved Repairs	+3	+3
6	+3	+2	+2	+5	Bonus Feat	+3	+4
7	+3	+2	+2	+5	Mastercraft	+4	+4
8	+4	+2	+2	+6	Lightning Repairs	+4	+4
9	+4	+3	+3	+6	Bonus Feat	+5	+4
10	+5	+3	+3	+7	Supercraft	+5	+5

Challenge: Using 1 action point, the Champion can call out a challenge to another warrior on the battlefield, usually the leader, forcing the target to battle him one on one. All other combatants in a 50-foot radius stop fighting (though usually all surrounding people will stop to watch unless some sight or sound barrier prevents them from noticing).

If the target is of a non-warrior class (such as Scholar, Tinker, Mech, Sage), he may direct a proxy to fight for him. If no realistic proxy is available, the non-warrior can turn down the challenge, but his reputation will be decreased by one point if he does.

After the one-on-one battle, the loser's allies suffer a -2 morale penalty of the remainder of the combat. In some cases, the GM may determine that the losing side is completely demoralized and flees.

To the Bitter End: The Champion will never give up on his community, even when certain death is assured. A Champion of this level can continue to fight even after death (-10 hit points). Each round that the Champion is below -10 hit points, he may make a Fortitude save (DC 10 + 1 per hit point below -10) to continue fighting. Note that the Champion is in fact dead at this point, and healing him has no effect. Only skills and abilities that affect dead characters apply, such as Juju Miracle.

The Mech is a repairman, a tinker, a "Mr. Fixit" without equal, someone who takes on the tasks of maintaining, repairing, or resurrecting Ancient mechanical and electronic items and artifacts. In many communities Mechs are considered invaluable assets with rare skills in the technical and mechanical fields, and their roles often afford them a prestigious standing among their people. Prosperous communities will often employ Mechs in numbers so their resurrected machines, weapons, and armor will remain in full working order. Mechs in such communities are accorded unprecedented dignity and respect by their more mundane peers.

On the flip side, however, are the raider gangs and malevolent technological societies, to whom Mechs are merely valuable commodities. Often considered little better than insects by their overlords, they are kept alive in miserable squalor to oil and tend the machines of their masters in their various campaigns of conquest and barbarism. In the worst communities, these skilled individuals are enslaved and treated like dogs in a kennel, fed only to sustain their strength. In such a barbarous environment, the Mech is seen only as a "tool" to keep machines, water purifiers, and vehicle fleets running.

REQUIREMENTS

To qualify to become a Mech, a character must fulfill the following criteria.

Skills: Craft (electronic) 10 ranks, Craft (mechanical) 12 ranks, Knowledge (technology) 10 ranks, Repair 14 ranks.

Feats: Gearhead.

Special: One Technology Craft Discipline.

CLASS INFORMATION

The following information pertains to the Mech advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Mech class skills are: Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology, ancient lore) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Mech advanced class.

Bonus Feats: A Mech receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Weapons Discipline, Aircraft Discipline, Builder, Educated, Futuristic Firearms Proficiency, Intuitive Mechanic, Modern Firearms Discipline, Modern Vehicles Discipline, Personal Firearms Proficiency, Power Armor Operation, Studious.

Mastercraft: At 1st level, the Mech becomes adept at creating mastercraft objects. He applies the mastercraft ability to one of his Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill. With Craft (electronic), the Mech can build electronic devices. With Craft (mechanical), the Mech can build mechanical devices.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the cost of the components (see the appropriate Craft skill description) + 50% per bonus provided by the mastercraft feature. A Mech can add the mastercraft feature to an existing ordinary object. The cost is the same as if he were constructing the object from scratch.

In addition to the component costs, the Mech must also pay a cost in experience points equal to 25 times his Mech level times the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Mech to below the minimum needed for his or her current level, then the XP can't be paid and the Mech

can't use the mastercraft ability for this particular item until he gains enough additional XP to remain at his current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 4th, 7th, and 10th levels, the Mech can add the mastercraft ability to another Craft skill, or he can improve his ability in the skill selected at 1st level, so that his mastercraft objects provide a +2 or +3 bonus. +3 is the maximum mastercraft bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

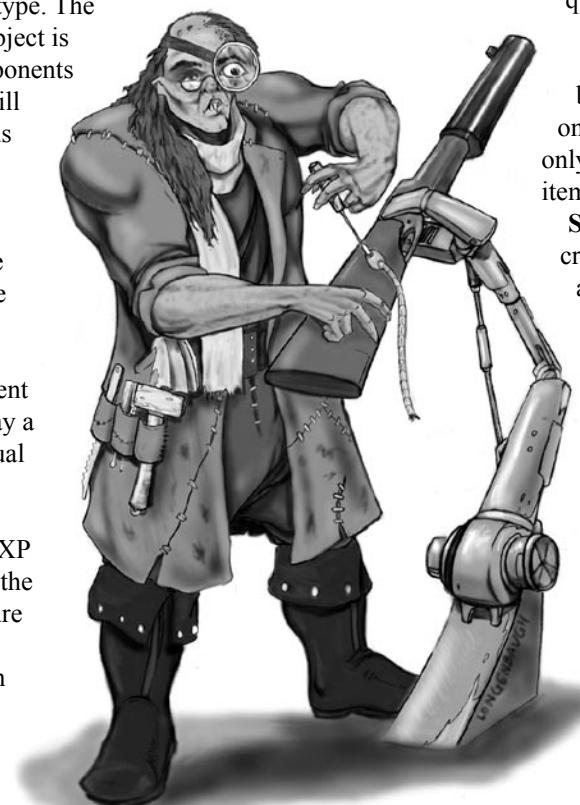
Quick Repairs: Sometimes, to the amazement of others, a Mech can perform complex repairs in a matter of minutes! Using 1 action point, the Mech can reduce the time to repair items by one rank: simple objects only take 1 round, moderate objects only take 1 minute, complex items only take 10 minutes, and advanced items only take 1 hour.

Improved Repairs: The Mech is an expert at repairs. When repairing objects, the Mech can either reduce the repair time by 50% or double the hit points restored. This ability cannot be used in conjunction with quick repairs.

Lightning Repairs: The Mech's ability to perform quick repairs improves. Using 1 action point, the Mech can reduce the time to repair items by two ranks: moderate objects only take 1 round, complex items only take 1 minute, and advanced items only take 10 minutes.

Supercraft: This is the pinnacle craft ability of the Mech, and allows him to create a +5 masterwork item. This item must remain in the Mech's possession, as it requires constant tuning and tweaking to maintain its supercraft quality. If the item goes 24 hours without a tune-up, it reverts to a +3 masterwork item. The daily tune-up only takes the Mech 10 minutes. The

Mech can only have one supercraft item at a time. If the supercraft item is destroyed, he may create a new one.



MEDICINE MAN

It was the dead of night. Yet here, in the blasted urban landscape, a perceptible glow suffused everything, giving light to the squalid hole in which the party of men now found themselves.

Fighting raged outside, the sounds of gunfire met with shrieks, screams, and bloodcurdling laughter of the most inhuman sort. The last of their number were holding onto a shaky perimeter, doing battle with a mob of ghouls that had surprised the expedition as it neared the nuked city's heart. Now, in the wee hours before dawn, nearly a hundred had come to slaughter them to the last.

Inside the building, some of the blood-caked soldiers brought in two or three of their fallen comrades. A handful of others checked the darkened rooms to make sure there were no more ghouls inside. Then they turned to the individual who had accompanied them to ensure they all came back alive.

"Will this be okay, Doc?" asked one of the grunts.

The medicine man looked over the damp, roach-infested interior before motioning for the first casualty to be put on a nearby stone slab.

"It will have to do, soldier."

Whereas the Juju Doctor can run the gamut from a tribal shaman to a technological throwback with some limited expertise in true medicine, the Medicine Man is a master physician by comparison. With years of



education and practical experience under his belt, the Medicine Man has seen almost every kind of injury imaginable, helped treat diseases or concoct cures for the deadliest mutated viruses, and made miracles happen with the magic of his hands.

Because of his focus on medicine and treatment, the Medicine Man is not only proficient in the use and creation of medicines, but also with the legendary devices of the Ancients, life-giving wonders that remain almost totally unknown in this new Dark Age of science.

REQUIREMENTS

To qualify to become a Medicine Man, a character must fulfill the following criteria.

Skills: Treat Injury 14 ranks, Craft (pharmaceutical) 8 ranks, Knowledge (earth and life sciences) 6 ranks, Knowledge (mutant lore) 6 ranks, Knowledge (technology) 6 ranks.

Feats: Surgery, Medical Expert.

CLASS INFORMATION

The following information pertains to the Medicine Man advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Medicine Man class skills are: Concentrate (Con), Craft (pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (ancient lore, behavioral sciences, current events, earth and life sciences, mutant lore, technology) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Medicine Man advanced class.

Ancient Drugs: The Medicine man has learned the pharmaceutical techniques of the Ancients, and can recreate the powerful drugs they once used. Ancient drug creation requires materials, time and a successful Craft (pharmaceutical) check. These details can be found in the Artifacts of the Ancients section (under Ancient Medicine).

This ability is effectively the same as the *Advanced Pharmaceutical Discipline* feat. The Medicine man does not need to meet the prerequisites of that feat to use this ability. If the character already has the *Advanced Pharmaceutical Discipline* feat, he may choose a bonus feat from the Juju Doctor's bonus feat list.

Mutant Treatment: If the Medicine Man administers Ancient drugs to a mutant character, he can grant +4 bonus to the mutant's Medical Incompatibility check.

TABLE 1-20: THE MEDICINE MAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+1	Ancient Drugs	+1	+2
2	+1	+2	+0	+2	Minor Medical Miracle	+1	+2
3	+1	+2	+1	+2	Medical Specialist +1	+2	+2
4	+2	+2	+1	+2	Mutant Treatment	+2	+3
5	+2	+3	+1	+3	Mutant Drugs	+3	+3
6	+3	+3	+2	+3	Medical Specialist +2	+3	+4
7	+3	+4	+2	+4	Second Chance	+4	+4
8	+4	+4	+2	+4	Medical Miracle	+4	+4
9	+4	+4	+3	+4	Medical Specialist +3	+5	+4
10	+5	+5	+3	+5	Ancient Medical Technology	+5	+5

Mutant Drugs: The Medicine Man can create Ancient drugs that are 100% compatible with mutants. These drugs must be created for a specific mutant or group of similar mutants. If a different mutant (or human) uses the mutant-specific drug, he must make a Medical Incompatibility check.

Minor Medical Miracle: This ability has the same effect as the ability of the same name given to the Field Medic in the *d20 Modern* core rulebook or the Juju Doctor's Juju Miracle ability. If the Medicine Man already has this ability, he may choose a bonus feat from the Juju Doctor's bonus feat selections. He gets this ability at 2nd level.

Medical Miracle: This ability has the same effect as the ability of the same name given to the Field Medic in the *d20 Modern* core rulebook. The Medicine Man gets this ability at 8th level.

Medical Specialist: Similar to Juju Mastery, this grants the Medicine Man a +1 competence bonus to Treat Injury checks. This stacks with Juju Mastery.

Second Chance: Using 1 action point, the Medicine may re-roll any Treat Injury check.

Ancient Medical Technology: At 10th level, the Medicine Man learns an extremely rare Ancient medical technology. Some of these technologies were the last advancements before the Fall and represent the pinnacle of Ancient medical science. The Medicine Man chooses one technology and has no knowledge of the others.

Cloning: A common service provided widely throughout the United States prior to the fall of the Ancients was the creation of clones. Clones were human beings grown artificially in a "vat" using genetic material from samples (hair, blood, skin, etc.) given by their owners.

Creating a clone requires a Cloning Kit, which the Medicine Man must construct and which costs a minimum of 50,000 cp in raw materials. Once a kit has been constructed, the Medicine can clone any living creature as long as he has a DNA sample. Clones require 1d4 weeks to mature, at which time it must

make a Fortitude save (DC 20) or develop 1d4 defects (see mutations). Otherwise, the clone is identical to the original.

Regeneration Serum: Regen tanks were common in the time of Ancients, but in the final days of the war, a remarkable drug was developed, which provided the same healing ability in drug form (similar to stimshots) and which could be used in the field.

Regeneration Serum provides the same healing powers as a Regen Tank (*see Artifacts of the Ancients*), but is administered via syringe. Crafting one application of Regeneration Serum takes 24 hours, costs 5,000 cp in raw materials, and has a Craft DC of 30.

Zombie Plague Serum: This horrible virus was engineered by the Ancients just prior to the Fall. This serum will transform its victim into a Plague Zombie 2d6 hours after injection unless a Fort save (DC 20) is made to resist it.

Crafting one application of Zombie Plague Serum takes 24 hours, costs 1,000 cp in raw materials, and has a Craft DC of 30.

MUTANT HUNTER

Huddled into the rotten and ragged back seat of an old car, somewhere within the ruins of a vast junkyard, the mutant boy tried with all his might to remain quiet. His crooked teeth chattered within his slightly deformed mouth while saliva from his overactive glands dribbled down his bumpy chin. His yellow eyes were as wide as saucers with the fear building inside him as he peered out from the illusory safety of his clever hiding place. Through the dirt-encrusted windows, he scanned the area to see if his pursuers were anywhere nearby.

If they were, if they saw him, if they got their hands on him...he shuddered almost uncontrollably, knowing well the fate that would be in store for him if they did.

Despite what seems to be the inevitable extinction of the human race, rare groups of pureblood humans, clustered in tiny communities and scattered across the Twisted Earth, do exist. These groups, direct descendants of the few humans who managed to escape the cataclysm of the Fall—in shelters, vaults, and protected domes—have grown increasingly rare in recent decades as their isolationist tendencies and small population move them ever closer to vanishing forever. Mutant gangs, degenerate raiders, and all manner of evolved creatures prey upon them, beating against the walls of their fortress-like enclaves until they inevitably collapse, their people either killed or assimilated into the mutated populace of the Twisted Earth.

Some humans, however, have earned for themselves (and indeed, all remnants of pureblood human stock) a hated reputation as killers and hunters of mutant kind. Enraged by the rape and slaughter of their human brothers and sisters by savage mutant tribes and the insane pseudo-societies of the wasteland, these survivors have become Mutant Hunters.

The Mutant Hunter is part of an elite and feared predatory “caste” that has taken upon itself the task of exterminating all mutant life. Though mutants in this world vastly outnumber humans, these men and women have sworn to hunt them to extinction and reclaim the world for humanity.

Among the few remaining human enclaves, Mutant Hunters often fill a prestigious role either as elite soldiers and protectors or as far-ranging hunters who spend years at a time wiping out as many mutants as they can before returning home.

REQUIREMENTS

To qualify to become a Mutant Hunter, a character must fulfill the following criteria.

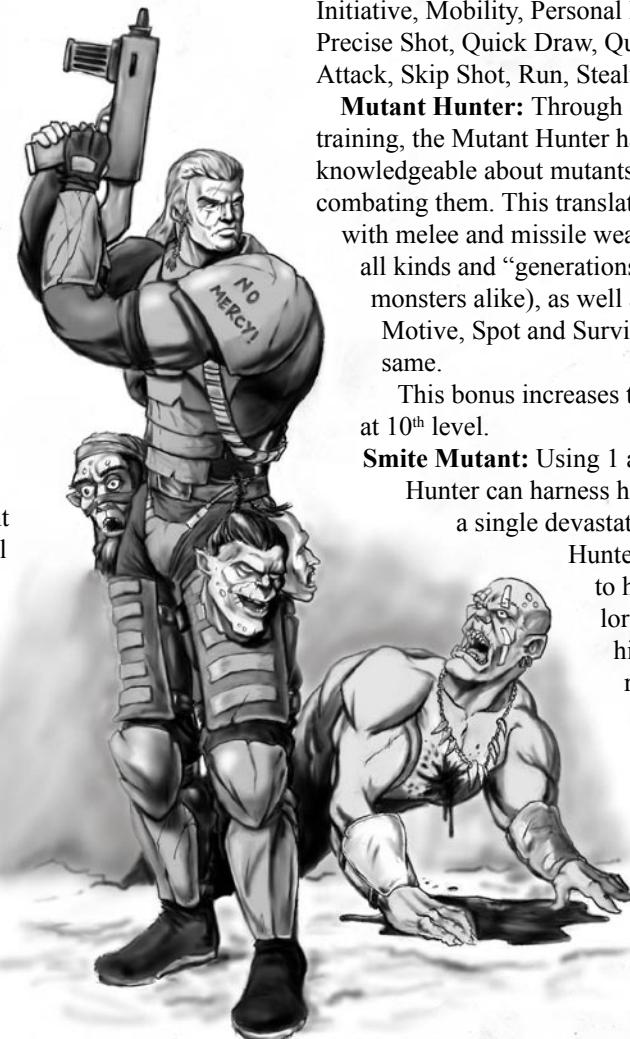
Base Attack Bonus: +9.

Skills: Knowledge (mutant lore) 10 ranks, Survival 10 ranks, Spot 8 ranks.

Feats: Track, Personal Firearm Proficiency or Archaic Weapon Proficiency.

Talent: Mutation Knowledge

Special: Must not be a mutant.



CLASS INFORMATION

The following information pertains to the Mutant Hunter advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time she attains a new level in this class.

Class Skills: The Mutant Hunter's class skills are: Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Navigate (Int), Knowledge (mutant lore) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Mutant Hunter advanced class.

Bonus Feats: The Mutant Hunter gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Burst Fire, Dead Aim, Dodge, Double Tap, Exotic Firearms Proficiency, Far Shot, Futuristic Firearm Proficiency, Guide, Improved Initiative, Mobility, Personal Firearm Proficiency, Precise Shot, Quick Draw, Quick Reload, Spring Attack, Skip Shot, Run, Stealthy.

Mutant Hunter: Through extensive study and training, the Mutant Hunter has become especially knowledgeable about mutants and effective in combating them. This translates to a +1 damage bonus with melee and missile weapons against mutants of all kinds and “generations” (characters, NPCs, and monsters alike), as well as Bluff, Listen, Sense Motive, Spot and Survival checks against the same.

This bonus increases to +2 at 5th level and +3 at 10th level.

Smite Mutant: Using 1 action point, the Mutant Hunter can harness her hatred for mutants into a single devastating blow. The Mutant

Hunter gains a bonus equal to her Knowledge (mutant lore) ranks (not bonus) to his attack and damage rolls. This bonus stacks with the Mutant Hunter bonus.

Mutant Slayer: This ability represents the Mutant Hunter's expertise at finding and exploiting the various weaknesses of mutants. Given time, the Mutant

TABLE 1-21: THE MUTANT HUNTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+1	Smite Mutants	+1	+1
2	+2	+2	+2	+2	Mutant Hunter +1	+1	+1
3	+3	+2	+2	+2	Bonus Feat	+2	+1
4	+4	+2	+2	+2	Mutant Slayer	+2	+2
5	+5	+3	+3	+3	Mutant Hunter +2	+3	+2
6	+6	+3	+3	+3	Bonus Feat	+3	+2
7	+7	+4	+4	+4	Mind Tricks	+4	+3
8	+8	+4	+4	+4	Mutant Hunter +3	+4	+3
9	+9	+4	+4	+4	Bonus Feat	+5	+3
10	+10	+5	+5	+5	Mutant Bane	+5	+4

Hunter can study a mutant and determine the best way to slay him in a single attack. If the Mutant Hunter can observe a mutant for 3 full rounds, she may make a Knowledge (mutant lore) check (DC 15) to gain the ability to make a mutant-slaying attempt when the target is denied his dexterity bonus or flanked. Upon a successful mutant slayer attack, the target must make a Fortitude save (DC 10 + the Mutant Hunter's Knowledge (mutant lore) rank) or be killed instantly. If the target survives, he takes damage as if the Mutant Hunter had smitten him.

Mind Tricks: Experience in combating mutants has led the Mutant Hunter to develop special mind tricks to resist the effects of mental attacks. The Mutant Hunter adds her Mutant Hunter level to her Will save when resisting psionics and other mind-affecting mutations used against her.

Mutant Bane: A Mutant Hunter of this level represents the perfect mutant-killing machine, capable of slaying hordes of mutants in seconds. Using 1 action point, the Mutant Hunter can attempt to slay a mutant regardless of whether the target is denied his dexterity bonus or flanked. In addition, the Mutant Hunter does not require 3 rounds of study or a successful Knowledge (mutant lore) check.

SCIENTIST

Working in the gaudy light of a workbench, surrounded by a menagerie of test tubes and bubbling beakers, the frail-looking woman looked completely out of place in the company of thugs and killers, a few of whom stood nearby, warily watching her. A virtual prisoner of these men, she had labored hard over the past few months to bring their two-bit operation up to the scale needed to meet their master's demands.

The "master," whoever he really was, had a vision: to spread his vile, poisonous product to all the grungy corners of the wasteland. Under the guise of humanitarianism, this "master" promised an escape

to those in pain from disease and radiation, those in misery, dying of starvation and neglect, and those simply seeking a way out of this hopeless life after the Fall. In truth, he was a profiteer, and she knew it. He was a madman, with aspirations to control the wasteland through addiction of its inhabitants.

She continued her work undisturbed, knowing full well that the simpletons left to guard her had no idea she was concocting a volatile mixture that would blow them all to Hell.

The Scientist is an advanced thinker and scholar, an intellectual, whose skills go beyond mere education, bordering on the level of genius. As science and knowledge are valuable commodities in this run-down, hopeless world, true scientists are a rare and priceless luxury. Like Tinkers, who are kept in hiding and protected from the outside world, scientists can also be revered and sheltered solely for the secrets locked within their heads.

REQUIREMENTS

To qualify to become a Scientist, a character must fulfill the following criteria.

Skills: Knowledge (technology) 15 ranks and Research 12 ranks.

Feats: Studious.

CLASS INFORMATION

The following information pertains to the Scientist advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Scientist class skills are: Computer Use (Int), Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Knowledge (any) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.



CLASS FEATURES

The following features pertain to the Scientist advanced class.

Bonus Feats: A Scientist receives bonus feats at 6th and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Pharmaceutical Discipline, Advanced Weapons Discipline, Aircraft Discipline, Educated, Gearhead, Modern Firearms Discipline, Modern Vehicles Discipline, Renown.

Scientific Method: The Scientist is extremely disciplined in her application of science. She investigates every avenue and every possibility. Using 1 action point, the Scientist can take 20 on any Knowledge skill check.

Scientific Improvisation: At 2nd level, the Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Scientist create tools and devices quickly and cheaply, even in a dramatic situation, but these creations have a limited useful lifespan.

By spending 1 action point and combining common objects with a Craft check that corresponds to the desired function, the Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to the standard Craft DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, mechanical devices, and even weapons can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Protected By The Code: This ability is the same as Scholar ability of the same name. If the Scientist already possesses this ability, she may choose a bonus feat.

Smart Weapon: The Scientist selects one weapon with which she is proficient and can use that weapon with one hand. With the selected weapon, the Scientist can use her Intelligence modifier instead of her Strength or Dexterity modifier on attack rolls. She can choose any weapon, even an advanced one.

Hypothesis: Highly experienced Scientists are renowned for their ability to make "educated guesses" in a flash of inspiration. With this ability, the Scientist can use 1 action point to come up with a useful theory that answers a question concerning a specific goal, event, or activity that occurred in the past or will occur within 1 week. In all cases, the GM controls what information the character receives. The base chance for a correct hypothesis is 50% + 2% per Scientist level. If the dice roll fails, the character knows the ability has failed.

Lead Scientist: The Scientist has become so renowned that she starts to gain followers. Some of the followers are fellow Scientists who simply want to learn from their more experienced colleague, while others may be warriors who have dedicated their lives to protecting one of the few great minds left in the wastelands. This ability grants the Scientist the leadership feat.

Funding: Most Scientists have specific scientific goals that they wish to achieve. Often, the largest barrier to such achievements is a lack of resources. At 8th level, a Scientist's career has advanced sufficiently that she has attracted a group or person that either shares her vision or simply wants to reap the benefits of the Scientist's labors. Regardless of the motive, the Scientist now acquires a funding source of some kind. This could be a paramilitary group that wants advanced weapons, a group of Resurrectors attempting to rebuild a nuclear power plant, or group of medicine men that want to rediscover the Ancient power of cloning.

TABLE 1-22: THE SCIENTIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Scientific Method	+1	+2
2	+1	+0	+2	+2	Scientific Improvisation	+1	+2
3	+1	+1	+2	+2	Protected By Code	+2	+2
4	+2	+1	+2	+2	Smart Weapon	+2	+3
5	+2	+1	+3	+3	Hypothesis	+3	+3
6	+3	+2	+3	+3	Bonus Feat	+3	+4
7	+3	+2	+4	+4	Lead Scientist	+4	+4
8	+4	+2	+4	+4	Funding	+4	+4
9	+4	+3	+4	+4	Bonus Feat	+5	+4
10	+5	+3	+5	+5	Improved Scientific Method	+5	+5

This ability leaves a lot to the GM's discretion. The character does not receive unlimited resources, but she does receive enough to make continued and substantial progress. At a minimum, the Scientist should be provided with a lab, access to some Ancient research materials, and sufficient resources to perform experiments and crafts that require materials. Extremely rare and expensive requests may require significant time to acquire; they might even require assistance from the Scientist (can you say adventure?).

Improved Scientific Method: At 10th level, the Scientist can apply her Scientific Method to specific projects. By using 1 action point, the Scientist can take 20 on any Craft skill check.

TECH LOOTER

The party of monastic warriors departed the choking atmosphere of the darkened drinking hole, taking with them their heavy laser weapons and powered armor. As they marched out the door, casting menacing glares at the local patrons, a lone individual emerged from the shadows to approach the bartender.

When he was sure the warriors were gone, he reached into his tattered robes and pulled out a small sack of corium nuggets, the slightly radioactive warmth of which he could feel even through the thick burlap.

As he dangled the coins over the bartender's hand, a single question slipped from his lips.

"Which way did they say they were heading?"

The Tech Looter is a clever type of Scav or Trader who makes his living by following the trails of the major players in the post-apocalyptic world. Watching, waiting, and scrutinizing their movements, he tracks them hundreds of miles across the desert, knowing that wherever they are headed, something valuable is bound to be uncovered.

A true opportunist, the Tech Looter is like the small fish that follows the school of bigger fish, knowing that when all is said and done, there will be at least a few scraps for him to scavenge. Even better, if he manages to find out where they are headed, he'll get there before the crowd and be out before anyone's the wiser.

The Tech Looter specializes in stealth and tracking, keeping an ear to the ground for rumors of the next tech "mother lode" or simply eavesdropping on careless expedition members who let slip their intentions and destinations. If he can, the Tech Looter will try to get to the lost cache or stockpile before his more powerful competitors, looting it for everything he can and getting out before they ever arrive.

The Tech Looter is a hated nuisance to all groups that seek out lost artifacts. If he is caught, he is usually shot on sight; if his identity is ever discovered, he will soon find he has a price on his head.

Despite the dangers, the Tech Looter stands to make a terrific profit for his troubles. Whether he arrives ahead of the pack to take the choicest items before scampering off into the night or comes late and has only the leavings to pick from in the morning, there are many on the Twisted Earth who would buy his finds, whatever they might be.

REQUIREMENTS

To qualify to become a Tech Looter, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Computer User 6 ranks, Disable Device 6 ranks, Gather Information 8 ranks, Knowledge (technology) 8 ranks, Knowledge (ancient lore) 6 ranks, Repair 6 ranks.

Feats: Advanced Technology.

Special: Ear to the Ground, Scav Scan, Sweep.

CLASS INFORMATION

The following information pertains to the Tech Looter advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Tech Looter class skills are: Computer Use (Int), Decipher Script (Int), Disable Device (Dex), Drive (Dex), Gather Information (Cha), Hide (Dex), Knowledge (ancient lore, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Open Lock (Dex), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following are class features of the Tech Looter prestige class.

Bonus Feats: A Tech Looter receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Advanced Firearms Proficiency, Agile Riposte, Alertness, Cautious, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Futuristic Firearms Proficiency,

Improved Initiative, Meticulous, Mobility, Nimble, Personal Firearms Proficiency, Precise Shot, Point Blank Shot, Quick Draw, Run, Shot on the Run, Spring Attack, Stealthy, Track, and Unbalance Opponent.

Ancient Sense: The Tech Looter has a unique understanding of Ancient facilities, which grants him many benefits when exploring ruins and disabling Ancient security measures.

When attempting to bypass Ancient security, the Tech Looter gains a +4 insight bonus to Computer Use, Disable Device, and Open Lock. Additionally, when making reflex saves due to high-tech traps, the Tech Looter may add his Intelligence modifier to his roll.

Contacts: The Tech Looter knows someone in every town who is willing to buy for a fair price. A Tech Looter can sell any item of advanced technology (GM's decision on what constitutes "advanced technology" in a given settlement) for the standard market price, regardless of whether the town has sufficient resources or cash on hand. He is *always* able to find a buyer (whether a passing merchant or local eccentric no one knew about).

On The Lookout: The Tech Looter receives a bonus equal to twice his Tech Looter level to Gather Information checks when listening for rumors about technological finds, lost bases of the Ancients, tech mother lodes, etc.

Beat Feet: The Tech Looter has the uncanny ability to make it to a chosen destination faster than most people by taking short cuts, forfeiting sleep for progress and taking secret paths through otherwise uncharted terrain. While his movement on a tactical level remains unchanged, the Tech Looter is able to cover a distance 50% greater than normal in a given 24-hour period when traveling over land.

Tech Mastery: Many items pass through a Tech Looter's hands, and he hears about a lot more. The Tech Looter can, without a Technology check, identify any tech item he sees and handles. He can also determine if the item is damaged or malfunctioning and discern its purpose and use.

When repairing technology, the Tech Looter gains a +4 insight bonus to Repair checks. Also, when using high-tech weapons, the Tech Looter does not suffer a non-proficiency penalty.

If the Tech Looter already possesses some Advanced Weapon Proficiencies, he may swap them out for bonus feats from the Tech Looter list.

Sneak Attack: Like a Scav, the Tech Looter is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such, he receives a damage bonus when his target is denied his Dexterity bonus or flanked. A Tech

Looter may sneak attack with a melee weapon or a ranged weapon, as long as the enemy is within 30 feet.



TABLE 1-23: THE TECH LOOTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Sneak Attack +1d6, Contacts	+1	+0
2	+1	+0	+3	+0	Ancient Sense	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Beat Feet	+3	+0
5	+3	+1	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	+2	+5	+2	Bonus Feat	+4	+1
7	+5	+2	+5	+2	On The Lookout	+5	+1
8	+6	+2	+6	+2	Tech Mastery	+6	+1
9	+6	+3	+6	+3	Bonus Feat	+6	+2
10	+7	+3	+7	+3	Sneak Attack +3d6	+7	+2

TRADE MASTER

Standing high atop the mission-like structure of his clan's trade caravan, the trade master observed the fiery aura of early twilight, painted across the sky in bright, broad brush strokes. He often came up here at this hour to relax and ponder the successes of the day. In the distance, he could hear his underlings preparing the next caravan for its long journey across the wasteland to parts far and wide. Before him, stretching out like a carpet of ever-darkening colors, was the city he had personally built to fuel his trade empire. Once a mere oasis, it was now a garden of diverse groups and visiting wayfarers. The life that bloomed here was a reflection of his success, his authority, and his power.

The Trade Master is a member of high standing in one of the wasteland's few but powerful trade cartels. He might swear allegiance to a coalition of trade communities come together for mutual profit, or he might be a leader of a nomadic family clan that subsists solely through keeping outlying settlements connected, but whatever his station, he knows that all trade "houses" are vital links that help keep humanity (and mutant kind) alive—and are powerful as a result.

The individual Trade Master's abilities lie not only in the fundamental principles of his profession (i.e. buy low and sell high), but also in his ability to convince others of his benevolence. Diplomacy is as much a part of trade and commerce in the violent wastes as the actual goods themselves. It is a fine art that requires years of experience, an innate understanding of others, and an ability to read the motivations of other leaders. A Trade Master must often take on the role of peacemaker or negotiator, if only to keep the goods flowing to the markets of the region.

The rewards for mastering these often-difficult social talents are numerous: protection from outside law, followers at one's disposal, a family and clan

to call "home," concubines and luxuries beyond the imaginings of most men, and personal influence enough to satisfy even the most debauched and egotistical princes and kings.

REQUIREMENTS

To qualify to become a Trade Master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Bluff 10 ranks, Diplomacy 14 ranks, Gather Information 8 ranks, Profession (trader) 12 ranks.

Feats: Leadership, Market (x2).

CLASS INFORMATION

The following information pertains to the Trade Master advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Trade Master class skills are: Bluff (Cha), Diplomacy (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (current events, business) (Int), Navigate (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (any) (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Trade Master advanced class.

Distribution Network: Distribution costs make up a large portion of trade expenses. By pooling resources with other cartels, an influential trader reduces these costs. The Trade Master can now sell goods for 25% more and buy goods for 25% less while in his Markets (see feat).

Leadership: The Trade Master slowly builds up his cartel. He gets a bonus to his leadership score as he gains levels.

TABLE 1-24: THE TRADE MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Distribution Network, Improved Cohort	+1	+2
2	+1	+0	+2	+2	Leadership +1	+1	+2
3	+1	+1	+2	+2	Make A Deal	+2	+2
4	+2	+1	+2	+2	Leadership +2	+2	+3
5	+2	+1	+3	+3	Wise Man Speaks	+3	+3
6	+3	+2	+3	+3	Leadership +3	+3	+3
7	+3	+2	+4	+4	Peacemaker	+4	+4
8	+4	+2	+4	+4	Leadership +4	+4	+4
9	+4	+3	+4	+4	Market Leverage	+5	+4
10	+5	+3	+5	+5	Leadership +5	+5	+5

Make A Deal: A Trade Master can get himself out of trouble by striking an irresistible deal with his captors. Attempting to “make a deal” requires the target to make a Will save (DC 10 + Trade Master’s Charisma modifier + Trade Master’s Character Level) or let the Trade Master go. There are certain limitations to this ability: the “trouble” must be a sentient creature that speaks the same language as the Trade Master, and the creature must have some basic

need that the trader could possibly fill. Whether or not the Trade Master actually follows through on filling that need is entirely up to him. A Trade Master cannot attempt this ability more than once with a given enemy (or community).

Peacemaker: The Trade Master has become renowned as a negotiator and mediator between distant peoples, and all communities that know him honor his reputation for neutrality and objectivity. This makes the Trade Master respected as a diplomat and peacemaker. A Trade Master of 7th level receives a +4 competence bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Wise Man Speaks: The Trade Master can add his Wisdom modifier (if any) to his Charisma bonus when dealing in diplomacy, trades, or negotiations.

Market Leverage: At 9th level, the Trade Master is a titan of business, actually able to manipulate prices by restricting demand, engaging in monopolistic practices, and unduly exerting his influence. The Trade Master can now sell goods for 50% more and buy goods for 50% less while in his Markets (see feat).

In addition, the Trade Master may choose to block all other Traders or Trade Master’s from gaining their Market, Distributed Network, or Market Leverage benefits. This can often result in trade wars or armed conflict.

Improved Cohort: The Trade Master has the ability to arrange for an improved cohort. If at any time the Trade Master’s Leadership score would imply a higher-level cohort than the one currently in service, he may choose to dismiss that current cohort and summon a new one of higher level. Alternatively, he may train his current cohort and upgrade him to the higher-level. This training takes one week. Neither of these actions have a negative effect on the Trade Master’s Leadership score.



WARRIOR MONK

In the dusty, hollow ruins of the sprawling factory complex, cracked open to the blood-red sky above by some ancient bombardment, two opposing forces moved within range. On one side came the thunderous echo of powered armor boots, the clank and whir of electrically assisted armor plate, and the subsonic rumble of plasma weapons at the ready. A force of Foundationists moved to secure the ruins, confident in their superiority.

Ahead of them, emerging quietly from the sharp and irregular rubble of the structure's maze-like interior, came an almost equal number of silent opponents. In sharp contrast to the seemingly superior Foundation entourage, these "soldiers" wore only long drab robes of a twilight purple color, covering their long, pale limbs and an almost certain abundance of ghastly mutations. Their faces, a moment ago obscured by the shadows of their deep cowls, were suddenly illuminated in a vibrant half-light as their eyes flared with untold psychic power.

Two elite forces faced off. Only one would emerge victorious.

The term "Warrior Monk" is used to describe the military elite of many rising power groups of the Twisted Earth. Motivated by some philosophy, duty, or code of conduct, these men and women dedicate themselves to either upholding an intangible ideal or selflessly furthering the aims of their faction. Unlike most followers of these cults and rising "empires," who apply a wide variety of skills and abilities to further their cause's influence and successes, the Warrior Monk focuses on his martial abilities.

Examples of the Warrior Monk class include the ruthless "paladins" and Resurrectionists of the Foundation, the vigilante Rangers of the Deadlands, who act as peacemakers in the wilderness, and the mysterious agents of the Brotherhood of Radiation, who hide among the populaces of many desert



communities, keeping a finger on the pulse of the wasteland.

In other settings, the term Warrior Monk can mean many different things. He could be a member of a community's elite cadre of soldiers, a special-forces-style "commando." Or he could be the loyal and trusted retainer of a desert warlord or raider prince, a "samurai" of sorts. Or he could be someone who takes it upon himself to bring back the long-dead values of heroism and adventure, a wanderer of the world not unlike the "knight errant" of the ancient past.

TABLE 1-25: THE WARRIOR MONK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Superior Ability	+1	+2
2	+2	+2	+2	+0	Bonus Feat	+1	+2
3	+3	+2	+2	+1	Perfect Attack	+2	+2
4	+4	+2	+2	+1	Superior Ability	+2	+3
5	+5	+3	+3	+1	Bonus Feat	+3	+3
6	+6	+3	+3	+2	Deadly Critical	+3	+3
7	+7	+4	+4	+2	Superior Ability	+4	+4
8	+8	+4	+4	+2	Bonus Feat	+4	+4
9	+9	+4	+4	+3	Superior Ability	+5	+4
10	+10	+5	+5	+3	Bonus Feat	+5	+5

REQUIREMENTS

To qualify to become a Warrior Monk, a character must fulfill the following criteria.

Base Attack Bonus: +12.

Skills: Knowledge (tactics) 8 ranks.

Feat: Combat Expertise, Combat Reflexes, Weapon Focus.

Special: Greater Weapon Specialization, Greater Weapon Focus, or Living Weapon.

CLASS INFORMATION

The following information pertains to the Warrior Monk advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Warrior Monk's class skills are: Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Warrior Monk advanced class.

Bonus Feats: The Warrior Monk gets a bonus feat at 2nd, 5th, 8th and 10th level. The feat must be selected from the following list or from the bonus feat list of one of the following warrior classes (Barbarian, Guardian, Gunslinger, Martial Artist, Raider, Road Warrior, Survivalist, or Sister of the Desert): Advanced Combat Martial Arts, Advanced Two Weapon Fighting, Armed to the Teeth, Futuristic Firearm Proficiency, Burst Fire, Dead Aim, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Great Cleave, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Improved Two Weapon Fighting, Shot on the Run, Skip Shot, Spring Attack, Sunder, Whirlwind Attack. The character must meet the prerequisites for a feat in order to select it.

Superior Ability: The Warrior Monk chooses one of four superior abilities: Superior Weapon Focus, Superior Weapon Specialization, Superior Combat Reflexes, and Superior Combat Expertise. Eventually, the Warrior Monk will receive all four, but he may choose them in any order. They are granted at 1st, 4th, 7th, and 9th levels. Superior Weapon Focus and Specialization must be taken for a weapon for which the character already has weapon focus.

Superior Weapon Focus: Stacking with any previous weapon focus bonuses, the Warrior Monk gains a +1 to all attack rolls for his weapon of choice.

Superior Combat Reflexes: A Warrior Monk can make multiple attacks of opportunity in a round equal to his Dexterity Modifier plus his Wisdom Modifier.

Superior Weapon Specialization: Stacking with any previous weapon specialization bonuses, the Warrior Monk gains a +2 to damage with his weapon of choice.

Superior Combat Expertise: When using the Combat Expertise feat, a Warrior Monk can improve his defense bonus by subtracting any amount from his attack as long as it doesn't exceed his base attack. Normally, a character is limited to 5.

Perfect Attack: Using 1 action point, the Warrior Monk can choose to do maximum damage (but not on a critical hit). Additional damage from feats, sneak attacks, or special weapon properties is determined normally.

Deadly Critical: Using 1 action point, the Warrior Monk can choose to increase his critical multiplier by one factor. For example, a Warrior Monk scoring a critical hit with a Desert Eagle can do x3 damage.

NEW & REVISED SKILLS

CRAFT (INT)

This skill encompasses several categories. Each category is treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. In order to effectively use a Craft skill, a character must have a kit or some other set of tools. The cost of this equipment varies according to the particular Craft skill.

To use Craft, you must first decide what the character is trying to create and consult the category descriptions, below. If the character has the raw materials, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted). The raw material costs are simply guidelines. If attempting to craft a specific object found in *d20 Modern* or *Darwin's World*, the raw materials should be roughly one-third the object's full price.

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials during the first attempt). The exception is Craft (writing); the character can take 20 because the character does not use up any raw materials.

CRAFT (CHEMICAL) (INT)

Trained Only

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Raw Materials	Acid Craft DC	Base Craft DC	Time
Mild (1d6/1d10) *	70 cp	15	10	1 min.
Potent (2d6/2d10)	200 cp	20	15	30 min.
Concentrated (3d6/3d10)	650 cp	30	20	1 hr.

* The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half its intended damage to anyone in the burst radius, including the character crafting the explosive device.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Raw Materials	Craft DC	Time
Improvised (1d6/5 feet) *	40 cp	10	1 round
Simple (2d6/5 feet)	100 cp	15	10 min.
Moderate (4d6/10 feet)	300 cp	20	1 hr.
Complex (6d6/15 feet)	500 cp	25	3 hr.
Powerful (8d6/20 feet)	1,000 cp	30	12 hr.
Devastating (10d6/25 feet)	3,000 cp	35	24 hr.

* The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled in order to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is a permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Raw Materials: The corium necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

CRAFT (ELECTRONIC) (INT)

Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Electronics (Examples)	Raw Materials	Craft DC	Time
Simple (timer or detonator)	70 cp	15	1 hr.
Moderate (radio direction finder, electronic lock)	200 cp	20	12 hr.
Complex (cell phone)	650 cp	25	24 hr.
Advanced (computer)	3,500 cp	30	60 hr.
Futuristic (android brain)	15,000 cp	35	200 hr.

Advanced Electronics: Some high tech electronics, such as those found in the *Artifacts of the Ancients*, require the *Advanced Electronics Discipline* feat. Characters without this feat suffer a -4 non-discipline penalty to craft checks.

Advanced Armor and Weapons: Some high tech weapons and armor, such as those found in the *Artifacts of the Ancients*, require the *Advanced Armor Discipline*, *Advanced Electronics Discipline*, or *Advanced Weapons Discipline* feat. Characters without these feats suffer a -4 non-discipline penalty per required feat to craft checks. For example, if a

character is attempting to create a suit of power armor and does not have the *Advanced Armor Discipline* and *Advanced Electronics Discipline*, he suffers a cumulative -8 non-discipline penalty. If he has one of the required feats, the penalty is only -4.

Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks. A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

TABLE 1-26: POISONS

Poison	Type	Save DC	Initial Damage	Secondary Damage	Raw Materials	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	90 cp	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	12 cp	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	350 cp	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	12 cp	9	1 hr.
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	200 cp	28	8 hr.
Chloroform*	Inhaled	17	Unconsciousness 1d3 hours	-	90 cp	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	500 cp	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	500 cp	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	200 cp	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	90 cp	20	4 hr.
Desert anemone sap	Injury	15	Stun 1d4 rounds	-	200 cp	n/a	n/a
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	200 cp	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	40 cp	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	40 cp	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	200 cp	26	8 hr.
Mutant bug venom	Injury	13	1d2 Con	1d2 Con	20 cp	n/a	n/a
Othydont pus	Inhaled	15	Nauseated 1d4 hours	-	90 cp		
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	90 cp	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	90 cp	24	4 hr.
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	200 cp	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	500 cp	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	200 cp	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	90 cp	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	-	90 cp	21	4 hr.
Utarn spittle	Injury	13	Paralysis 2d6 minutes	-	275 cp	n/a	n/a
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	2,000 cp	42	48 hr.

* Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

CRAFT (MECHANICAL) (INT)

Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Mechanical Device (Examples)	Raw Materials	Craft DC	Time
Simple (tripwire trap)	30 cp	15	1 hr.
Moderate (engine component, light armor)	200 cp	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	650 cp	25	24 hr.
Advanced (jet engine)	3,500 cp	30	60 hr.
Futuristic (energy weapon, power armor)	15,000 cp	35	200 hr.

Modern Aircraft, Firearms, and Vehicles: Modern Aircraft, Firearms, and Vehicles require the *Modern Aircraft Discipline*, *Modern Firearms Discipline*, or *Modern Vehicles Discipline* feat. Characters without the respective feat suffer a -4 non-discipline penalty to craft checks.

Advanced Armor and Weapons: Some high tech weapons and armor, such as those found in the *Artifacts of the Ancients*, require the *Advanced Armor Discipline*, *Advanced Electronics Discipline*, or *Advanced Weapons Discipline* feat. Characters without these feats suffer a -4 non-discipline penalty per required feat to craft checks. For example, if a character is attempting to create a suit of power armor and does not have the *Advanced Armor Discipline* and *Advanced Electronics Discipline*, he suffers a cumulative -8 non-discipline penalty. If he has one of the required feats, the penalty is only -4.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

CRAFT (PHARMACEUTICAL) (INT)

Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on

Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Raw Materials	Craft DC	Time
14 or lower	30 cp	15	1 hr.
15-18	120 cp	20	3 hr.
19-22	500 cp	25	6 hr.
23 or higher	2,000 cp	30	12 hr.

Advanced Pharmaceuticals: Some advanced drugs, such as those found in the *Artifacts of the Ancients*, require the *Advanced Pharmaceuticals Discipline* feat. Characters without this feat suffer a -4 non-discipline penalty to craft checks.

Special: A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks. A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

CRAFT (STRUCTURAL) (INT)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and include such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Structure (Examples)	Raw Materials	Craft DC	Time
Simple (bookcase, false wall)	30 cp	15	12 hr.
Moderate (catapult, shed, house deck)	120 cp	20	24 hr.
Complex (bunker, domed ceiling)	500 cp	25	60 hr.
Advanced (house)	2,000 cp	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks. A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

KNOWLEDGE (INT)

The following are some knowledge skills that exist in this post-holocaust setting beyond those listed in *d20 Modern*.

ANCIENT LORE

This skill governs the knowledge of the culture, civilization, and basic technologies employed by the Ancients (who are all but gone from the face of the Twisted Earth). A player whose character has this skill can realistically play his character as having the knowledge of what the Ancients did, how they lived, etc. and are not subject to the same “ignorance” as other survivors of the cataclysm. Note that this does not mean the character knows how to operate machines, fire weapons, or use Ancient technology, it just means he has an understanding of what the Ancients were about.

MUTANT LORE

This skill assumes a great deal of experience with, or against, mutated beings in the character’s past. It allows the character to identify, at first sight, obvious mutations possessed by mutants and monsters. This gives the character a better idea of what he is facing. In addition, should a mutant use a non-obvious ability (such as most mental mutations), the character may make a Wis check (DC 20) to devise the nature of the given power. With a successful check, the character will know (by reputation) whether or not a creature is safe to eat.

TECHNOLOGY

This skill indicates that the character has some lifelong experience with technological devices, and thus a basic understanding of how such items work through logic. A character with this skill understands the general use of many advanced items, allowing for a better chance at figuring out an item’s function. This skill allows the character a better chance at figuring out things, even things which he has never seen before, if they are of a technological nature (for instance, he may not know how to operate a gravity car, but he knows it is a vehicle and thus it must have a power source, steering column, controls, etc.).

TWISTED EARTH

This skill represents knowledge of the numerous factions, cities, locations, and legends of the post-apocalyptic Earth of Darwin’s World, commonly known as the Twisted Earth.

When appropriate, this skill can provide a +2 synergy bonus to the Diplomacy or Navigation checks (see Skill Synergy). For example, negotiating with a known post fall faction or navigating around a raider infested area.

POST APOCALYPTIC LANGUAGES

So many years after the fall of civilization, a number of offshoot dialects and entirely new languages have developed in the world. The most common languages employed, in the Twisted Earth, include:

ANCIENT

Ancient is the forgotten language of the Ancients, the tongue employed by the citizens of America before it fell to nuclear war. This language is actually quite rare now in Darwin’s World, for there are few communities remaining who have carried the language on, unbroken (those that do and fail generally end up creating their own version of Gutter Talk instead; see below). Some groups (such as “shelter-folk” or dome-dwellers) may indeed know this language (and this language alone), however. Ancient is a very useful language, for it allows a character to understand the road signs, street signs, Arcanum, markings, etc. left by the Ancients in their numerous ruins.

GUTTER TALK

Gutter Talk is closely related to Ancient, and is a preserved form of that speech that has been distorted over time. Various words, for instance, are replaced by the sounds they make (for example, the word “car” may now be “vroom”, or “helicopter” might be “chop chop”), and sentence structuring generally has no rules or organization.

TRADE

Trade is a language that has spread throughout the wasteland as a universal “code” of the merchants who ply the caravan routes, mainly developed to communicate warnings of dangers, raiders, inhospitable communities, etc. A special code of markings and “runes” is used to convey thoughts in written form (much like old hobo code), while gestures and slang phrases (which sometimes vary from region to region) are also prevalent. Major trade organizations (such as the Clean Water Clan, Far Traders, Cartel, etc) may have their own variations of this code for secret uses.

UNISLNG

Unislang is the true “common” tongue in the wasteland, a mix of English, evolved slang, and simple hand gestures. It is much like Trade. Unislang, however, can be highly dialectic, with wild variations being a widespread phenomenon. Universally understood symbols are used to represent ideas or signs (much like cuneiform, or basic picture writing), often as simple as drawing the image of a monster in the area to warn off others. Though the wasteland is seldom a place known for brotherhood, it is generally accepted that those who know Unislang should and will leave markings for others “in the know” to avoid

walking into hostile territory or dangerous regions.

The following is a brief listing of some of the most common phrases and colorful words of Unislang, the universal banter of the Twisted Earth's many varied peoples.

Amazons - female raiders or xenophobes who either hate men or fear them

Ancients - the mythical, deified, and sometimes demonized inhabitants of Earth before the Fall

Breeder - anyone (male or female) capable of breeding

Brethren - militant mutants or cultists who seek to destroy all remnants of the past

Broken Ones - mutants, specifically those with physical deformities

Bronze - someone bringing law and order to the wasteland; usually a law-enforcing member of a community but sometimes a solitary wanderer with a self-styled "vision"

Corium - melted graphite, uranium fuel, and metal from a nuclear core meltdown; often hangs like stalactites in the melted core chamber; valued in the wastes because it is often used as "money"

Domes - biodomes, legendary sealed environment shelters where pure strain humans are said to hide

Freak - a mutant with mental powers

Furniture - a woman

Gangers - sometimes raiders, but more often just loose "gangs" in the urban ruins

Ghoul - any cannibalistic mutant or creature

Graveyard - a ruined city of the Ancients

Grub - a child or something to eat

Gutter Talk - the language of those who have tried to preserve the language and customs of the Ancients, but who have fallen short in one way or another

Lost, The - mutants

Mech - a person who knows how to fix machines

Meds - any kind of medicine, though usually used to refer to narcotics

Mink - a particularly beautiful but deadly female

Mutant - any mutated being

Necropolis - a ruined city

Phantom - a loner or wanderer who does good for the common people

Psionic - a mutant with mind powers

Purist - non-mutants, those of original human stock, usually xenophobic but sometimes tyrannical and racist

Raiders - any kind of brigand, bandit, or highway road gang

Razors - particularly vicious or malevolent gangers

Retard - disdainful term for a mutant with mental powers

Ruin - a ruined city

Sandwalker - a wandering storyteller; usually a merchant or trader (but not always)

Scag - wasteland scum; typically raiders or community outcasts

Scav - a wanderer who lives by scavenging; usually a killer and thief

Stick - a gun, especially a rifle

Terminals - mutants, specifically mutants who are unintelligent or cannibalistic

Toilet Paper - disdainful term for the paper money of the Ancients

Trade - a language used by merchants, full of secret codes and pictograms

Trash - a ganger, bandit, or loner with poor potential and little value

Tribal - a member of any primitive or savage tribe

Twisted Earth - a common nickname for the planet

Ultraviolence - violent acts, usually undertaken for "fun" by miscreants and gangers

Unislang - the universal language used to communicate in Darwin's World

Vault - a hidden shelter for Ancients; also a term for a great cache or trove

Wildcat - an insane or particularly feisty female

Xenophobes - communities of people who shun the outside world, for whatever reason

Yellow Eye - a generic term used to refer to mutants

REPAIR (INT)

Trained Only

Few skills in the post apocalyptic setting are more important than repair. With limited resources and technical knowledge, creation of machines and electronics is rare. More often than not, characters will need to repair salvaged weapons, vehicles, and other technical equipment.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The GM sets the DC. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Raw Materials are required. A successful Repair check restores 2d6 points.

Repair Task (Example)	Raw Materials	Repair / Salvage DC	Time
Simple (tool, simple weapon)	20 cp	10	1 min.
Moderate (mechanical or electronic component)	55 cp	15	10 min.
Complex (mechanical or electronic device)	120 cp	20	1 hr.
Advanced (cutting- edge mechanical or electronic device)	275 cp	25	10 hr.
Futuristic (android brain, power armor)	650 cp	30	10 hr.

Salvaging: Raw Materials are often hard to come by. Often, characters will come upon artifacts of ancient technology that are not able to be repaired. When this occurs, it's a good idea to salvage what is possible from the damaged object. These parts and components can be later used to Repair or even Craft objects.

Salvaging works similar to repairing. The maximum raw materials a character can salvage from an object is the same as it costs to repair it. For example, a complex device could recover 120 cp in raw materials that can be used later to repair another object. The amount that is actually salvaged is determined by the characters Repair check. The DC to completely salvage an object is equal to the DC to Repair the object. If the character fails to salvage the maximum amount, he receives the amount his Repair check dictates. For example, a Repair check of 17 on a complex object would recover 55 cp (moderate level) worth of raw materials.

Optional Rule: While it requires additional book keeping, game masters might consider restricting the usage of salvaged materials by type and only allow materials to be used to Repair objects of the next higher type. For example, moderate materials can be used to repair complex objects but not advanced objects.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this requires no Raw Materials, reduces the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be

fully repaired, or salvaged, thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a critical failure on a Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 on a repair check, or he can take 20 on a Repair check by doubling the repair time. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.



GENERAL FEATS

The following are new or revised general feats.

ARMED TO THE TEETH

You can fight two-handed with ranged and melee weapons

Prerequisite: Two-Weapon Fighting.

Benefit: When you fight with two weapons, you can use a ranged weapon in one hand and a melee weapon in the other hand.

Normal: To gain the benefit of the Two-Weapon fighting feat, your weapons must both be ranged or melee weapons.

BULL'S EYE

Your attacks with ranged weapons are especially deadly.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you threaten a critical hit with a ranged weapon, you may spend an Action Point to automatically confirm the critical.

CONCUBINE

You were at one time the concubine, slave, or mistress of a powerful desert raider or community leader. While in his harem, you were trained in the arts of entertainment and artistic performance.

Prerequisite: Charisma 13.

Benefit: You gain a +4 bonus to all Perform checks and a +2 bonus to Bluff and Diplomacy checks when related to seduction attempts.

Note: Concubine is a feat that means a character was more than a mere love-slave, but someone groomed as a performer for the entertainment of raider chiefs, merchants, etc. The Perform bonus is meant to cover many types of entertainment, from musicianship to dance, from poetry to whatever might please one's next master(s). As such it, can apply to both male and female characters of all ages.

FILTHY

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Charisma 9 or below.

Benefit: You gain a +2 circumstance bonus to all saves against poison and disease.

FORSAKEN

You were abandoned as a child and left to die. Against all odds you managed to survive on your own in an unbelievably hostile world, gaining new abilities and insights. You now operate best when left alone.

Prerequisite: Characters of a Feral background only.

Benefit: The character receives a +2 competence bonus to Hide, Listen, and Survival checks. You lose these benefits, however, when working in a group of four or more.

Special: You can only take this feat at 1st level.

FUTURISTIC FIREARM PROFICIENCY

You are proficient with Futuristic weapons such as lasers, mass drivers, and particle beams.

Prerequisite: Advanced Technology.

Benefit: You can fire futuristic weapons without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls with futuristic weapons.

Special: This feat may be used in place of *Personal Firearm Proficiency* as a prerequisite for other firearm

related feats such as *Advanced Firearm Proficiency*. Some futuristic exotic weapons, such as Laser Cannons, require the *Exotic Firearms Proficiency* as well.

GLADIATOR

You've spent some time as a gladiator in the pits of one slave city or another, and have become accustomed to fighting against armored opponents.

Prerequisite: Wisdom 13, Alertness.

Benefit: You receive a +2 bonus to attack rolls when fighting an opponent in medium or heavy armor.

HARD-EYED

With a gun in your hand, you have an especially dangerous aspect.

Prerequisites: Charisma 13, Intimidate 4 ranks.

Benefit: You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

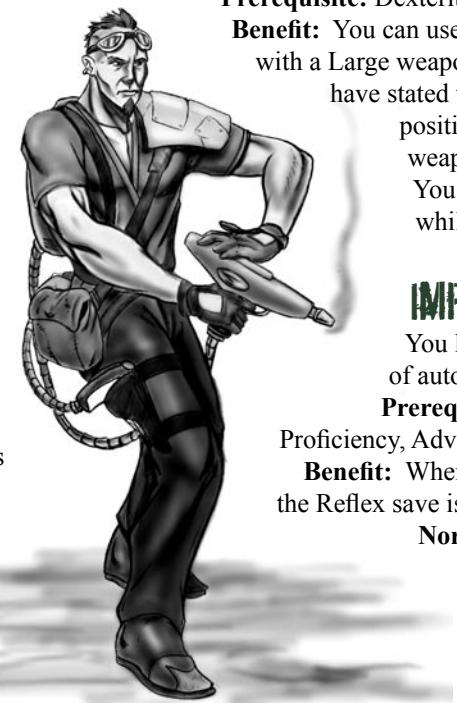
Normal: Circumstances such as holding a gun on a flat-footed opponent normally grant a +2 circumstance bonus.

HIGH READY

You are accustomed to moving with your gun at the ready, shifting your aim with your sight.

Prerequisite: Dexterity 13, Reactive Shooter.

Benefit: You can use the Reactive Shooter feat with a Large weapon. To do so, you must first have stated that you are at the high ready position (on your feet, with your weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.



IMPROVED AUTOFIRE

You lay down withering barrages of autofire with deadly precision.

Prerequisites: Personal firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When you use autofire, the DC for the Reflex save is increased by +5.

Normal: When you use autofire, every creature within the targeted 10-foot-by-10-foot area must make a Reflex save (DC 15) to avoid being hit.

IMPROVED DEAD AIM

Your skill with ranged weapons is unmatched.

Prerequisites: Wisdom 13, Far Shot, Dead Aim.

Benefit: The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

INTIMIDATING STRENGTH

You can intimidate and strike fear into others with your physique alone.

Prerequisites: Strength 15, Intimidate 4 ranks.

Benefit: You can use your Strength modifier instead of your Charisma modifier on Intimidate checks and fear causing abilities such as Frightful Presence, Blood Thirsty Cry, Horrifying Kill, and Death Cry.

INTUITIVE MECHANIC

You have a natural knack for fixing mechanical devices.

Prerequisite: Intelligence 15

Benefit: Repair is considered a class skill for you. In addition, you may always take 10 on Repair checks, even if stress and distractions would normally prevent you from doing so.

JUJU DOCTOR

You are an expert in herbal medicine and treatments. Not only do you know how to use Juju, but you also understand the tools of the trade and how to find them in the wild. Given enough time to search, you can procure enough natural ingredients to build a Juju kit.

Prerequisite: Treat Injury 4 ranks, Survival 4 ranks.

Benefit: You can build a Juju kit by simply searching the wilderness for herbs and other natural ingredients. Finding the ingredients requires a Search check (DC 15) and takes 1d6 hours.

LEADERSHIP

You are a natural leader who attracts followers and brings them under your command.

Prerequisites: The character must be at least 6th level.

Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you. See Table: Leadership for what types and numbers of cohorts and followers you can recruit.

Leadership Score: Your Leadership score is equal to your level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can't

recruit a cohort of a level higher than this.

Number of Followers by Level: You can lead up to the indicated number of characters of each level.

Followers: You attract followers whose allegiances are the same as your own. These followers have gear appropriate to NPCs of their level. As your Leadership score increases, you can attract more followers. If your Leadership score decreases, followers may desert.

Replacing Cohorts and Followers: If you lose a cohort or followers, you can generally replace them, according to your current Leadership score. It takes time (1d4 months) to recruit replacements. If you are to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that you also pick up a reputation of failure, which decreases your Leadership score.

MARKET

You have an established business practice in a particular location. Pick one large city or small region for the focus of this feat.

Prerequisite: Profession (trader) 2 ranks.

Benefit: When trading in the chosen area, you can sell goods for 10% more and buy for 10% less than market value.

Special: This feat can be combined with the Silver Tongue feat or with Trader abilities such as Going Once, Going Twice.

POWERED ARMOR OPERATION

You are proficient at piloting power armor.

Prerequisite: Pilot 4 ranks, Advanced Technology

Benefit: You take no penalty on Piloting checks or attack rolls when operating power armor.

Normal: Characters without this feat take a -4 penalty on Pilot checks when operating power armor.

QUICK TREATMENT

Sometimes the casualties start to mount, and there's not enough time to save everyone. You are trained to administer medical treatment in a frenzied but effective way, allowing you to save lives quickly.

Prerequisite: Treat Injury 5 ranks.

Benefit: If you successfully stabilize a dying patient, you may move to another and make an additional stabilizing attempt. You may continue making stabilizing attempts until you fail a check or cannot move anymore.

RADIATION SENSE

You have the ability to literally "sense" the presence of significantly harmful radiation. This is not so much a physical sense—like hearing or seeing—but rather an ability to notice the telltale signs: a lack of life in area, a sickness in vegetation, a subtle ionizing glow not

TABLE 1-27: LEADERSHIP

Leadership	Cohort	-- Number of Followers by Level --					
Score	Level	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

TABLE 1-28: GENERAL LEADERSHIP MODIFIERS

The Leader Has a Reputation for	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a animal partner	-2 animal companion
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
Follower-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a stronghold or base of operations	+2 guildhouse, and so on
Moves around a lot	-1
Caused the death of other followers	-1

*Cumulative per cohort killed.

noticed by others, etc.

Benefit: You can automatically detect irradiated areas before entering them. This ability is constantly in effect. You can also make a Survival skill check (DC 15) to identify the exact level of radiation.

Normal: Characters without this feat cannot detect radiation unless they have a radiation detection device.

REACTIVE SHOOTER

You react instantly with a firearm.

Prerequisite: Dexterity 13.

Benefit: If you have a Medium-size or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round,

however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but you suffer an -5 penalty on the attack.

You are still considered flat-footed during the surprise round.

Normal: If you are surprised at the beginning of combat, you cannot take any actions during the surprise round.

RIP A CLIP

You can discharge a full clip of ammunition in seconds.

Prerequisite: Double Tap.

Benefit: This feat is similar to Cleave but applies to ranged weapons rather than melee weapons. When your firearm attack drops your opponent, you may take an additional attack on another target within your line of sight. You may not Rip a Clip when bursting or strafing.

ROOM-BROOM

You excel at firing guns at close quarters.

Prerequisite: Point Blank Shot.

Benefit: A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

SHIELD PROFICIENCY

Benefit: You can use a shield and suffer only the standard penalties.

Normal: A character without this feat, who is using a shield with which he or she is not proficient, suffers the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

SILVER TONGUE

You have developed a knack when it comes to convincing others of the value of your basic trade goods.

Prerequisite: Charisma 13.

Benefit: When trading, you sell goods for 10% more and buy for 10% less than market value.

Special: This feat can be combined with the Market feat or with Trader abilities such as Going Once, Going Twice.

SUPER-CHARISMATIC

Either you're the post-holocaust version of Hitler or else the world is full of gullible morons—perhaps a bit of both. In either case, you have a certain talent for grabbing the attention of crowds and making them see your point of view.

Benefit: Whether as a merchant or leader, your Charisma modifier is doubled when you are dealing

with groups of 10 or more people. On an individual basis, people can see right through you. ,

Special: This bonus applies not only to Charisma checks, but also when determining your total Leadership score with the Leadership feat.

SUPPRESSIVE FIRE

You can lay down a barrage of gunfire, giving you the chance to hit your opponent even when it's not your turn.

Prerequisites: Wisdom 13, Personal Firearms Proficiency.

Benefit: When you attack a target that is at least 30 feet away with a semiautomatic or automatic firearm, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-foot-by-10-foot area). You may make ranged attacks of opportunity into that square.

Suppressive fire shoots five bullets (in addition to the bullets fired in your attack and any attack of opportunity), and can only be used if the weapon has five bullets in it.

TROGLODYTE

You grew up in a fallout shelter or other underground community and have developed keen—almost supernormal—instincts about underground environments.

Benefit: You can intuitively determine your precise underground depth as naturally as sensing which way is up. In addition, you receive a +4 competence bonus on Spot checks to notice weakened stonework, dangerous cave or tunnel features, or the presence of poisonous (or flammable) gas pockets in the area.

Special: You can only take this feat at 1st level.

VULTURE

You are an expert at finding things that others often overlook—or are too busy to notice. You have become the ultimate scavenger.

Prerequisite: Wisdom 13.

Benefit: You receive a +4 bonus to Search checks.

TECHNOLOGY FEATS

In post-apocalyptic settings, technology levels vary greatly. Some characters and groups will be little more than animalistic humanoids or primitive tribesmen, while others might possess an understanding of advanced ancient technologies. The feats described below are designed to manage the technology levels of post-

apocalyptic characters. These feats by themselves do not grant additional abilities, but rather open up opportunities to learn or use technology.

The restrictions outlined below supersede any class or occupation benefits. If a class or occupation grants a restricted class skill or ability, the character ignores those benefits until he or she possesses the proper technology feat that allows access to it.

Technology Feats may *never* be taken at first level. They are granted by a character's background. Only characters of third level or higher may take additional technology feats, and then only if their background allows it.

PRIMITIVE TECHNOLOGY

A character with the Primitive Technology feat has the ability to understand primitive technologies. Examples include archaic weapons, blacksmithing, carpentry, herbal medicines, leatherworking, and stonemasonry.

Benefits: A character with this feat may learn the following Craft skills: Pharmaceutical, Structural and Visual Arts. He may also learn the following Knowledge skills: Civics, Current Events, Mutant Lore, Tactics, Theology, Reading, and Writing. The character may also learn the Treat Injury skill with primitive natural medicines (Juju), but only Long Term Care, Restore Hit Points, Revive Character, Stabilize Dying Character, and Treat Poison.

A character with this feat is restricted from advanced forms of Craft (Chemical, Electronics, etc.) and Knowledge (History, Physical Sciences, etc.) and the following skills: Computer Use, Demolitions, Disable Device, Forgery, Investigate, Pilot, Repair, and Research.

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Primitive Technology as a prerequisite: Archaic Weapons Proficiency, Armor Proficiency (Medium and Heavy), and Exotic Melee Weapon Proficiency.

POST-APOCALYPTIC TECHNOLOGY

A character with the Post-Apocalyptic Technology feat has the ability to understand some modern technologies. Examples include: electronics, geography, mechanics, modern firearms, and physical sciences. This does not mean the character can learn how to create such technologies, but it does mean he may learn how to use or repair them.

Prerequisite: Primitive Technology

Benefits: A character with this feat may learn the following Craft skills: Chemical, Pharmaceutical, and Structural. She may also learn any Knowledge skill as well as Computer Use, Demolitions, Disable Device, Forgery, Investigate, Pilot, Repair, and Research. Lastly, the character may use Treat Injury to its full extent. The character is restricted from learning the

following Crafts: Electronics and Mechanics.

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Post Apocalyptic Technology as a prerequisite: Exotic Firearms Proficiency, Personal Firearms Proficiency, Surface Vehicle Operation, and Surgery

ADVANCED TECHNOLOGY

A character with the Advanced Technology feat has the ability to understand some of the advanced technologies of the Ancients. He can even learn to create such technologies given sufficient training and resources.

Prerequisite: Post-Apocalyptic Technology

Benefits: All skills are available to a character with this feat.

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Advanced Technology as a prerequisite: Futuristic Firearms Proficiency, Advanced Vehicle Operation, and Aircraft Operation.

TECHNOLOGY

CRAFT FEATS

The following feats represent various technological disciplines that characters may use in conjunction with the Craft skill. The feats are designed to control access to the broad range of advanced technologies left behind by the Ancients. Characters can still attempt to Craft items without the respective discipline, but they do so at a penalty. Areas not covered by the following feats are considered broad enough (or sufficiently unthreatening to game balance) that no discipline feat is required, and crafting attempts are made at no penalty.

MODERN AIRCRAFT DISCIPLINE

This discipline represents a focus on modern aircraft.

Prerequisite: Craft (Mechanical) 10 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 6 ranks.

Benefits: A character can craft aircraft found in the *d20 Modern*™ book at no penalty.

Normal: Characters attempting to craft aircraft without this feat suffer a -4 penalty to their skill checks.

MODERN FIREARMS DISCIPLINE

This discipline represents a focus on modern firearms such as handguns, longarms, and heavy weapons, as well as the ammunitions used by such weapons.

Prerequisite: Craft (Mechanical) 8 ranks, Knowledge (Technology) 4 ranks, Knowledge (Physical Sciences) 4 ranks.

Benefits: You can craft firearms found in the *d20 Modern*™ and *Darwin's World* books at no penalty.

Normal: Characters attempting to craft firearms without this feat suffer a -4 penalty to their skill checks.

MODERN VEHICLES DISCIPLINE

The discipline represents a focus on modern surface vehicles such as cars, trucks, boats, and tracked vehicles.

Prerequisite: Craft (Mechanical) 8 ranks, Knowledge (Technology) 3 ranks, Knowledge (Physical Sciences) 3 ranks.

Benefits: A character with this discipline can craft surface vehicles found in the *d20 Modern*™ and *Darwin's World* books at no penalty.

Normal: Characters attempting to craft surface vehicles without this feat suffer a -4 penalty to their skill checks.

ADVANCED ARMOR DISCIPLINE

This discipline represents a focus on advanced armor such as power armor.

Prerequisite: Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks.

Benefits: A character with this discipline can craft power armor found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft advanced armor without this feat suffer a -4 penalty to their skill checks.

ADVANCED ELECTRONICS DISCIPLINE

This discipline represents a focus on advanced electronics found in *Artifacts of the Ancients* (gizmos).

Prerequisite: Craft (Electronics) 8 ranks, Knowledge (Technology) 6 ranks, Knowledge (Physical Sciences) 4 ranks.

Benefits: A character with this discipline can craft advanced electronics. This is a broad topic, but it includes computers, communications devices, and gizmos found in *Artifacts of the Ancients*. This does not include moderate to simple electronics (craft DC 20 or below) such as electronic locks, timers, etc, as those objects do not require a discipline feat to create.

Normal: Characters attempting to craft advanced electronics without this feat suffer a -4 penalty to their skill checks.

Special: This feat also allows the crafting of advanced medical devices found in *Artifacts of the Ancients*, but requires the assistance of a Medicine Man.

ADVANCED PHARMACEUTICAL DISCIPLINE

This discipline represents a focus on drugs to a level beyond their basic application as treatments for illnesses and disease.

Prerequisite: Craft (Pharmaceutical) 13 ranks, Knowledge (Earth and Life Sciences) 8 ranks, Knowledge (Technology) 8 ranks, Treat Injury 10 ranks.

Benefits: A character with this discipline can craft drugs found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft drugs without this feat suffer a -4 penalty to their skill checks.

ADVANCED WEAPONS DISCIPLINE

The discipline represents a focus on advanced weapons such as energy, particle, and mass driver weapons, as well as advanced explosives.

Prerequisite: Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks

Benefits: A character with this discipline can craft advanced weapons found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft advanced weapons without this feat suffer a -4 penalty to their skill checks.



CHAPTER 2: MUTANTS & MUTATIONS

"Is there anything you can do, DOCTOR, I mean, seeing as how you've lost over 200 million patients?"

-Lisa, The Omega Man

"I was a dog, but because I was really good, they moved me up to human being status."

-Booga, Tank Girl

"The Unity will bring above the master race. Master! One able to survive, or even thrive, in the wasteland. As long as there will be differences, we will tear ourselves apart fighting each other. We need one race! Race! Race! One goal! Goal! Goal! One people... to move forward to our destiny. Destiny."

- The Master, Fallout

CHARACTERS AND CREATURES in the scarred and ravaged landscape of Darwin's World are survivors—survivors that have been tempered and altered over generations through exposure to gamma and ultraviolet radiation, insidious poisons and chemicals, into creatures of a nature previously unknown.

These survivors have, for the most part, come to adapt to this devastated world through mutations of their own genes. The wars that destroyed mankind left behind massive amounts of radiation and chemicals, which facilitated the mutation of all living things; plants, animals, and humans alike are forever changed and no longer resemble what they once were. Radiation has quickened the process of evolution, and the resulting mutations range from simple birth defects to bizarre and hideous deformities. The real survivors, however, are those whose mutations have provided them with some kind of advantage, such as extra defense (for example, a shell or carapace) or a natural weapon (venom, for instance).

Most characters in Darwin's World are children of the aftermath—changed in some manner, obvious or subtle, physical or mental. Each and every character is unique, having adapted to the harsh environment of this wasteland in his or her own fashion.



WHAT IS A MUTATION?

Mutation is a complex phenomenon. As a rule, mutation occurs whenever DNA is not perfectly duplicated. This process

occurs almost exclusively as a fetus develops in the womb. A single cell (a fertilized egg), duplicates its DNA and divides into two identical cells in a process known as mitosis. These duplicate cells in turn replicate themselves, and those replicates do the same, and on and on, until a full-fledged organism develops. The first replications produce cells that are identical to one another, but after a certain point (say, after a dozen or so splits), the cells begin to specialize in their tasks. The genes of the cell, whose "codes" tell the cell what to do, dictate these "tasks". For example, a genetic code might dictate that a single cell joins millions of others of its kind to help create an eye, or a lung, or a liver. These programmed cells, in turn, divide and multiply, and over several months (at least for human embryos) the cells refine their specializations to such a degree that a human child takes form.

The production and reproduction of the human cellular structure is a delicate process fraught with potential problems, from mutated genes to damaged chromosomes. Cells can fail to fully divide, or genes can fail to come through with their genetic "orders." Without checks and balances, these problems would result in a deformed child, but the body usually recognizes the fault early in the process (typically within the first few weeks of pregnancy) and naturally aborts the fetus. In some cases, however, the process fails to abort, and a mutated birth results.

Whenever cells fail to replicate exactly as the genetic codes of the species dictate, a mutant is born. In humans, genetic mutation typically results in some form of physical retardation.

Cystic fibrosis, chorea, Down's syndrome, muscular dystrophy, hemophilia, anemia, and even color-blindness are all conditions resulting from DNA replication errors that manage to survive through to birth.

Most genetic mutations do not last, however, and are usually restricted to the one mutant in question. The reasons are mainly social and cultural in nature—mutants, no matter how polite one wishes to be about it, do not typically breed. Their mental and/or physical differences generally make them the least ideal selections for a mate, and since reproductive capabilities are often susceptible to damage by mutation (perhaps Nature's way of ensuring the mutation does not continue in the species), their chances of producing offspring are greatly reduced. As a result, the mutated genetics of the individual typically die with him and are not passed on to the next generation.

All this changes in the environment of Darwin's World. Here, genetic mutation is far more common due to one prevalent factor: mutagens in the environment. The use of chemicals in both industry and warfare was widespread during the fall of the Ancients, and many of those chemicals contaminated the environment to such an extent that errors in DNA replication began to occur. Such is the legacy of the Ancients: contamination and mutation.

Radiation is another factor. Nuclear detonations, fallout, and ultraviolet sources are all known to affect living creatures in much the same way as chemical contamination, but radiation has an added feature: it acts as a kind of "accelerator," promoting genetic instability.

With a larger percentage of the population suffering from mutation, mutated genes are no longer the exception, but the rule. As a result, mutated genes are now shared amongst the population and are being passed along by those few mutants still capable of breeding.

The existence of advanced mutations is actually evidence of the evolutionary process in action. What starts as stray mutation, expected to discontinue and not contribute to the gene pool, manages not only to exist but to thrive, resulting in the mutation becoming an evolutionary trait. Over successive generations, what was once, for example, a useless additional "tentacle" of flesh and tissue becomes a functional and usable limb. Creatures who have multiple generations of mutant ancestors will likely have mutations of a more advanced and useful nature. Those whose ancestors mutated more recently will have mutations still in the early stages of evolution, less developed and advanced.



THE MUTANT TEMPLATE

The Mutant template can be added to any creature. The mutant is not a traditional d20 template. There is no list

of static features. The creature type does not change. The mutant template simply adds new elements to the existing creature.

Although mutant characters will gain extraordinary new abilities, they will also be subject to debilitating defects. The challenge rating or effective character level does not change, as the mutations and defects are designed to offset one another.

A mutant creature uses all the base creature's statistics and special abilities except for those affected by mutations or defects.

SPECIAL QUALITIES

A mutant creature retains all the special qualities of the base creatures and gains the following:

Mutations: The mutant creature gains three mutations.

Defects: The mutant creature gains three defects.

Medical Incompatibility: The mutant is changed and thus does not benefit as easily from medicines designed for the base creature. For example, a mutated human might not take well to a drug designed for normal humans. A mutant must make a Fortitude save (DC 15) or suffer a random effect from the Medical Incompatibility table. Some mutations and feats (such as the Super Mutant feat) modify this save.

CHOOSING MUTATIONS

Each mutant character has up to three mutations and three defects. Mutations and defects may be taken more than once. This represents a more advanced level of the particular mutation or defect. If a player chooses a mutation or defect more than once, the effects of the mutation or defect increase proportionately.

If a player chooses a mutation more than once, he must also choose a defect more than once. For example, if a player chooses two mutations, taking one twice, he must also choose no more than two defects, taking one of them twice.

A player may choose to have less than three mutations. Doing so also allows him to choose fewer defects. In short, a character must have the same number of defects as mutations.

A character may also gain advanced mutations by using the Mutation Advancement and Super Mutant feats. In addition, he may also reduce the number of defects using the Remove Defect feat. A character may not choose to take fewer mutations and also take the

Super Mutant feat.

Below are three suggested methods for determining character mutations, ranging from complete player freedom to random generation.

Note: The Super Mutant feat cannot be used to avoid harsher defects. The character must have a defect that matches his most advanced mutation, unless it is higher than his maximum defects (normally 3 unless the character chooses Remove Defect).

METHOD 1: PLAYER'S CHOICE

The player chooses the mutations and defects he wants using the guidelines above. This method offers players a great deal of freedom, but GMs should be aware that this allows players to minimize defects while maximizing mutations. This can result in some game imbalance if the players don't act responsibly. GMs should evaluate all mutations and defects selected by players to make sure they won't result in unbalanced game play.

METHOD 2: RANDOM POOL

Alternatively, the GM may wish to have the player choose mutations and defects from a random pool of 7 mutations and 7 defects. This method is ideal for GMs that want to add a little more realism and make role-playing more challenging. To some extent, this prevents players from minimizing defects and maximizing mutations. The character must still use the guidelines above.

METHOD 3: RANDOM CHANCE

GMs can also choose to make characters roll random mutations and defects. This method is only appropriate for experienced players that prefer a challenge. GMs should never force this system on their players, as it will only result in disappointment if the outcome is less than ideal. Occasionally this method will produce incompatible results. Such results should be re-rolled.

The following are some examples of choosing mutations (using method 1).

Example 1: Ethan has created a new mutant character named "Cuff The Sickly." For his 3 mutations he chooses Adrenaline Control and Claws x2. Since he chose Claws twice, he must also choose a defect twice. He chooses Blindness and Hunchback twice (thus reducing his speed by 10 feet and charisma by -2).

Example 2: Ryan has created a new mutant character named "Razor Jaw." With his first level feats he chooses the Super Mutant feat twice; thus, he has 5 mutations and 3 defects. For his mutations, he chooses Dermal Spike Growth x3, Blindsight, and Increased Movement. Since he chose Dermal Spike Growth three times, he must also take a defect 3 times. He chooses Blindness x3 and is thus completely blind.

TABLE 2-1: MEDICINAL INCOMPATABILITY

D20	Effect	Initial Damage	Secondary Damage
1	Death	Character is killed by the improper use of the chemical	
2	Major nerve system damage	Permanent paralysis	None
3	Brain damage	1 Int (permanent)	2d6 Con
4-5	Nerve system damage	1 Str (permanent)	Paralysis (2d6 hours)
6-7	Muscular damage	1 Str (permanent)	2d6 Str
8-9	Muscle spasms	3d6 Dex	1d2 Str
10-14	Dizziness and nausea	1d2 Dex	1d2 Dex
15-19	Ineffective	Medicine has no effect	
20	Diluted effect	Normal effect is halved	

Example 3: Tom has created a new mutant character named “Opex.” With his first level feats he chooses the Super Mutant feat twice; thus, he has 5 mutations and 3 defects. For his mutations, he chooses Neural Mutation x5. Since he chose Neural Mutation five times, he must take a defect 3 times (the maximum number of defects). He chooses Sensitivity (cold) x3. He now takes x4 damage to cold.

MUTATION FEATS

REMOVE DEFECT

A mutant with this feat represents the future of

humanity. Through natural selection, she has shed the defects of previous generations. She is the next step in human evolution, destined to wipe out lesser races as Homo Sapiens did to the Neanderthal.

Benefit: This feat will remove one defect (or defect level) from a character.

Special: This feat may only be taken at first level. A player may take this feat multiple times to remove additional defects.

SUPER MUTANT

A mutant with this feat is heavily mutated. Whether through mutant parents or as a result of the environment, he has more mutations than average.

Benefit: The mutant gains an additional mutation. The same mutation may be selected more than once (this advances the mutation a level). In addition, each time this feat is taken, the mutant suffers a -2 penalty to Medical Incompatibility checks.

Special: This feat may only be taken at first level. A player may take this feat multiple times.

MUTATION ADVANCEMENT

This feat does not represent a physical advancement of the mutation, but rather an improvement through training and discipline. A mutant with this feat has learned to master her mutations and increase their overall usefulness.

Benefit: This feat will advance a mutation one level, as if the character had taken it multiple times. See the Advancement section in the description of each mutation for information on this effect.

Special: This feat may *not* be taken at first level. A player may take this feat multiple times.

DEFECT ADAPTATION

A mutant with this feat has learned to minimize the debilitating effects of one of his defects. This represents his ability to adapt to the defect and thus reduce its impact.

Benefit: This feat will remove one level of a defect from a character. This feat may *never* be used to remove a defect completely.

Special: This feat may *not* be taken at first level. A player may take this feat multiple times.

MUTATIONS

ABERRANT HORN DEVELOPMENT

The mutant's hair and bone growth has become accelerated and pronounced on the head area, and a pair of “horns” (or even “antlers,” with advanced development) has grown on her head, allowing her to make a gore attack.

Benefit: Mutant gains a natural weapon, allowing her to make a gore attack for 1d6 damage.

Advancement: Each advancement of this mutation increases the damage dice of the attack in the following progression: 1d8, 2d6, and 2d8.

TABLE 2-2: RANDOM MUTATIONS

Mutation	d100
Aberrant Horn Development	1 - 2
Aberrant Endoskeletal Encasing	3 - 4
Abnormal Joint Flexibility	5 - 6
Accelerated White Blood Cell Activity	7 - 7
Accumulated Resistance	8 - 9
Acid Excretion Glands	10 - 10
Adrenaline Control	11 - 12
Additional Limb Development	13 - 13
Autism	14 - 14
Blindsight	15 - 16
Chameleon Epidermis	17 - 18
Claws	19 - 20
Complete Wing Development	21 - 21
Dermal Suction	22 - 23
Dermal Poison Sap	24 - 25
Dermal Spike Growth	26 - 27
Diurnal/Nocturnal	28 - 29
Dual Cerebellum	30 - 30
Dual Headed	31 - 32
Dwarfism	33 - 33
Elongation	34 - 35
Energy Immunity	36 - 37
Energy-Retaining Cell Structure	38 - 38
Enhanced Respiration	39 - 40
Epidermal Acid Enzymes	41 - 41
Expanded Optic Orbit	42 - 43
Extreme Resilience	44 - 45
Fragrance Development	46 - 47
Gamma-Ray Visual Sensitivity	48 - 49
Gigantism	50 - 50
Haemotoxin Sting	51 - 52
Hyper Olfactory	53 - 54
Increased Body Density	55 - 56
Increased Movement	57 - 58
Independent Cerebral Control	59 - 60
Interior Moisture Reservoir	61 - 62
Light Distortion Field	63 - 64
Multi-Faceted Eyes	65 - 65
Multiple Stomachs	66 - 67
Multiple Eyes	68 - 69
Neurotoxin Sting	70 - 71
Neural Mutation - Precognition	72 - 72
Neural Mutation - Telekinesis	73 - 73
Neural Mutation - Telepathy	74 - 74
Optic Emissions	75 - 75
Protective Dermal Development	76 - 77

Pyrokinetic Pulse Generation	78 - 79
Radiation Immunity	80 - 81
Regenerative Capability	82 - 83
Respiratory Membrane	84 - 85
Sensitive Sight	86 - 87
Serrated Dental Development	88 - 89
Shriek	90 - 91
Simian Deformity	92 - 93
Skeletal Fortification	94 - 95
Spontaneous Electric Charge Generation	96 - 96
Stench	97 - 98
Superior Kidney Development	99 - 100

ABERRANT ENDOSKELETAL ENCASING

This mutation is caused by an aggressive explosion in the production of bone and cartilage between the ribs of the mutant's skeletal frame, creating a thick and reflective bone "shield" encasing his vitals. This growth is segmented so the spine will still allow a good degree of flexibility.

Benefit: Mutant gains damage reduction of 3/- against piercing and ballistic attacks.

Advancement: Each advancement of this mutation increases the damage reduction against piercing and ballistic attacks by 3 to a maximum of 15.

ABNORMAL JOINT FLEXIBILITY

This mutation allows the mutant to alter her body in some small manner by dislocating fingers, arms, legs, etc. This allows an incredible degree of bodily flexibility.

Benefit: Mutant gains a +2 bonus to Escape Artist, Sleight of Hand, Tumble, and Climb checks. In addition, the mutant gains a +2 bonus to grappling attempts.

Advancement: Each advancement of this mutation increases the bonuses by +2 to a maximum of +6.

ACCELERATED WHITE BLOOD CELL ACTIVITY

This mutation increases the mutant's ability to heal even the most extensive injuries.

Benefit: The mutant gains the ability to spontaneously heal wounds (Fast Healing 2). This healing ability is limited to wounds caused by bludgeoning, ballistic, piercing, and slashing weapons. Damage caused by heat, cold, electricity, acid, sonic or energy weapons must heal normally.

Advancement: Each advancement of this mutation increases the Fast Healing by 1 to a maximum of 5.

ACCUMULATED RESISTANCE

The mutant has built up a resistance to various agents (chemicals, poisons, drugs, and diseases).

Benefit: The mutant gains a +4 bonus to all

Fortitude saves against chemicals, poisons, drugs, and diseases. This does *not* include radiation.

Advancement: Each advancement of this mutation increases the bonus by +2 to a maximum of +8.

Special: This bonus also applies to Medical Incompatibility checks.

ACID EXCRETION GLANDS

The mutant has developed sub dermal glands—usually either a development of the salivary glands in the mouth or special sweat glands elsewhere on the body—that produce acidic enzymes. The mutant can use these glands to squirt a stream of concentrated acid a distance of up to ten feet.

Benefit: The mutant can make a ranged touch attack up to 10 feet away using his base attack bonus. This attack does $1d6+1$ damage per character level (up to a maximum of +10) and counts as an attack action. The mutant cannot produce unlimited acid and may only use this ability a number of times per day equal to her Constitution modifier + 1 (minimum 1).

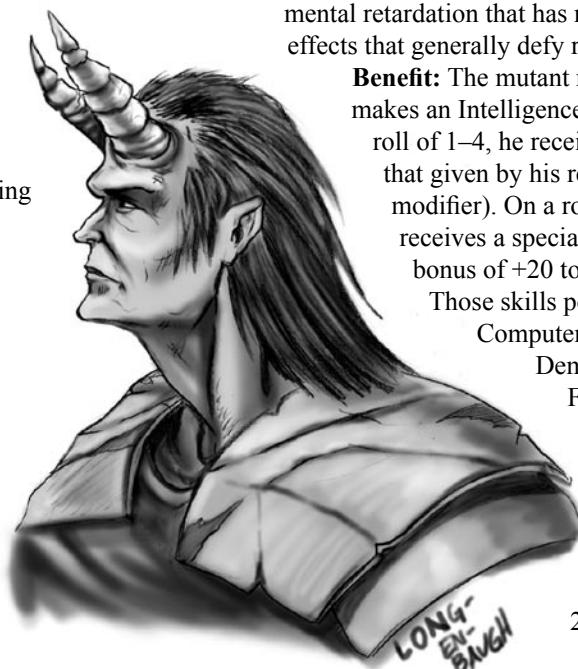
Advancement: Each advancement of this mutation increases the damage dice by $1d6$ to a maximum of $5d6$.

Special: The acid loses potency quickly after exposure to air, so it cannot be decanted or stored for later use.

ADRENALINE CONTROL

The mutant has developed a fine control over his adrenal system, allowing him to exert and extend himself at will. After the adrenaline rush has passed, the mutant must rest to recuperate.

Benefit: The mutant can trigger an adrenaline surge that increases his speed, stamina, strength, and pain tolerance. During the rush, the mutant temporarily gains a +4 to Strength and Constitution and a 25% increase to his base speed (rounded up to the nearest 5 feet). The rush lasts a number of rounds equal to $3 +$ the mutant's (newly improved) Constitution modifier, but it can be stopped voluntarily. Triggering a rush is a free action. After the rush, the mutant is fatigued for one hour and suffers a -2 to Strength and Dexterity. A



mutant may trigger an adrenaline rush once per day.

Advancement: Each advancement of this mutation allows the mutant to trigger an adrenaline rush one additional time per day.

ADDITIONAL LIMB DEVELOPMENT

The mutant has developed an additional limb. This limb may extend from any part of the mutant's torso. In most cases, the additional limb will be an arm, tentacle, or similar tool-wielding limb. Less frequently, it will be a limb that assists in locomotion.

Benefit: The mutant gains an additional limb.

An additional arm grants the mutant an additional attack whenever the full attack option is used in combat. If the mutant has natural attacks (claws), secondary attacks are made at -5. If the mutant uses weapons in his extra hand(s), his primary attack is at -6 and all secondary attacks are at -10. Feats such as Multiattack and Multiweapon Fighting can reduce these penalties.

Advancement: Each advancement of this mutation grants the mutant an additional limb. It is possible for a mutant to have both extra arms and extra legs. Each additional arm grants the mutant an additional attack whenever the full attack option is used in combat. Each additional leg increases the mutant's base move by 5 feet and adds +2 to Balance checks.

Special: This mutation can only be advanced at first level. Also, the mutant cannot wear armor unless it is specifically designed to fit him.

Note: If the GM wants to determine the limb type randomly, roll $1d6$. A roll of 1 to 4 is an arm and 5-6 is a leg.

AUTISM

The mutant is autistic, suffering from a rare type of mental retardation that has remarkable side effects—effects that generally defy rational explanation.

Benefit: The mutant rolls $1d6$ each time he makes an Intelligence-based skill check. On a roll of 1-4, he receives no bonus (other than that given by his regular ranks and attribute modifier). On a roll of 5 or 6, however, he receives a special, one-time competence bonus of +20 to that particular check.

Those skills potentially affected include Computer Use, Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge, Navigate, Repair, Research, and Search. However, this ability does not work with the Craft Skill, or if a character is taking 20 on a skill check.

Advancement: Each advancement of this mutation increases the chance of gaining the autism bonus by one (1-3 no bonus, 4-6 bonus). This mutation can be advanced up to two times (1-2 no bonus, 3-6 bonus).

BLINDSIGHT

The mutant has developed a sense that allows him to detect creatures within a limited range even in circumstances where normal vision is impaired (such as blindness, total darkness, or creature invisibility). This ability could take the form of acute hearing, acute vibration sense, or echolocation, the GM and player may decide the exact specifics.

Benefit: The mutant gains the Blindsight ability at a range of 10 feet. Invisibility and darkness are irrelevant to his enhanced senses. The mutant normally does not need to make Spot or Listen checks to notice creatures within the range of his Blindsight.

Advancement: Each advancement of this mutation increases range by 10 feet.

Special: The GM should carefully consider the form of mutant's blindsight, as situations will inevitably arise in which it could be negated or useless.

CHAMELEON EPIDERMIS

The cellular structure of the mutant's epidermis (skin) has mutated, allowing the cells to alter their appearance and color. This provides the mutant with an exceptional talent for hiding, allowing him to remain undetected if he makes no sudden movements.

Benefit: The mutant can hide even without cover or concealment. His coloration provides a bonus to his Hide check based on how much of his skin is exposed and how fast he is moving. Use the list below to determine the mutant's exact bonus (these circumstance bonuses stack).

Stationary, not moving.	+8 Hide
Moving up to half speed.	+4 Hide
Moving faster than half speed.	+0 Hide
Mutant is nude, light load.	+8 Hide
Mutant is lightly clothed, medium load.	+4 Hide
Mutant is fully clothed, heavy load.	+0 Hide

The mutant may use this ability once per Constitution modifier (minimum of 1) per day. Changing color is a full-round action and has a maximum duration of one minute per Constitution (minimum 10).

Advancement: Each advancement allows the mutant to activate this power one additional time per Constitution modifier per day.

Special: A mutant using this ability while nude and stationary receives a +16 bonus to Hide checks, and is almost completely invisible. The mutant is considered to have one half concealment (20% chance of missing) for purposes of melee and ranged attacks against him.

CLAWS

This mutation has altered the mutant's fingernails so that they can be used as formidable natural weapons. Some variety has been observed in claw development; most mutants have fixed claws, though a few have been found to have retractable claws. Most (but not all) mutants have claws on their feet as well.

Benefit: The mutant's hands are now natural weapons that allow him to make a claw attack for 1d6 points of damage. The claws provide a +2 bonus to Climb checks.

Advancement: Each advancement of this mutation increases the damage dice of the claw attack in the following progression: 1d8, 1d10, and 2d6. It also increases the Climb check bonus by +1 (to maximum of +5).

COMPLETE WING DEVELOPMENT

The mutant has developed a complete set of wings, in the form of fleshy membranes (as with bats), feathered appendages (as with birds), or even thin, rigid membranes (as with insects). These wings give the mutant the ability to fly for 30 minutes per point of Strength.

Benefit: The mutant gains the ability to fly. Movement rate is 50 feet (Clumsy).

Advancement: Each advancement of this mutation increases the speed by 10 feet to maximum of 80 feet.

Special: The mutant cannot wear armor unless it is specifically designed to fit him.

DERMAL SUCTION

The mutant has developed minute cilia or suction cups on the palms of her hands and the soles of her feet that allow her to climb smooth surfaces.

Benefit: The mutant gains a +10 to Balance and Climb checks.

Advancement: Each advancement of this mutation increases both skill bonuses by +10.

DERMAL POISON SAP

The mutant is covered in a thick gooey "sap" (like a plant) or "slime" (like a frog) that is poisonous to those who touch him.

Benefit: Successful bare-hand attacks and bite attacks against the mutant require the attacker to make a Fortitude save or suffer the poison effects (DC14, Initial/Secondary Damage: 1d4/1d4 Str). Bare-hand, bite, and grapple attacks made by the mutant have the same effect.

Advancement: Each advancement of this mutation increases the Fortitude DC by 2 and the damage die by one rank (1d4 becomes 1d6).

DERMAL SPIKE GROWTH

The mutant has developed thick, bone-like protrusions from his epidermis, protecting the affected areas from hits.

Benefit: This mutation allows the mutant to inflict 1d6 points of piercing damage (x2 for critical hits) with a successful grapple attack and grants a +2 natural armor bonus.

Advancement: Each advancement of this mutation increases the damage die by one rank (1d8, 1d10) to a maximum of 1d10 and the armor bonus by +2 to a maximum of +6.

Special: The mutant cannot wear armor unless it is specifically designed to fit him.

DIURNAL/NOCTURNAL

The mutant's metabolism is tied to the daily cycle of the rising and setting of the sun.

Benefit: The player chooses whether the mutant's Strength or Dexterity is affected and whether the mutant is at his best during the day or night. The mutant receives a +2 bonus to Strength or Dexterity during his peak activity cycle. His peak activity cycle can be either day (from 6 A.M. to 6 P.M.) or night (from 6 P.M. to 6 A.M.). The bonus (Strength or Dexterity) and cycle (day or night) must be determined during character creation and cannot be altered.

Advancement: Each advancement of this mutation increases the ability bonus by +2.

DUAL CEREBELLUM

The mutant possesses two distinct and fully developed brains, housed in independent brain cavities within a single skull, and is thus capable of greater intelligence. A complete medical scan of the head will reveal the true independent nature of the two brains. If the mutant also possesses the Dual Head mutation, each head contains a brain.

Benefit: The mutant's Intelligence modifier is doubled.

Advancement: None

DUAL HEADED

The mutant has developed a second head next to the first (on his shoulders) through a wild genetic deformation. Only one of the heads has an actual brain, unless the mutant also possesses the Dual Cerebellum mutation.

Benefit: The mutant gains a +1 Spot and Listen bonus and cannot be flanked. Whenever she must save against blindness or deafness, she gets 2 save attempts, one for each head. If one head is blinded, she loses the spot bonus and can be flanked. If one head is deaf, the mutant loses her listen bonus.

Advancement: None

DWARFISM

The mutant's physical size has been altered, either by a pituitary defect or a change in the body's genetic program during growth and development. With this mutation, the mutant is a dwarf; his size and body weight are substantially decreased.

Benefit: The mutant is reduced one size category, which makes him harder to hit and easier to hide. For example, a Medium-size mutant would be reduced to Small. Small creatures gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.

Penalty: Dwarfed creatures must use smaller weapons than normal creatures of the same size; they cannot lift or carry as much as normal creatures, and they cannot move as fast. For example, a Small creature's lifting and carrying limits are three-quarters of those of a Medium-size creature, and the dwarfed creature's base speed is 20 ft.

Advancement: None

ELONGATION

The mutant's tendons, muscles, and cartilage have developed to allow for extreme stretching without tearing. This permits the mutant to extend her arms, legs, neck and torso to almost twice their normal length without ill effect.

Benefit: By extending her limbs, the mutant can add 5 feet to her reach. Optionally, the mutant can instead increase her base speed by 5 feet. (She cannot do both simultaneously, however). Elongating her body stresses the tendons and muscles and cannot be maintained indefinitely without harm. A mutant can elongate for 5 rounds per Constitution modifier per day (minimum 5 rounds). The mutant also enjoys a +4 bonus to Escape Artist checks. Elongating is a free action.

Advancement: The first advancement of this mutation doubles the number of rounds the mutant can maintain elongation. Each subsequent advancement adds 1 to the multiplier (x3, x4, etc.).

ENERGY IMMUNITY

The mutant has developed immunity to a certain type of energy. The reason for this immunity depends on the mutant's environment and development. A mutant with immunity to directed energy, for example, might have a reflective hide or chameleonic skin cells that react to flashes of intense energy by becoming tiny mirrors. An immunity to acid, as another example, might indicate the mutant's skin is fibrous, like a plant, and resists flesh-eating acids.

Benefit: The mutant ignores 10 damage of the given energy type (acid, cold, electricity, energy weapons, fire, or sonic/concussion) each time the creature is subjected to such damage. For example, a mutant with

fire immunity ignores the first 10 points of the damage by a fire attack. If energy weapons are chosen, it works against all weapons of type energy including lasers, masers, particle beams, and energy field generators.

Advancement: Each advancement of this mutation increases the resistance against the specific form by 5 to a maximum of 20.

ENERGY-RETAINING CELL STRUCTURE

The mutant possesses special energy-sensitive cells and internal electrolyte “webbing” that acts to disperse harmful energy and store it in the body. The mutant can, with practice, learn to channel the energy before it dissipates (through short bursts of static energy), utilizing it as if he were a “battery.” The mutant can absorb energy, storing it for a later date (to charge a weapon, for instance, by touching the power connections, or even to heal).

Benefit: When the mutant is struck by an energy attack, he must make a Fortitude save (DC 10 + the damage done). If the check is successful, the attack does no damage whatsoever, and the mutant absorbs this energy for later use. At any given time, a mutant can retain a number of charges equal to 1 plus his Constitution modifier (minimum of 1). A single discharge can power any other energy device for a short time. For example, a mutant’s energy discharge can power an energy weapon enough to give it one discharge of its own. The energy from a mutant’s discharge can also be channeled to heal himself of 1d8 points of damage. Energy from electrical attacks and energy weapons can be diffused or stored by the mutant, but cold, acid, radiation, heat, and sonic attacks will damage him as normal. If the mutant is already retaining his maximum amount of energy, he takes full damage from any energy attacks.

Advancement: Each advancement of this mutation increases the mutant’s Fortitude save bonus by 2.

ENHANCED RESPIRATION

The mutant has an improved respiratory system, with enlarged and chambered lungs. The mutant normally takes a breath every three or four minutes, and can hold her breath for exceptionally long periods of time.

Benefit: The mutant can hold her breath for 1 extra minute per Constitution point before making drowning or suffocation checks. Because of her infrequent breathing cycle, she receives a +4 to Fortitude saves against airborne diseases, spores, and inhaled poisons.

Advancement: None.

EPIDERMAL ACID ENZYMES

The mutant can emit powerful dissolving juices or corrosive enzymes (such as those emitted by carnivorous plants and some species of toads and

frogs) through pores in the skin. While these enzymes have some effect against organic material (like leather or wood), they are particularly destructive to metallic constructs. Stone items are generally unaffected.

Benefit: The melee touch attack of this mutant secretes a digestive acid that can dissolve metal almost instantaneously, and has some effect on organic material. Any successful hit deals 20 points of acid damage to metal objects (which might include an opponent’s weapon or armor). It inflicts only a single point of acid damage to the flesh of opponents. A weapon that strikes the mutant, after doing damage, will suffer acid damage unless the wielder makes a Reflex save (DC 16).

Advancement: Each advancement of this mutation increases the acid damage by 10 points for metal (to a maximum of 50) and one point for flesh (to a maximum of 3).

Special: Wood, cloth, leather and similar items are affected by the mutant’s acid, though at a slower rate. Even metal which can resist the enzyme damage cannot resist prolonged contact with the mutant’s skin. As a result, the mutant cannot wear armor or clothing. He can expect any weapons he uses to rapidly lose their effectiveness (within a few rounds).

Inflicting acid damage is a free action for the mutant. It is not voluntary; the mutant damages everything he touches.

Note: If an object’s hardness exceeds the amount of acid damage, then it is immune to the acid damage when being hit by or hitting the mutant. An object that loses all its hit points in a single round is immediately dissolved with a hiss and a wisp of smoke.

EXPANDED OPTIC ORBIT

The skull of the mutant has evolved to allow a special kind of eye movement. The orbit (socket) of each eye is much deeper than normal, and new eye muscles have developed along the interior walls of the cavity. These new muscles allow the mutant to instinctively pull his eyes back and into his skull when they are threatened. In effect, the eyes of the mutant retract back and down into the head, out of harm’s way.

Benefit: A mutant with this mutation looks normal most of the time, but when his eyes are threatened, they sink back, leaving hollow, empty holes. This mutation negates the effects of weapons, devices, or other effects that cause blindness.

Advancement: None.

EXTREME RESILIENCE

A mutant with this ability suffers much less from attacks made against her. This mutation can manifest itself in a number of ways. Often, the mutant is simply much larger than others of her species, making it more difficult to injure her (just as it’s harder to instantly kill an elephant than a human). Other

mutants with Extreme Resilience might have an unusual configuration of internal organs. Many other possibilities exist as well.

Benefit: The mutant is immune to critical hit results 50% of the time.

Advancement: This mutation can be advanced once, making the mutant completely immune to critical hits.

FRAGRANCE DEVELOPMENT

The mutant has the ability to produce a subtle yet hypnotic fragrance. This is another mutation that can take a number of forms, but the most common is mutated pheromones or hormones, which the mutant can emit at will. Another form this mutation can take is the production of spores, which, again, the mutant would generate at will. Other possibilities also exist.

Benefit: Once per day, the mutant can emit an invisible scent that forces up to 2d4 HD in creatures to make a Will save (DC 15) or be hypnotized. Duration is 2d4 rounds. Emitting the fragrance counts as an attack action. Range is 15 feet.

While hypnotized, a creature's Spot and Listen checks suffer a -4 penalty. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the hypnotism as a standard action. While the creature is hypnotized, the mutant can make a suggestion or request (provided the mutant can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps more friendly in attitude (see Diplomacy skill). Even once the effect ends, the creature retains its new attitude toward the mutant, but only with respect to that particular suggestion. A creature that fails its saving throw does not remember that the mutant hypnotized it.

Advancement: Each advancement of this mutation increases the HD of creatures affected by 1d4, the Will DC by 2, the duration by 1d4, and the range by 5 feet.

GAMMA-RAY VISUAL SENSITIVITY

This mutation allows the mutant to literally "see" emissions of gamma rays within his field of vision.

Benefit: Such emissions appear as bright glowing patches or "auras," warning the mutant of a dangerous area, object, or creature (the GM is only required to describe the aura as dim for low radiation levels, bright for higher levels, or brilliant for extremely high levels). The range of the mutant's detection is roughly equivalent to his natural sight.

Advancement: None.

GIGANTISM

The mutant's physical size has been altered, either by a pituitary defect or a change in the body's genetic program during growth and development. While this serves to increase strength and size, often substantially, the mutant is nonetheless noticeably different from others of his species, often showing such traits as ape-like arms, a lumbering gait, and distorted features.

Benefit: The mutant increases its size by one category and gains +1 to Strength and Constitution.

Penalty: Because of the increase in size, the mutant takes a -1 penalty to Dexterity.

Advancement: Each advancement of this mutation increases the mutant's Strength and Constitution by +1. The mutant's size category remains the same.

Special: This mutation can only be advanced at first level. The mutant cannot wear armor that was designed for creatures of a different size category.

Note that there are several other modifiers that the mutant must take into account with any increase in size category, such as modifiers to attack and defense rolls, grappling attempts, hide checks, reach, and typical fighting space. All these modifiers and values can be found in the creature size table located in the *Friend and Foes* chapter of *d20 Modern*.

HEMOTOXIN STING

The outer cells of the mutant's epidermis have developed into nematocysts, oval-shaped stinging cells that fire microscopic "darts" into any living tissue that comes into contact with them. These screw-shaped darts penetrate deep into the skin of the victim and release hemotoxins into the bloodstream, causing immediate damage. This is a microscopic action that requires nothing more than contact between flesh and flesh. For example, the mutant could use this ability simply by grasping an opponent.

Benefit: Hemotoxins cause bruising and hemorrhaging and disrupt the ability to heal. Any creature coming into skin-to-skin contact with the mutant suffers 1d4 points of acid damage and cannot heal naturally for a further 1d4+4 days (Fortitude save DC 20 to resist). Using a sting is a free action but is not automatic. The mutant can choose not to sting when touching other creatures.

Advancement: Each advancement of this mutation increases the acid damage by 1d4, the duration by +2 days, and the Fortitude save DC by 2.

HYPER OLFACTORY

The mutant has developed an advanced sense of smell similar to that of animals.

Benefit: This mutation lets a mutant detect approaching enemies, sniff out hidden foes, and track by sense of smell. The range of this heightened sense is generally 20 feet, but if the opponent is upwind, the

range is doubled, and if the opponent is downwind, the range is halved. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The mutant can detect another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If the mutant moves within 5 feet of the scent's source, she can pinpoint that source.

The mutant can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat, although mutants tracking by scent ignore the effects of surface conditions and poor visibility.

Mutants with this ability can identify familiar odors just as humans do familiar sights.

Advancement: Each advancement of this mutation increases the mutants scent range by 10 feet.

INCREASED BODY DENSITY

This mutation has modified the mutant's cellular spacing and reinforced the structure of his cells. This has resulted in a dramatic increase in the mutant's body density and resistance to kinetic shocks.

Benefit: The mutant gains damage reduction 5/- to bludgeoning attacks.

Advancement: Each advancement of this mutation increases the damage reduction by 5 to a maximum of 15.

INCREASED MOVEMENT

The mutant has developed the ability to move incredibly fast. Possible reasons for this ability include enhanced adrenal gland function and development of a higher tensile strength in the muscles and tendons of the lower torso and legs. Other possibilities also exist.

Benefit: The mutant's speed is increased by 10 feet.

Advancement: Each advancement of this mutation increases the mutant's speed by 10 feet.

Special: This mutation can stack with other feats or abilities that increase movement.

INDEPENDENT CEREBRAL CONTROL

The forward motor cortex of the mutant's brain has developed to such a point that each hemisphere can control a limb independently, without dividing the mutant's attention. This results in skilled manipulation of both hands simultaneously, with equal proficiency.

Benefit: A mutant with this mutation operates as if she possessed the Two Weapon Fighting feat.

Advancement: None.

INTERIOR MOISTURE RESERVOIR

Like a camel, the mutant has an internal reservoir (most likely located in the buttock and stomach area), which collects residual moisture in the body and provides the mutant with an emergency source in circumstances where drinking water is unavailable.

Benefit: The mutant can survive for a full week without food or water.

Advancement: Each advancement of this mutation allows the mutant to survive ad additional week without food and water.

LIGHT DISTORTION FIELD

The mutant is capable of emitting a powerful "distortion field," which alters light patterns surrounding him and makes him literally invisible. The field is large enough to envelop his entire body, as well as any clothes and surface gear he might be wearing. The biology and physics surrounding this phenomenon are not well understood.

Benefit: The mutant can become invisible for up to 4 rounds per Constitution modifier per day (minimum 4 rounds). Creating the distortion field counts as a move action. The mutant becomes visible after attacking.

Advancement: Each advancement of this mutation increases the duration of the effect by 1 round per Constitution modifier.

MULTI-FACETED EYES

The mutant has developed multi-faceted, insect-like eyes, which allow her to discern minute areas of space and to notice even the most subtle movements.

Benefit: The mutant receives a +2 bonus to Spot and Search checks, and because she can notice flaws another worker would miss, she also gains a +2 bonus to Repair and Craft (Mechanics) checks.

Advancement: Each advancement of this mutation increases the bonuses by +2 to a maximum of +6.

MULTIPLE STOMACHS

The mutant has developed a series of interconnecting stomachs (similar to those of a cow), which allow him to break down and digest nearly any substance, be it animal, vegetable, or mineral.

Benefit: The mutant can subsist on nearly anything that is not inherently poisonous.

Advancement: None.

MULTIPLE EYES

The mutant has developed additional eyes, which might be located anywhere on her body.

Benefit: The mutant cannot be flanked and gains +2 Spot checks.

Advancement: Each advancement of this mutation increases the bonus to Spot checks by +3.

Special: The mutation can only be advanced at first level.

NEUROTOXIN STING

This mutation works like Hemotoxin Sting, above, with the exception that it produces neurotoxins instead of hemotoxins.

Benefit: Neurotoxins act to paralyze the body and respiratory system. Any creature coming into contact with the mutant suffers 1d4 points of acid damage and must make Fortitude save (DC 15) or suffer a temporary loss of 2d6 Dexterity. The ability score loss lasts for 1d4 hours. Using a neurotoxin sting is a free action.

Advancement: Each advancement of this mutation increases the acid damage by 1d4, the duration by 1d4 hours, and the Fortitude save DC by 2.

NEURAL MUTATION

Sometimes mutations develop in the brain rather than the body. These mutations can unlock neural powers, often called Psionics, which allow the mutant to perform extraordinary feats. The unlocked potential varies greatly from mutant to mutant. Some barely understand the true nature of their mental powers, while others learn to master and expand their mutant gifts.

In addition, neural mutations serve as prerequisites for specific neural feats. Some neural feats have unlimited use, while others are limited. The mutant has a “pool” of limited feat uses for each neural mutation determined by a key ability score modifier and possibly increased with mutation advancements. For instance, a mutant with an un-advanced Precognition neural mutation and a Wisdom score of 18 has a pool of 6 (2 + 4 Wisdom modifier) uses from which to activate “limited-use” Precognition-based neural feats.

NEURAL MUTATION - PRECOGNITION

The mutant has a sixth sense. He can sense danger and has an extraordinary ability to predict the future. Whether this neural ability actually allows the mutant to see the future or is an uncanny ability to predict it, is left for the player to decide. Regardless of that fact, this mutant possesses a heightened awareness that separates it from other creatures.

Benefit: The mutant may make a Will Save (DC 20) any time he is surprised. If he makes the save, he is not surprised. This ability may be used at will.

For Precognition-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Wisdom modifier.

Advancement: Each advancement of this mutation lowers the Will DC by 2.

In addition, the mutant can manifest 2 additional Precognition-based neural feats per day and the DC to resist any Precognition neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

NEURAL MUTATION - TELEKINESIS

The mutant can move small objects with his mind, though it requires a great effort.

Benefit: The mutant may move objects weighing 10 lbs. per Constitution modifier (minimum 10). The mutant can move these objects at a speed of 10 feet per round. Using this ability is a move action and may be used at will. Unwilling targets (or objects they hold) cannot be moved with Telekinesis, nor can the mutant move himself.

For Telekinesis-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Constitution modifier.

Unless otherwise specified, all Telekinesis-based abilities have a range of 50 feet plus 10 feet per Constitution modifier (minimum 50).

Advancement: Each advancement of this mutation increases the weight the mutant can move by 10 lbs. times per Constitution modifier.

In addition, the mutant can manifest 2 additional Telekinesis-based neural feats per day and the DC to resist any Telekinesis neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

NEURAL MUTATION - TELEPATHY

The mutant can read the thoughts and emotions of those around him.

Benefit: The mutant character can gain an insight into the feelings of someone he is interacting with, gaining a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks. Using this ability is a free action and may be used at will.

For Telepathy-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Charisma modifier.

Unless otherwise specified, all Telepathy abilities have a range of 100 feet plus 10 feet per Charisma modifier (minimum 100).

Advancement: Each advancement of this mutation increases the circumstance bonus by +1.

In addition, the mutant can manifest 2 additional Telepathy-based neural feats per day and the DC to resist any Telepathy neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

OPTIC EMISSIONS

The mutant gains the ability to emit lazing atoms from her eyes. These “eyebeams” are streams of charged ions that are cycled in the optic center. The beams act much like lasers, searing and burning flesh much as thermonuclear radiation can cause a flash burn. As eyebeams are mostly energy, they can also be used to deflect other forms of light-based attack.

Benefit: The mutant gains an optic emissions attack with a base range of 100 feet that inflicts $1d4 + 1$ point of damage per character level (up to a maximum of +10) points of damage. In addition, once per round the mutant can deflect one light-based attack (such as another mutant’s eye beams or even laser fire, but not other forms of energy attack) with a successful Reflex save (DC 20).

Advancement: Each advancement of this mutation increases the damage by $1d4$.

PROTECTIVE DERMAL DEVELOPMENT

The skin cells of the mutant’s epidermis have thickened and hardened, turning into a tough “armor.” This mutation can take the form of a thick leathery dermal overgrowth (like “jowls” or an extra layer of callous tissue, for instance) or hardened “scales,” like a lizard’s.

Benefit: The mutant has a natural armor bonus of +4.

Advancement: Each advancement of this mutation increases the natural armor bonus by +2.

Special: The mutant cannot wear armor unless it is specifically designed to fit her.

PYROKINETIC PULSE GENERATION

The mutant is able to excite the air molecules surrounding him to such an extent that he generates a wave of super-heated air that blasts out from him in a direction of his choice.

Benefit: The mutant can generate a 5-foot-wide heat blast that reaches up to 10 feet and inflicts $1d6$ points of heat damage for every 2 character levels. All creatures in the area may make a Reflex save (DC 15) for half damage. Generating the heat blast is a full-round action. The mutant can use this mutation a number of times per day equal to $3 +$ the mutant’s Constitution modifier (minimum 3).

Advancement: Each advancement of this mutation increases the range by 10 ft and the Reflex save DC by 1.

RADIATION IMMUNITY

Having adapted to life in a harsh radiated environment, the mutant is immune to radiation (as well as heat generated by radiation).

Benefit: The mutant is immune to *moderate* radiation exposure (see *Radiation*).

Advancement: The first advancement of this mutation makes the character immune to *high* radiation exposure. The second advancement makes the mutant immune to *severe* radiation (thus completely immune).

REGENERATIVE CAPABILITY

This mutation allows the mutant to recuperate from injury at a staggering rate, provided she gets proper rest and food. The mutant may recover from critical wounds in mere days and even, according to some reports, re-grow severed limbs.

Benefit: The mutant is considered to be double his actual level for the purposes of natural healing. If she should lose a limb and survive, the lost body part will regenerate over a period of $1d4 + 2$ weeks.

Advancement: The first advancement of this mutation triples the mutant’s rate of natural healing. Each subsequent advancement increases the multiplier by 1 (x4, x5, etc.). Each advancement also decreases the time to regenerate limbs by 1 week (minimum 1 week).

RESPIRATORY MEMBRANE

The mutant has developed a set of gills and the associated membranes within the respiratory tract. This allows him to breathe underwater by extracting oxygen molecules from the water just as a fish does.

Benefit: The mutant is a true amphibian, able to breathe underwater as well as he does in air. It is assumed that a mutant with this mutation has spent significant time in water, so he gets the *Swim* skill as a class skill.

Advancement: None.

SENSITIVE SIGHT

The mutant’s eyes and optic nerves have increased sensitivity and allow him to see well in low light.

Benefit: A mutant with this mutation has low-light vision out to 60 feet.

Advancement: This mutation can be advanced once, giving the mutant dark vision out to 60 feet.

Special: The mutation can only be advanced at first level.

SERRATED DENTAL DEVELOPMENT

The mutant has developed mandibles, beak, saber teeth, or other rigid mouthparts. The actual nature of the mutation can vary tremendously depending upon the player’s choice. The mouthparts can be used to make a bite attack.

Benefit: The mutant gains a natural weapon that can be used to make a bite attack. The bite inflicts $1d6$ damage, and has a threat range of 19-20 for a critical hit.

Advancement: Each advancement of this mutation increases the damage dice in of the attack in the following progression: 1d8, 1d10, and 1d12.

SHRIEK

The mutant's vocal cords can produce sounds both above and below the normal human auditory range. This mutation also allows the mutant to produce a multi-layered, multi-timbre shriek, whose sonic vibrations affect everyone in the mutant's immediate vicinity.

Benefit: Once per day, the mutant can let out a horrible shriek that affects everyone within a 10-foot radius of him. Targets in the area of effect must make a Fortitude save (DC 15) or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected.

Advancement: Each advancement of this mutation increases the radius of the effect by 5 feet, damage by 1d4, duration of deafness by 1d4 rounds, and the Fortitude save DC by 2.

SIMIAN DEFORMITY

This mutation gives the mutant a set of physical features that resemble those of the great apes (such as gorillas and orangutans). These features include stunted legs, a hunched and slope-shouldered posture, and elongated arms that cause the knuckles to drag on the ground. The mutant's overall speed is reduced unless his arms are used to assist in locomotion.

Benefit: If the mutant uses both his arms and legs to move, his speed is increased by 1/3 (40 feet for humans). His elongated arms extend his reach by 5 feet. The mutant also gains a climb bonus of +4.

Penalty: If the mutant does not use his arms to aid in locomotion, his shortened legs reduced his base speed to 2/3 normal (20 feet for humans). If he uses his arms to assist in movement he cannot wield a weapon or carry items in his hands.

Advancement:
None

SKELETAL FORTIFICATION

The calcium deposits in the mutant's skeletal system have been replaced with other minerals. This mineral substitution strengthens and fortifies the bones.

Benefit: A mutant with this mutation does 1d4 bludgeoning damage with his fists and gains damage reduction 1/- to bludgeoning attacks.

Advancement: Each advancement of this mutation increases the damage dice (1d6, 1d8, 1d10) and damage reduction by 1.

Special: The mutant is still considered unarmed with unarmed strikes. This ability stacks with the Brawl (and Improved Brawl) feat(s). A character with Skeletal Fortification and Brawl (or Improved Brawl) increases his base damage by one increment, much as if he had advanced the mutation. A mutant with Skeletal Fortification and Combat Martial Arts may choose to inflict lethal damage with his unarmed strikes, and is considered armed for the purpose of determining attacks of opportunity (but does not increase his base damage). The maximum base damage the mutant can inflict with his fists is 1d12.

SPONTANEOUS ELECTRIC CHARGE GENERATION

The mutant's nervous system generates a surplus of ionizing electrical energy, which can be discharged from his body in the form of an electrical jolt. The mutant need only touch his target or a conductive

material. The biology and physics behind this phenomenon are not well understood.

Benefit: The mutant can emit an electrical pulse as a touch attack, inflicting $2d6+1$ points of electricity damage per character level (up to a maximum of +10). For example, a 5th level character would inflict $2d6+5$ damage with an electrical pulse.

Generating the charge is considered an attack action. The mutant can use this mutation a number of times per day equal to 2+ the mutant's Constitution modifier (minimum 2).

Advancement: Each advancement of this mutation increases the damage by 1d6 and the number of uses per day by 2.



STENCH

The mutant can secrete an oily, musk-like chemical whose smell is unpleasant to most animal life.

Benefit: All living creatures that possess a sense of smell within 10 feet of the mutant must succeed a Fortitude save (DC 15) or take a -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds.

Creatures affected by this stench cannot be affected again until the current effect expires. Attackers with an Intelligence score of 2 or less flee if they fail their save.

Advancement: Each advancement of this mutation increases the Fortitude save DC by 2 and the range by 5 feet.

Special: Mutants with this ability are easier to detect.

SUPERIOR KIDNEY DEVELOPMENT

The mutant's kidneys have developed into an extremely effective filtration system, which grants the mutant total immunity to ingested (not inhaled or injury type) poisons and toxins (including most non-acidic chemicals).

Benefit: The mutant becomes immune to ingested poisons of all types, and her urine becomes a poisonous byproduct of roughly equal strength and effect to the toxin imbibed. If the mutant decides to harvest her urine and use it as an ingested poison, the DC for saving throws against the urine decreases by 2 from the DC of the original poison.

Advancement: None



DEFECTS

ABERRANT DEFORMITY

The mutant has developed limbs in places where they don't belong (an arm where a leg

should be, for instance, or an extra foot growing from the heel). This results in a hideous appearance. The player must choose a limb and another feature, and switch them. Examples might be the placement of the face on the chest or the replacement of a foot with a hand.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that he is a mutant and cannot pass as a normal human.

The mutant suffers a -1 to his Charisma and a -6 to Disguise checks.

Advancement: None.

TABLE 2-4: RANDOM DEFECT

Defect	d100
Aberrant Deformity	1 - 4
Adrenaline Deficiency	5 - 7
Albinism	8 - 10
Anaphylaxis	11 - 13
Atrophied Cerebellum	14 - 16
Attention Deficit	17 - 19
Bilirubin Imbalance	20 - 22
Bizarre Pigmentation	23 - 26
Blindness	27 - 29
Brachydactyly	30 - 32
Cannibalism	33 - 35
Critical Vulnerability	36 - 38
Cystic Fibrosis	39 - 41
Deafness	42 - 44
Dyslexia	45 - 47
Hemihypertrophy	48 - 50
Hemophilia	51 - 53
Hunchback	54 - 56
Immune-System Abnormality	57 - 59
Negative Chemical Reaction	60 - 62
Neuro-Fibromatosis	63 - 65
Night Blindness	66 - 68
Phobia	69 - 71
Photoluminescent Aural Emission	72 - 74
Photosensitivity	75 - 77
Pituitary Deformation	78 - 80
Sensitivity	81 - 84
Sickle Cells	85 - 87
Skeletal Deterioration	88 - 90
Syncope	91 - 93
Terminal Limb Deficiency	94 - 96
Underdeveloped Organ	97 - 100

ADRENALINE DEFICIENCY

The mutant has a deficiency in adrenaline production (perhaps due to an atrophied adrenal gland or diminished adrenal function), and as a result, cannot make use of this reservoir of strength and stamina in dangerous situations.

Penalty: The mutant suffers a -4 penalty on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks for the mutant to hold her breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. It also incurs a -2 penalty to initiative.

Advancement: Each advancement of this defect increases the penalties by -4 and -2 respectively.

Special: A mutant with this defect may not have Rage or Rage-like abilities, including the Adrenaline Control mutation.

ALBINISM

The mutant's body has adjusted to a life sheltered from UV radiation (underground or in some type of shelter), and thus reacts poorly to direct sunlight and UV sources.

Penalty: When exposed to natural light or other UV sources, the mutant suffers a temporary -4 reduction to Constitution and Strength.

Advancement: Each advancement of this defect decreases the mutant's Constitution and Strength penalties by -2.

ANAPHYLAXIS

The mutant's metabolism reacts adversely to the presence of certain materials, which are normally harmless. This extreme reaction is such a shock to the mutant's system that it could kill her if the exposure is long enough. The player chooses a common material from the following list: alcohol, corium, feathers, ferrous metal, fur, leather and hide, plastic, rubber, or wood.

Penalty: Each round the mutant is in contact with the offending material, she reacts as if poisoned (Type: Contact DC15, Initial/Secondary Damage: 1d6 Dex/1d6 Dex).

Advancement: Each advancement of this defect increases the DC by 2 and the damage die by one rank (1d6 becomes 1d8, and so forth).

ATROPHIED CEREBELLUM

The mutant's brain has atrophied in certain areas due to a genetic birth defect. As a result of this defect, the mutant suffers a number of mental deficiencies.

Penalty: A mutant with this defect suffers a one-time reduction of Intelligence, Wisdom, or Charisma by 2.

Advancement: Each advancement of this defect decreases another mental ability score by 2. It must be a *different* mental ability score, not previously chosen.

ATTENTION DEFICIT

The mutant has developed a chemical imbalance that prevents him from concentrating.

Penalty: A mutant with this defect suffers a -2 penalty to Concentration, Craft, Disable Device, Perform, and Repair skill checks.

Advancement: Each advancement of this defect increases the skill check penalties by -2.

BILIRUBIN IMBALANCE

Due to a one-nucleotide error in a certain blood-producing gene, the mutant generates an inordinate amount of bilirubin that the liver cannot break down. This results in telltale yellow eyes.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that she is a mutant and cannot pass as a normal human. The mutant suffers a -1 reduction to her Charisma and -2 to Disguise checks. In addition, many consider yellow eyes a sign of deceit, and so the mutant incurs a -2 to Bluff and Diplomacy checks.

Advancement: None

BIZARRE PIGMENTATION

The mutant's hair color, eye color, and skin color (the player chooses two of the three) are of a color not normally found in humans. Odd hair colors include light red, unusually fair blond, white, platinum, and silvery gray. Unusual skin hues include extensive freckling, melanin blotches, and irregularly livid (bruised-looking) tones. Abnormal eye colors include red, pink, white, and unusual flecked combinations. Whatever the abnormal coloration, it is clear that the mutant is not a normal human. Many other choices exist for all of these features.

Penalty: The mutant suffers a -2 to his Charisma. He is clearly a mutant and cannot pass as a human.

Advancement: None

Special: If the player applies this defect to the mutant's eyes, he cannot also have Bilirubin Imbalance.

BLINDNESS

The mutant has developed a deficiency in her visual system, resulting in poor sight or blindness.

Penalty: The mutant suffers from poor vision, effectively concealing one quarter of everything in her field of view. Attacks in combat have a 10% chance of missing.

Advancement: Each advancement of this defect increases the concealment by one quarter. Three advancements render the mutant completely blind. Attacks at one-half concealment have a 20% chance of missing. Attacks at three-quarters have a 30% chance of missing. Blind attacks have a 50% of missing.

BRACHYDACTYLY

The mutant has developed significantly shortened fingers and toes.

Penalty: This defect severely reduces manual dexterity, resulting in a -2 penalty to skills checks that require good coordination and motor skills such as Climb, Craft, Disable Device, Repair, Sleight of Hand, and Treat Injury.

Advancement: Each advancement of this defect increases the skill check penalties by -2.

CANNIBALISM

The mutant has developed a taste (or dependency) for feeding on others of its own kind. This could be a physical or mental defect. Regardless of the cause, the mutant must eat a certain amount of flesh from its own species or suffer withdrawal sickness.

Penalty: This defect requires the mutant to consume 1/2 pound of flesh (or blood) from its own species. If the mutant fails to feed in a 24-hour period, he suffers a temporary loss of 1 Strength, Constitution, and Dexterity. The mutant suffers cumulative ability score loss each day until he feeds. The mutant recovers 1 point of Strength, Constitution, and Dexterity per day after he has feed.

The mutant suffers normal starvation penalties (if applicable) in addition to the withdrawal penalties.

Advancement: Each advancement of this defect increases the amount of flesh needed to be consumed per day by 1/2 pound and increases the ability score loss by 1.

Special: Cannibals (or Ghouls) are universally hated in the wasteland and thus have an additional social burden. Often an adventurer afflicted with this defect must hide his cannibalism or risk severe persecution.

CRITICAL VULNERABILITY

The mutant has developed a crucial weakness in his body that makes him especially susceptible to additional damage. Typical causes include lack of protective bone or cartilage around vital organs, exposed nerves or pressure points in certain locations, and organs that are unusually sensitive to trauma.

Penalty: The critical threat range of all weapons used against the mutant increases by 1.

Advancement: Each advancement to this defect increases the critical threat range by 1 additional point.

Special: The mutant cannot have the Extreme Resilience mutation.

CYSTIC FIBROSIS

This defect results in defective programming of the glands that produce mucus. The defect causes a build-up of salt in the lungs and produces mucus that erodes the lungs' tissues and inhibits the mutant's ability to breathe. This can cause suffocation, infection, and eventual death. A mutant with this genetic defect has a limited lifespan. When this time has passed, the mutant is considered to have died of the eventual salt and mucus build-up.

Penalty: The mutant will have a maximum lifespan of $20+2d10$ years. In addition, the mutant suffers a -2 penalty on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution

checks to continue running, Constitution checks for the mutant to hold his breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Advancement: Each advancement of this defect decreases the life span of the mutant by 10 years to a minimum of $0+2d10$ years. Also, the mutant's check and save penalties are decreased by -2.

Special: A mutant may not have both the Cystic Fibrosis and Pituitary Deformation defects. A mutant with Cystic Fibrosis may never have Rage or any Rage-like abilities.

DEAFNESS

The mutant has developed a deficiency in his hearing, resulting in deafness.

Penalty: The mutant is deaf, suffering all related penalties.

Advancement: None

Special: Deafened characters can't make listen checks and suffer a -4 to initiative checks.

DYSLEXIA

The mutant has developed a mental defect that impairs his ability to recognize and comprehend written words.

Penalty: The mutant cannot read or write and suffers a -2 penalty to any skill check that requires him to read. Skills that might be affected include Computer Use, Decipher Script, Forgery, and Research

Advancement: None

HEMIHYPERTROPHY

The mutant suffers from a severe case of hemihypertrophy, a genetic disorder in which one side of the body fails to grow normally. This results in a grotesque, lopsided, and stunted development. On one side the mutant has a shortened leg with a diminutive foot and an arm with a diminutive hand. A mutant with this defect has an unusual gait and reduced dexterity.

Penalty: The mutant's base speed is reduced by 5 feet. She also suffers an additional -2 penalty to skill checks requiring two-handed dexterity and manipulation. Typical skills to be penalized include Balance, Climb, Jump, and Swim.

Advancement: Each advancement of this defect decreases the mutant's speed by 5 feet and increases the skill check penalties by -1.

HEMOPHILIA

The mutant's white blood cell count is diminished, preventing him from healing as quickly as a others of his species.

Penalty: A mutant with this genetic defect suffers bleeding wounds from all physical injuries that inflict

more than 10 points of damage in a single hit. Such wounds continue to bleed for 1d6 rounds, reducing the mutant's hit points by 1 per round. In addition, a mutant with this defect only heals half the normal hit points from rest and natural healing (fractions rounded down).

Advancement: Each advancement of this defect increases the duration of bleeding by 2 rounds. The first advancement reduces the mutant's natural healing to 1/3, and each subsequent advancement increases the divisor by 1 (1/4, 1/5, etc.)

HUNCHBACK

The mutant has a spinal deformity that manifests as a pronounced hump on her back.

Penalty: This defect causes a slight hindrance to movement, reducing the mutant's movement speed by 5. The mutant also suffers a -1 reduction to his Charisma score.

Advancement: Each advancement of this defect decreases the mutant's speed by 5 feet and Charisma by -1.

IMMUNE-SYSTEM ABNORMALITY

The mutant has developed an immune system defect that diminishes resistance to disease. The manner in which this defect manifests itself varies greatly from mutant to mutant. Examples include depleted white blood cell count (diminishing the body's defenses against foreign viral infection) and kidney atrophy (diminishing the body's ability to purify its system).

Penalty: This mutant makes Fortitude checks against diseases at -4 and increases the disease's initial and secondary damage by 1.

Advancement: Each advancement of this defect incurs an additional -4 to Fortitude saves and increases the disease's initial and secondary damage by 1.

Special: Depending on the form this defect takes, the mutant may not be able to take one of the following mutations: Accelerated White Blood Cell Activity, Accumulated Resistance, Regenerative Capability, or Superior Kidney Development.

NEGATIVE CHEMICAL REACTION

The mutant suffers from a genetic disease (such as malignant hyperthermia) that increases the chances of negative reaction to treatment with foreign drugs.

Penalty: The mutant's modifier for Medical Incompatibility does not change, but if she fails a Medical Incompatibility check, the effect roll is made with d12 instead of a d20.

Advancement: Each advancement of this defect reduces the die by one rank (d10, d8)

Special: A mutant with this defect may not take the Accumulated Resistance mutation with the resistance toward chemicals.

NEUROFIBROMATOSIS

This is an advanced form of tumor development, once known as "The Elephant Man's Disease." A mutant with this defect develops massive and grotesque tumors that completely distort and pervert the human form, causing a reduction in vision and negatively impacting movement.

Penalty: This defect severely restricts a mutant. A mutant with this defect suffers a -1 reduction to Dexterity and Charisma and -1 penalty on Spot checks.

Advancement: Each advancement of this defect incurs an additional -1 to Dexterity, Charisma, and Spot checks.

NIGHT BLINDNESS

The mutant suffers from retinitis pigmentosa, a genetic disorder that causes degeneration of the retina. This condition results in diminished vision under low-light conditions.

Penalty: A mutant with this defect suffers the effects of blindness in any poorly lit or deeply shadowed environment (i.e. any conditions short of natural sunlight or bright illumination).

Advancement: None

Special: The mutant may not choose this defect if he already has Blindness defect or Sensitive Sight mutation.

PHOBIA

The mutant has developed an undefeatable fear. This could be a physical defect caused by a chemical imbalance or mental defect developed from early childhood. Regardless of the cause, the mutant's fear is incurable.

Penalty: The player must choose a fear (with the GM's approval). At any point the mutant is confronted with this fear he must make a Will save (DC 15). If the mutant fails the save, he is *panicked* (flees or cowers). If the mutant successfully saves, he is *shaken* (-2 penalty on attack rolls, saving throws, and skill checks). GMs should ensure that characters choose a fear that has a realistic chance of coming into play. Some appropriate options include: Fire, Darkness, Bugs, Opposite Sex, Heights, Crowds, Enclosed Spaces or Spiders.

Advancement: Each advancement of the defect increases the DC by 2.

Special: The GM should consider special modifiers depending on the severity and magnitude of the situation. For example, a mutant that fears spiders might have a more difficult time remaining calm when confronted by a giant mutant spider than a small spider.

PHOTOLUMINESCENT AURAL EMISSION

A strange glow emanates from the mutant's body. The cause of this condition is typically a constant (but harmless) combustion of dying (or dead) inner-body cells, a process which occurs as old cells die and new ones are created. Sometimes, however, this condition is the result of the ionization of latent radiation within the mutant's body. The glow is usually neon green, blue, white, or yellow, but the player may choose another color.

Benefit: The mutant emits a glow that sheds light up to 20 feet in all directions.

Penalty: The mutant is easily visible, because the glow is constant.

Advancement: None

Special: Wearing normal clothing does not inhibit the illumination. The mutant is likely to automatically fail all Hide checks in areas of darkness or areas lit by less than full daylight. If the mutant wears some enveloping cloak or similar garment, he may attempt Hide checks in such areas at a -4 penalty.

PHOTOSensitivity

The mutant's eyes have developed an extreme sensitivity to intense light.

Penalty: A mutant with this defect suffers from complete blindness in natural or bright light. This can be kept in check only with sun goggles or tinted glasses.

Advancement: None

PITUITARY DEFORMATION

The mutant's pituitary gland has developed a defect that causes unnatural aging.

Penalty: A mutant with this defect appears much older than he really is, generally two to three times his actual age. The mutant has a maximum lifespan of $25+2d10$ years.

Advancement: Each advancement of this defect decreases the mutant's lifespan by 10 years, to a minimum of $5+2d10$ years. The mutant is considered *Middle Age* at 50% of his maximum lifespan and *Old* at 75% of his maximum lifespan, suffering all the negative ability score adjustments (Str, Dex, and Con). He does not gain the positive ability score adjustments (Int, Wis, and Cha).

Special: A mutant may not have both the Cystic Fibrosis and Pituitary Deformation defects.

SENSITIVITY

The mutant is particularly sensitive to one or more forms of attack or special effects. The player chooses the particular form of this sensitivity

Penalty: The mutant suffers twice the normal damage (or effect) from one category in the following list: heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation.

Advancement: The first advancement of this defect triples the damage. Each subsequent advancement increased the damage multiplier by 1 (x3, x4, x5).

Special: The mutant may not take this defect if she has already taken Inherent Immunity (see Mutations) for the same attack form.

SICKLE CELLS

The mutant has developed abnormal hemoglobin, which results in a shortage of healthy red blood cells, or anemia.

Penalty: The mutant suffers a -2 penalty to non-disease Fortitude saves and a -1 reduction to Strength.

Advancement: Each advancement of this defect incurs an additional -2 penalty to the mutant's Fortitude saves and an additional -1 reduction to Strength.

SKELETAL DETERIORATION

The calcium deposits in the mutant's skeletal system have been replaced with other minerals (cadmium being the most prevalent in this post-holocaust environment). This mineral substitution weakens and deforms the bones and causes brittleness.

Penalty: The mutant suffers 50% more damage from bludgeoning attacks.

Advancement: Each advancement of this defect increases the damage taken from bludgeoning attacks by 50%. Thus, a character that has taken this defect 3 times would take an additional 150% damage from bludgeoning attacks.

Special: A character with this defect may not have the Skeletal Fortification mutation.

SYNCOPE

The mutant is afflicted with cerebral anemia and is thus vulnerable to fainting. These swoons commonly strike at the most inopportune times, though never more than once a day.

Penalty: In each round that the mutant suffers 10 hit points of damage, he must make a Fortitude save (DC 10 + damage inflicted) or lose consciousness. Unconsciousness lasts for $1d6+1$ rounds, after which the mutant recovers from the syncope and may act normally. This affliction will not affect the mutant more than once per day.

Advancement: Each advancement of this defect increases by 1 the number of times per day the mutant can lose consciousness.

TERMINAL LIMB DEFICIENCY

The mutant's defective genes failed to fully develop one or more limbs. In some cases, this means that the mutant was born with missing limbs. In other cases, a genetic deformity has caused one of the mutant's limbs to degenerate and atrophy, in which case the mutant has a short, stubby, or disfigured limb, evidence of mutation in transition. The limb chosen (arm or leg) is severely handicapped (if any vestigial portion is present) or entirely absent.

Penalty: An affected arm suffers a -4 penalty to Strength and Dexterity. Anytime the mutant attempts an action that requires both arms, she uses the reduced scores to determine success or failure. Typical examples include wielding a two-handed weapon, Climbing, Swimming, etc. If this penalty reduces the arm's Strength or Dexterity to 0, then the arm is completely missing (two-handed attacks cannot be made, and a -6 penalty is applied to appropriate skill checks).

An affected leg reduces the mutant's speed by 10 feet. This penalty can be halved with the aid of a crutch. The mutant is limited to walking speed; she may not trot or run. Balance, Climb, Jump, and Swim checks suffer a -6 penalty, whether the leg is partially present or not. If the mutant's speed is reduced to 0, then the leg is completely missing, and she is unable to walk effectively without the aid of a crutch.

Advancement: Each advancement of this defect causes either an additional -4 penalty to Strength and Dexterity in the affected arm, or a 10-foot penalty to movement in the case of an affected leg. A missing arm or leg cannot be advanced further.

Note: If the GM wishes to determine the limb type randomly, he can roll 1d6. A roll of 1-4 is an arm, and a roll of 5-6 is a leg.

UNDERDEVELOPED ORGAN

One of the mutant's more vital organs is underdeveloped, and is thus incapable of performing at the same level as normal members of his species. The effect depends on what organ is underdeveloped.

Penalty: Player must choose one of the following underdeveloped organs.

Voice Box: The mutant cannot speak.

Lung: The mutant cannot move more than x2 his base speed.

Intestines: The mutant requires 2x the amount of food daily.

Muscles: The mutant suffers a -2 penalty to Strength.

Inner ear: The mutant suffers a -2 on Balance and Listen checks.

Advancement: With each advancement of this mutation the mutant chooses another organ.

Special: Players and GMs may want to create new variants to this mutation. As a general guideline, this mutation should give a -2 to one ability score, a -4 to one skill, a -2 to several skills, or an equivalent penalty.



MUTANT FEATS

The following feats are for mutant characters. Each of these feats requires a specific mutation or group of mutations as prerequisites.

AERIAL MANEUVERABILITY

You are more maneuverable when flying.

Prerequisite: Dexterity 13, Complete Wing Development

Benefit: Your maneuverability class when flying improves by one step. For example, a clumsy flyer would improve to poor.

Special: This feat may be taken multiple times.

CONSTRIC

You constrict your opponents once you have them grappled.

Prerequisite: Strength 18, Gigantism

Benefit: You crush opponents, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is equal to your natural attack or unarmed strike. If you also have the improved grab feat, you deal constriction damage in addition to damage dealt by the attack used to grab your opponent.

DUCK

You have a knack for dodging ranged attacks.

Prerequisite: Dexterity 14, Dodge, Dwarfish

Benefit: You may make a Reflex save (DC equal to the attack roll) against any one ranged attack per round; success indicates the attack against you misses.

FLYBY ATTACK

You can attack on the fly.

Prerequisite: Complete Wing Development

Benefit: When flying, you can take an attack action at any point during your move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you must make attack actions either before or after your move.

HORN CHARGE

You can lower your head and make a deadly charge attack.

Prerequisite: Aberrant Horn Development

Benefit: You can begin a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, you can make a single gore attack that deals double damage.

IMPROVED GRAB

You can grapple your opponent after a successful natural attack.

Prerequisite: Strength 17, Aberrant Horn Development, Claw, or Serrated Dental Development.

Benefit: If you score a successful melee attack with a natural weapon you deal normal damage and attempt to start a grapple as a free action, without provoking attacks of opportunity. No initial touch attack is required. Improved grab only works against opponents at least one size category smaller than you.

You have the option to conduct the grapple normally, or simply use the part of your body you used in the improved grab to hold the opponent. If you choose to do the latter, you take a -20 penalty on grapple checks but are not considered grappled yourself; you do not lose your Dexterity bonus to Defense, still threaten an area, and can use your remaining attacks against other opponents.

A successful hold does not deal additional damage unless you also have the constrict feat. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage given for the attack that established the hold.

When you get a hold after an improved grab attack, you pull the opponent into your space. This act does not provoke attacks of opportunity. You are not considered grappled while you hold the opponent, so you still threaten adjacent squares and retain your Dexterity bonus. You can even move, provided you can drag the opponent's weight.

IMPROVED MULTIATTACK

You are adept at using all your natural attacks at no penalty.

Prerequisite: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons suffer no penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty (-2 with Multiattack).

IRRADIATED

You are an irradiated creature and can inflict radiation sickness by touch or natural attack.

Prerequisite: Radiation Immunity

Benefit: When you make an unarmed or natural attack that deals damage, you expose your opponent to radiation equal to your Radiation Immunity degree. For example, a mutant with immunity to *high* radiation exposes his opponent to high radiation sickness (DC 21, 1d6 damage). See *environmental dangers* for more information on radiation sickness.

LEAPER

You have a unique talent for long jumping.

Prerequisite: Dexterity 13, Adrenaline Control, Increased Movement or Simian Deformity.

Benefit: Your maximum jump distance is not limited by your height. This feat has no effect on the height of high jumps, including running high jumps.

MULTIATTACK

You are adept at using all your natural attacks.

Prerequisite: Three or more natural weapons.

Benefit: Your secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty.

MULTIWEAPON FIGHTING

You are adept at using weapons in all your hands.

Prerequisite: Three or more hands.

Benefit: Your penalties for fighting with multiple weapons are reduced by 2 in your primary hand and 6 in your secondary hands.

Normal: Without this feat you suffer a -6 penalty to attacks made with your primary hand and a -10 penalty to attacks made with your off hands.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

NATURAL ARMOR EXPERTISE

You are adept at using your natural armor to greater effect.

Prerequisite: Intelligence 13, Aberrant Endoskeletal Encasing, Dermal Spike Growth, or Protective Dermal Development.

Benefit: You gain a +2 equipment bonus when you are not flatfooted or flanked.

Special: This bonus does not stack with any equipment bonus granted by wearing body armor.

PLAQUE CARRIER

You carry a nasty disease that you can spread by touch or natural attacks.

Prerequisite: Accumulated Resistance

Benefit: When you make an unarmed or natural attack that deals damage, your opponent must make a Fortitude save (DC 10 + 1/2 your Character level

+ your Con modifier) or be infected with one of the following diseases: anthrax, small pox, hantavirus, necrotizing faciitis, or west nile virus.

Disease	Incubation Period	Initial Damage	Secondary Damage
Anthrax	1d2 days	1 Con	1d4 Con*
Small pox	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Hantavirus	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	1d6 days	1 Con	1d3 Con*
West Nile virus	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

POWER DIVE

You make deadly dive attacks from the sky.

Prerequisite: Base Attack Bonus +5, Complete Wing Development

Benefit: When you make a Dive attack, it inflicts triple damage. If your maneuverability is Average (or less), you must land after performing this attack (as you must end your movement and cannot hover). If your maneuverability is Perfect, this maneuver may be combined with the Flyby attack feat.

POUNCE

With a great leap to attack, you can unleash the full fury of your attacks while throwing yourself into the fray.

Prerequisite: Dexterity 13, Adrenaline Control, Increased Movement, or Simian Deformity.

Benefit: During the first round of combat, you may move and then use an attack action to make a full round attack. You may use this feat if the move action is a charge.

REND

When attacking with your claws, you can make a rend attack.

Prerequisite: Strength 16, Claws

Benefit: If you hit with 2 or more claw attacks, you latch onto your opponent's body and tear the flesh. This attack automatically deals damage equal to double your claw damage plus one and a half your Strength bonus. For example, a mutant with Claws that do 1d6 damage and a Strength of 18 will have a rend attack that deals 2d6+6 damage. You may only rend once per round.

SPINELESS

Though not truly an invertebrate, you can move through tight spaces with fluid ease.

Prerequisite: Abnormal Joint Flexibility or Elongation

Benefit: You gain a +4 bonus to Escape Artist checks. When attempting to escape a grapple, the opponent does not add a size bonus to its grapple check.

STRONG FLYER

You can carry a heavy load when flying.

Prerequisite: Strength 15, Complete Wing Development

Benefit: You may carry a heavy load and move at your listed flight speed.

Normal: The character may only carry a Medium load and move at full speed.

SUREFOOTED

Your small size makes you nimble and athletic.

Prerequisite: Dwarfish

Benefit: You gain a +2 racial bonus on Climb, Jump, and Move Silently checks.

TEARING BITE

You dart in and tear at prey with your jagged mandibles, beak, saber teeth, or other rigid mouthpart.

Prerequisite: Serrated Dental Development

Benefit: In addition to normal damage, your bite wound bleeds for 1 point of damage per round thereafter. Multiple wounds from the bite cause cumulative bleeding damage. The bleeding can be stopped by a successful Treat Injury check (DC 15) or the application of appropriate medicine.

WITHSTAND

You can shrug off the deadliest of blunt blows and remain standing.

Prerequisite: Increased Body Density or Skeletal Fortification

Benefit: Whenever you receive bludgeoning damage in combat, you may spend an action point and negate the damage.



NEURAL FEATS

The following are neural feats.

Each of these feats requires a specific neural mutation (or group) as a prerequisite. Unlike standard feats, neural feats have two more attributes to their description.

Unless stated otherwise, these abilities are attack actions.

Action: What type of action to perform the feat: free, move, attack, or full.

Duration: How long the feat's effects last.

Usage: Indicates whether the power has unlimited use or counts against the mutants pool of Precognition, Telekinesis, or Telepathy uses per day.

ANXIETY TRIGGER

You unleash a deep-seated phobia into the conscious mind of your target.

Prerequisite: Telepathy.

Effect: By unleashing the fears that dwell deep inside the mind of everyone, you trigger an anxiety attack in your opponent. If the victim of this attack fails a Will save (DC 10 + your Charisma modifier), the target suffers an anxiety attack, becoming shaken. A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks. If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Unlimited.

ATTRACTION TRIGGER

You plant a compelling attraction in the mind of the target.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Willpower Save (DC 10 + your Charisma modifier), he or she is attracted toward a particular person, an object, an action, or an event. The target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the target makes the save, he or she is immune to this ability for 24 hours.

Successfully instilling an attraction to another person in your target does not mean that the target will follow orders from that person indiscriminately. However, the target will view the object of his attraction favorably and will listen (even if he disagrees). This power grants a +4 circumstance bonus to your Charisma modifier when dealing with the subject.

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy.

BATTLE PLAN

You can see the course of a battle in your mind. The further out you forecast the battle, the more variables come into play, and the less accurate you can be.

Prerequisites: Precognition, Foresight, Precognitive Combat.

Benefit: You decide when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, you gain a +10 insight bonus to one attack roll, damage roll, saving throw, or skill check for that round. If the duration is two rounds, you gain a +5 on any one roll in each of those two rounds, and if the duration is 3 rounds, you gain a +3 on any one roll in each of those three rounds.

Action: Free.

Duration: Up to 3 rounds.

Usage: Precognition.

CHARM PERSON

You can make a humanoid creature (mutant or human) regard you as his or her trusted friend and ally.

Prerequisites: Telepathy, Attraction Trigger.

Effect: If the target of this ability fails a Will Save (DC 10 + the your Charisma modifier), he or she is charmed. If the target is currently being threatened or attacked by you or allies, however, the subject receives a +5 bonus on his or her saving throw.

You cannot control the charmed creature as if he or she was an automaton, but he or she does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (You can't try again.) A charmed creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed creature breaks the power.

If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy

CLAIRAUDIENCE

You can hear a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition.

Benefit: This ability enables you to concentrate on some locale and hear it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per Telepathy advancement.

Usage: Precognition.

CLAIRVOYANCE

You can see a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition.

Effect: This ability enables you to concentrate on some locale and see it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per Telepathy advancement.

Usage: Precognition.

DANGER SENSE

You can sense danger unforeseen by others.

Prerequisites: Precognition, Foresight

Effect: You sense the presence of danger before it happens. You do not know the nature of the danger; only that it is imminent. As a result, you cannot be caught flat-footed, gain a +4 insight bonus to Reflex saves to avoid traps and a +4 insight bonus to Defense against attacks by traps

Action: Free.

Duration: Instant.

Usage: Unlimited.

DOMINATION

You can assert your will over another creature and control his or her actions.

Prerequisites: Telepathy, Attraction Trigger, Charm Person.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), he or she is under your direct control. You establish a telepathic link with the target's mind. If you and your subject share a common language, you can generally force the subject to perform, as you desire, within the limits of the subject's abilities. If no common language is shared, you can only communicate basic commands. You know what the target is experiencing but do not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. You need not see the target to control him or her.

If the target makes the save, he or she is immune to domination attempts from you for 24 hours.

Action: Attack.

Duration: One day plus one day per Telepathy advancement.

Usage: Telepathy

FIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the fight response.

Prerequisites: Telepathy, Anxiety Trigger.

Effect: You choose a target to become Enraged (+2 morale bonus to Strength and Constitution scores, +1 morale bonus to Will saves, -1 to Defense). This ability is an attack action and may only be used on a willing target.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

FLIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the flight response.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is panicked. A panicked character flees as fast as possible and cowers if unable to get away. He defends normally but cannot attack. If the target makes the save, he is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

FORESIGHT

You gain glimpses of the very near future. To the casual observer (someone without the recognition class ability) this will appear as though you have lightning fast reflexes.

Prerequisite: Precognition.

Effect: You gain an insight bonus to initiative equal to your Wisdom modifier plus one for each time you have advanced your Precognition mutation. These bonuses stack with any other initiative bonuses you possess, including Improved Initiative and Dexterity modifier.

Action: Free.

Duration: Combat.

Usage: Unlimited.

LEVITATION

You have mastered Telekinesis sufficiently to allow you to float above the ground and move around at a sedate pace.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery.

Effect: You may float above the ground and move yourself telekinetically. This requires a move action.

You may float with a speed of 20 feet and may go as high as 30 feet above the ground. The amount of weight you may carry with you is determined by the Telekinesis mutation (your body weight does not count towards this).

Special: If the duration ends before you have landed, you immediately drift to the ground without harm (unless you choose to activate the feat again).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis Advancement.

Usage: Telekinesis.

LIE DETECTOR

By scanning for subtle surface cues in your target's mind, you can tell with complete certainty whether your target is lying.

Prerequisites: Telepathy, Mental Communication.

Effect: While this ability is active, you gain a +20 insight bonus to Sense Motive. Using this ability is a free action.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MENTAL COMMUNICATION

You have learned the most basic form of telepathy, the ability to send and receive thoughts to and from a willing target.

Prerequisite: Telepathy.

Effect: You may engage in silent, mind-to-mind communication with any target in your line of sight. Unwilling targets may attempt to block the communication with a successful Will Save (DC 10 + your Charisma modifier). This ability may be used at will as a free action.

Action: Free.

Duration: Unlimited.

Usage: Unlimited.

MIND STUN

You can mentally stun a target for a short duration.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense.

Action: Attack.

Duration: Instant.

Usage: Unlimited.

MIND BLAST

You can mentally stun a target for a longer duration.

Prerequisites: Telepathy, Mind Stun.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MIND STRIKE

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun.

Effect: You attack the target's mind, causing 1d6 points of mental damage plus 1d6 for each time you have advanced your Telepathy mutation (maximum 5d6). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

MIND CRUSH

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun, Mind Strike.

Effect: You attack the target's mind, causing 2d6 points of mental damage plus 1d6 for each time the mutant has advanced her Telepathy mutation (maximum 10d6). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

PRECOGNITIVE COMBAT

You sense your opponent's defensive measures before they are taken.

Prerequisites: Precognition, Foresight.

Effect: You gain an insight bonus equal to your Wisdom modifier to attack rolls. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE DODGE

You sense your opponent's attacks before they are launched.

Prerequisites: Precognition, Foresight.

Effect: You gain a dodge bonus to your Defense equal to your Wisdom modifier and cannot be flanked while this ability is functioning. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE REFLEXES

You see your opponent's attacks before they are launched.

Prerequisites: Precognition, Foresight, Precognitive Dodge.

Effect: For one round, the mutant may take an attack of opportunity on every opponent that attempts to make a melee attack against him. He may only take one attack of opportunity per opponent. If he hits the attacker, the opponent's attack misses. These attacks of opportunity do not count against your attacks of opportunity for that round.

Action: Free.

Duration: One Round.

Usage: Precognition.

PERCEIVE DANGER

A heightened form of danger sense, this ability allows you to actually visualize danger before it happens.

Prerequisites: Precognition, Foresight, Danger Sense.

Effect: When you are required to make a Reflex save, you may, instead, make a Will save to avoid the danger. If the save is successful, you suffer no ill effects. Just like the *Evasion* ability, if a successful save normally dictates half damage, you suffer no damage.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

PERCEIVE OUTCOME

You can gain insight into the outcome of one action.

Prerequisites: Precognition, Foresight.

Effect: After you have made a d20 roll (attack roll, skill check, or similar action), you may choose to commit to that action or take a different action. You must declare you are using this ability before you roll and may not attempt the same action twice. For example, you declare you are using Perceive Outcome on an attack roll with your sword. You fail to hit an enemy with your sword. With this knowledge, you then choose to tumble away instead of attacking. This

ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

PSYCHIC INTERROGATION

You place your target in a deep hypnotic trance in which he cannot lie.

Prerequisites: Telepathy, Mental Communication, Lie Detector.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he enters into a trance and must answer questions truthfully to the best of his ability. The trance lasts a maximum of 10 minutes plus 10 minutes for each time you have advanced your Telepathy mutation.

Action: Attack.

Duration: 10 minutes plus 10 minutes per Telepathy advancement.

Usage: Telepathy.

RAIN OF OBJECTS

You shower your opponent with a storm of small objects in combat, damaging and distracting him.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You make a ranged attack against your opponent. If this attack is successful, you inflict 1d6 points of bludgeoning damage plus one for each time you have advanced your Telekinesis mutation. The target also suffers a -1 penalty to attack rolls on the round this ability is used. This ability is an attack action and has a range increment of 10 feet.

Action: Attack.

Duration: One attack.

Usage: Unlimited.

SECOND CHANCE

You can gain insight into the outcome of one action and use that knowledge to try again.

Prerequisites: Precognition, Foresight, Perceive Outcome.

Effect: After using Perceive Outcome, you can attempt the same action, using the knowledge of the outcome to improve your chances. You gain an insight bonus to the roll equal to your Wisdom modifier. This ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

TELEKINETIC MASTERY

You have mastered the skill of basic Telekinesis. You can now move more weight and unwilling targets. Additionally, you can move objects faster.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: This ability doubles the amount of weight you are capable of moving with Telekinesis and allows you to move objects at a speed of 20 feet per round. In addition, you move unwilling creatures or items they hold. Unwilling creatures are granted a Strength check (DC 10 + your Constitution modifier) to negate the effects.

Action: Attack.

Duration: 5 rounds plus one round per Telekinesis advancement

Usage: Telekinesis.

TELEKINETIC THROW

You can use Telekinesis to hurl one object at another object.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery, Rain of Objects.

Effect: You can hurl one object toward another target within 20 feet plus 20 feet per Telekinesis advancement of each other. You must be able to move the weight of the object you are attempting to throw (see *Telekinesis mutation*) and it must be within the range of your Telekinesis. Unwilling creatures are granted a Will save (DC 10 + your Constitution modifier) to avoid being thrown.

To hit the target, you must succeed at an attack roll, using your base attack plus Intelligence modifier. Both the target and thrown objects take the same damage. The game master must determine the damage, ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for harder, denser objects (maximum 10d6). Throwing a typical humanoid at another humanoid does 1d6 damage per 25 pounds. Telekinetic Throw is a full round action.

Action: Attack.

Duration: Full round attack

Usage: Telekinesis.

TELEKINETIC DISARM

You can deprive your opponent of his weapon with telekinetic force at a distance.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You may make a Disarm attack at range. Except for the fact that this ability may be used at range, this attack works like the normal Disarm maneuver (use your Constitution, rather than Strength for the opposed check, however).

Action: Attack.

Duration: One Disarm attempt.

Usage: Telekinesis.

TELEKINETIC GUIDE

Using Telekinesis, you can help guide and propel thrown weapons.

Prerequisite: Telekinesis.

Effect: You can direct a thrown weapon in flight, giving that weapon +2 to hit and increasing its range increment by 50%.

Action: Free.

Duration: One Attack.

Usage: Unlimited.

TELEKINETIC HAND

You are beginning to master your telekinetic abilities, and can now create a telekinetic hand that is able to grasp and handle objects

Prerequisite: Telekinesis.

Effect: You can use a telekinetic hand to grasp and handle objects just like a normal hand. It can open doors, turn keys, or attack with weapons. Whatever action the telekinetic hand takes is counted against your actions for that round. For example, if the telekinetic hand opened a door, it uses your move action. If the telekinetic hand attacks with a melee weapon, it uses your attack action. The telekinetic hand may make a full round action. Using a move action, you can move the telekinetic hand 20 feet.

The telekinetic hand's cannot be damaged and is considered a medium sized hand. It can hold only half the weight as your *Telekinesis* ability. You can only create and control one telekinetic hand at a time. Creating a telekinetic hand is a move-equivalent action. A telekinetic hand is nearly invisible (three quarters concealment) when not holding an object. Observant creatures may notice a visual distortion in the space it occupies with a successful spot check (DC 16).

Special: If you attempt to take a full round attack action, using both your telekinetic and natural hands, your telekinetic hand is considered a secondary attack, suffering all the relevant penalties.

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Unlimited.

TELEKINETIC HAND II

You can now create two telekinetic hands that are able to grasp and handle objects

Prerequisite: Telekinesis.

Effect: This ability functions the same as Telekinetic Hand except that you may create an additional hand. The additional hand may be used in conjunction with the first telekinetic hand to hold a 2-hand weapon or may function on its own. You may move both hands 20 feet with a single move action. If you take a full round attack, attacking with both your telekinetic and natural hands, the telekinetic hands are considered secondary attacks, suffering all the relevant penalties.

You can create both telekinetic hands as a single move-equivalent action.

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC PUNCH

You strike your opponent with a blast of pure telekinetic force.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You may make a ranged attack that inflicts 1d6 points of bludgeoning damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 5d6).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.

TELEKINETIC SHIELD

You have learned how to focus your telekinetic abilities to create a “shield” of force to deflect attacks.

Prerequisite: Telekinesis.

Effect: You can create a shield that provides half cover (+4 Defense and +2 on Reflex saves against attacks that affect her area), but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. A telekinetic shield is nearly invisible (three quarters concealment). Observant creatures may notice a visual distortion in the space around you with a successful spot check (DC 16).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SHIELD II

You have learned how to focus your telekinetic abilities to create a powerful “shield” of force to deflect attacks.

Prerequisites: Telekinesis, Telekinetic Shield.

Effect: You can create a shield that provides three quarters cover (+7 Defense and +3 on Reflex saves against attacks that affect your area), but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. Observant creatures may notice a visual distortion in the space around you with a successful spot check (DC 14).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SLAM

You strike your opponent with an improved blast of pure telekinetic force.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Punch.

Effect: You may make a ranged attack that inflicts 2d6 points of bludgeoning damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 10d6).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.

TELEKINETIC SWORD

You can generate a melee weapon of kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 1d6 points of slashing damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 3d6). Creating a telekinetic sword is a move-equivalent action. A telekinetic sword is visible and glows in a 10-foot radius.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SWORD II

You can generate a melee weapon of powerful kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Sword.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 2d6 points of slashing damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 6d6). Creating a telekinetic sword is a move-equivalent action.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis



CHAPTER 3: ARTIFACTS OF THE ANCIENTS

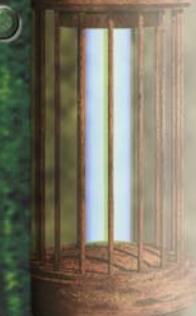
*"Mr. President, we are rapidly approaching a moment of truth both for ourselves as human beings and for the life of our nation. Now, truth is not always a pleasant thing. But it is necessary now to make a choice, to choose between two admittedly regrettable, but nevertheless *distinguishable*, postwar environments: one where you got twenty million people killed, and the other where you got a hundred and fifty million people killed."*

"You're talking about mass murder, General, not war!"

"Mr. President, I'm not saying we wouldn't get our hair mussed. But I do say no more than ten to twenty million killed, tops. Uh, depending on the breaks."

- General "Buck" Turgidson and President Merkin Muffley, Dr. Strangelove

EVERY SCAV, raider, and merchant knows that the scarred lands of the Twisted Earth, though seemingly desolate and broken to the untrained eye, are anything but "empty". Though a wild, unchecked wind howls mercilessly by day and night in some regions, and the sun is unfettered in torturing the earth with its searing blaze, hidden among the sands, lost hills, and naked mountains are jewels of a sort. Even the dark smudges of fused glass and molten metal once known as *cities*, which often sprout like unexpected flowers in the sand, bear treasures worth searching for, finding, and bringing back to life.



Market places, village bazaars, and established trade houses deal in all manner of goods. Even in the ruined cities, where communities live and die by brutal violence, some “shops” are known to still operate. Goods exchanged either conform to traditional barter rules (trading one item for another of equal value), or, in some places, the exchange of corium pieces.

WHAT CAN AND CAN'T BE BOUGHT

When all is said and done, it's really up to the GM to determine what items can and cannot be bought. In general, it is suggested that firearms (but not primitive black powder weapons), energy weapons, and advanced armor types be out of reach. They are far too precious for most communities to even consider trading. Automatic weapons may be made available to certain characters whose origins are suggestive of a more advanced culture or military organization.

Most other artifacts will be hoarded as precious reminders of man's glory - as a result, even something as useless as a TV set's remote control will probably not be for sale. Only common things such as food, basic clothing, and post-war survival gear (sun hats, canvas bags, etc) will be available in the typical market.

The exception to this rule is in the case of a campaign that uses a detailed trade settlement as its base. It is useful to keep a list of things characters have sold off at markets. If characters die off, a new party may come to the same market and find these things still for sale. Then again, even if the party lives, it may need to buy those items back for some unforeseen reason. In this manner the referee can create a market with real items of value for sale, not just “common goods”, with a widely fluctuating stock.

STARTING GEAR

All characters in *Darwin's World* start with a certain amount of equipment. The amount of gear given is meant to represent years of scrounging, pack rat hoarding, etc.

The amount of money a character begins with is given under his Occupation.

TRADE

An essential part of playing *Darwin's World* is trade - characters will, no doubt, at some point wish to cash in artifacts and excess items for goods and/or services. Trade is essential to acquiring things characters can't find on their own, whether its food, weapons, or simple spare parts. As a result, this section deals with trade, barter, and bargaining.

BARTER VS. A COIN-BASED ECONOMY

The economy of the post-holocaust world is based mainly on barter (the exchange of equitable goods),

since the existing currencies of the world have long been valueless – copper and nickel simply don't cut it when there's an emptiness in your stomach. Indeed, even fancy minerals and metals like gold and silver holds little or no value in *Darwin's World* (sure gold is pretty, but a bar of it is far less valuable than a liter of fresh water), and thus the only system that remains viable is barter.

All items in *Darwin's World* are given a base value in “cp” (see Corium, below), intended to permit the referee to regulate the basic value of items for trades and barter.

A referee should feel free to modify an item's value depending on local availability (one way to get excess gear out of characters' hands if they're getting too powerful)!

CORIUM PIECES

(cp; equals one “gold piece” or “dollar”)

Corium is a resource widely accepted throughout the Twisted Earth as a universal form of “money”. When a nuclear reactor melts down, the molten core often cools into pillar-like formations of metal that glow with a subtle incandescence in the dark, generating its own internal heat.

Corium is mined throughout the wasteland in spots known to have once been reactors or power plant facilities; miners risk long-term radiation dangers, but the profit is immense for those willing to put on a helmet and go down beneath the earth into the core. Many communities use slaves or conscripts instead to mine their corium deposits. In any event, corium metal is typically formed into “coins” (generally the shape is flat oval nuggets) and used as a monetary unit – and their mines jealously guarded.

Though of little practical use, corium cannot be duplicated or falsified, and thus remains widely accepted as currency for trade, in place of or supplementing traditional barter.

Variation: In some places, corium pieces might instead be replaced by a currency of bottle caps, hand-printed “pay slips”, or transferable meal tickets good for one meal in that community's soup kitchens.

CORIUM PIECES VS. WEALTH

The Wealth system presented in *d20 Modern*, while ideal for the complex economy of modern times, does not function well in a post-apocalyptic setting. Characters in *Darwin's World* rarely have large assets, and the markets and bazaars are limited. With scarce resources, supply and demand is in constant flux. What is cheap in one community may be priceless in another.

Several of the equipment tables from *d20 Modern* have been included in this book with updated prices (see appendix). These prices take into consideration the resources available in post apocalyptic earth and the lack of mass production. Few, if any, of the

items present in *d20 Modern* are manufactured in mass quantities. Only skilled craftsmen, a rarity in the wastelands, produce these items now. Often, when characters are purchasing equipment, they are receiving items salvaged by traders and scavs found among the ruins of the Ancients.

However, if you still prefer to use the Wealth system, using the conversion table found in the *Gamemastering* section of *d20 Modern* should provide an adequate guide for converting prices found in *Darwin's World*. Simply convert corium prices as if they were dollars.

There may be a situation where you need to convert from Wealth to corium (i.e. using a *d20 Modern* supplement from another publisher). When converting from Wealth to corium, consult the conversion table found in the *Gamemastering* section of *d20 Modern* to get a dollar value and then double it to get a corium price. Why double? Most purchase DCs consider mass-production into the pricing equation, a nearly non-existent practice in post apocalyptic earth.

APPENDIX TABLES

At the back of this book you will find a comprehensive appendix, listing all the relevant equipment found in *Darwin's World* and *d20 Modern*. These tables include corium prices for *d20 Modern*.



WEAPONS

FIREARMS

Still in use, after all these decades, are the primitive firearms, weapons that fire (in general) projectiles of lead

or lead shot. This section includes a selection of both generic firearms (such as black powder weapons) and specific "futuristic firearms" not covered in the *d20 Modern* rulebook.

GRAFTING FIREARMS

Some skilled characters will want to Craft their own firearms. Crafting anything modern (or more advanced) is difficult in post apocalyptic earth. Resources and knowledge are rare. Even if the characters possess knowledge of mechanics, the technology of firearms is even more of a specific science. Unless the character has the Modern Firearms Discipline feat, he suffers a -4 non-discipline penalty to Craft checks when creating firearms.

Crafting a firearm typically takes 24 hours and requires raw material equal to one third of the cost of the item. The raw materials can be bought or salvaged

(see *Repair* skill). Game masters should require that salvage materials be from moderate or greater mechanical objects. Each firearm has a Craft DC. Craft DCs for firearms found in *d20 modern* can be found in the appendix.

HANDGUNS

BLACK POWDER PISTOL

These primitive weapons are still created in the wasteland, and resemble their historical counterparts in both appearance and function. Indeed, some museum pieces are still around, used in the manner for which they were originally intended for, but in the hands of raiders, thugs, and killers.

A black powder pistol requires a full-round action to reload.

CALICO M100

The Calico M100 was a revolutionary weapon that made use of a special helical magazine, which feeds the ammunition into the weapon along a curled, helix-like train. Attached to the upper back of the weapon, it gives the M100 a unique appearance. Using .22 long rifle ammunition, this permits the magazine to hold an unprecedented 100 rounds! The Calico M100 is light enough to be fired in one hand, though longer (and heavier) 9mm versions require a wood or folding stock.

The M-100, when broken down, can fit in a standard backpack. Disassembling the weapon is a full-round action.



TABLE 3-1: RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Pistols (require the Personal Firearms Proficiency feat)										
Black powder pistol (special pistol)	2d6	20	Ballistic	50 ft.	Single	1 int.	3 lb.	Small	250 cp	16
Dart pistol (special pistol)	See text	-	-	20 ft.	Single	1 int.	3 lb.	Small	300 cp	17
FA Casull (.50AE revolver) ¹	2d8	20	Ballistic	40 ft.	Single	5 cylinder	6 lb.	Medium	900 cp	23
GSh-18 (9mm* autoloader)	2d6	20	Ballistic	30 ft.	S	18 box	1 lb.	Small	1,200 cp	25
MP-443 Grach (9mmR autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	2 lb.	Small	900 cp	25
PSM (5.45mmR autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	1 lb.	Tiny	700 cp	25
Zip gun (special pistol)	See text	20	Ballistic	20 ft.	Single	1 int.	5 lb.	Tiny	See text	12
Machine Pistols (require the Personal Firearms Proficiency feat)										
Calico M100 (.22 machine pistol)	2d4	20	Ballistic	50 ft.	S, A	100 box	7 lb.	Medium	1,100 cp	25
Sa.23 (9mmR machine pistol)	2d6	20	Ballistic	50 ft.	S, A	40 box	7 lb.	Small	1,300 cp	25
Submachine Guns (require the Personal Firearms Proficiency feat)										
Bizon (9mmR SMG)	2d6	20	Ballistic	40 ft.	S, A	67 box	5 lb.	Medium	2,000 cp	25
Calico Liberty 50 (9mm SMG)	2d6	20	Ballistic	75 ft.	S, A	50 box	5 lb.	Large	2,300 cp	25
Colt 635 (9mm SMG)	2d6	20	Ballistic	75 ft.	S, A	32 box	5 lb.	Medium	2,300 cp	25
FN P-90 (5.56mm SMG)	2d8	20	Ballistic	50 ft.	S, A	50 box	6 lb.	Medium	2,700 cp	25
Ruger MP-9 (9mm SMG)	2d6	20	Ballistic	40 ft.	S, A	32 box	7 lb.	Medium	1,800 cp	25
Rifles (require the Personal Firearms Proficiency feat)										
AR-7 Explorer (.22 rifle)	2d4	20	Ballistic	70 ft.	Single	8 box	5 lb.	Large	1,200 cp	23
Black powder rifle (special rifle)	2d8	20	Ballistic	50 ft.	Single	1 int.	10 lb.	Large	400 cp	16
Dart rifle (special rifle)	See text	-	-	50 ft.	Single	1 int.	5 lb.	Large	350 cp	17
Pipe rifle (special rifle)	See text	20	Ballistic	30 ft.	Single	1 int.	8 lb.	Large	250 cp	14
Assault Rifles (require the Personal Firearms Proficiency feat)										
AN-94 (5.56mmR assault rifle) ¹	2d8	20	Ballistic	70 ft.	S, A	30 box	8 lb.	Large	900 cp	25
Bushmaster M-17S (.5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	8 lb.	Large	1,500 cp	26
F2000 (5.56 assault rifle) ¹	2d8	20	Ballistic	60 ft.	S, A	30 box	9 lb.	Large	2,500 cp	26
HK G-11 (4.7mm assault rifle) ¹	2d8	20	Ballistic	80 ft.	S	45 box	8 lb.	Large	3,000 cp	26
OC-14 Groza (9mmR assault rifle)	2d6	20	Ballistic	70 ft.	S, A	20 box	7 lb.	Large	2,500 cp	26
QBZ-95 (5.8mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	7 lb.	Large	1,200 cp	26
Steyr ACR (5.6mm assault rifle) ¹	2d8	20	Ballistic	90 ft.	S, A	24 box	7 lb.	Large	3,200 cp	27
Sniper Rifles (require the Personal Firearms Proficiency feat)										
Steyr IWS-2000 (15.2mm sniper rifle)	2d12	20	Ballistic	350 ft.	S	5 box	36 lb.	Huge	7,000 cp	27
VSS Vintorez (9mmR sniper rifle)	2d6	20	Ballistic	140 ft.	S	10 box	7 lb.	Large	4,500 cp	27
Shotguns (require the Personal Firearms Proficiency feat)										
HK CAWS (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S, A	10 box	8 lb.	Large	1,200 cp	25
Jackhammer Mk3A1 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	A	10 cylinder	10 lb.	Large	1,200 cp	25
Remington Streetsweeper (12-gauge shot)	2d8	20	Ballistic	30 ft.	S	12 cylinder	9 lb.	Medium	1,000 cp	24
Valtro PM-5-350 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	7 box	8 lb.	Medium	1,000 cp	24
Heavy Weapons (require the Exotic Firearms Proficiency feat)										
Calico 2-22 (light machinegun)	2d4	20	Ballistic	70 ft.	A	10 box	10 lb.	Huge	1,200 cp	25
M214 Minigun (heavy machinegun)	4d12	20	Ballistic	100 ft.	A	Linked	30 lb.	Huge	4,000 cp	26
RPG-7/16 (rocket launcher)	See text	-	See text	150 ft.	1	1 int.	15 lb.	Large	2,000 cp	26

1 This mastercraft weapon grants a +1 bonus on attack rolls.

2 This weapon does special damage. See the weapon description.

3 See the description of this weapon for special rules.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

Though low-powered, the high ammunition capacity of the M100, as well as the widespread availability of .22 long rifle ammunition (used in many sport and “varmint” rifles before the Fall), have made this a weapon prized by scavs and others who must survive for long periods without contact with civilization.

DART PISTOL

Dart guns (usually rifles, but sometimes pistols) use compressed air to fire a hypodermic dart; this dart can be filled with chemicals, drugs, or poisons and loaded into the single-shot breech before firing.

Damage from a dart gun is negligible, but any hit injects the chemical into the target (up to two doses of any given chemical/drug can be loaded into a dart).

FA CASULL

The Freedom Arms Casull is a huge revolver designed primarily for hunting - and exotic collecting. Though a number of variants were produced, all employed high caliber cartridges (.357 magnum, .44 magnum, .454, and .50 caliber), making the Casull one of the most powerful revolvers ever produced. Made from stainless steel, with a hardwood stock and grip, the Casull is a work of art. Due to its high quality of manufacture, the Casull is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Extremely powerful, the Casull is beloved by many leaders of the world's various raider gangs, and by would-be "raider kings" to whom the Casull is an excellent match for their own ego and cruelty.

GSH-18

The Gryazev and Shipunow GSh-18 is an extremely rugged sidearm of Russian manufacture. While it has an exceptional magazine capacity (18 rounds), the most remarkable feature of the weapon is its ability to fire both 9mm Russian and 9mm NATO cartridges.

While rare, owners of an GSh-18 prize the weapon for its extended magazine capacity (very useful in a prolonged firefight with ghouls or other ruin-denizens) and the fact that ammunition for it is easy to find across the wasteland.

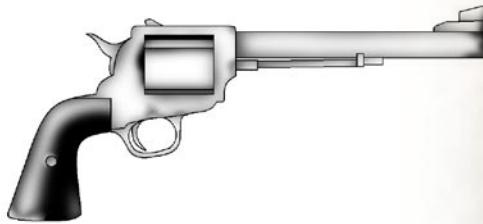
MP-443 GRACH

Designed as the replacement for the Makarov, the MP-443 Grach is a high ammo capacity automatic pistol with ambidextrous grip.

PSM

A Russian-made pistol, the PSM (*Pistolet Samozaryadny Malogabaritny*, or "small self-loading pistol") was originally designed as the personal sidearm of top Army commanders, though its construction was relatively low-grade utilizing thin aluminum and steel. The 5.45mm cartridge, however, proved superior to the .22 LR and .25 ACP rounds used in many guns of a similar size.

The rarity of these weapons has made them a favorite of raider leaders and bandit lords of the desert wasteland.



SA.23

The Czech-manufactured Sa.23 was widely used by a number of third world countries across the globe, with extensive use in Africa. Because it is a compact weapon with relatively well-distributed weight, it can be fired one-handed.

These cheap, antiquated firearms are quite abundant all across the Twisted Earth, a testament to the diversity and numbers of impoverished enemies who threw their lot in with the other powers of the world to invade America in the Final War.

ZIP GUN

The “zip gun” is a cheaply manufactured piece of homemade hardware, usually just a metal frame or wooden handled “pistol”. The barrel can be made from any piece of pipe or tube. Real pistol cartridges are used in the gun, however, and a high-tensile spring is used as a hammer. When the spring is triggered, the bullet is hammered and fired out of the barrel.

The damage inflicted by a zip gun depends on what kind of round it is designed to fire (use any pistol

round). The purchase price is based on the caliber.

Zip guns can only be fired once (the shot ruins the barrel and firing mechanism), and are of limited range and accuracy.

Raiders and desperados seeking an easily concealed weapon craft zip guns. Virtually any thug with at least one spare round of ammunition can make a zip gun from readily available materials such as pipe or tubing.

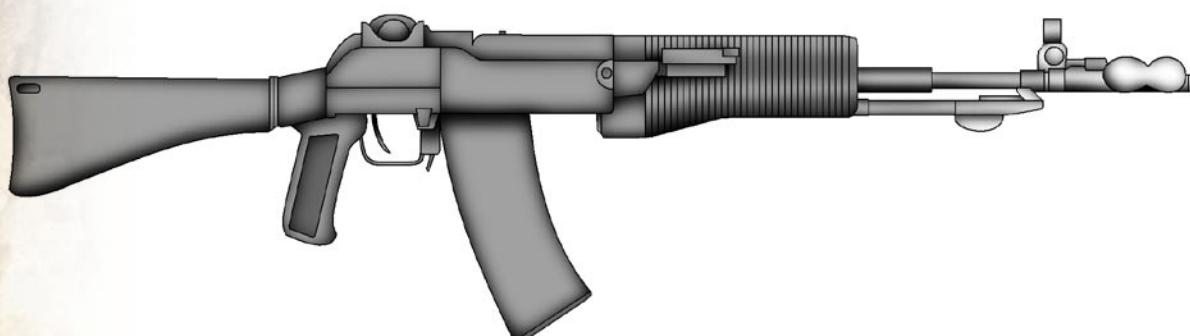
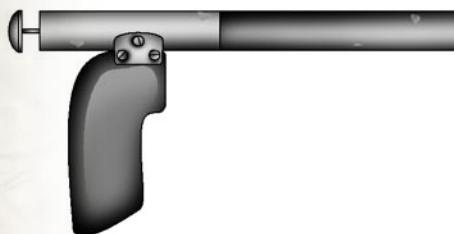
Zip Gun Type	Damage	Cost
9mm	2d6	75 cp
10mm	2d6	75 cp
.22 caliber	2d4	50 cp
.32 caliber	2d4	50 cp
.38 caliber	2d6	75 cp
.357 caliber	2d6	75 cp
.44 caliber	2d8	100 cp
.45 caliber	2d6	75 cp
.50AE caliber	2d8	150 cp

LONGARMS**AN-94 ABAKAN**

Designed as a replacement for the aging AK-74, the AN-94 is essentially a more accurate version of that venerable workhorse. Because of the AN-94’s special delayed blowback mechanism, recoil is only felt at the end of a sustained burst – making it far more accurate a weapon than many automatic weapons.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted. Due to its high quality of manufacture, the AN-94 Abakan is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

AK-47s and AK-74s are commonly found among the communities of the atomic ruin, and the AN-94 is likewise a frequent sight in the hands of many post-war survivors and peoples across the Twisted Earth.



AR-7 EXPLORER

The Charter Arms AR-7 “Explorer” is one of the more unique guns of the past, first created to arm aircraft pilots in the event of an ejection over enemy territory – for defense as well as for hunting game. A skeletal design, the AR-7 is completely collapsible and the entire weapon can be stored inside its own buttstock! In addition, the construction of the weapon permits it to float harmlessly in water, whether completely assembled or not, without risking malfunction.

The AR-7, when broken down, can fit in a standard backpack. Disassembling the weapon is a full-round action.

Weapons of this kind became extremely popular among survivalists during the Years of Entropy, when a handful fled to the few remaining wilderness areas to escape the “decadence” of civilization - and what they perceived to be the inevitable “invasion” of America. A hunter’s weapon, it was also a favorite of so-called “militia cells”. Today it remains a common sight among scavs and other wilderness travelers.

BIZON

The Russia-made “Bizon” heavy submachine gun utilizes a helical magazine not unlike the kind seen on the Calico M100 and Calico Liberty 50, though with the improved 9mm round the Bizon’s magazine holds 67 rounds. The rest of the weapon is based largely on the aging AK-47 design.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

BLACK POWDER RIFLE

The black powder rifle, or “musket”, is one of the most common firearms in the wasteland. Similar to those fashioned in early American history, these weapons are unpredictable, have a slow reload rate, and require constant and tedious maintenance.

A black powder rifle requires a full-round action to reload.

Carved from sacred wood with religious reverence, and fitted with intricate workings of metal scavenged from the ruins and re-shaped by mutant hands, muskets are the ultimate tool of war for many primitive communities and survivors from the savage wasteland. Made with a deteriorating understanding of technology, the musket is an impressive artifact that roars with sound, smoke, and fire. Oftentimes those who use muskets decorate them with carvings of their primitive “war gods” or picture stories of the great enemies they have been instrumental in slaying. As such each musket is a work of art.



BUSHMASTER M-17S

The Bushmaster is an American-manufactured bullpup .223 assault carbine, based on the AR-18 and capable of accepting all M-16 and AR-15 magazines. The majority of the weapon is made of composite polymers, Teflon, and aircraft aluminum.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

CALICO LIBERTY 50

The Liberty 50 is the 9mm variant of the Calico M100, a carbine version with a longer barrel, wooden or polymer buttstock, and 50 round helical magazine (the reduced magazine capacity is due to the larger round).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire

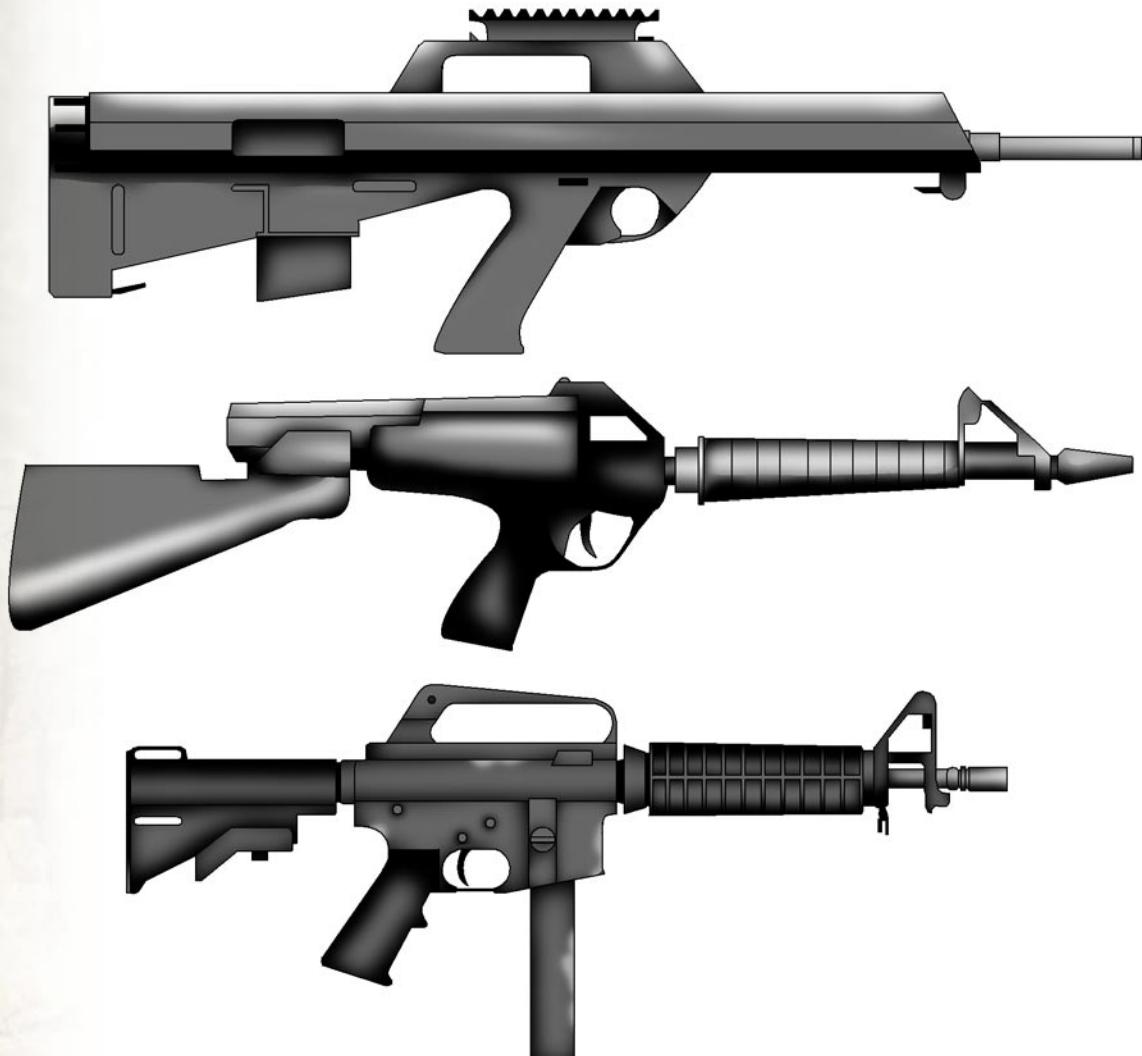
feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

COLT 635

Though outwardly resembling the M16 (and thus easy for users familiar with that weapon to master), the Colt 635 uses pistol rounds instead of the standard rifle projectile. Though not exactly on par with the “non-lethal weapons” developed for that purpose, this low-powered weapon was issued extensively to Department of Energy nuclear power plant security forces (in addition to other special security and law enforcement buyers).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

These weapons are often found in the mutated hands of the Brotherhood of Radiation, whose bizarre monastic order often controls the few remaining ruined atomic power plants from before the Fall as “holy sites”.



DART RIFLE

A dart rifle is a longer-range version of a dart pistol.

Damage from a dart gun is negligible, but any hit injects the chemical payload into the target when hit (up to two doses of any given chemical/drug can be loaded into a dart).

FN HERSTAL F2000

A truly futuristic weapon, in appearance as well as construction, the F2000 is a modular bullpup weapon of Belgian design. The unique part of the F2000 is its modular components, which allow a user to mount either a 40mm grenade launcher, or a non-lethal module that fires 12 gauge tear gas pellets. Cartridges are ejected from the front of the weapon, and ambidextrous controls mean it is usable by right- and left-handed users.

Though the F2000 comes with a standard scope, an advanced scope specifically designed for the weapon (“computerized fire control module”) grants a +1 mastercraft bonus to both the weapon and any grenade launcher attached to it.

Tear gas dispensed via the tear gas pellets fired from the F2000 only fills the four squares around the target, and does not expand each round (like an actual *tear gas grenade*). Dispersal is as normal.

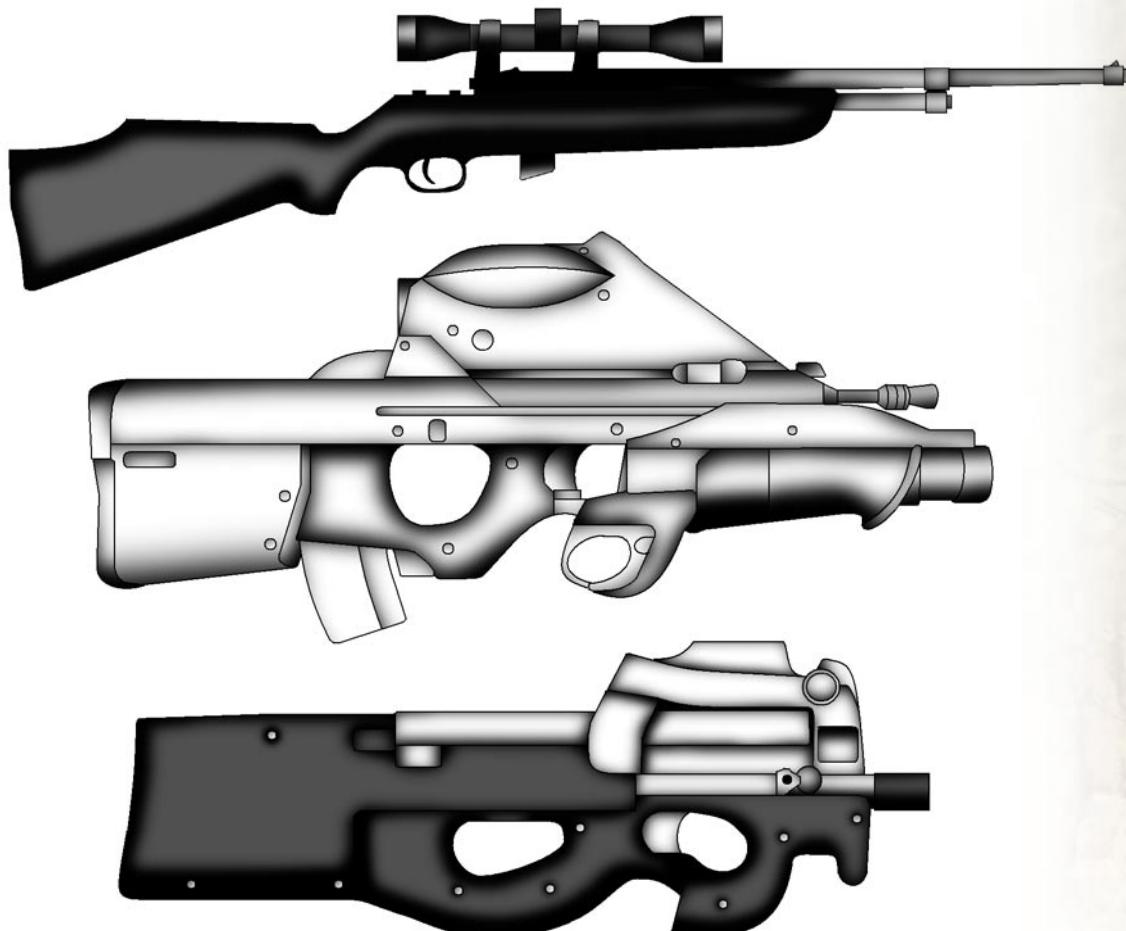
This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

FN P-90

Designed primarily for the close-in defense of vehicle crews, the FN P-90 is a futuristic bullpup weapon of Belgian design that employs the unique SS190 5.56mm round to defeat most body armor and similar infantry protection – something that most submachine guns have difficulty with. In addition, the weapon’s overall lightweight and high magazine capacity (50 rounds) make it an exceptional firearm.

Ambidextrous components make the P-90 usable by both right- and left-handed users.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.



HECKLER & KOCH CAWS

The Heckler & Koch Close Assault Weapon System is an advanced automatic shotgun that fires a specialized form of ammunition of tungsten pellets or “flechettes”. The design of the weapon is such that recoil is greatly reduced and rate of fire is comparable to many other burst-capable weapons.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

While not widely used by the military forces of the Ancients, the HK CAWS saw widespread deployment among SWAT teams and law enforcement in many of the major cities during the chaotic years preceding the Fall.

HECKLER & KOCH G-11

The boxy HK G-11 is unique in that it fires a special 4.7mm caseless projectile. The projectile itself is basically embedded in the propellant of explosive lacquer, which disintegrates on firing leaving no case to eject. Curiously, rounds in the magazine enter the chamber at an angle, before being rotated 90 degrees to fall in line with the barrel, and are discharged in such a way that recoil is not felt until all rounds in a

burst have already been fired – cutting the effects of muzzle recoil on accuracy to almost nothing. Though relatively small, the deficiency in the stopping power of the 4.7mm round is made up for by the weapon’s high rate of fire.

The G-11 has a *standard scope* built in.

This weapon features a three-round burst setting.

When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

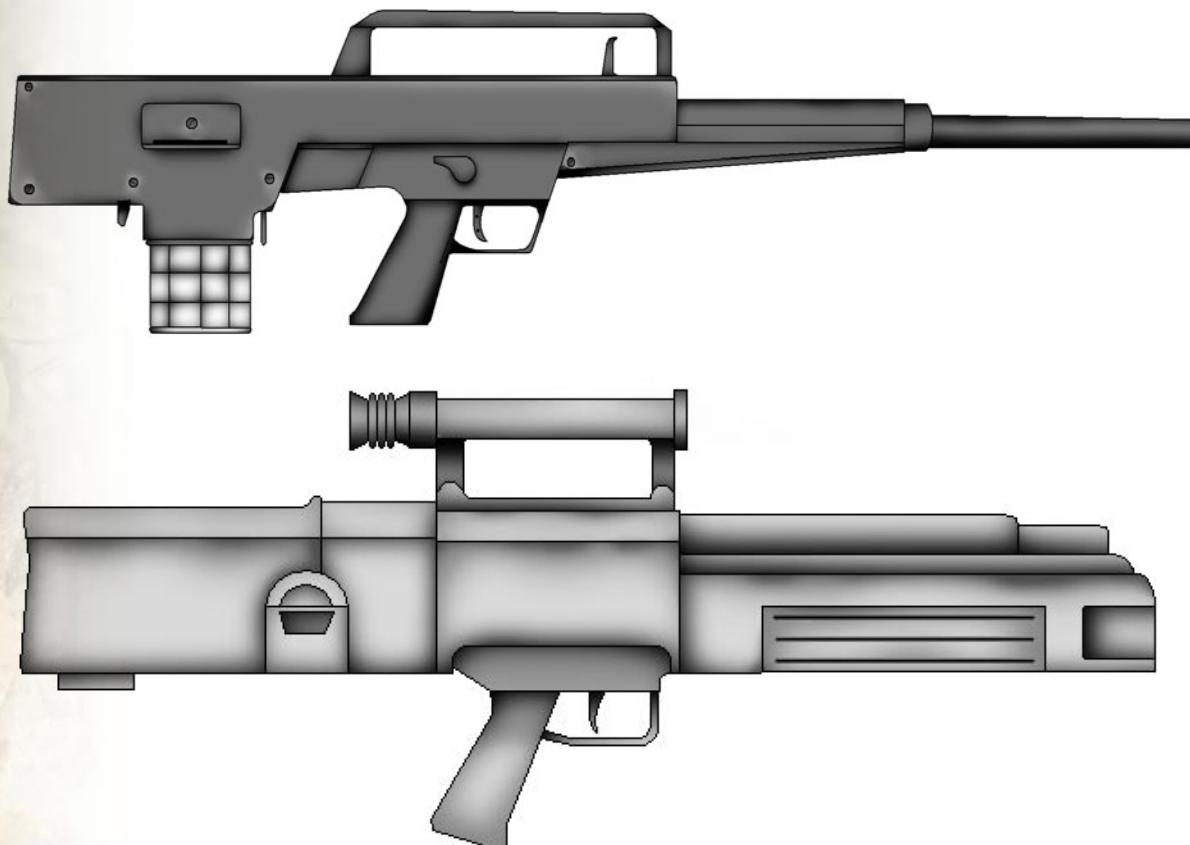
Due to its high quality of manufacture, the G-11 is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

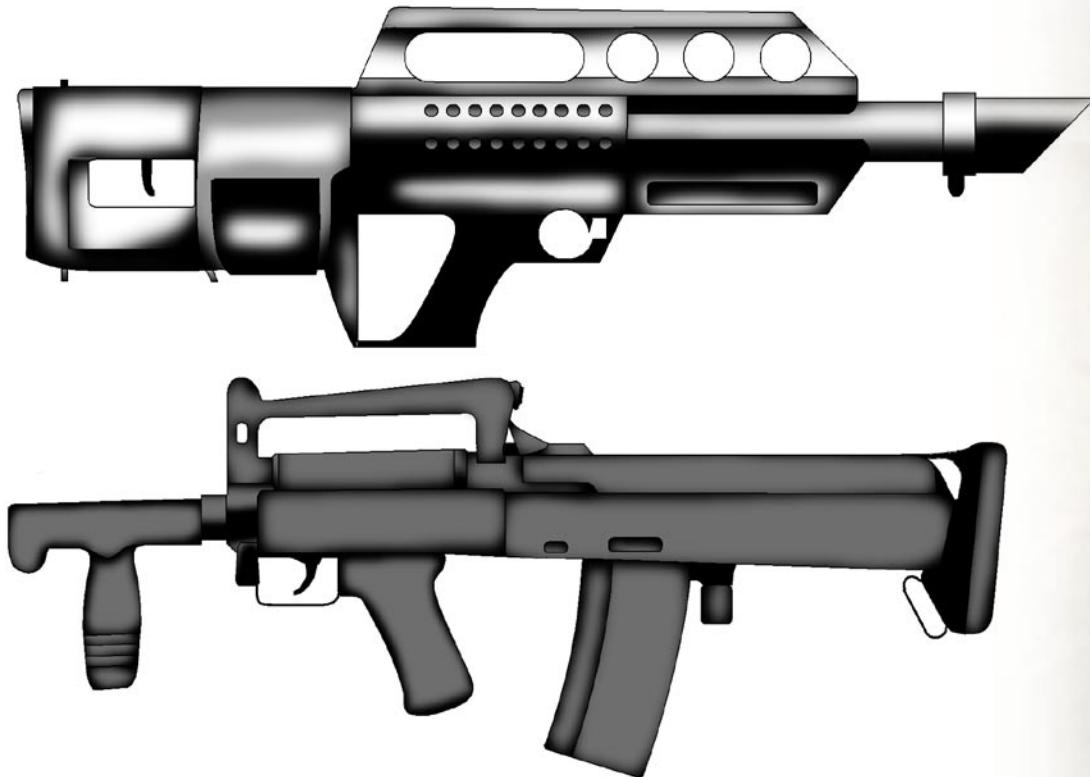
JACKHAMMER MK3A1

The American-made Jackhammer is an unusual shotgun design in that it is *solely* automatic, unlike even the powerful HK CAWS (which is also an automatic shotgun). As if this weren’t unconventional enough, the Jackhammer employs a revolutionary revolving 10-round cylinder, not too different in appearance and operation from traditional sidearm revolvers.

The weapon’s cylinder must be manually reloaded just like a normal revolver.

This weapon features a three-round burst setting.





When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

While extraordinarily rare, the Jackhammer is favored by the warrior-monks of the Foundation as the weapon of choice for their knights and paladins. This is due not only to the weapon's capabilities as a fully automatic shotgun, but also because of its futuristic appearance.

OC-14 GROZA

The Groza ("thunder") is a remarkable weapons system that was designed to be easily converted for various duties. Using a kit, quick alterations to the weapon convert it from a basic assault rifle to an assault carbine, silenced assault rifle, or assault rifle/grenade launcher (40mm) combination. A special version, the "Groza-1", was developed for the Spetsnaz and utilizes the same clip as the AK-74. The Groza accepts a suppressor without modification.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

PIPE RIFLE

These generic weapons are simply homemade rifles (much like the zip gun), making use of any length of pipe and attaching it crudely to a stock to control recoil. Regular rifle cartridges are used in the gun, and a primitive breech-load is generally fitted. Shot capacity is invariably one round at a time.

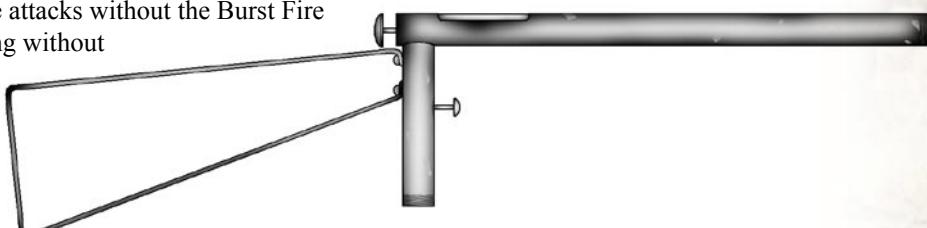
The damage inflicted by a pipe rifle depends on what kind of round it is designed to fire (use any rifle round). The purchase DC is based on the caliber.

Any critical miss with a pipe rifle results in the weapon being destroyed due to misfire.

Pipe rifles are extremely common weapons among tribal communities, desert villages, and raider gangs alike, due primarily to their ease of manufacture and the quickness with which they can be produced.

Pipe Rifle Type	Damage	Cost
.22 LR	2d4	150 cp
5.56mm	2d8	250 cp
7.62mmR	2d8	250 cp
7.62mm	2d10	350 cp

Due to unreliable construction, .444 caliber, .50 caliber, and shotgun ammunition cannot be used in a pipe rifle.



QBZ-95

A Chinese bullpup assault rifle, the QBZ-95 has a polymer casing and magazine, chambered to fire the 5.8mm round (though export versions use the 5.56mm NATO cartridge). There is also a carbine version of this weapon with a significantly shortened barrel.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

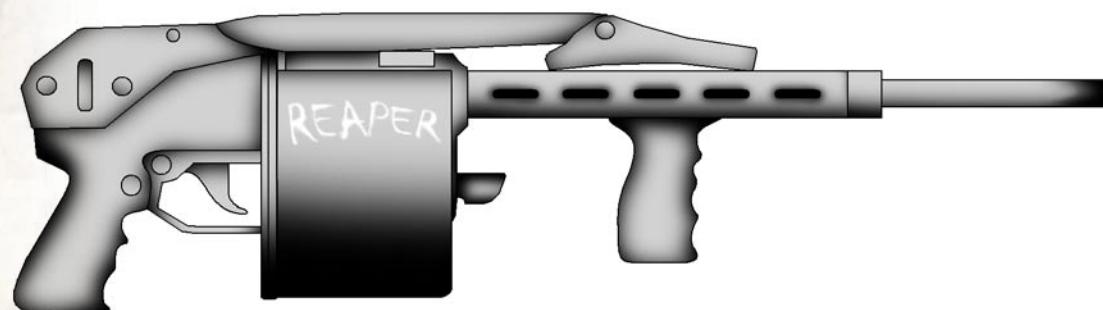
While rare elsewhere, the QBZ-95 is relatively common along what used to be the west coast of the United States - apparently leftovers from the now-vanished Asian invaders that stormed the beaches just prior to the Fall.

REMINGTON STREETSWEEPER

Another unusual shotgun following unconventional design specifications, the Remington "Streetsweeper" (based on the Armsel "Striker") is an effective "room broom" weapon due to its remarkably short barrel length (the shortest being a mere 2" to 7") and spring-loaded 12-round revolving cylinder. Most of these shortened versions were outlawed during the time of the Ancients, but remained in circulation in the underground black market regardless.

The weapon's cylinder must be manually reloaded just like a normal revolver.

Those few surviving examples of this weapon have become extremely popular among raider gangs not only due to their formidable appearance and name, but also their ease of handling in tight quarters.

**RUGER MP-9**

The so-called "improved Uzi", the MP-9 is based on the original Uzi design of Uziel Gal, but with a composite construction, greater accuracy, and a telescoping buttstock that can be folded right against the back of the weapon.

STEYR ACR

The Steyr Advanced Combat Rifle (or "ACR") is a unique weapon with uncommon characteristics - it fires a flechette "dart" within a sabot round that maintains velocity and accuracy over great ranges. Firing an extremely fast and stable projectile, it has been described as having almost "ray-gun performance", hitting exactly where it is aimed almost regardless of the target's movement. This same high velocity gives the ACR excellent penetrating power, and the relatively diminutive size of the flechette results in minimal recoil.

Like the Steyr AUG, the ACR has ambidextrous components that make it usable by both right- and left-handed users. A *standard scope* is built in.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

Due to its high quality of manufacture, the Steyr ACR is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

STEYR IWS-2000

The IWS-2000 was probably the most powerful rifle of its kind during its day. Employing a 15.2mm tungsten flechette projectile, sheathed in a fin-stabilized plastic sabot, it was designed to bring down helicopters, penetrate the armor of light vehicles (including most armored personnel carriers), and other "soft" targets up to a kilometer away.

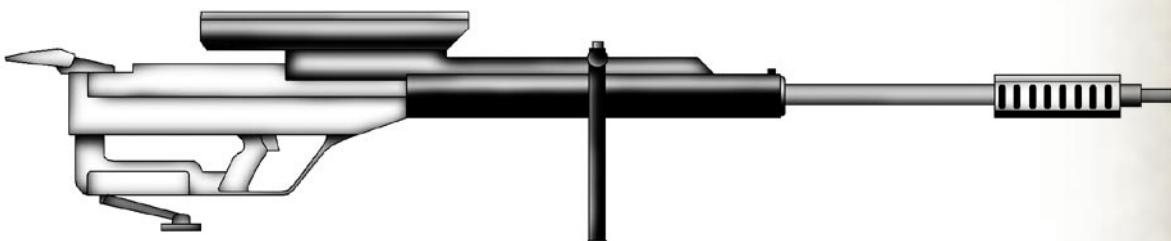
Though it uses a massive round, the IWS-2000's composite construction, weight distribution, and huge muzzle brake reduce the recoil to that of a large-caliber sporting rifle. A *standard scope* is built in, as is a bipod.

VALTRO PM-5-350

The Italian Valtro PM-5-350 is a shotgun of unusual design, with a much shorter barrel than most tactical shotguns, an assault foregrip, and a seven round box magazine that feeds from below like a traditional assault rifle. While unconventional in design, the Valtro is a compact weapon comparable in size to many sawed-off shotgun variants.

**VSS VINTOREZ**

The VSS (*Vintovka Snaiperskaja Spetsialnaya*, or “special sniper rifle”) is a truly insidious weapon, utilizing the special subsonic SP-5 sniper cartridges that reduce the sound repeat of the rifle to something similar to a .22 rifle. The Vintorez is considered to have a built-in suppressor (*see equipment in d20 Modern*).



HEAVY WEAPONS

CALICO TWO-TWENTY-TWO

An odd weapon, the “Two-Twenty-Two” is a dual-barreled “gatling gun” conversion using .22 long rifle ammunition. A hand crank at the rear of the weapon fires the guns alternately with a cam system not unlike a low rate-of-fire machinegun. The Two-Twenty-Two requires two separate 10-round clips, one for each gun.

The Exotic Firearms Proficiency (heavy machine guns) applies to this weapon.

Although not exactly an efficient or practical weapon, the formidable “two barreled” appearance of the Two-Twenty-Two (as well as its simple method of operation) has made it a popular vehicle-mounted weapon among the Twisted Earth’s raider gangs.

M214 MINIGUN

Developed for use on helicopters and light aircraft, the M214 “minigun” is an impressive weapon with many legends surrounding it. A “gatling” style weapon, the M214 has six electrically driven barrels that revolve at up to a colossal 10,000-rpm, making it able to spit out 166 rounds per second. Despite the impressive

rate of fire, however, the weapon itself is prohibitively heavy (30 lbs), not including its ammunition supply, and requires the equivalent of two truck batteries to operate.

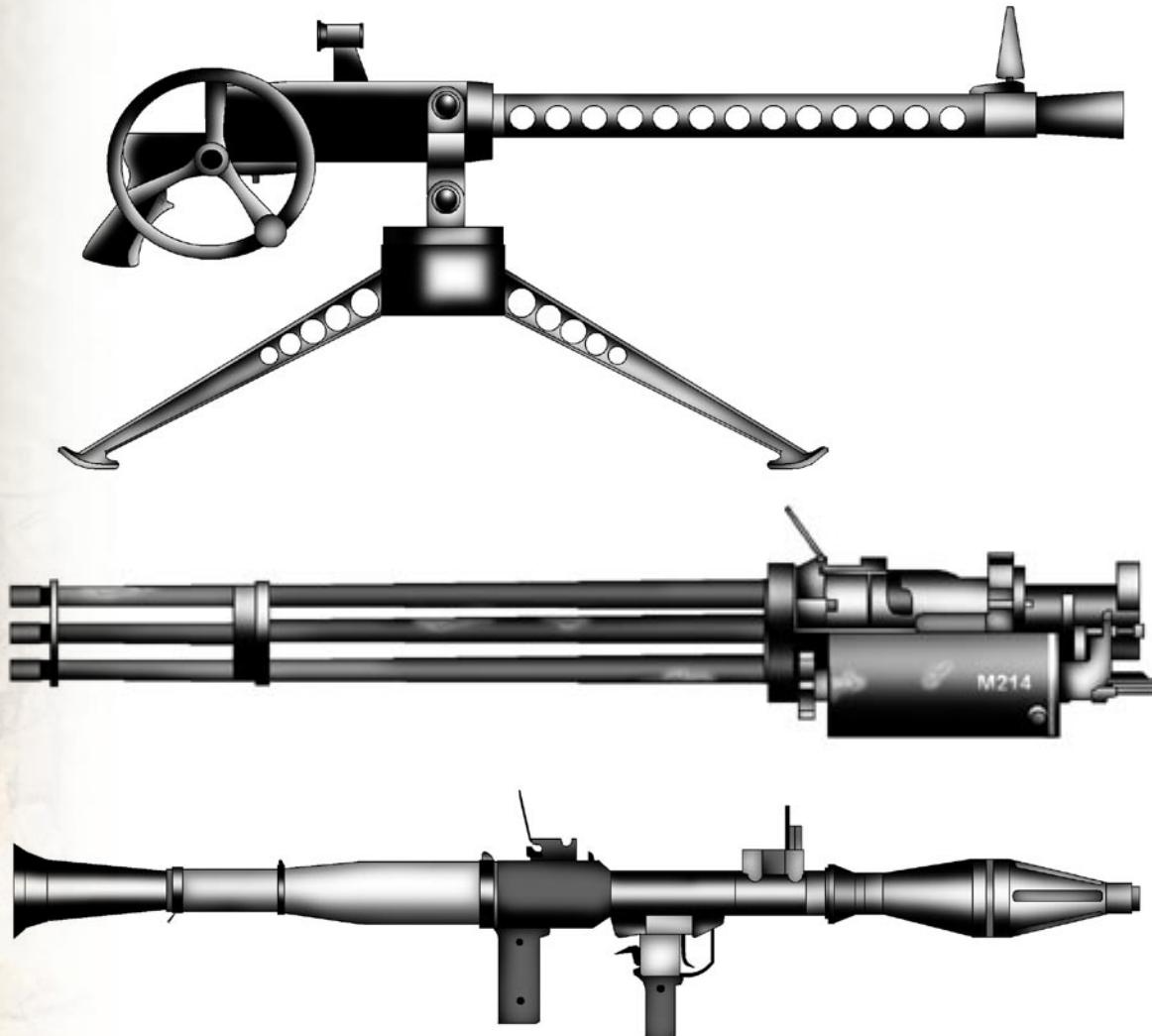
The Exotic Firearms Proficiency (heavy machine guns) applies to this weapon.

A regular *power beltpack* must be used to power this weapon, in addition to standard ammunition.

RPG-7/16

The RPG-7 (and later RPG-16), more commonly known simply as the “RPG”, is a missile launcher that fires special rocket-propelled grenade rounds. Said to be developed from the German Panzerfaust of WWII, the RPG saw widespread proliferation worldwide due to extensive Soviet arms sales, and was proven useful not only against ground vehicles, but against helicopters and bunkers as well.

Primarily used to fire anti-tank grenades, the RPG can be reloaded, unlike disposable man-portable anti-tank weapons such as the M72A3 LAW. High explosive fragmentation rounds were also quite commonly distributed with RPGs, sometimes being fired “indirect” from the shoulder in the manner of “artillery rockets”.



RPG rounds duplicate the effects of any standard grenade type (though anti-tank and fragmentation grenades are most common, it is conceivable that high technology rounds such as negation or radiation grenades could be developed for this weapon), propelled to a greater range thanks to a rocket motor.

The RPG has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

EXPLOSIVES AND SPLASH WEAPONS

After the nuclear war, the entire face of the wasteland is often littered with the remnants of the brutal conflict that ravaged the world. In addition to radiated hotspots and destroyed cities, old battlefields are often encountered where military hardware can be scavenged. Among those items prized by scavengers are military-grade explosives; this section details a broad selection of such items.

ANTI-TANK GRENADE

This type of grenade appears to be a heavy black metal canister with a dial or two on top, allowing it to be set for a certain designated time (up to 60 seconds after being armed). The grenade uses highly explosive and violent chemicals to blast straight through armor plate.

Because its explosive features a shaped charged designed to penetrate the armor of military vehicles, the anti-tank grenade ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

BLOOD AGENT GRENADE

This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Each round a target remains in the gas, he must make a Fortitude save (DC 25) or suffer 2d6 acid damage.

CONCUSSION GRENADE

This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of

grenade deals nonlethal damage. If the nonlethal damage exceeds the target's Constitution, the Fortitude save to avoid being knocked unconscious is made at DC 18."

ENERGY GRENADE

This type of grenade generally utilizes plutonium or uranium in a solid and stable "chip" form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of a powerful energy burst.

GLITTER GRENADE

This type of grenade utilizes a sheath of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of glitter. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the glitter in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Lasers will not affect targets in or fire through the glitter cloud. Targets within the cloud have an effective 1/4 cover.

MINE

These types of explosives were incredibly common throughout the world prior to the Fall, and remain as a deadly threat to survivors in the aftermath of the nuclear holocaust. Capable of being hidden for decades and still working (plastic parts not only make them impossible to detect, but also ensure their long life), mines are among mankind's most tragic testament to strife.

Treat mines as *fragmentation grenades* (unless designed to destroy tanks, in which case use the stats for the *anti-tank grenade*), which detonate when activated, like a trap. A Disable Device check is required to disarm a mine for later use (typical DC is 16).

NEGATION GRENADE

This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic equipment (including powered weapons and armor) within the burst radius for 2d4 rounds.

TABLE 3-2: EXPLOSIVES AND SPLASH WEAPONS

Weapon	Damage	Type	Burst	Reflex DC	Range Increment	Size	Weight	Cost	Craft DC
Anti-tank grenade	8d6	Piercing	5 ft.	15	10 ft.	Small	2 lb.	2,000 cp	30
Blood agent grenade	See text	Acid	See text	12	10 ft.	Small	2 lb.	900 cp	20
Concussion grenade	3d6	Concussion	20 ft.	15	10 ft.	Tiny	1 lb.	250 cp	18
Energy grenade	6d6	Energy	20 ft.	15	10 ft.	Small	2 lb.	2,000 cp	30
Glitter grenade	-	-	See text	12	10 ft.	Tiny	1 lb.	200 cp	20
Mine	See text	See text	See text	See text	-	Small	5 lb.	900 cp	25
Negation grenade	See text	Special	20 ft.	18	10 ft.	Small	2 lb.	1,200 cp	30
Nerve gas grenade	See text	Special	See text	12	10 ft.	Small	2 lb.	1,500 cp	40
Photon grenade	See text	Special	30 ft.	18	10 ft.	Tiny	1 lb.	1,500 cp	30
Plasma grenade	8d6	Fire and Energy	20 ft.	15	10 ft.	Small	2 lb.	3,000 cp	32
Radiation grenade	See text	See text	See text	12	10 ft.	Small	2 lb.	2,000 cp	30
Satchel charge A	6d6	Fire and piercing	10 ft.	15	10 ft.	Tiny	2 lb.	1,500 cp	25
Satchel charge B	8d6	Fire and piercing	20 ft.	15	10 ft.	Small	4 lb.	3,000 cp	30
Satchel charge C	10d6	Fire and piercing	30 ft.	15	-	Med	8 lb.	9,000 cp	35
Shock grenade	4d6	Electricity	20 ft.	18	10 ft.	Small	2 lb.	900 cp	25
Stun grenade	2d6	Special	10 ft.	15	10 ft.	Tiny	1 lb.	800 cp	20

Robots and androids caught within the blast radius of a negation grenade must make a Fortitude save (DC 25) or suffer the same effects.

NERVE GAS GRENADE

This type of grenade creates a cloud of nerve gas, which works to destroy the central nervous system of living beings. Colorless and odorless, it kills. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas he is subject to the nerve gas effects. A gas mask will not protect against such gas (it is transferred through skin contact as easily as through breathing), though a complete protective suit will. The nerve gas has a Fortitude save (DC 22), initial damage of 1d6 Con, and secondary damage of 2d6 Con.

PHOTON GRENADE

This type of grenade lets off a powerful burst of photons (in effect, charged light beams), which damage or destroy optical nerve endings. Those within 30 ft radius and facing the grenade when it detonates must make a Reflex save (DC 18) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save still incurs *blindness*, but only for 1d4 hours.

PLASMA GRENADE

The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated

gas (i.e. “plasma”). When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease.

These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).

RADIATION GRENADE

This type of insidious grenade, when detonated, emits a cloud of quickly expanding *uranium hexaflouride* - creating a radioactive cloud of acid gas in the area of effect. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of radioactive acid gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas cloud, it suffers 1d6 acid damage as well as exposure to *high* or *severe* radiation (see *Radiation*). If the target remains in the cloud for a single round, they must resist *high* radiation sickness (Fort DC 21; Damage 1d6 Con). Targets spending more than 1 round must resist *severe* radiation sickness (Fort DC 24; Damage 2d6 Con). Targets that fail the save, take immediate Constitution damage and Radiation Sickness (see *Diseases*).

SATCHEL CHARGE A

The smallest type of “damage pack”, this weapon is roughly the size of a remote control. They were used primarily for covert detonation, but are still highly useful. The A charge deals half fire damage, half piercing damage.

SATCHEL CHARGE B

The standard demolition charge, still easily transportable by the foot soldier, the B charge is roughly the size of a small portable radio. The B charge deals half fire damage, half piercing damage.

SATCHEL CHARGE C

This type of detonation device is the largest of the satchel charges, being roughly the size of an attaché case. The C charge deals half fire damage, half piercing damage.

SHOCK GRENADE

This type of grenade lets off a blast of electricity in its area of effect. This causes regular damage but yet metal obstacles do not afford one protection or cover (the charge passes right through, so the area of effect stays the same even in close quarters). The shock grenade ignores all hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

STUN GRENADE

This type of grenade emits a powerful stunning electric field when the internal power generator (a one-shot power magnifier that burns itself out reaching the detonation energy level) detonates, affecting not only living things, but electronics as well. In addition to inflicting electricity damage, any target caught in the blast radius must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

LASERS

Well known in science fiction long before they actually became viable weapons, lasers were a natural evolution of the advanced military science of the “Ancients”.

Lasers weapons work by colliding lasing atoms with electrically accelerated electrons within some form of

active medium (usually a gas, crystal, or liquid high in *chromium*). The earliest versions use a synthetic ruby “rod” with a mirrored surface on one end and a partially silvered tip on the other, surrounded by a coil of high-durability glass (a xenon flash tube). The light produced by the xenon flash tube excites the chromium atoms in the medium (in this case the crystal rod); as the electrons begin to get excited, variations in the energy levels of these electrons cause an emission of *photons*, or light particles. These photons bounce back and forth down the rod off of each of the mirrored ends, creating more energy as they strikes each other, in effect amplifying the laser’s power exponentially. This process occurs in a mere fraction of a second, and when the beam reaches an intensity sufficient to burn tissue it is emitted through one end, refined through a refining crystal, and discharged towards the target.

Lasers may be set to fire in “continuous wavelength” mode, which means the weapon continues to fire a single beam as long as the trigger is depressed. This is especially useful against non-mobile targets (such as obstacles), allowing the weapon to literally “drill” through them. Once a laser firing on this mode hits, it does not need to roll to hit again each round, inflicting regular damage automatically until the firer decides to end the beam (or the weapon’s power source runs out of charges). This mode can only be used on non-mobile targets.

Unless specified, lasers cannot fire through smoke or glitter clouds.

CRAFTING FUTURISTIC WEAPONS

Lasers, masers, energy field generators, and mass drivers, are extremely complex weapons and require mastery in several fields of science and technology. They are nearly impossible to craft without training in the relevant disciplines. Crafting futuristic weapons requires Craft knowledge in both electronics and mechanics. Unless the character possesses both the *Advanced Electronics* and *Advanced Weapons Discipline*, he suffers a -8 (-4 if one is possessed) non-discipline penalty to his Craft checks.

TABLE 3-3: LASERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Laser pistol	2d12	20	Energy	100 ft.	S	Clip, belt, or back	2 lb.	Small	12,000 cp	33
Longarms (require the Futuristic Firearms Proficiency feat)										
Dazzle rifle	-	-	-	50 ft.	S	Clip, belt, or back	7 lb.	Large	10,000 cp	33
Infra-red rifle	2d12	20	Energy	200 ft.	S	Clip, belt, or back	7 lb.	Large	20,000 cp	33
Laser rifle	3d12	20	Energy	200 ft.	S	Clip, belt, or back	7 lb.	Large	30,000 cp	34
Pulse laser rifle	3d12	20	Energy	100 ft.	S, A	Clip, belt, or back	5 lb.	Large	40,000 cp	34
X-Laser	3d10	20	Energy	100 ft.	S	Minifusion cell	10 lb.	Large	32,000 cp	34
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)										
Laser anti-tank rifle	8d12	20	Energy	100 ft.	1	Minifusion cell	65 lb.	Large	60,000 cp	35
Laser cannon	12d12	20	Energy	500 ft.	1	Minifusion cell	1,000 lb.	Huge	200,000 cp	35

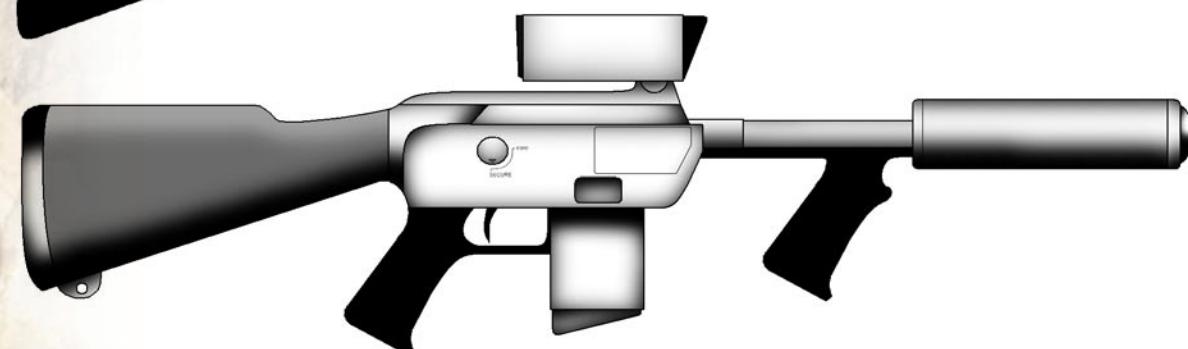
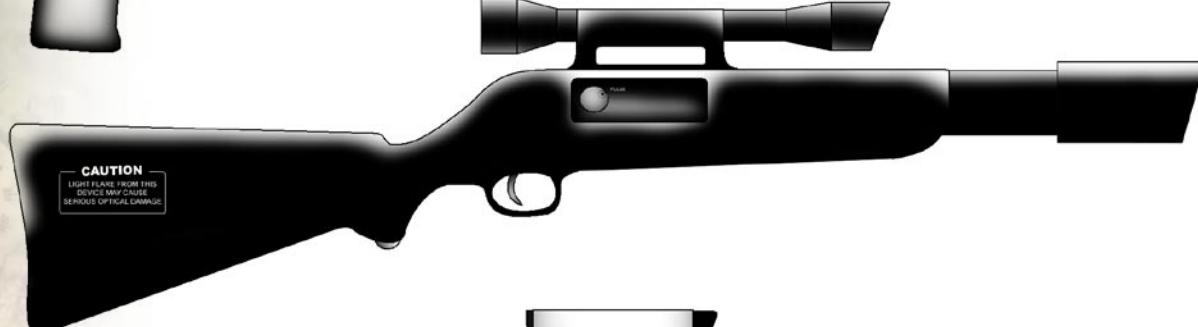
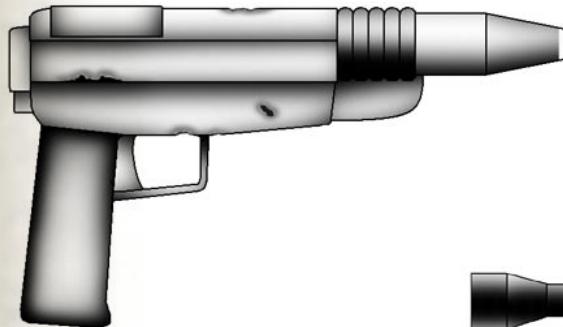
Crafting a futuristic weapon such as a laser typically takes 200 hours and requires raw material equal to one third of the cost of the weapon. The raw materials can be bought or salvaged (see *Repair skill*). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each weapon has a Craft DC in the list below. Crafting a futuristic weapon requires a successful Craft electronics or mechanical check. If the character has the *Advanced Weapons Discipline*, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

HANDGUNS

LASER PISTOL

The laser pistol was designed for military service, and is a rugged, reliable weapon. To make it more durable in combat conditions, the crystal rod used in earlier lasers was replaced by a more flexible and reliable medium, a *neodymium* gas tube (a gas which has much the same effect as chromium-rich crystal, but which cannot “shatter” with impact or stress).

Laser pistols were extremely common as sidearms for military personnel, especially officers, in the United States military in the years preceding the collapse of human civilization.



LONGARMS

DAZZLE RIFLE (NLW)

The “dazzle rifle” resembles any ordinary rifle, but it is in fact a non-lethal weapon designed for subduing and disabling targets in high-risk areas (such as within nuclear power plants and missile silos, biological containment areas, etc.). The dazzle rifle operates by emitting a brilliant beam of photons in a wide “pulse”, affecting unshielded eyes with immediate flash burns and blindness.

Firing a dazzle rifle is a ranged touch attack. The targeted opponent must make a Reflex save (the DC is equal to the attacker’s attack roll) or be blinded for 1d6 minutes.

Dazzle rifles do not have a *continuous wavelength* mode.

INFRA-RED LASER RIFLE

The infra-red laser is a special laser with a coated discharge lens that filters out all light except for that emitted at .01 cm wavelength or greater – in effect, generating a beam exclusively in the infra-red spectrum. Though the IR laser is substantially low-powered when compared with other laser weapons (it produces far less energy with each discharge), the IR laser is totally *invisible* except when viewed with IR goggles (which show the beam solidly).

IR lasers are unaffected by smoke, but are impeded by glitter as normal lasers.

LASER RIFLE

The laser rifle was the standard weapon of the American armed forces before the fall of human civilization. Compared to the military laser pistol (the standard sidearm), the laser rifle is a much more effective battlefield weapon. Incorporating a longer barrel and balanced shape, with superior artificial refining crystals and focus mirrors that allow it to retain tighter photon-beam cohesion at greater distances, the laser rifle's range is well above that of a conventional chemical-propellant rifle.

PULSE LASER RIFLE

The pulse laser rifle is an advanced development of the standard laser rifle, modified to fire pulses of laser light in the manner of a fully automatic weapon. This ability is provided by a high capacity xenon flash tube (which provides a stream of steady flash pulses) instead of the normal single-pulse flash lamp of most traditional laser weapons. In addition, argon is typically used instead of the standard neodymium, as argon requires less energy to create a laser pulse (a more powerful series of pulses creates far more strain on the xenon flash tube, and thus risks breakage).

Pulse laser rifles do not have a *continuous wavelength* mode.

X-LASER

The so-called "x-laser" is a bulky and difficult energy weapon to employ. The common x-ray device used in all Ancient-era medical facilities shares the principle behind the x-laser; high-speed electrons, creating an emission of "x-rays", bombard a tungsten or yttrium "target" inside the weapon. These rays are quite potent, able to penetrate a far greater amount of tissue and materials than most forms of radiation. Unlike the relatively harmless x-ray machine, however, the weapon version of this technology emits rays at a shorter wavelength, causing a more violent "disruption" effect.

The x-laser causes damage mainly by breaking down and disintegrating the tissues its beam comes in contact with. In addition, an x-laser can fire straight through walls and other obstructions without reduced effect against targets concealed behind them. The x-laser can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can penetrate up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but it cannot penetrate lead, gold, or platinum. As a result, the x-laser ignores the Hardness of obstacles (including vehicles and powered armor). Often an x-laser will be mated with X-ray goggles to allow the firer to see through walls and identify targets behind them at which to fire.

X-lasers do not have a *continuous wavelength* mode.

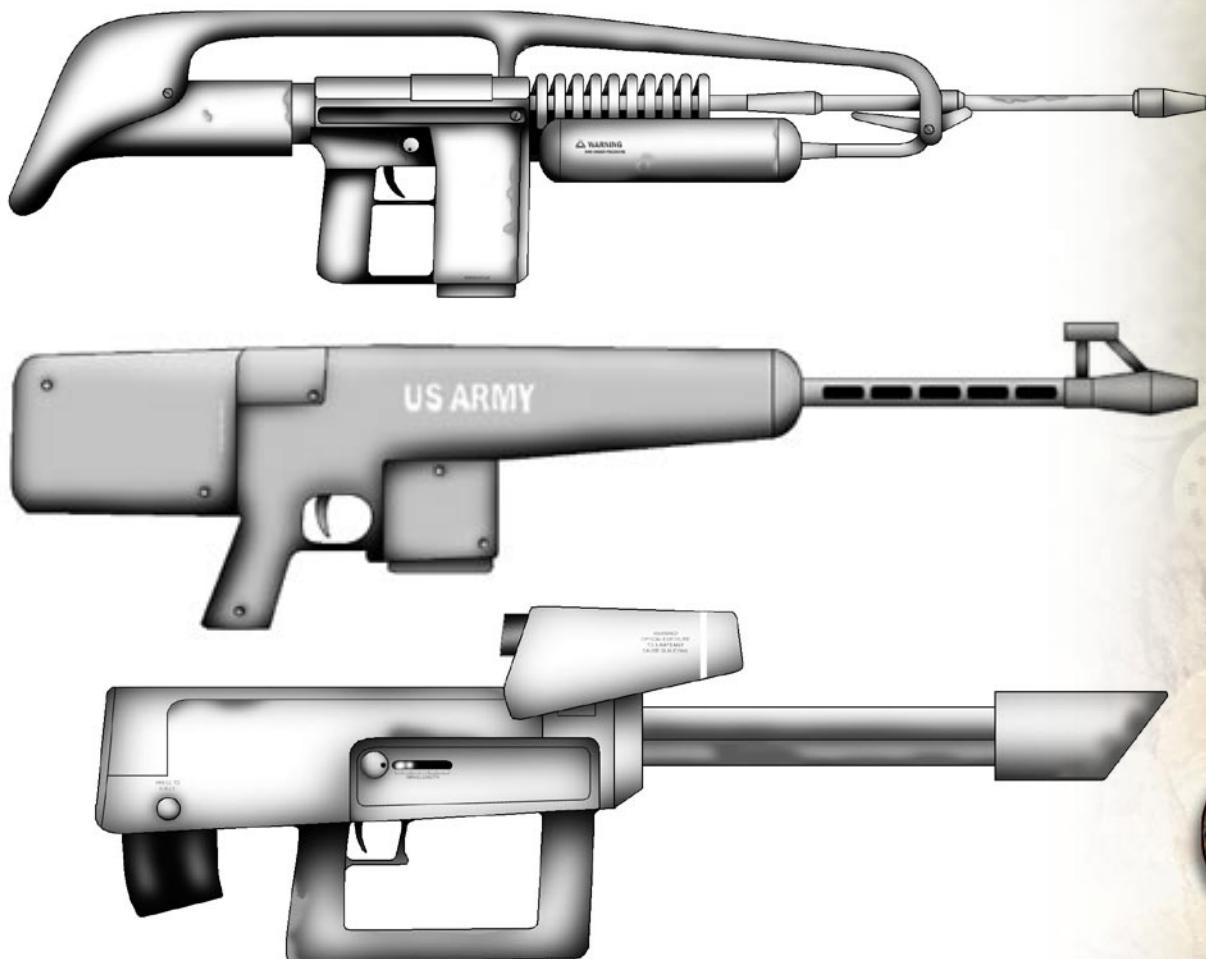


TABLE 3-4: MASERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Maser pistol	2d10	20	Energy	100 ft.	S	Clip, belt, or back	1 lb.	Small	12,000 cp	34
Longarms (require the Futuristic Firearms Proficiency feat)										
Maser rifle	3d10	20	Energy	200 ft.	S	Clip, belt, or back	5 lb.	Large	30,000 cp	34

HEAVY WEAPONS

LASER ANTI-TANK RIFLE

A heavy laser, this man-portable laser anti-tank rifle is a shoulder-mounted weapon (so-made because the internal photon generator coils are rather heavy, since they generate a far more powerful pulse than the typical laser). The laser anti-tank rifle was primarily used to destroy light to medium armored threats: armored vehicles, attack skimmers, and light fortifications such as bunkers and pillboxes.

Laser anti-tank rifles do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.

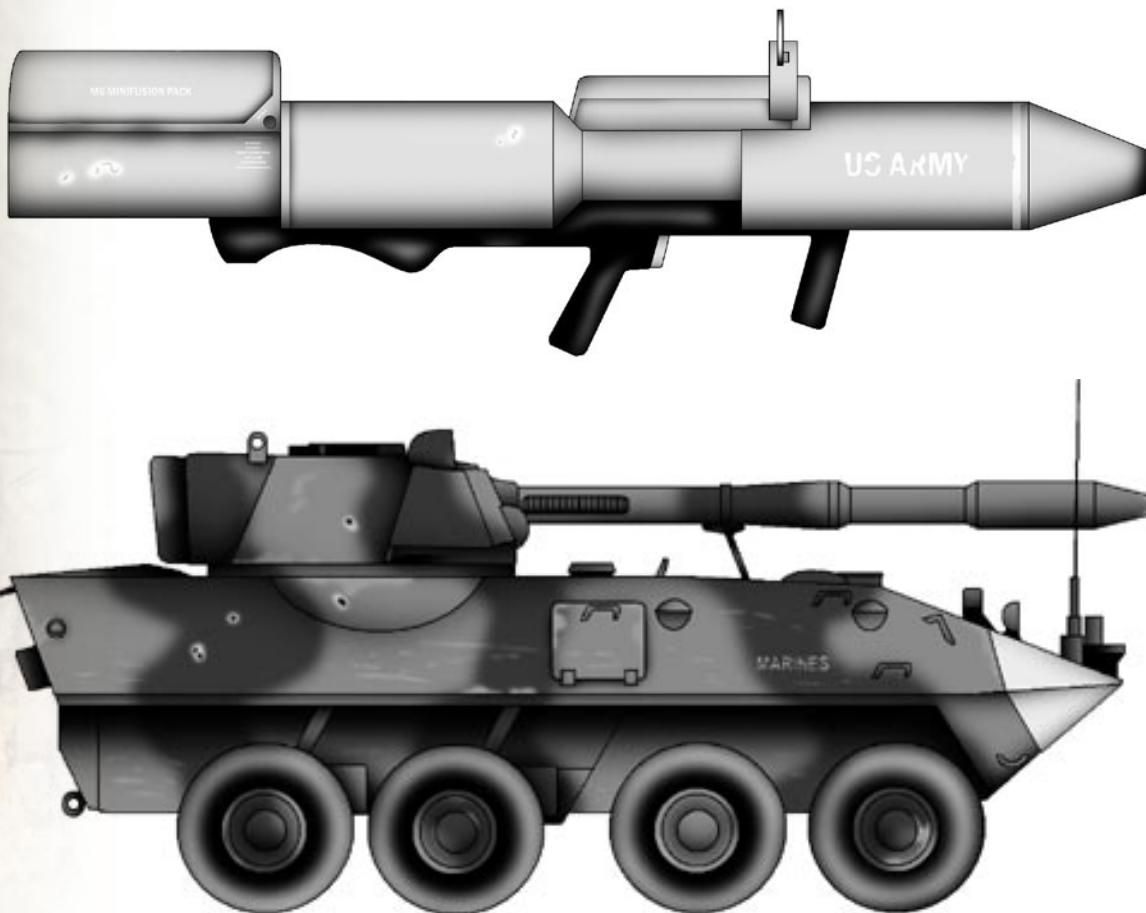
The Exotic Firearms Proficiency (cannons) applies to this weapon.

LASER CANNON

The laser cannon is simply a gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more destructive burst of lazing energy with each buildup of power. These weapons are extraordinarily large (generally only mounted on special laser tanks or in ground-based AAA batteries, for instance), but are effective against almost all forms of heavy vehicles and fortifications.

Laser cannons do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.

The Exotic Firearms Proficiency (cannons) applies to this weapon.





MASERS

The *maser* (or “thermal gun” as it is sometimes known) is basically a “microwave laser”. Originally designed to make the use of smoke and glitter as a countermeasure ineffective, the maser operates using light outside the visible spectrum (unlike the traditional laser), and thus is not affected by such obstacles.

Maser weapons are built around a central high-capacity magnetron tube (similar to the kind found in a microwave oven), which emits a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules – in effect, boiling the target area in a flash of intense, highly-focused heat.

Maser weapons receive a +2 attack bonus against opponents wearing metal armor.



ENERGY FIELD GENERATORS

The weapons that comprise this special category are varied in design and function. In essence, however, all of these weapons operate by generating an “energy field” of some sort.

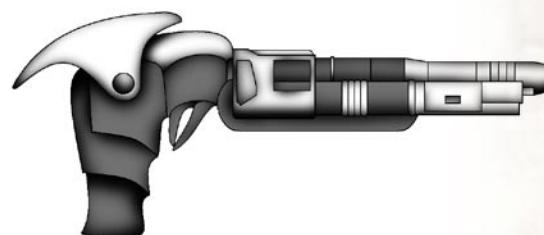
HANDGUNS

BLASTER

The “blaster” was the most advanced kind of personal weapon in military service before the fall of civilization, developed especially to complement suits of advanced powered armor. Made of connecting metal rods, the blaster is most often shoulder-mounted on such suits, or installed in the wrist; with a touch of a button, the device folds itself up and out of the way (and can be just as easily deployed).

The blaster, when fired, shoots a narrow beam that affects the air *around* the target, creating an enveloping energy field that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disrupts organic tissue and even inorganic substances – in effect, the blaster disintegrates its target from the bottom-up.

A target hit by a blaster must make a Fortitude save (DC 25) to avoid being immediately disintegrated; even if she saves, she still suffers 5d6 points of damage from the physical disruption of her body.



HANDGUNS

MASER PISTOL

Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor, a reduced magnetron tube, and only a “flash” shot capability. Although it does less damage, its small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually quite widespread as a civilian and police sidearm during the final years of the Fall, when cities were shrouded in thick smog from over polluting industry, and came in a number of models with varying appearances (from simply advanced pistols to hand-held “microwave lamps”).

LONGARMS

MASER RIFLE

The maser rifle, though designed to replace the laser rifle as the standard weapon of the American armed forces, was never officially adopted. Despite this fact, many found their way into front-line units, and became especially desirable in long-term battles when smoke from ruined vehicles and bombarded cityscapes made traditional lasers less effective.

A relatively light weapon, the maser rifle has a folding stock (usually made of aluminum).

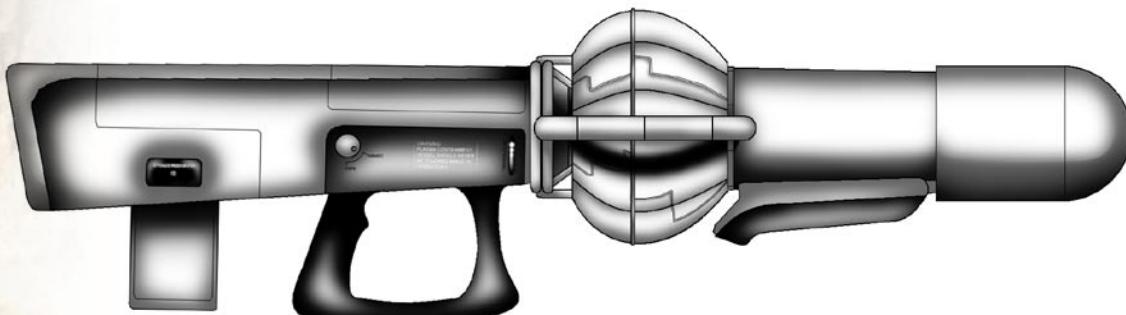
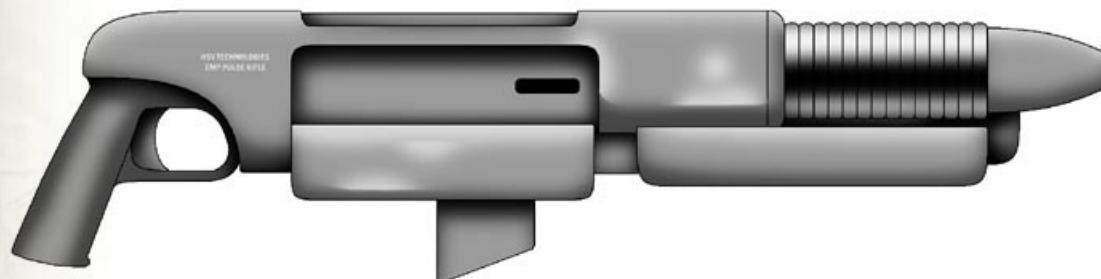
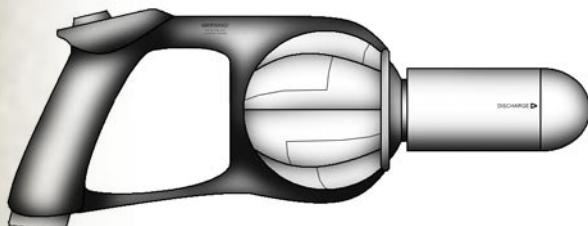


TABLE 3-5: ENERGY FIELD GENERATORS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Blaster	See text	-	Energy	20 ft.	Single	Minifusion cell	2 lb.	Small	100,000 cp	38
Plasma pistol	3d10	20	Energy	100 ft.	S	Minifusion cell	5 lb.	Small	40,000 cp	35
Longarms (require the Futuristic Firearms Proficiency feat)										
EMP rifle (NLW)	5d10	20	Energy	20 ft.	S	Minifusion cell	15 lb.	Large	50,000 cp	35
HPM rifle	5d10	20	Energy	20 ft.	S	Minifusion cell	15 lb.	Large	60,000 cp	36
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)										
Plasma rifle	5d10	20	Energy	200 ft.	S	Minifusion cell	15 lb.	Large	70,000 cp	36

PLASMA PISTOL

The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle in a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large, and the plasma generated was comparatively low-powered and short lived. Despite this, these weapons were showing promise before the Fall, and may have come to replace lasers altogether had time permitted.



LONGARMS

EMP RIFLE (NLW)

The electromagnetic pulse rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-developed due to the increasing numbers of robots and androids then making up the majority of the world's fighting armies (such was the result of a dying humanity, having to replace its own diminishing numbers with artificial surrogates).

The EMP rifle generates a powerful electromagnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation at the closest ranges. It does minimum damage (5 hp) against living creatures, and then only in the first range increment (after that it has no effect).

The EMP rifle deals non-lethal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). If the damage equals or exceeds the robot's Constitution score, the target must make a Fortitude save (equal to the damage dealt). If the Fortitude save is successful, the target is dazed for 1 round. If the target fails the save, it shuts down until repaired.

HPM RIFLE

An advanced form of anti-material weapon, the HPM (high power microwave) rifle is, in essence, a powerful hand-held radar emitter. The HPM operates by emitting a disruptive microwave radio-frequency beam at the target, designed to scramble electronic systems. Though it operates much like an EMP rifle, at close ranges the HPM can cause unconsciousness and even death in humans by upsetting the neural pathways with the beam's unpredictable electronic activity. It does normal damage against living creatures within the first range increment (after that it has no effect).

The HPM rifle deals non-lethal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). If the damage equals or exceeds the robot's Constitution score, the target must make a Fortitude save (equal to the damage dealt). If the Fortitude save is successful, the target is dazed for 1 round. If the target fails the save, it shuts down until repaired.

HEAVY WEAPONS

PLASMA RIFLE

The plasma "rifle" (really a man-portable cannon) is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is heated to nearly 180,000 degrees F by injecting it with high-speed ions (typically from a compact synchrotron or betatron

in the weapon) that collide with the gas particles, increasing their thermal energy to super-heated levels. To prevent the entire weapon from melting, the plasma chamber is contained within a magnetic field - of 50,000 gauss or more - generated by the weapon itself. This super-heated plasma spontaneously begins to vibrate and react as it excites, the atoms of which begin to create nuclear reactions as they collide. In effect, the ionization of the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy.

Though complex, miniaturized plasma technology was well within the grasp of the Ancients prior to the Fall. Though these enormous weapons were not prolific, given time the plasma may certainly have replaced most other forms of energy weapon in the armed services.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

MASS DRIVERS

While similar in some respects to the category of energy field generators, the principle behind *mass drivers* is the generation of a specific form of containment field – the gravity field. Mass-driving weapons (more commonly known as "mass drivers" or "gauss weapons", after the unit of gravity measurement, the *gauss*) use artificially generated gravity to propel a mass to dangerously high velocities to punch through armor, metal, tissue, etc.. Though they fire ballistic projectiles (usually a high density "needle" or bullet made from uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid; this is known as "depleted uranium"), mass drivers also require a great deal of energy to produce the gravity field necessary to reach these high velocities.

In operation mass drivers are relatively simple. Coils along the length of the weapon produce

TABLE 3-6: MASS DRIVERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine (Power)	Magazine (Ammo)	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)											
Gauss pistol	2d8	20	Ballistic	100 ft.	S	Clip, belt, or back	30 box	4 lb.	Small	20,000 cp	32
Gauss submachine gun	2d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	50 box	4 lb.	Small	25,000 cp	32
Longarms (require the Futuristic Firearms Proficiency feat)											
Electro-saw thrower	3d6	20	Ballistic	80 ft.	S	Belt or back	10 box	7 lb.	Large	15,000 cp	31
Gauss automatic rifle	4d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	50 box	12 lb.	Large	50,000 cp	35
Gauss rifle	4d8	20	Ballistic	200 ft.	S	Clip, belt, or back	30 box	14 lb.	Large	50,000 cp	35
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)											
Gauss anti-tank rifle	10d8	20	Ballistic	200 ft.	Single	Minifusion cell	10 box	50 lb.	Large	100,000 cp	36
Gauss cannon	14d8	20	Ballistic	500 ft.	Single	Minifusion cell	1 in	1,500 lb.	Huge	200,000 cp	36

opposing fields of gravity that keep the projectile under enormous strain. When the weapon is fired one of these fields is dropped, propelling the projectile down the barrel. The gravity of each coil along the barrel increases as it goes, so that when it finally exits the barrel the needle is moving with colossal velocity.

Gauss weapons use special projectiles as well as power discharges from a regular power source when fired. Propelled at high velocity, gauss needles pierce armor extraordinarily well. Because they are designed to penetrate armor, gauss weapons ignore anywhere from 5 to 10 points of hardness (see weapon) if they strike a vehicle, building, or object (the exception is the electro-saw thrower, which does not have this ability).

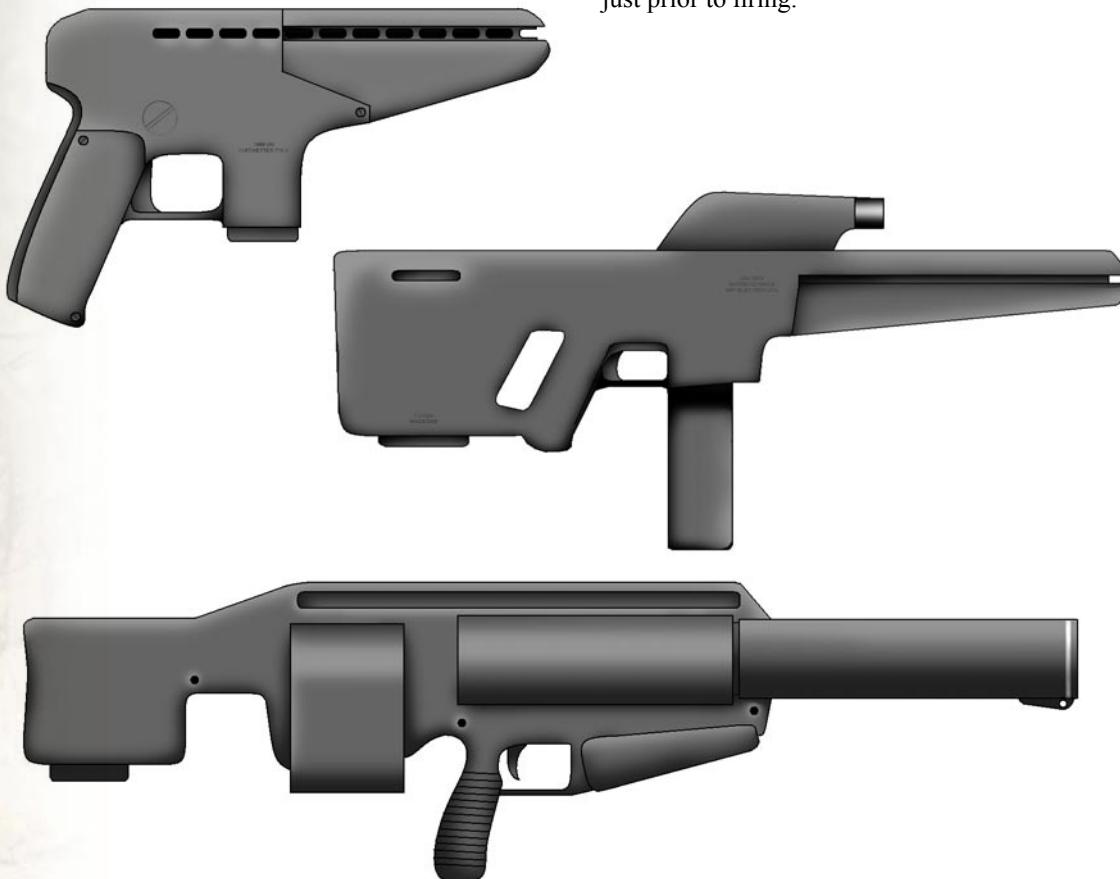
Gauss weapons cannot benefit from advanced ammunition types.

HANDGUNS

GAUSS PISTOL

The gauss pistol is a miniaturized version of the mass-driving rifle, utilizing compact gravitic rails to propel its DU flechettes at range. Though these flechettes are of a smaller size and lower velocity when compared to rifles, the compact nature of the pistol and its ease of use make the pistol version attractive.

Because it is designed to penetrate armor, a gauss pistol ignores up to 5 points of hardness if it strikes a vehicle, building, or object.



GAUSS SMG

This is a compact but high rate of fire gauss weapon - literally a "gauss machine pistol". The weapon works just like a regular gauss weapon, but with a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a lightning high rate - permitting a continuous stream of uninterrupted fire. The drawback is that this lessens the magnetic buildup of each shot, reducing the momentum and damage, but as a close-in weapon the rate of fire is still a desirable bonus.

Because it is designed to penetrate armor, a gauss SMG ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

LONGARMS

ELECTRO-SAW THROWER

This appears to be a light rifle with a broad flat barrel, throwing forth-energized monofilament circular saws that are propelled at high speed. A drum-like clip holds the saws, feeding them into the EST, while an energizer unit charges each saw with an electric field just prior to firing.



GAUSS AUTOMATIC RIFLE

This is a special gauss rifle that is capable of full auto fire. Like the gauss submachine gun, the cyclic rate of fire of the weapon reduces the momentum and punch of each fired round, as less time is allowed to build up the magnetic force of the shot.

Because it is designed to penetrate armor, a gauss automatic rifle ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

GAUSS RIFLE

Developed from generations of mass driving weapons, the “modern” gauss rifle incorporates a larger and longer barrel than earlier models (permitting more rails), and thus increased momentum for the gauss

round) and more reliable magnetic generators that reduce the risk of instability and explosion to almost nothing.

Because it is designed to penetrate armor, a gauss rifle ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

HEAVY WEAPONS

GAUSS ANTI-TANK RIFLE

This weapon appears to be a huge shoulder-mounted “railgun”, like an advanced anti-tank weapon. The weapon fires a large (10mm) depleted uranium mushrooming sliver, which was primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well.

Because it is designed to penetrate armor, a gauss anti-tank rifle ignores up to 10 points of hardness if it strikes a vehicle, building, or object.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

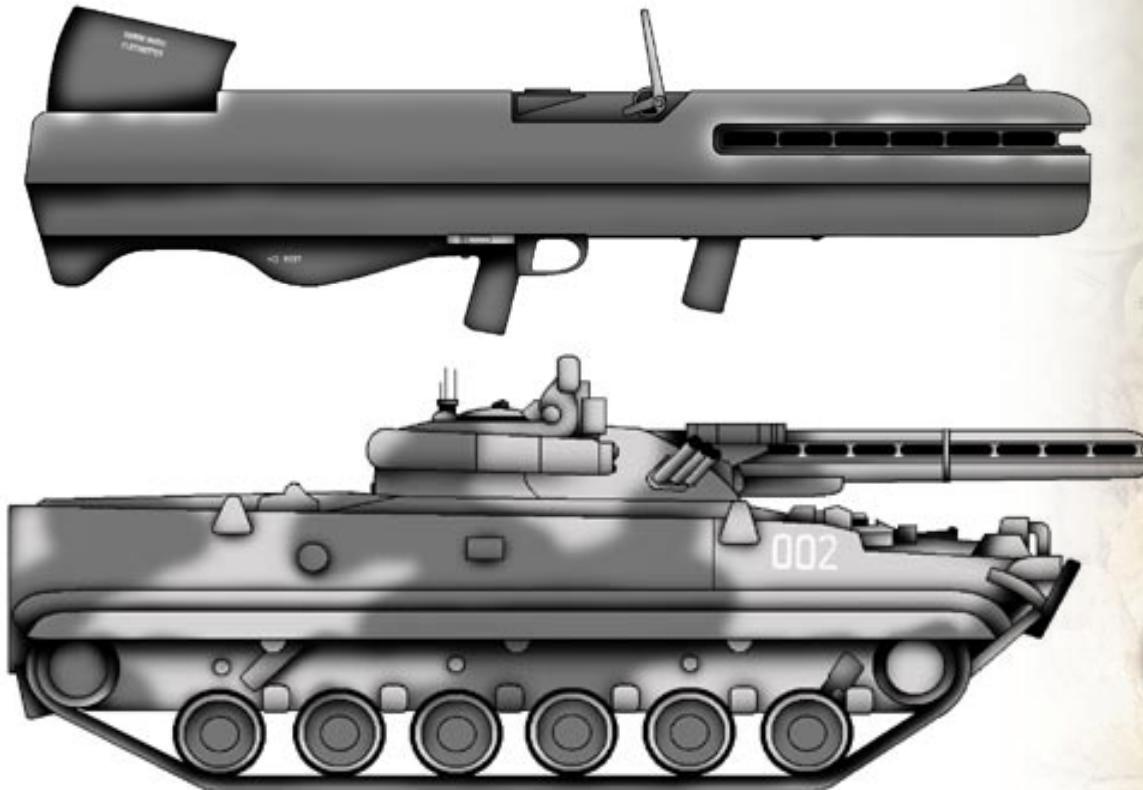


TABLE 3-7: PARTICLE BEAM WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Longarms (require the Futuristic Firearms Proficiency feat)										
Atom gun	See text	-	Energy	10 ft.	Single	Plutonium clip	10 lb.	Large	70,000 cp	38
Ion ray	4d10	20	Energy	100 ft.	S, A	Minifusion cell	8 lb.	Large	45,000 cp	35
Meson cannon	5d10	20	Energy	200 ft.	Single	Minifusion cell	10 lb.	Large	55,000 cp	37

GAUSS CANNON

This is a gigantic version of the basic gauss weapon, typically mounted on tanks or in heavy gun emplacements. Most of these weapons were destroyed long ago during the wars of the Ancients, but some few examples are said to still remain operational.

Because it is designed to penetrate armor, a gauss cannon ignores up to 10 points of hardness if it strikes a vehicle, building, or object.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

PARTICLE-BEAM WEAPONS

While the United States explored the use of lasers as a means to counter the ballistic missile threat, its enemies explored particle beam technology during the 1960s for the same purpose. Though their designs (like early lasers) were projected to require a truly massive apparatus to be effective, the miniaturization of this technology would come about – on both sides – nearly 40 years later.

Particle-beam weapons are advanced energy weapons that emit a single charged particle or stream of particles to inflict damage. Ions, mesons, or other subatomic particles are propelled by these complex weapon systems at colossal speeds to achieve damage against organic and inorganic substances.

LONGARMS

ATOM GUN

The so-called “atom gun” is essentially a pocket nuclear reactor around which a rather effective assault weapon was developed. In essence, atomic particles

in the central reactor of the weapon collide and split, the energy of the reaction being channeled out through the barrel. The atom gun fires clusters of these atomic particles down its barrel, at colossal speeds, throwing out a spread at a high rate and over a wide area, just like a “shotgun”.

The atom gun deals 6d8 damage to a target in the first range increment, 4d8 to a target in the second range increment, and 2d8 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An atom gun can be fired only once per round. Since this was intended as a close-range weapon, damper coils on the barrel reduce the emission of radiation from the weapon’s internal reaction to an insignificant amount.

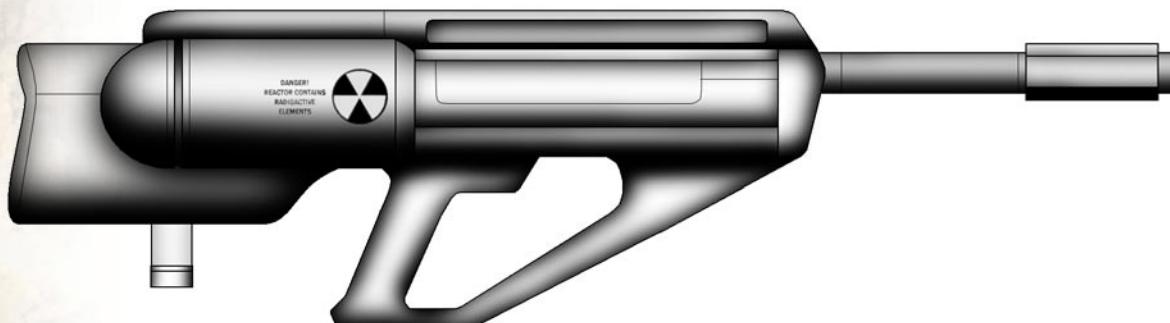
ION RAY

The ion ray is actually a rather simple device, utilizing an advanced *synchrotron* (a subatomic-particle accelerator) to generate a concentrated, pencil-thin stream of ions that are directed towards the target tissue or surface. This ion burst is extremely rapid, causing intense damage to living tissue, as it literally “bombards” the target area with excited ions. Flash burns and spontaneous incineration usually result from a hit by this weapon.

MESON CANNON

The meson “cannon” is a powerful energy weapon that fires a narrow stream of positively charged mesons at its target, causing a disruptive effect on living tissue. These weapons, often referred to as “particle projectors”, are basically a miniaturized version of the anti-ballistic missile particle weapons experimented with by both the Soviets and the United States prior to the Fall.

A folding stock is often attached to the weapon, along with a *standard scope*.





OTHER UNCONVENTIONAL WEAPONS

In addition to more familiar weapon types, there are a number of unconventional arms that contribute to the cocktail of deadly tools available to ruin pickers and wasteland survivors.

AT-5 SPANDEL

Introduced in 1977, the AT-5 "Spandrel" is a second-generation Soviet anti-tank guided missile whose characteristics are comparable to the American TOW. It was designed almost exclusively for use on vehicles such as the BMP, BRDM, and UAZ truck.

When the AT-5 hits its target, it explodes like a grenade or other explosive, dealing $6d12$ points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because the AT-5 features a superior warhead designed to penetrate the armor of military vehicles, the AT-5 ignores up to 15 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The AT-5 has a minimum range of 300 feet. If fired against a target closer than 300 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

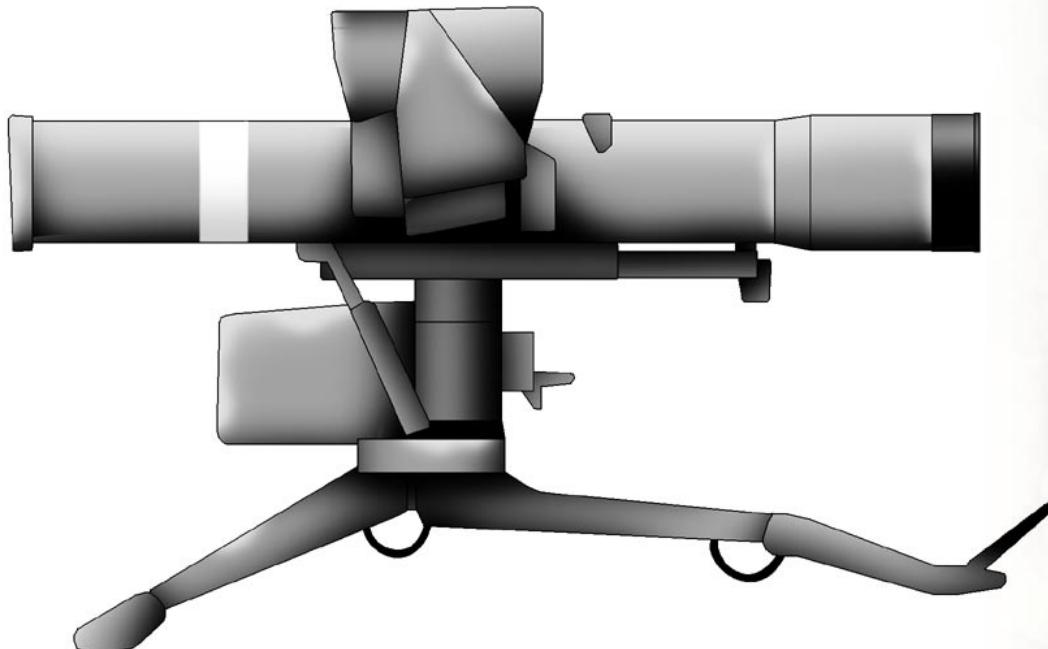


TABLE 3-8: OTHER UNCONVENTIONAL WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Personal Firearms Proficiency feat)										
Flame pistol	3d6	-	Fire	-	1	See text	4 lb.	Small	6,000 cp	30
Hand stunner §	2d6	20	See text	20 ft.	Single	Clip	1 lb.	Tiny	2,000 cp	27
Stun pistol §	2d10	20	See text	50 ft.	Single	Clip	2 lb.	Small	3,000 cp	28
Longarms (require the Futuristic Firearms Proficiency feat)										
Ramjet rifle	3d10	20	Ballistic	300 ft.	S, A	30 box	8 lb.	Large	45,000 cp	30
Sonic rifle (NLW) §	2d12	20	Sonic	20 ft.	S	Clip, belt, back	10 lb.	Large	15,000 cp	28
Sonic rifle B	2d12	20	Sonic	20 ft.	S	Clip, belt, back	10 lb.	Large	20,000 cp	29
UH radiation rifle	See text	-	See text	20 ft.	Single	Plutonium clip	15 lb.	Large	45,000 cp	30
Heavy Weapons (require the Exotic Firearms Proficiency feat)										
AT-5 Spandrel	6d12	-	-	1,400 ft.	1	1 int.	55 lb.	Large	12,000 cp	27
Gyrojet launcher	1d10	-	-	100 ft.	S, A	30 int.	15 lb.	Large	3,000 cp	25
Hydra 70 M247	4d10	-	-	125 ft.	1	19 int.	250 lb.	Large	7,000 cp	26
Hydra 70 M255	4d10	-	-	125 ft.	1	19 int.	250 lb.	Large	5,000 cp	26
Hydra 70 M261	4d10	-	-	125 ft.	1	19 int.	250 lb.	Large	3,500 cp	26
Hydra 70 M264	-	-	-	125 ft.	1	19 int.	250 lb.	Large	2,000 cp	25
TOW II	6d12	-	-	1,400 ft.	1	1 int.	65 lb.	Large	10,00 cp	26

FLAME PISTOL

The flame pistol is a rather remarkable little assault weapon; it is, in essence, a compact flamethrower the size of a heavy pistol. Made of durable heat-resistant metal, the flame pistol is capable of shooting a burst of flame in the same manner as the normal flamethrower, though its compact size allows it to be held in only one hand.

When fired, the flame pistol creates a narrow ray of flame out to 10 feet (not a 5 foot wide line, like a normal-sized flamethrower). This ray inflicts 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus to their Reflex save.

The pistol can fire from small canisters (attached

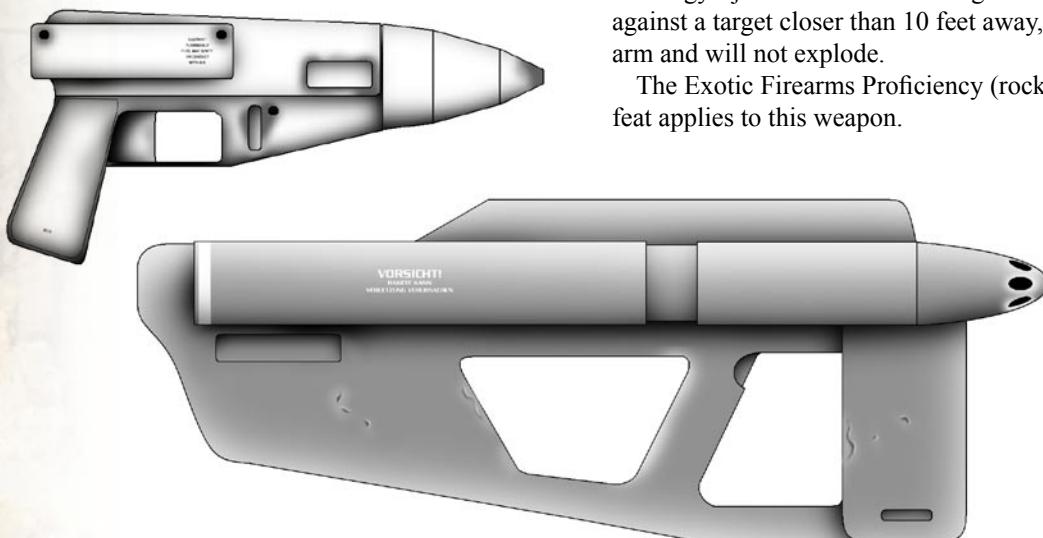
to the weapon like a “clip”), or can be hooked up to a regular flamethrower tank to use flamethrower fuel. A typical canister holds only three shots of fuel (if a flamethrower tank is used, 10 shots).

GYROJET LAUNCHER

Gyrojets are the smallest type of “missile”, usually no more than four or five inches long. Originally developed as an unconventional ammunition for rifles and pistols (these early experiments failed), gyrojets saw much more widespread use arming suits of powered or power-assisted armor on future battlefields. Fired from special multi-tube launchers using compressed air, the gyrojet engine only activates after it has traveled a few feet to avoid burning the firer. Gyrojets retain stability over great distance due to folding plastic or aluminum fins along the rocket’s length.

The gyrojet has a minimum range of 10 feet. If fired against a target closer than 10 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.



HAND STUNNER

This type of weapon is a miniaturized stun gun, often no larger than a deck of cards (thus it can be held easily in the palm of the hand), developed primarily for civilians to defend themselves in the event of mugging, rape, or assault. The weapon generates a short-range stun field by pressing one button on its exterior casing, ejecting its power cell with another.

Hand stunners attack as a *ranged touch*. On a successful hit the weapon deals 1d2 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d3 rounds.

HYDRA 70 M247

The Hydra 70mm rocket launcher is typical of conventional rocket launchers, most often seen mounted in rocket launcher tubes on attack helicopters and ground attack aircraft. Of the four variants, the M247 has an anti-tank warhead, the M255 has a light armor-piercing flechette warhead, the M261 has a high explosive warhead, and the M264 has a smoke warhead.

When the M247 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charged designed to penetrate the armor of military vehicles, the Hydra 70 M247 ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The Hydra 70 M247 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

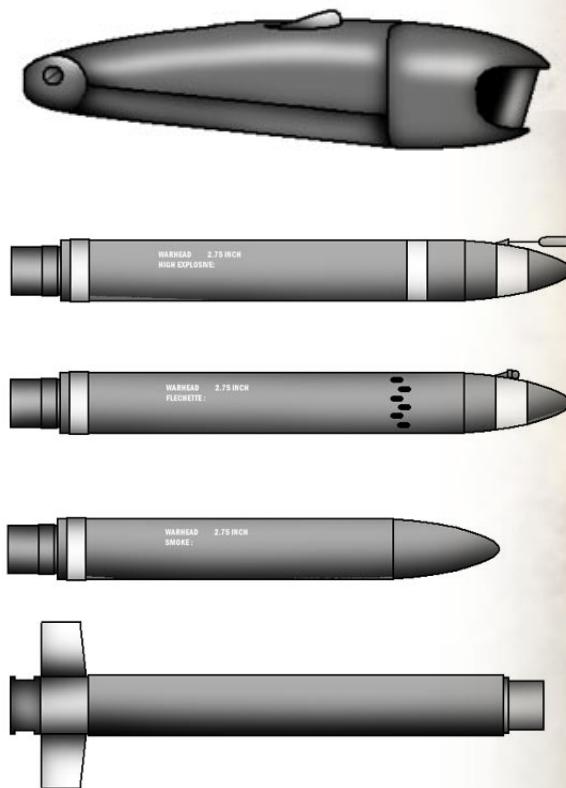
HYDRA 70 M255

These rockets are suitable for engaging lightly armored vehicles (such as armored personnel carriers, trucks, etc.), and are fitted with a special anti-armor flechette warhead.

When the M255 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because it is designed to defeat armor, the Hydra 70 M255 ignores up to 5 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The Hydra 70 M255 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.



HYDRA 70 M261

The Hydra 70 M261 features a high explosive warhead that is most useful against unprotected, unarmored ground targets such as infantry.

When the M261 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage).

The Hydra 70 M261 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

HYDRA 70 M264

The M264 warhead creates obscuring smoke. On the round that it is fired, a rocket of this type fills the four squares around it with a cloud of smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

The Hydra 70 M264 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

STUN PISTOL

These widely used weapons were one of the standard armaments of civil authorities during the decadent and chaotic final years of civilization, when forced incapacitation of criminals or drug-addicted psychotics was often called for. Stun pistols come in a wide variety of forms and shapes, but most are usually pistol-sized or smaller. In general, the principle behind the stun pistol is the transformation of power from its source (usually a clip) into a low-voltage field, ray, or emission that "stuns" the nervous system of the target into temporary paralysis, lasting just long enough for the target to be overcome and bound.

Stun pistols attack as a *ranged touch*. On a successful hit the weapon deals 1d6 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

SONIC RIFLE (NLW)

Sonic weapons were originally designed as a form of non-lethal weapon for use in high-risk areas where collateral damage might prove disastrous, such as nuclear power plants, weapon and ammunition depots and armories, etc.. The sonic rifle generates concentrated sound waves to cause strong vibrations to reverberate through the target, which in turn causes disorientation and nausea. Most human targets are incapacitated with a single discharge of the weapon.

The sonic rifle inflicts special nonlethal damage. If the damage inflicted by the weapon in a single round equals or exceeds the target's current Constitution score, the target must make a Fortitude save (DC 15). On a successful save the target is *nauseated* for 1d2 rounds. On a failed save, the target is *paralyzed* for 1d4+1 rounds.

All sonic weapons attack as a *ranged touch*.

SONIC RIFLE B

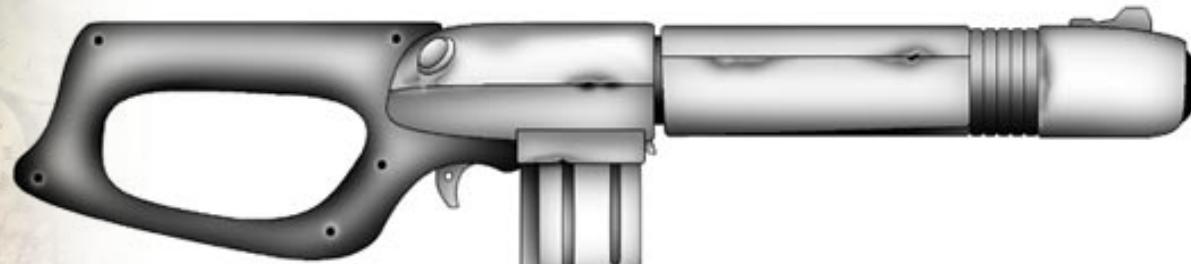
The more powerful sonic rifle B is a combat development of the original non-lethal variant, designed to improve the ability to drop the aggressor while still avoiding collateral damage. Emissions of more violent sound waves (at shorter wavelengths) cause actual tissue and arterial disruption on impact, and the potential for damage to bones and internal organs is great. The sound waves are still not strong enough to damage most non-organic substances, however, making the sonic rifle B ideal in high-risk situations.

Unlike the typical sonic rifle, the sonic rifle B inflicts lethal damage. Sonic weapons attack as a *ranged touch*.

UH RADIATION RIFLE

An experimental weapon even during the twilight of the Ancients, this unusually large and bulky rifle consists of numerous high-pressure gas cylinders built around a central venting barrel. The weapon operates by emitting a directed and controlled cloud of *uranium hexafluoride*, a corrosive and radioactive gas kept under pressure, by breaking down the radioactive elements in the weapon's plutonium-based clip.

The cloud created by a UH rifle is expelled not unlike a flamethrower jet (or an exterminator's poison gas spray). The weapon attacks as a *ranged touch*. In





addition to doing 2d6 acid damage, the UH radiation rifle also inflicts a *severe* radiation (see *Radiation*). The target must resist *severe* radiation sickness (Fort DC 24; Damage 2d6 Con) or take immediate Constitution damage and Radiation Sickness (see *Diseases*).

RAMJET RIFLE

The ramjet is a special rifle that fires a unique “gyrojet” round. This weapon, however, is far more advanced than early experimental gyrojet projectiles (experimented with in the 1950s), instead employing advanced propellant and design features that propel the miniature rocket at speeds approaching Mach 5. In addition, the tiny rocket also contains a high-grade advanced explosive compound that causes the round to *explode* on contact.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

The “ramjet” rifle was the standard advanced weapon of the German state that rose from the ashes of WWII to spearhead the invasion of the Eastern United States

– a war that ended mankind’s rule of the earth. Most Mauser ramjet rifles are fine weapons, excellently balanced and designed, though some examples have been recovered showing

signs of deteriorating craftsmanship later on in the war (made of low-grade metals such as pressed aluminum, or even wood and plastic for non-essential parts). An original, early-make Mauser ramjet is a highly valued weapon indeed!

TOW II

The TOW (tube-launcher, optically tracked, wire-guided) missile and its succeeding generations were designed as heavy armor killers. One of the most effective weapons of its kind, the missile itself employs a special probe at the tip to optimize armor penetration through detonation at a standoff distance of several inches, making it ideal against all ranges of armored targets.

Though designed to be used by a ground team with a tripod, the TOW can be mounted on attack helicopters and fast ground vehicles (such as the Hummer), for attacking armored vehicles on the conventional battlefield.

When the TOW II hits its target, it explodes like a grenade or other explosive, dealing 6d12 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because the TOW II features a superior warhead designed to penetrate the armor of military vehicles, the TOW II ignores up to 15 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The TOW II has a minimum range of 300 feet. If fired against a target closer than 300 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

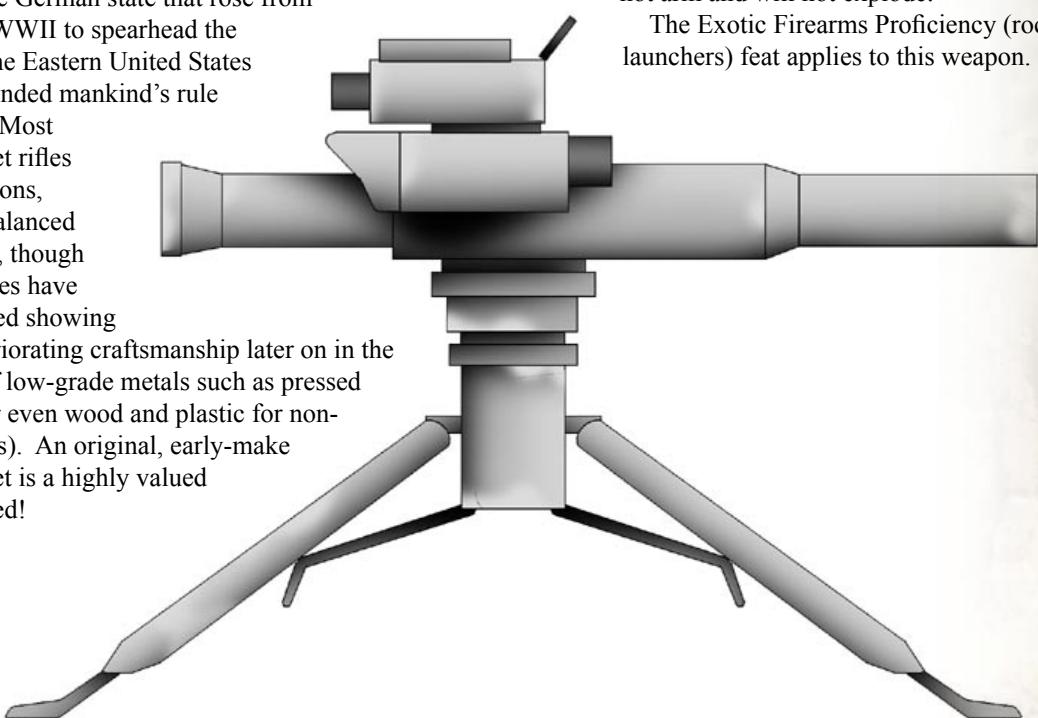


TABLE 3-10: POWERED MELEE WEAPONS

Weapon	Damage	Critical	Damage Type	Size	Weight	Cost	Craft DC
Melee Weapons (Weapons Proficiency feat needed given in parentheses)							
Shock Gloves (simple)	1d8	x2	Electricity	Small	1 lb.	2,000 cp	25
Stun Baton (simple)	3d6	x2	Electricity	Medium	3 lb.	1,000 cp	23
Chainsword (exotic)	3d6	18-20/x2	Slashing	Medium	8 lb.	15,000 cp	28
Power Sword (archaic)	2d6	19-20/x2	Slashing	Medium	4 lb.	8,000 cp	32
Warp-Field Sword (exotic)	1d8	19-20/x2	Slashing	Medium	15 lb.	50,000 cp	38
Energy Pike (archaic)	2d8	18-20/x2	Slashing	Large	15 lb.	32,000 cp	33



POWERED MELEE WEAPONS

In addition to ranged weapons, the Ancients developed powered melee weapons to use in close quarters combat and illegal blood sports. All of the following weapons require the advanced Technology feat to operate properly.

CHAINSAW

This type of device, simple but remarkably brutal in effect is, in essence, a chainsaw/sword combination. It works just like a chainsaw, but has a narrower, razor-sharp blade, and a handle more receptive to swinging about in pitched combat. *Power Source:* Beltpack or backpack.

ENERGY PIKE

A very common weapon of the U.S. Army during the years of foreign invasion (especially useful in the spontaneous execution of prisoners of war), this appears to be a dull black or gray staff, universally 8' long, but when activated (usually by pressing a button or switch on the pommel), the last three feet or so begins to glow brightly. The reason for this is that the pike has a powerful ion emitter that ionizes the air around the business end of the weapon, in effect creating a high-energy "power field" around it.

The weapon attacks like a regular melee weapon, but is far more deadly when it hits (increased critical range). In addition, it emits a glow up to 30 ft. around the user. As a type of polearm, the energy pike has reach of 10 feet, but cannot be used against an adjacent foe. *Power Source:* Beltpack or backpack.

POWER SWORD

This item operates much like an *energy pike*, except that it's in the shape of a typical long sword and is commonly used in close quarter combat situations. *Power Source:* Beltpack or backpack.

SHOCK GLOVES

These items were used in both close-quarters military action and in illegal boxing matches. Shock gloves appear to be metal gloves, but emit a strong visible

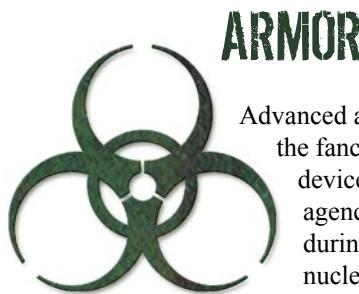
electric field. Each time a hit is scored, in addition to regular punch damage, a powerful shock shoots through the target, inflicting 1d8 points of electrical damage. Shock gloves require the exotic weapon proficiency to use, but are otherwise treated as unarmed attacks in all ways, including attacks of opportunity. *Power Source:* Beltpack or backpack.

STUN BATON

This appears to be a metal baton, which emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that effectively stuns the target, inflicting non-lethal damage. *Power Source:* Beltpack or backpack.

WARP-FIELD SWORD

This tremendously advanced device was said to be a product of the infamous "Philadelphia Experiment" of the Ancients, a landmark event that allowed man to break through the dimensional barrier. The sword generates a field that causes the blade to "dance" between dimensions, allowing it to literally "pass" right through obstructions - specifically, *armor*. The sword is completely unaffected by armor and will only damage flesh. *Power Source:* Minifusion cell.



ARMOR

Advanced armor types include the fanciful protective devices of civil and military agencies that existed during the years before the nuclear apocalypse claimed all of civilization. Since few remember the events that drove original man extinct, these items stand only as silent reminders of his former greatness.

ADVANCED METAL

Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc., covering the body not unlike a suit of medieval plate armor. Much more resistant to rounds and lasers than more

TABLE 3-10: ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft)	Weight	Cost	Craft DC
Heavy Armor									
Environment suit	Impromptu	+4	+3	+0	-7	15	100 lb.	1,200 cp	24
NBC suit	Impromptu	+4	+3	+1	-6	20	50 lb.	1,500 cp	24
Civil security suit	Tactical	+5	+2	+3	-4	25	8 lb.	1,200 cp	23
Military combat suit	Tactical	+6	+2	+3	-4	25	10 lb.	2,100 cp	23
LazAb	Tactical	+7	+3	+0	-7	20	50 lb.	4,000 cp	25
Special security suit	Tactical	+9	+3	+0	-8	20	20 lb.	5,000 cp	25
Advanced metal	Tactical	+9	+3	+0	-6	20	50 lb.	7,500 cp	28
Plastex	Tactical	+10	+3	+2	-5	20	30 lb.	12,000 cp	30

archaic armors, these suits are a sign of technological achievement in a wasteland people.

CIVIL SECURITY SUIT

During the final years of mankind's degenerating dominance of the world, civilization began to break down. Suits such as this were issued to all police officers. The armor consists of a plastic plate breastplate, leg guards, and helmet, and are generally fashioned to mimic a uniform of some kind - the officer's number and the words "MetPol" or "LAPD" are blatantly evident on the armor panels. Generally a web belt is also included for the placement of a sidearm, tear gas or photon grenades, and a walkie-talkie.

ENVIRONMENT SUIT

The environment suit is a heavy-duty version of the more common NBC suit, built to protect against industrial-grade radioactive contaminants and long-term radiation exposure. Environment suits are made heavy with lead body panels, utilizing an aluminum support frame to evenly distribute weight and self-powered internal pressurization unit to further keep out minute radioactive particles (such as dust). An environment suit protects against up to *high* radiation (see *Radiation Sickness*), and also has a built-in head-mounted flashlight for work in powerless areas. A suit has a limited version of an advanced breathing apparatus that operates for 12 hours at a time (recharging itself after 12 hours takes another 30 minutes).

LAZAB

Short for "laser ablative", this type of experimental armor appears to be a highly reflective form of metallic plate. In reality, lazab is composed of a weave of billions of crystalline metallic structures, covered in a sprayed-on coating of super-reflective aerosol metal. Appearing almost mirror-like, lazab is especially effective in the diffusion and reflection of directed energy attack forms.

When defending from directed energy-based attacks (lasers, masers, etc), lazab provides damage reduction 10.

MILITARY COMBAT SUIT

The majority of the world's armed forces employed this kind of armor. The suit consists of a ballistic nylon vest and arm greaves, with a helmet as well - it was meant to protect the vitals only. The suit will always be camouflaged to the particular environment in which it is found.

NBC SUIT

These precious suits protect against a wide variety of biochemical agents and most low-levels of gamma and UV radiation. They come in a variety of types, from rugged special military suits to thin military pullover suits, to heavy and cumbersome civilian suits used in industry and power plant maintenance. Some are simply overalls, while others have an internal framework of light aluminum to keep the suit rigid. Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own air supply) and an interior pressure system which causes the suit to "inflate" - the higher pressure inside keeping chemical and biological particles out (hence the bulkiness of the suit). Most protect against all agents, others only one or two.

In general, a NBC suit found by characters will likely be suited for exploration of all three environments, with a maximum protection of up to *moderate* radiation (see *Radiation Sickness*).

PLASTEX

Plastex is an advanced form of armor that was developed just months before the Fall. It was a development of cheaply made plastic armor whose protective capabilities far exceeded most basic armor types, but at a fraction of the cost of powered armor suits. Plastex is relatively lightweight, however, giving it a definite advantage even over most powered armor. Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm guards, etc.. Unfortunately, plastex suits were fitted to each soldier's personal measurements, and thus suits found so far in the future are seldom usable except in rare cases.

When a suit of plastex armor is found as treasure, roll its dimensions randomly as if rolling a character's height and weight. A character can only wear armor of this type if it is suited to his dimensions.

SPECIAL SECURITY SUIT

This kind of protective armor was issued to special police security teams before the Fall, units such as SWAT, food riot control, etc.. The armor consists of rigid plastic plates on the arms and legs, and a ballistic nylon vest and helmet (with clear or mirrored faceguard). A gas mask is integral to the helmet, allowing the trooper to operate in tear gas or other irritant agents unimpeded. The special security suit also has a web-belt for carrying optional riot gear.



GENERAL EQUIPMENT

BAGS AND BOXES

Most items in this basic category remain available even years after the nuclear war.

Items in this category that remain unchanged include the *aluminum travel case*, *briefcase*, *contractor's field bag*, *day pack*, *handbag*, and *range pack*. The *patrol box* would be a little harder to find, but not impossible to locate.

CLOTHING

For travelers in the blasted ruins of the past, some valuable finds consist of rare and weird clothing that harkens back to a time when mankind was able to be frivolous and wasteful. It is widely known that rare and exotic textiles were used to create fantastic and futuristic clothing in the years leading up to the Fall; from fancy three-piece suits made of black shimmer velvet to liquid gold gowns for the ladies. Rarer textiles employed in such garments included *Synthisilk* (just like the real thing, all but impossible to get with diminishing world trade during the years of final warfare), *SexySatin* (a cross between satin and crushed velvet), *Luminescence* (glowing and color-shifting fabric), and *Neosamite* (gold thread intertwined with synthetic or, even rarer, *natural* fur follicles).

Most forms of clothing from the d20 Modern rules remain common (except for *business* and *formal* wear, which is almost impossible to find), while *uniforms* (short of those scavenged off the bodies of soldiers who died during the Fall) are usually only seen on members of specific factions to identify their followers.

TECHNICIAN'S COVERALLS

These clothes consist of a pair of white coveralls with light-reflective plastic strips up the legs and arms, zippered up the front with an insulated collar. These suits are not only comfortable, but they do nothing to impede movement whatsoever. In addition, the material of the suits (the fabrication of which is no longer possible using the technology of the wasteland) has a special property that blocks out up to *mild* radiation (see *Radiation Sickness*).

COMPUTERS AND CONSUMER ELECTRONICS

Computer equipment, often referred to simply as "gizmos" by the uneducated, have become rarer and rarer with the passage of time. Their intricate components, delicate manufacture, and susceptibility to the elements have left many useless or destroyed. As a result, what was once available in every city is now a rare and precious resource.

Cameras can be found among the ruins of old cities, though there is no "film developing service" (a character will have to develop photos himself, unless he has a faction's resources behind him). Since there is no cell service anymore, *cell phones* are, by and large, utterly useless to characters. All kinds of *computers*, *digital audio recorders*, *modems*, *PDAs*, *portable video cameras*, *printers*, *scanners*, and *walkie-talkies* are available (albeit extremely rare, and often hoarded by those with any knowledge of their operation), though *portable satellite telephones* probably do not work because the satellites they rely on have likely deteriorated over the decades.

CRAFTING ADVANCED ELECTRONICS

Some electronics, like computers and communication devices, require mastery in other fields of science and technology. They are very difficult to craft without training in the relevant disciplines. Unless the character has the *Advanced Electronics Discipline* feat, he suffers a -4 non-discipline penalty to Craft checks when creating these devices.

Crafting advanced electronics takes time (determined using the guidelines in the Craft skill) and requires raw material equal to one third of the cost of the item. The raw materials can be bought or salvaged (see *Repair skill*). Game masters should require that salvage materials be from complex or greater electronic objects. Each electronic object has a Craft DC.

It is up to the game master to determine what is considered advanced, but in general, electronic items with a Craft DC 25 and above should be considered advanced.

TABLE 3-11: ELECTRONICS

Object	Size	Weight	Cost	Craft DC
Identity Card	Fine	-	varies	-
Induction Transformer	Tiny	.5 lb.	30,000 cp	33
Language Translator	Small	1 lb.	2,600 cp	30
Memory Chips, Android	Fine	-	Varies	35
Optic Scanner	Med	3 lb.	8,000 cp	30
Power Sources				
Power Cell	Tiny	.5 lb.	50 cp	18
Power Pack	Med	3 lb.	200 cp	20
Power Clip	Small	1 lb.	400 cp	25
Power Beltpack	Small	2 lb.	1,000 cp	25
Power Backpack	Med	4 lb.	2,000 cp	25
Minifusion Cell	Tiny	.5 lb	2,000 cp	32
Plutonium Clip	Small	1 lb.	3,000 cp	32
Harmonic Cell	Small	1 lb.	20,000 cp	35

IDENTITY CARD

The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems.

If a character does not have a card of the appropriate level, he may attempt a Disable Device check to disable the card lock. The DCs listed above reflect the average difficulty for locks of each security stage.

INDUCTION TRANSFORMER

The induction transformer, or “leech”, appears to be a small electronic device, no larger than a cigarette pack, with a small digital readout, numerous buttons, and ports for numerous kinds of plugs of all types. An attached cord of durable rubber, with a jack on one end, can be uncoiled from a slender compartment on one side. The induction transformer, when jacked into any form of generator or industrial-sized storage capacitor that will permit it, draws off some of the machine’s power to re-charge a smaller, depleted power battery also hooked to it. Assuming the source-generator is currently in operation (or, in the case of a power storage unit, charges are still left in it), the transformer will recharge any *power cell, pack, clip, beltpack, or backpack* at a rate of one charge per hour. If the transformer’s hook-ups are detached at any time,

TABLE 3-12: IDENTITY CARD

Color	Rank	Notes	Access	Disable Device DC	Cost
White	Stage IC	Typical citizen’s ID card	IC	25	1,000 cp
Yellow	Stage IIC	Technician’s access card	IIC	27	2,000 cp
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC	30	7,000 cp
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC	30	10,000 cp
Red	Stage VC	Regional Governor’s access card	VC	40	25,000 cp
Black	Stage VIC	Presidential access card	VC, VIC	50	30,000 cp
Lead	Stage IM	Enlisted Military ID card	IM/C	27	1,000 cp
Copper	Stage IIM	NCO access card	IM/C, IIM/C	30	6,000 cp
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM	35	10,000 cp
Silver	Stage IVM	Base Armory access card	IVM	40	14,000 cp
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM	40	32,000 cp
Platinum	Stage VIM	Military Research access card	VIM	50	42,000 cp

the charge is lost from both source and destination. A transformer itself requires no power.

LANGUAGE TRANSLATOR

A special device, testament to the genius of the Ancients before the fall of mankind, a language translator consists merely of a small angular box, often with a leather or rubber strap allowing it to be slung over the shoulder or strapped to the arm. A translator listens to any vocal emissions in the area (i.e. talking), taking 3d10 minutes to analyze the vocal emissions fully. Once a comparison with its memory banks can be made the translator translates any spoken communication into the language in which it was programmed (for instance, an American-made translator translates anything spoken nearby into English). The translator can either display the translation on a screen or can emit the translation through its speakers. The translator translates the closest or loudest speaker in its range of 25 ft. The translator works on all forms of verbal communication, including “alien” languages (such as post-apocalyptic languages). However, it only translates into a known language from before the Fall.

Power Source: Beltpack.

MEMORY CHIPS, ANDROID

These devices appear to be small, slender chips of delicate silicon, often color-coded (but not always so; some are coated in a protective black rubber sheath to prevent erosion over time). Memory chips store entire volumes of knowledge on a certain subject (metallurgy, robotics, etc), like an encyclopedia, which can be accessed only by robotic brains. When installed in an android, a memory chip gives the android a number of ranks in that skill. The degree of the chip’s extensiveness (i.e. the rank gained) depends on the chip’s quality rating.

Chip Rating	Skill Rank Given	Cost
A	6	18,000 cp
B	12	36,000 cp
C	18	54,000 cp

If the android already has the skill at a higher level, the memory chip has no effect, but otherwise the android receives the new skill at the stated level. An android can only benefit from a number of chips equal to the number of chip slots built in to the android. If removed, or in some way damaged, the rank bonus is lost.

OPTIC SCANNER

An alternative security lock is the “optic scanner”, which guards computer terminals, doorways, and buildings in the manner of ID cards. Mutants with aberrant eye deformities (including albinism,

photosensitivity, mongoloid, bilirubin imbalance, etc.) are not recognized by such scanners and will not be granted admission by them.

Such security systems can be bypassed through normal means (by way of the Computer Use skill; most optic scanners are of *exceptional* or *maximum* security, with a DC of 35 or 40).

POWER SOURCES

Various items of this type were created to supply power to the various technological devices of mankind’s creation, just prior to the end of civilization. The power source (or “fuel cell”) is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a “continuous-process battery”. Most fuel cells made on pre-holocaust Earth used hydrogen as a fuel. The various types of power sources are as follows:

Power Cell. This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack. The power pack was created to give power to almost everything in mankind’s world just prior to the fall of civilization - ultra-modern blenders, computers, even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook.

Power Clip. The power clip, created for use with portable weapons, is a small black “battery.” When slid into any acceptable receptacle (such as an energy weapon’s clip port), it immediately powers the weapon.

Power Beltpack. The power beltpack was a development for the military, and consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it.

Power Backpack. The ultimate personal power source, this type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it).

Minifusion Cell. This device (a small silver clip with an orange or red radiation symbol) was the ultimate in military development. The cell continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

Plutonium Clip. This military development was used to power the various advanced portable nuclear weapons (such as atom guns, fusion rifles, etc). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239.

TABLE 3-13: POWER SOURCES

Power Source	Uses	Power
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges*
Power Beltpack	Energy weapons	25 discharges*
Power Backpack	Energy weapons	50 discharges*
Minifusion Cell	Powerful energy weapons	10 discharges*
Plutonium Clip	Powerful energy weapons	10 discharges*
Harmonic Cell	Unknown	Unlimited (20 per day)*

* When used to power non-discharged items, these power sources will provide indefinite use

The plutonium within is drawn from the clip as the weapon fires, draining it just like “charges.”

Harmonic Cell. This super-advanced form of power generation relies on cultured crystal formations that reflect sound waves in a complex web-like fashion. The sound waves grow in intensity each time they reflect, causing a cascading chain of vibrations that power internal generators. Harmonic cells, roughly the size of a human hand, are VERY rare (perhaps they are remnants of a bizarre alien technology), and generate an infinite stream of strong current. Though the harmonic cell must “rest” after 20 discharges, it is recharged after 24 hours. A harmonic cell is interchangeable with any other power pack, military or civilian.

Different weapons/devices use different power sources. Certain weapons are restricted to using minifusion cells or plutonium clips, for instance. Power cells and packs are for civilian electronic items only, and cannot power weapons. A single source can power only one device at a time.

Power sources cannot be recharged with the diminished resources of most post-holocaust communities. Only the most advanced (which might well be considered out of the scope of player involvement) have this ability.

SURVEILLANCE GEAR

Like computer equipment, surveillance gear is a dwindling category of gear in the post-nuclear world. In most cases characters would be very hard pressed to locate operable examples of this type of equipment.

Black boxes, caller ID defeaters, cellular interceptors, lineman's buttsets, tap detectors, and

telephone taps do exist, but their usefulness in a world without widespread electronic communication would be limited at best. *Metal detectors* and *night vision goggles*, however, would be far more useful to most characters.

IMPULSE DETECTOR

This device looks vaguely like a boxy, hand-held set of binoculars, with a digitalized display on the user's end. The impulse detector, when pointed at a subject within 20 feet, uses a combination of microwave and x-ray sensors to detect unnatural electric impulses occurring within the target. In effect, the device detects whether the subject is natural and *organic*, or artificial and *robotic*. Using an impulse detector is a standard action. However, if a full-round action is taken, the detector also reveals the presence of built-in weapons or special android features, such as infrared photoreceptors, an internal power source, etc.

Such devices were used by late-war Ancients (the few remaining left) to find human-mimicking androids within their midst. An impulse detector is 100% effective in determining whether or not a target is an android.

Power Source: Cell.

MOTION DETECTOR

This item appears to be a large metal device, with a glass T.V. tube on its upper side. The device, when activated and pointed in a certain direction, detects all motion in a cone (at 30 degrees) some 50 ft long. Things that are moving within this area appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things Tiny or larger. A motion

TABLE 3-14: SURVEILLANCE GEAR

Object	Size	Weight	Cost	Craft DC
Impulse Detector	Small	3 lb.	5,000 cp	32
Motion Detector	Med	4 lb.	5,000 cp	26
Portable Detection Radar	Med	5 lb.	14,000 cp	30
X-Ray Goggles	Small	3 lb.	25,000 cp	30

detector is unaffected by darkness, smoke or fog, or concealment

Power Source: Beltpack.

PORTABLE DETECTION RADAR

This appears to be a plastic screen on a metal backing, attached to a small tripod-mounted radar dish. The radar is lightweight, can be carried easily, and can detect movement by Medium-sized or larger creatures within 3 miles. The radar detects in a 120-degree arc, and monitors general size, distance, and speed, displaying this information on its screen. A Portable Detection Radar is unaffected by darkness, smoke or fog, or concealment

Power Source: Pack.

X-RAY GOGGLES

This form of super-advanced eyewear permits the wearer to see into and through solid matter. The range is as per normal sight (not limited by darkness, however), with the viewer seeing as if he were looking at something in normal light even if there is no illumination (for example, if looking through a wall into a darkened room, he can see beyond even if it is utterly dark).

The vision provided by x-ray goggles can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can see through up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but cannot penetrate lead, gold, or platinum.

Power Source: Cell.

PROFESSIONAL EQUIPMENT

With the degenerate and backwards mentality of the chaotic wasteland, what constitutes “professional equipment” often becomes the basis for a community’s entire way of life. As a result, common kits, instruments, and individual tools are often considered strategic resources to be jealously guarded. A simple chemical kit could become the basis for a community’s drug-based economy, or an electronics tool kit could be vital to keeping a sheltered dome community in power. Professional equipment is seldom for sale.

Bolt cutters, caltrops, car opening kits, duct tape, handcuffs, instruments, search-and-rescue kits, and spike strips are uncommon, but not impossible to find in most wasteland markets.

Evidence kits, fake ID, and forgery kits have little or no value to most people in the wasteland, and as a result are extremely uncommon at best.

Chemical kits, demolitions kits, electrical tool kits, first aid kits, lockpick sets, lock release guns, mechanical tool kits, medical kits, multipurpose tools, and pharmacist kits would be rare and extremely valuable commodities, hoarded by most communities for their applications in recreating weapons, maintaining complex items of technology, etc..

ANIMATRON CONSTRUCTION

This device looks like a broad, round cylinder, with three articulate “arms” and a trio of heavy, metal legs to support its weight. The entire machine weighs roughly 1,000 lbs, and stands altogether 8 feet above the ground.

An *animatron*, this device is a simple type of robotic machine that follows commands to perform a simple function, and will continue to do so as long as it is left alone (or until commanded to stop). In its case, the construction animatron takes recognizable building materials, and precisely constructs anything it is programmed to build. In general this is limited to structures such as walls, arches, and stairs, but entire houses and even bridges are not outside their capabilities. The construction animatron can take the place of up to twenty men in a construction project, and never tires, so that it’s non-stop work halves the time needed to complete a building. A construction animatron can also move slowly with it’s broad, metal legs (at a rate of 5 feet per round), and can work unsupervised so long as it is programmed with a complete floor plan or blueprint diagram of the structure it is building.

Programming a construction animatron requires an operator to make a Computer Use check at DC 15.

ANIMATRON DIGGER

This type of *animatron* looks like a large metal “box” on four spider-like legs, with a large drill bit on a flexible “arm” rising from the top of it’s body. The entire machine weighs roughly 2,000 lbs, and stands altogether 10 feet above the ground.

When activated, the digger will continuously dig away at any indicated rock, soil, or similar earthen structure or obstacle with it’s bit, at a rate of 10 feet each hour (for normal soil or earth), or 10 feet every three hours (for hard rock). The digger can also move slowly with its legs (at a rate of 5 feet per round), and can be programmed through an integral keyboard station to follow a basic plan (for instance, stopping once it punches through a wall, or taking up to five separate turns along the path of it’s digging).

Programming a digger animatron requires an operator to make a Computer Use check at DC 12.

ANIMATRON TASK

This type of *animatron* looks like a metal “stick-figure”, walking noisily along on thin metal legs. Two metal arms permit it to perform whatever function it is programmed with – usually these are simple tasks, such as walking a specific route, re-lighting torches or lanterns along a perimeter, flicking switches in a pre-determined order, etc. The task animatron cannot carry items, cannot detect the presence of living things (or react to them), nor can it be commanded on a whim.

TABLE 3-15: PROFESSIONAL EQUIPMENT

Object	Size	Weight	Cost	Craft DC
Animatron, Construction	Huge	1000 lb.	20,000 cp	35
Animatron, Digger	Huge	2000 lb.	26,000 cp	35
Animatron, Task	Large	200 lb.	9,500 cp	35
Astronaut Pen	Fine	-	100 cp	15
Books	Small	2 lb.	3,000 cp – 10,000 cp	-
Boron Solution Spray	Med	3 lb.	1,000 cp	20
Corium Lantern	Small	2 lb.	90 cp	10
Electronic Skeleton Key	Small	2 lb.	60,000 cp	32

A task animatron moves at a rate of 10 feet per round, and stands roughly five feet tall, though its arms can extend out another 10 feet if need be. A task animatron weighs no more than 200 lbs.

Programming a task animatron to perform a new task requires an operator to make a Computer Use check at DC 10.

ASTRONAUT PEN

This is a fantastic pocket pen made from high-durability titanium, with a 1,000-year guarantee of operation. An astronaut pen can write on wet surfaces (even underwater), upside down, and for an unlimited period of time.

BOOKS

Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. The books, propaganda, and other educational devices of the Ancients are called “Arcanum”, and are as revered as artifacts as firearms, fancy armor, and their fancy gizmos. Some cults actually worship old books and readings – “Archie” comics and Disney storybooks have spawned a number of odd cults in the wasteland.

Books are useful as well, providing in many cases access to skills otherwise denied primitive or uneducated people (e.g. texts on cybernetics, robotic repair, and the use of laser weapons). In game terms, the referee may permit the owner of a book on a certain skill to earn that skill, one rank at a time, through study, even without a mentor. Most books are written in the language of the Ancients, however, requiring knowledge of that language to be used with any appreciable effect.

BORON SOLUTION SPRAY

This advanced tool looks just like a portable fire extinguisher, except that it contains a special chemical mixture (primarily of boron powder) used to dampen

and inhibit neutron activity (in other words, it reduces radioactivity). When the solution is sprayed on any radiating source (a cracked power cell, nuclear waste, anything emitting radiation), it lowers the level of Radiation by one level for each application (thus, applying two charges of spray on a *high* radiation source would bring it down to *low* radiation).

Each boron spray container generally contains 1d10 spray charges.

CORIUM LANTERN

These items come in a wide variety of sizes and shapes, depending on where and how they were made. Mostly these are made from discarded kerosene lanterns, the core of which has been replaced by a solid chunk of *corium*. The corium in the lamp provides a dim silvery-white light out to 20', just like a regular lantern; however, a corium lantern cannot be extinguished (though it can be shuttered or covered to block the light). Though the corium in the lantern is radioactive, the level is so weak that it is harmless (but is still detectable by mutations or devices that detect gamma radiation).

ELECTRONIC SKELETON KEY

This type of device was highly illegal before the Fall, and is thus *very* rare. Used by safecrackers and burglars, the electronic skeleton key looks like a small metal box with a computer chip sticking out of one end. This end is inserted into keycard slots, and the device automatically attempts to duplicate the electric signal produced by the required card. Using the key, a normally invincible keycard lock can often be bypassed.

Using an electronic skeleton key provides a +10 enhancement bonus to Disable Device checks to open electronic locks. Military security of stage IV and above cannot be bypassed with this device, however. An electronic skeleton key weighs 2 lbs.

Power Source: Cell.

TABLE 3-16: HAZARD DETECTION DEVICES

Object	Size	Weight	Cost	Craft DC
Chemical Sensor	Small	1 lb.	10,000 cp	25
Geiger Counter	Small	3 lb.	10,000 cp	25
Rad Tab	Fine	-	300 cp	20
Ion Bonding Tape	Med	12 lb.	800 cp	25

HAZARD DETECTION DEVICES

There are various types of chemical/biological/nuclear detection devices available; some are hand-held devices, some are worked into clothing, others are mounted on helmets and gloves. The numerous models, produced during the final stages of civilization's wars, vary in size, shape, color, and name, but pretty much work the same. The three main types are as follows:

CHEMICAL SENSOR

These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation), including hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 ft.

Power Source: Beltpack.

GEIGER COUNTER

This type of item can be hand-held, mounted on a shoulder harness, or even installed in some advanced infantry combat suits like a modified "HUD". Such an item detects the exact Rad level in an area, displaying it on a numbered dial (sometimes digital), emitting a high-pitched whine when the user gets close to the source of radiation. A Geiger counter has a range of 75 ft and weighs 3 lbs.

Power Source: Beltpack.

RAD TAB

Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous radiation level areas. Such an item changes from black to yellow at *mild* levels, yellow to orange at *low* levels, and orange to red at *moderate* levels or more. After exposure to radiation, a Rad Tab cannot be used again. Range is *immediate*.

Power Source: NA.

ION BONDING TAPE

This is a super-advanced form of binding material that bonds easily to most surfaces, even slippery metal. A typical roll has about 2,000 feet of tape. Ion tape requires a Strength check (DC 20) to tear or detach.

SURVIVAL GEAR

Of the various basic categories of equipment, survival gear is by far the most important to the inhabitants of the post-nuclear world. While there is great demand for most items useful in surviving the world's terrible dangers and climate hazards, a number of communities have virtual "cottage industries" that produce these vital items to make life in the wasteland possible.

Backpacks, climbing gear, compass, mesh vests, rope, sleeping bags, tents, and trail rations are all common items found in nearly every corner of the wasteland, either as dusty old items scavenged from the ruins or post-Fall replicas made from makeshift materials (examples include backpacks made from woven reeds, rope made from animal gut or sinew, tents made from hides, etc.).

Binoculars, chemical light sticks, fire extinguishers, flash goggles, flashlights, and portable stoves would be very useful to wilderness travelers, and as a result fetch a good price in markets. *Gas masks* are much more uncommon items, their rarity commanding a significantly higher price.

Maps are often priceless finds in the post-holocaust world. Whether found in the form of a foldable travel map or as a small electronic map display device (a "computer map" so to speak), maps from before the Fall can provide an invaluable tool for the finding of Ancient storehouses - lost cities, military reserve depots, research facilities, or water sources (such as forgotten mountain lakes, reservoirs, etc). Almost all communities' value pre-war (and even some post-war) maps like gold.

GPS systems would not be operable due to the destruction of most communications satellites during the Fall, or thanks to deterioration of said satellites over the decades since the collapse of civilization.

ADVANCED BREATHING APPARATUS

This is a generic term used to describe a variety of breathing-assistance devices, such as diver air tanks, firefighter oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack-mounted air tank (not always the case, as in the case of the most advanced - which employ oxygen recycling systems, negating the need for tanks), good for 1 hour of use (some are even good for up to 10 hours of use). Unlike a gas mask, which only filters air, the apparatus generates or carries its own supply. The apparatus renders the

TABLE 3-17: SURVIVAL GEAR

Object	Size	Weight	Cost	Craft DC
Advanced Breathing Apparatus	Med	8 lb.	19,000 cp	20
Autograpnel	Med	6 lb.	3,000 cp	23
Cigarette Lighter	Dim	-	90 cp	15
Cyborg Sustenance Tube	Tiny	1 lb.	50 cp	15
Dehydrated Pills	Dim	-	20 cp	20
Emergency Raft	Small	2 lb.	1,000 cp	17
Firestarter Cube	Dim	-	25 cp	18
Gravity Boots	Small	2 lb.	8,000 cp	30
Halazone Tablets	Dim	-	50 cp	17
HEVE Candy	Dim	-	20 cp	20
Instant Pillow	Dim	-	50 cp	20
Light Rod	Dim	-	15 cp	20
Magnesium Firestarter	Dim	-	350 cp	22
Portable Petrol Power Generator	Large	100 lb.	20,000 cp	20
Potassium Iodide Tablets	Dim	-	200 cp	25
Power Bar	Dim	-	10 cp	15
Ready Meal	Tiny	1 lb.	20 cp	15
Salt Pills	Dim	-	20 cp	15
Soup Mix	Dim	-	5 cp	12
Survival Kit	Med	4 lb.	300 cp	-
Synthihol	Tiny	.5 lb.	20 cp	12
Water Purifier	Small	2 lb.	7,500 cp	20

wearer immune to inhaled toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

AUTOGRAPNEL

This piece of equipment appears to be a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel (which draws the rope with it) up to 75 ft. straight into the air; the device may be used to retract from 5 ft. to 60 ft. per round (it can, for example, be used to draw a person up into the air after the grapnel; the rope is strong enough to support the weight of roughly two Medium-sized beings). An autograpnel weighs 6 lbs.

Power Source: Cell.

CIGARETTE LIGHTER

This tiny, priceless object creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 "charges".

CYBORG SUSTENANCE TUBE

This foodstuff item resembles a normal *goo tube*, but the contents are even worse – a greenish-gray, vomit-like "soup" edible only by cyborgs. The soup is composed almost entirely of purely nutritional proteins, but its look, taste, and smell would make

any organic creature sick. Since cyborgs still need sustenance to feed their organic tissue, these are the most efficient form of food – and are produced en masse to feed them in robotic armies. A single sustenance tube will feed a cyborg for 2 weeks.

DEHYDRATED PILLS

Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), they also manage to meet the nutritional requirements of a full meal.

EMERGENCY RAFT

This is essentially a bright orange plastic container (cylindrical or box-shaped) with a thick rubbery shoulder strap for easy carrying. When opened and a tab pulled, an auto-inflating raft literally "pops" out. The raft is generally large enough to support eight Medium-sized people steadily on all but the roughest seas, remaining buoyant for about 1-2 weeks. A fold out tent top can be deployed to protect against cold and high winds. It can be used only once, however, and cannot be re-packaged.

FIRESTARTER CUBE

A clear plastic cube, 1 in x 1 in; when the side tabs are pulled, the cube heats chemically to ignite flammable materials within contact, even in extreme dampness or high winds. Ideal for starting a campfire in a storm.

A firestarter cube is a one-use item.

GRAVITY BOOTS

These items appear to be thick plastic boots; they can be either voice- or button-activated to allow the wearer to float slowly into the air, walk up most unsure surfaces, etc., as if *levitating*. The boots do not, of course, allow the wearer to climb sheer surfaces and the like. In cases where a check is required, the boots are considered to give a +20 enhancement bonus to Climb and Jump checks. A single charge powers the boots for 10 minutes.

Power Source: Beltpack or backpack.

HALAZONE TABLETS

One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

HEVE CANDY

The name, HEVE, stands for "high-energy vitamin-enriched", but was also a common nickname used by soldiers to describe what the taste made them want to do. This candy, when eaten, supplements nutrition intake (each candy cube provides for one full meal).

INSTANT PILLOW

This item is often packaged in a "high-tech" looking metallic package, no larger than a pack of sealed baseball cards. When torn, the slip of pink material inside is cast on the ground, where a chemical reaction (the stuff is made of a material that foams on contact with simple atmospheric nitrogen) turns it into a good-sized pillow. The pillow only opens up once, however, and cannot be re-packaged. The item was, obviously, ideal for weekend camping trips for the whole family.

LIGHT ROD

These are hard plastic rods (three feet in length), filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely. Colors range from vibrant orange to fluorescent blue. The glow of a light rod provides illumination up to 50 ft, and lasts up to eight continuous hours, before the rod is used up.

MAGNESIUM FIRESTARTER

These are high quality magnesium starters, operable in even the wettest conditions. The starter consists

of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable (a built-in sparking rod is included).

PORTABLE PETROL POWER GENERATOR

This appears to be a heavy machine with plastic or metal carrying bars (it's the size of maybe two or three car batteries, very heavy, but still man-portable). This type of miracle device uses petrol (25% of these devices use *alcohol* instead) to generate a steady current of electricity. The generator produces 1 Megawatt per half liter of petrol, per hour. The tank in the generator generally holds two liters. It can generally only be linked to household devices (not weapons), but it's flow is enough to power most devices in a small community. It weighs 100 lbs.

POTASSIUM IODIDE TABLETS

These pills help reduce the amount of radioactivity the body absorbs during a 24 hour period. For a character that has taken a potassium iodide tablet, calculate the time of radiation exposure normally, but drop the final result by one category. For example, a character that has spent 10 minutes exposed to radiation counts as only having been exposed for 1 minute. There is no additional benefit for taking more than one pill in a 24-hour period.

POWER BAR

These large candy bars are packaged in silver wrapping, and can remain preserved for a great deal of time. Although the taste is far from delicious, these bars are full of protein and vitamins; each provides for about one-half a meal's worth of nutrients.

READY MEAL

These excellent examples of pre-Fall food technology come in either tray, envelope, or cylinder form, and are the ultimate in preserved foods. At one end of the package (regardless of shape and size) is a pull ring, which when peeled off creates a chemical reaction in the package that either heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a *spork* is usually attached to the package to eat with. Ready meals remain preserved for centuries due to space-age packaging, and are actually quite delicious and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements.

SALT PILLS

Salt pills increase the salt content in the body, which as a result helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by *one half* for 1-4 weeks.

SOUP MIX

A variety of soup mixes (most from oriental companies) are available even decades after the holocaust. Dehydrated and vacuum-packed, these mixes are somewhat nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water – a rarity in a world without adequate water resources.

SURVIVAL KIT

This type of item was issued to soldiers in the field, and many types are available. The kit contains a water-purification bag (which holds up to one liter of water), four *halazone tablets*, a simple sewing kit, a book of 20 matches, compass, four gobs of chewing gum, eight pieces of sweet candy (these offer no nutrition, but consuming one raises the eater's energy level due to sugar content), a razor blade and holder, thirty pieces of *HEVE candy*, and a single canister of *Medi-Spray* (wound healing).

SYNTIHLOL

“Synthihol” was all the rage in the United States prior to the Fall. Synthihol comprises a variety of synthetic and engineered alcoholic products; the effect was to allow the manufacturer to create an astounding variety of taste, scent, and richness qualities heretofore alien to traditional alcoholic beverages. Synthihol products were being manufactured to possess weird and eye-catching colors, each being different than the next, and thus they are now prized in the wasteland like exotic “elixirs”. In effect, however, they are little more than exotic beers or wines.

WATER PURIFIER

A variety of models of this device exist, but in use, it operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day's water requirement for a Medium-size creature.

Power Source: Pack.

WEAPON ACCESSORIES

Only warriors, community guardians, and soldiers carry most weapon accessories. Despite the typical attitude of keeping the best for their own, some communities do sell such items to travelers, merchants, and visiting outsiders.

Box magazines, holsters, and speed loaders are common enough. *Detonators* (and all explosives) are rare, usually hoarded by various communities for weapons. *Illuminators, laser sights, and suppressors* are uncommon, if not very hard to find.

VEHICLES



Vehicles are among the most common artifacts scavenged from the wasteland and drawn back into use by the few surviving communities or individuals of the Fall.

These include automobiles, motorcycles, trucks, etc. Vehicles are often highly prized as not only symbols of power and influence, but also for their ability to carry heavy loads over long distances, as well as defend against or outrun the common raider gangs and armies of the desert.

Helicopters (including the *Bell Jet Ranger*, *Bell Model 212*, and *Blackhawk*) and planes (*Cessna 172 Skyhawk* and *Learjet Model 45*) after the nuclear holocaust are best handled by the GM. Most aircraft were either destroyed when the major airports and fields were hit in the nuclear exchange, or left to deteriorate over time when the great cities were abandoned. As such, working aircraft are almost impossible to locate.

Most civilian cars and trucks remain available, though to be certain their appearance (and corresponding performance) has diminished over time in almost all cases. Left along the great highways to rust after being abandoned during the war, most are useless hulks. Some major merchant groups, are known to resurrect Ancient-era vehicles to keep the flow of trade open along the great highways and deserts, while raiders have naturally taken to forming virtual “armadas” of motorcycles, cars, and trucks to prey upon the communities of the wasteland and strike terror into their hearts.

The *Acura 3.2 TL*, *Chevrolet Cavalier*, *Chevrolet Corvette*, *Dodge Neon*, and *Volkswagen Jetta* are all common among most motorized communities and gangs. The *AM General Hummer*, *Chevrolet Suburban*, *Dodge Caravan*, *Ford Escape XLT*, *Ford F-150 XL*, and *Toyota Tacoma Xtracab* are also common among such road-mobile packs. Luxury cars (including the *Aston-Martin Vanquish*, *BMW M3*, *Jaguar CJ Sedan*, *Lamborghini Diablo*, and *Mercedes E55 AMG*) are almost unheard of. All types of motorcycles are commonly employed by raider gangs, often altered with bizarre decorations and modifications (wheel scythes, spikes, etc.).

Most water vehicles (civilian or otherwise) would be very limited in usefulness, even if working examples could be found.

Special vehicles should be handled on an individual basis. *Armored trucks* are not unknown, but are more than likely to only be found in the hands of the world's major factions and communities, either transporting important persons from one destination to another, or the most valuable cargos. Some groups might even

used scavenged armored trucks as “battle wagons”.

The *Honda TRX400FW* could very well be common as a cheap alternative to cars. The *limousine* would be unlikely, except perhaps as the “command car” of a particularly image-conscious raider gang or religious cult.

Moving trucks and buses (*NABI Model 40LFW*) are the backbone of many merchant convoys that cross the wasteland supplying outlying communities with food, water, and other supplies. Because of their value as virtual “rolling fortresses”, however, they would be extremely hard to find outside of these cartels.

Military vehicles, like special vehicles, require special consideration. Most military vehicles can be assumed to have been destroyed (or at least badly damaged) during the Fall. Whether they were destroyed in actual nuclear strikes, or by conventional conflict on the radiated battlefield in the days and weeks afterwards, most were damaged, destroyed, or outright abandoned well before the timeframe of the post-apocalyptic genre. Certainly the effects of time and lack of maintenance have made most (if not all) of these impressive machines of war useless.

CRAFTING VEHICLES

Some skilled characters will want to Craft their own vehicles. Like firearms, crafting vehicles is difficult in post apocalyptic earth. Even if the characters possess knowledge of mechanics, the technology of vehicles is

even more of a specific science. Unless the character has the *Modern Aircraft Discipline* or *Modern Vehicles Discipline* feat, he suffers a -4 to non-discipline penalty to Craft checks when creating vehicles.

Crafting vehicles typically takes 24 hours (or more) and requires raw material equal to one third of the price of the vehicle. The raw materials can be bought or salvaged (see *Repair* skill). Game masters should require that salvage materials be from moderate or greater mechanical objects. Craft DCs for vehicles found in d20 modern can be found in the appendix.

MEDICINE

Numerous drugs and chemicals were devised by the Ancients, some capable of saving lives, others capable of enhancing mankind’s inherited abilities - dictating what was once the sole domain of nature. These items, though limited in uses (i.e. they are consumed when used) are often among the greatest treasures.

Medicines are known by many names in the post holocaust world. To the primitive wasteland dwellers, they are “good juju”, or “good magic”, while to those who hold some semblance of civilization they are known as “drugs” or simply “meds”. Medicines, though vastly misunderstood by the savage survivors of the holocaust, are still considered priceless because of their “magic” - they are some of the few things

TABLE 3-18: MEDICINE

Object	Size	Weight	Cost	Craft DC
Antitox	-	-	375 cp	25
Diagnostic Scanner	Tiny	.5 lb.	10,500 cp	30
Filter Dose	-	-	400 cp	30
Healing Pack	Tiny	1 lb.	70,000 cp	30
Hemochem	-	-	300 cp	30
Hercurin	Dim	-	1,000 cp	32
Juju Kit	Med	6 lb	300 cp	20
K-O Shot	-	-	450 cp	30
Medi-Spray	Tiny	.5 lb.	1,000 cp	32
Pocket Nurse	Small	2 lb.	10,000 cp	30
Proton Energy Pill	Dim	-	1,000 cp	32
Rad-Purge Shot	-	-	400 cp	30
Ready Syringe	Dim	-	200 cp	20
Regen Tank	Huge	2,000 lb.	200,000 cp	35
Stimshot A	-	-	1,000 cp	30
Stimshot B	-	-	3,000 cp	32
Superegen	-	-	500 cp	30
Sustainer Shot	-	-	2,000 cp	32
Tailored Narcotics	Dim	-	150 cp	20
Truth Serum	-	-	300 cp	25
UV Sterilizer	Small	2 lb.	8,000 cp	30

that maintain their value over time (due to futuristic preservation techniques, that is).

Taking any kind of medication requires a full-round action, unless administered through a *Ready Syringe* (see below), in which case the administration only requires a partial action.

MEDICAL INCOMPATIBILITY

Mutant physiology is not always compatible with medicine created by the Ancients. As stated in the mutant template, mutants must make medical incompatibility checks when using medicine created for pure breed humans. While the standard DC for such checks is 15, each of the drugs below has its own DC that reflects its compatibility with mutants.

ANTITOX (IMMUNE BOOSTER ALPHA)

This drug, usually found in a *Ready Syringe* (see below), completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Antitox does not remove Incompatibility effects. DC 20.

DIAGNOSTIC SCANNER

This hand-held electronic device, when used within 10 ft. of a given subject (the scanner must be directed towards the target), will scan its bloodstream, electrical impulses, and general chemical content with a variety of sophisticated sensors. The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with its memory to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc. It also grants a +10 enhancement bonus to Treat Injury checks.

Power Source: Beltpack.

FILTER DOSE (IMMUNE BOOSTER BETA)

This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like Antitox (above), but also works against biological agents as well (including parasites). DC 30.

HEALING PACK

This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. The pack, when held over a serious wound and activated, begins to beep and blink, and almost “magically” heals the wound (in fact, it emits a specialized radiation wave that accelerates cellular regeneration activity); it sutures open cuts, mends bones, replaces tissue, etc. A single discharge

of energy heals the subject 3d10 hit points *instantly*. The device requires power, however, and it cannot cure disease, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of mutant, instead *inflicting* 1d10 points of damage from its use. Using a healing pack is a full-round action. A healing pack weighs 2 lbs.

Power Source: Minifusion cell.

HEMOCHEM

(HEMOGLOBIN REGENERATIVE SUPPLEMENT A)

This injected drug affects the spleen and liver, accelerating blood production. The chemical itself is a catalyst, acting to duplicate and multiply produced blood geometrically. When administered, hemochem heals all hit point lost due to bleeding effects (e.g. “wounding”), and automatically stabilizes any victim at -1 or fewer hit points. Bleeding effects include all slashing, piercing, and bludgeoning weapons - but not non-lethal damage, mental attacks, burns, acids, or energy weapons. DC 10.

HERCURIN (ADRENALINE TAP A)

This drug, found in capsule or shot form, increases muscle output - a character injected with this drug receives an increase of +1d4 Strength and Constitution for a full 1d8 hours. There are no side effects once the effects wear off. DC 30.

JUJU KIT

In post-Fall earth, modern medical kits are hard to come by. In their absence, many of the post-apocalyptic healers rely on Juju Kits to administer treatment to their patients. Juju Kits are a mixture of salvaged medical equipment and herbal ingredients, more often the latter. Despite its reliance on natural ingredients, a Juju Kit is just as effective as a Medical Kit when treating injuries.

K-O SHOT (SUPER SODIUM THIOPENTAL III)

This potent drug (akin to sodium thiopental, morphine, codeine, and opiates), forces the victim to make a Fortitude check (DC 30) or be knocked right out for a full 2d8 rounds. Although originally made to keep patients “under” during operations, it makes an effective subdual weapon. DC 10.

MEDI-SPRAY (POLYREGENERATIVE SERUM I AND II)

This magnificent miracle drug is dispensed in small hand-held canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes (depending on the company that manufactured it), but there are two main medical variations of the basic drug available - *wound healing* and *spore neutralization*.

The first kind sprays a liquid-form artificial “flesh”

onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness.

All Medi-Sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. DC 12.

POCKET NURSE

This is a flat, rectangular metal device fixed to an adjustable belt, attached either to the hip or worn around the waist. Three cylindrical ports line the top of the device, where special "drug cylinders" can be inserted. The "pocket nurse" is a marvel of advanced technology that monitors the vital functions of the wearer, injecting one of three chemicals into his system as needed. The pack can carry a maximum of three drugs of any kind, injecting these as needed, one at a time, once per round, immediately following an injury, poisoning, etc. The pack will always use the most potent chemical first to remedy the threat (such as in the case of loading Stimshot A and B, it will use the B first). Since the pack itself does all the work, this is considered a free action. The pack can be reloaded, one drug at a time, as a standard action.

Power Source: Cell.

PROTON ENERGY PILL (ADRENALINE TAP B)

This advanced stimulant gives the user the strength of "20 atom bombs for 20 seconds". Use of a proton energy pill increases the Strength of the user by +2d10 for two consecutive rounds. After the effect wears off all ability scores are at -4 for 48 hours. DC 35.

RAD-PURGE SHOT (PURGE SERUM I)

This is a chemical that purges radiation from the beneficiary's system each time it is injected. One shot is enough to grant a new save to fight off Radiation Sickness. Even if the save fails, the Radiation is lower by one degree. Thus a recipient with *moderate* radiation sickness would have the radiation degree reduced to *low*. DC 22.

READY SYRINGE

These items are light plastic syringes, easily disposable. The syringe holds a single dose of any drug; some are empty (and can be used to draw drugs from a bottle), while others are packaged with the drug within, ready-to-use. Using a Ready Syringe to apply medicine in combat reduces the effort from a full-round action to a standard action that does not provoke an attack of opportunity.

REGEN TANK

This most advanced of all Ancient medical devices is a large immovable tank, filled with a special chemical

fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the regen tank is sustained by the chemical (the body is kept alive in much the same manner as it was when it first developed in the womb, relying on umbilical support from the tank's machinery), while the fluid in the tank causes wounds to heal and ruptured or damaged organs to literally regenerate. Such devices require a great deal of power to operate effectively, and the patient is effectively unconscious and vulnerable while immersed in the tank. The tank requires 2d12 hours to fully regenerate any and all lost limbs or body organs, as well as lost hit points (though fatal injuries are not reversed, those with potentially fatal consequences, such as diseases, are).

Power Source: Pack.

STIMSHOT A (POLYREGENERATIVE SUPPLEMENT A)

This drug, usually found in individual Ready Syringes, provides instant accelerated healing. One dose of Stimshot A will heal 2d8+10 hit points instantly. DC 15.

STIMSHOT B (POLYREGENERATIVE SUPPLEMENT B)

This drug, usually found in individual Ready Syringes, is an improved version of the universal healing drug, Stimshot A. It provides instant accelerated healing; one dose of Stimshot B will heal 2d8+15 points of damage. DC 18.

SUPEREGEN (PERIODIC POLYREGENERATIVE SUPPLEMENT A)

This is a drug that accelerates the healing process; this doubles the natural healing rate of the beneficiary's wounds (e.g. a 2nd level character heals four hit points per day instead of two) as well as temporary ability damage (e.g. 2 points per day instead of 1). The chemical remains active for 1d4+4 days. DC 25.

SUSTAINER SHOT (STASIS DOSE ALPHA)

This type of miracle drug acts to sustain the body; chemicals immediately increase the ability of the blood to clot (reducing bleeding), drastically lower body temperature (to reduce the need to breathe and the heart to beat), and decreases the brain's oxygen intake - in effect, it preserves the body from dying. When used on a dying character (including poisoned, diseased, bleeding, etc., but not those suffering from massive physical injuries), the sustainer shot will keep the character barely alive for 1d4 days until the proper healing can be performed. DC 10.

TAILORED NARCOTICS

Advanced engineers in the philanthropic pre-war United States produced "tailored narcotics" - drugs designed to effect only the brain cells of a specific buyer. Such drugs were well regulated, and the fact

MILITARY HARDWARE



The category of military hardware covers a wide variety of miscellaneous items used for combat. Most examples of these items are rare,

since most military assets were of course obliterated in the nuclear conflict. Wherever surviving examples can be found, they are sure to be snatched by jealous locals for their defense, by raiders to employ against the meek, or by selfish wanderers seeking the edge necessary to keep themselves alive.

ANIMATRON, WEAPON

A *weapon animatron* is a robotic mounting for any weapon, usually light support weapons (such as machineguns, but sometimes also flamethrowers or pulse lasers). The animatron is a simple robot that detects intruders and fires upon them, in the manner of a defense or sentry turret.

Whatever weapon is used with the animatron is mounted on its robotic tripod or turret ring, and is fed by a supply of rounds (or by power source, with variable charges left) in a bin beside it. In addition, animatrons possess a *portable motion detector* and *power pack* (variable hours remaining), which allows it to detect motion by anything larger than a dog within its scan-able area.

These animatrons are usually cleverly disguised, or hidden inside bunkers or pillboxes. As such, the animatron fires with automatic surprise on the first round of combat, utilizing as many attacks as possible each round until either it runs out of ammunition or all

TABLE 3-19: MILITARY HARDWARE

Object	Size	Weight	Cost	Craft DC
Animatron, Weapon	Large	300 lb.	13,000 cp	35
Auto-Mortar Platform	Large	300 lb.	22,000 cp	35
Biomechanical Targeter	-	-	15,000 cp	35
Bollix Pack	Small	1 lb.	30,000 cp	30
Control Rod	Small	2 lb.	18,000 cp	25
Energy Shield	Tiny	.5 lb.	18,000cp – 75,000 cp	35
Force Field Belt	Small	2 lb.	200,000 cp	35
Jetpack	Large	25 lb.	40,000 cp	30
Magnetic Shield	Tiny	.5 lb.	18,000cp – 75,000 cp	35
Neural Control Pod	Med	4 lb.	48,000 cp	35
Obedience Collar	Small	1 lb.	2,000 cp	25
Pain Collar	Small	1 lb.	3,000 cp	25
Power Fist	Med	8 lb.	5,000 cp	35
Stealth Pack	Med	3 lb.	75,000 cp	37



detected targets are neutralized.

Weapon animatrons are considered a CR 4 trap, with Hardness 12, hp 40, Init +4, and a +10 ranged attack bonus.

Power Source: Pack.

AUTO-MORTAR PLATFORM

An *auto-mortar platform* is an animatron, generally teamed with a security or war robot to provide additional fire support in combat. It is otherwise similar to the basic *weapon animatron*, being an automated weapon system, with a *portable motion detector* and *power pack*.

An auto-mortar fires weapons just like a standard *grenade launcher*, but it fires two shots each round from its double barrels. Though meant for bombardment, the robot is mounted on treads and can move of its own volition (at a rate of 20 feet per round) – and can also alter the inclination of its weapons to fire *indirectly* (ignoring line-of-sight rules). It carries its own ammo supply in a tracked cart behind it – usually up to 20 grenades of varying types, and has the basic programming needed to choose the best round to deal with an enemy's particular disposition.

Auto-mortar platforms are considered a CR 5 creature, with Hardness 12, hp 40, Init +4, and a +10/+10 ranged attack bonus. An auto-mortar will continue to attack until destroyed, or until its controlling robot is destroyed.

Power Source: Pack.

BIOMECHANICAL TARGETER

This advanced piece of electronic equipment was used to augment the soldiers of the Ancients during the Fall. The *biomechanical targeter* is a bodily modification that requires one eye of the recipient to be surgically removed and replaced with an advanced optical lens that acts as a miniaturized computer targeting system.

The biomechanical targeter requires no power (it runs off an ingenious power system fed by natural electric impulses), and acts to increase accuracy at range.

A biomech targeter gives the user +20 in bonuses, divisible as she wishes among any and all ranged attacks each round (rounded down). For instance, one attack at +20, two attacks at +10, three attacks at +6, etc. The targeter can only be applied to existing attacks; it cannot give additional attacks.

Installation of these devices is difficult, requiring a Knowledge (Cybernetics) check at DC 30 (and, in any case, one of the recipient's natural eyes is forever lost).

BOLLIX PACK

The “bollix pack” is a small, super-advanced device that can be worn on a special belt, or detached and re-attached to a *stealth pack* to make an effective combination. In any event, the bollix pack acts to confuse and deceive all kinds of electronic sensors, effectively turning the wearer “invisible” to scans and biosensors. The bollix has no effect on visual or audio sensors, however. The bollix eats up energy at an immense rate (one charge per *round* of operation).

Power Source: Beltpack or backpack.

CONTROL ROD

This item appears to be a small hand-held “rod” (or sometimes a “box”), with one or two buttons. The control rod is used solely to activate and de-activate *obedience* and *pain collars* through broadcast impulses. The control rod can be tuned to affect an individual collar, a particular type of collar, or can be used to affect all collars within a 30 ft radius of the rod’s holder. One discharge of power is used up for every three rounds of the rod’s continued operation.

Power Source: Clip or beltpack.

ENERGY SHIELD

With the development of new energy-based weaponry in the final years of humanity's reign over Earth, new forms of lightweight shields needed to be developed. Energy shields, like earlier magnetic shields, are harness-like devices that project a powerful energy-dampening field, reducing the effects of directed energy attacks (such as lasers) against the wearer, in the form of damage reduction. The actual amount reduced depends on the model of shield.

Shield Type	Damage Reduction	Cost
A	5	18,000 cp
B	10	36,000 cp
C	15	75,000 cp

The energy shield protects against directed energy attacks, including lasers, masers, sonic weapons, particle beam weapons, and electricity. Normal projectile weapons, mass drivers, and radiation attacks are not affected. Power is only used when and if the wearer is struck (one charge per hit).

Power Source: Beltpack or backpack.

FORCE FIELD BELT

This priceless artifact creates a reactive force field around the wearer. While energized, the shimmering force field resists all forms of damage, elemental and physical, providing the wearer with damage reduction and resistance to energy (all) of 20. In addition, the force field belt also gives the wearer a +4 deflection bonus to AC. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user.

Power Source: Plutonium clip.

JETPACK

The jetpack is a heavy device worn on the back providing flight with a speed of 120 feet (90 feet if the user wears medium or heavy armor). The jet output can be altered to fly at half speed, and descend at double speed, and otherwise acts as a *fly* spell; maneuverability is *poor*, with the exception that the jetpack wearer can choose to hover for two full rounds before being required to maintain speed. Using a jetpack does not require the use of hands, and thus the wearer can use weapons normally while flying. A jetpack can generally carry one hour's worth of fuel.

MAGNETIC SHIELD

These forms of personal shielding appear to be a kind of metal "harness" with a central circular device that fits in the center of the chest when worn. The device, when activated, generates a field of magnetic energy around the wearer's entire body (but only affecting one person, the wearer) that slows and deflects incoming

kinetic attacks. The actual amount reduced depends on the model of shield (*see energy shield*).

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers). Power is only used if the wearer is struck by an attack.

Power Source: Beltpack or backpack.

NEURAL CONTROL POD

The *neural control pod* was a device created by the Ancients in an early attempt to subdue and brain-wipe androids that were beginning to develop aberrant psychological behavior – it was also later used by vengeful humans to put errant androids back in line. The pod looks like a heavy metal helmet with power attachments, knobs, and lights. When placed on the head of an android, it emits a concentrated EMP through the direct connectors on the inside of the helmet to erase its entire neural network – in essence, brainwashing it. Using metal collar and face restraints, the pod could only be removed by immense force (Strength check, DC 30).

An android affected by a neural control pod may make a Will save (DC 25) to resist each round, but failure results in the gain of one negative level (*permanent*), plus a permanent point of Intelligence. This procedure continues until the helmet is somehow removed, the android's total levels are reduced to one, or its Intelligence drops to zero. In the first case, the pod will no longer cause any drain (but effects suffered up to the point of removal are permanent). In the second case, upon being reduced to first level the pod immediately shuts off. In the final case the android is effectively destroyed by the unit, unable to bear the strain of its drain.

An android with *EMP countermeasures* is not immune, but does receive a +5 enhancement bonus to its Will save.

Against any victim other than an android, a Fort save (DC 25) must be made or suffer $4d8+4$ points of damage each round from electrical shock (a successful save results in only half damage).

Power Source: Pack.

OBEEDIENCE COLLAR

The obedience collar is used by androids to force intelligent organic creatures, such as humans and mutants, to do their bidding or conform to their will, at the threat of death. The obedience collar is a simple device that looks like a metal "torc" or neckband, with two small metal rectangles on each side. The device does nothing while it remains inert, but if triggered by a *control rod* (a separate item) the obedience collar *explodes* – taking the head of the wearer with it. A Fortitude save (DC 24) is allowed to resist *instant death*; if made, the wearer suffers only $8d6$ points of damage, and suffers deafness for 1d4 days thereafter. The collar is destroyed if ever activated; it will only

activate if being worn against organic flesh, and will not detonate if simply sitting around in a box, for example.

PAIN COLLAR

Created by androids to “train” organic creatures to do their bidding, the pain collar looks like a simple metal “torc” or neckband, with a single flat flange of metal at the front. By activating a button on the collar’s *control rod* (a separate item), the collar can be made to send potent doses of pain sensation through the wearer’s nervous system, in the form of erratic electric shocks. If this occurs, the wearer is wracked with agony, and is effectively *stunned*. If a Fortitude check (DC 24) is made, he still suffers from a reduction of Dexterity by 2, and an imposition of a -4 penalty to attack rolls, skill checks, and ability checks. The collar continues to impart pain for as long as the rod’s controller keeps it active.

POWER FIST

This appears to be a heavy metal glove, perhaps spiced or studded with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion.

This device acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer’s Strength. If two power fists are used, the bonus increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 lbs.

Power Source: Beltpack or backpack.

STEALTH PACK

This type of item appears to be a black rectangular “pack”, covered in blinking green lights. The device, when activated, creates a light-distorting field around the user, making him effectively *invisible* to those around him. As soon as he moves, however, the uneven distortion of the light waves (one can see the distortion moving) gives a better chance of spotting him, instead acting as *displacement* (50% miss chance). The pack uses up one power charge per round of use. A stealth pack weighs 3 lbs.

Power Source: Beltpack or backpack.



POWERED ARMOR

Depending on the level of technology that existed before the Fall in your specific campaign, the concept of “powered armor” may or may not even be an issue. While they are certainly a “sci-fi” element, the rules here assume that the technological level of the Ancients was advanced to such a degree that potent suits of protective armoring could be developed for individual soldiers; whether only to equip elite teams in the field, or prolific enough to be the standard equipment for the cutting edges armed forces of the world’s last superpowers, powered armor is a potent reminder of the greatness of Ancient man.

In essence “powered armor” is more than personal body armor, it is an all-encompassing “vehicle” that not only protects the individual soldier from rounds and fragments, but also from the invisible elements of the battlefield such as radiation, biological weapons, and chemical attack. Most powered armor is made from a heavy, futuristic metal armor combining metal fiber-weaving construction and super-advanced design elements.

Because the metals and protective systems involved are prohibitive in weight, special “power-assisted” musculature and exoskeletal framework must be used to allow movement. With the advent of stronger and more sensitive electronic musculature, powered armor suits could not only support their own armor mass, but also mount weapons systems usually unheard of on an individual such as machineguns and rocket launchers.

So-called “scout armor” is a development of basic powered armor, utilizing lighter body construction materials to permit greater body flexibility and a marked increase in speed. A completely powered leg framework permits the wearer to literally run at speeds in excess of 25 mph (in some cases) for virtually unlimited periods, since the work is being done by the armor suit and is not reliant on the individual’s muscle strength. Such armor would have been especially valuable in front line reconnaissance, intelligence gathering, pursuit, and harassment roles on the nuclear battlefield.

For the purposes of what weapons he can use (and any bonuses for light weapons), the wearer of any suit of powered armor is considered one size larger than his armor. For example, a character wearing a Medium-size suit can wield any Large weapon one-handed (regardless of its actual weight and recoil). Similarly, a Large suit permits Huge weapons to be used one-handed.

Note that built-in systems need their own power. For example, the Zeus suit requires an additional power source to fire its *gauss anti-tank rifle*.

TABLE 3-20: POWERED ARMOR SPEEDS AND MODIFIERS

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check Roll Modifier	Turn Degree
	Movement	Turn Modifier	Movement	Turn Modifier			
Stationery	0	-	0	-	+0	-	180
Alley Speed	1-20	0	1-2	0	+0	+0	180
Street Speed	21-50	1	3-5	0	+1	-1	180
Highway Speed	51-150	2	6-15	1	+2	-2	90
All Out	151+	4	16+	1	+4	-4	90

Powered Armor vs. Vehicles: While powered armor is essentially a humanoid vehicle, there are some differences in the way it operates during combat. First, the pilot modifies the armor's defense (see below). Second, powered armor can make 180-degree turns at alley speed or lower, and 90-degree turns at street speed and higher. In addition, their turn number is always half of a standard vehicle.

Basic Properties: Powered armor and powered scout armor provide elemental resistance against heat, cold, acid, and electricity of 10 (it absorbs the first 10 points of elemental damage). Because of the confining nature of most powered armors, a character can wear nothing heavier than medium armor (such as a tactical vest) while piloting a suit.

Strength: Since these heavy armor suits use a framework of powered musculature and limbs, the pilot's effective Strength attribute is magnified considerably. Use the suit's Strength score for all Strength-related checks and effects.

Initiative: The modifier added to the pilot's initiative check when operating the powered suit.

Maneuver: The modifier added to any Pilot checks attempted with the armor.

Top Speed: Powered armor suits are sometimes designed to permit the wearer to move at great speed. This is the maximum number of squares the wearer of a powered armor suit can cover in 1 round at character scale.

Base Defense: Unlike standard vehicles, the pilot modifies the armor's defense. When piloted, the defense of powered armor is the armor's base defense plus the pilot's dexterity bonus plus the pilot's class bonus to defense.

Hardness: The hardness. Subtract this number from any damage dealt.

Hit Points: The armor's full hit points.

CRAFTING POWER ARMOR

Power Armor (later in this chapter) is extremely complex and requires mastery in several fields of science and technology. They are nearly impossible to craft without training in the relevant disciplines. Crafting power armor requires Craft knowledge in both electronics and mechanics. Unless the character possesses both the *Advanced Electronics* and *Advanced Armor Discipline*, he suffers a -8 (-4 if one

possessed) non-discipline penalty to his Craft checks.

Crafting Power Armor typically takes 200 hours (or more) and requires raw material equal to one third of the price of the armor. The raw materials can be bought or salvaged (see Repair skill). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each weapon has a Craft DC in the list below. Crafting power armor requires a successful Craft electronics or mechanical check. If the character has the Advanced Armor Discipline, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

MK1 ARES ARMOR (HEAVY COMBAT SUIT)

This armor was the first-generation of "powered armor", used only by the military and then only for a short time (though many eventually found their way to second-line units by the time of the Fall). The Mk1 suit is a bulky, all-encompassing shell of heavy powered armor, almost like a small "pod" on huge robotic legs. The user slips into the suit through a rear hatch not unlike a deep sea pressure suit, slipping his arms into the suit's arms (reaching to about the elbow; fine manipulation is done with sensitive joystick controls in each arm).

The Mk1 features an advanced respiratory system in the main compartment (good for 10 continuous hours, after which time it must rest and recharge itself for 1d2 hours), a built-in microwave communications system (with a 15 mile range), and an overpressure system that prevents biological and chemical agents from penetrating the armor (this has no effect on radiation, however). A flexible bullet- and blast-resistant view screen that can be electrically polarized to serve in an infrared (treat as *night vision goggles*) capacity is also a standard feature.

Power Source: Minifusion cell.

MK2 ARES ARMOR (BATTLE ARMOR)

This type of armor was by far the most effective (and tactically valuable) of the early powered types. Mk2 armor owes much of its success to the miniaturization of powered armor technology, which reduces the size (and inherent lack of dexterity) of the Mk1 suit. The advanced design actually has a much more humanoid shape, corresponding to the actual body shape of the

TABLE 3-21: POWERED ARMOR

Armor Suit	Str	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Cost	Craft DC
Mk1 Ares	24	-2	0	30 (3)	8	5	35	L	75,000	35
Mk2 Ares	22	-1	+1	30 (3)	10	10	35	M	150,000	36
Mk3 Ares	22	0	+2	30 (3)	10	10	35	M	200,000	36
Mk1 Hermes	20	0	+2	80 (8)	10	5	15	M	75,000	35
Mk2 Hermes	20	0	+2	70 (7)	10	5	15	M	200,000	36
Zeus Suit	28	-1	+1	30 (3)	8	10	35	L	500,000	38

suit's pilot. Though the strength of the Mk1's massive musculature is somewhat reduced as a result, this is more than made up for in other built-in systems.

In addition to an advanced 10-hour oxygen recycling system, the Mk2 suit has a built-in microwave communications system (with a 15 mile range) in the helmet, a *laser pistol* built into each wrist (leaving the hands free for fine manipulation of objects or tearing apart obstacles). An *energy shield A* is commonly found as part of the Mk2 suit, but is detachable.

The Mk2 also has full gamma radiation protection (up to *moderate* radiation), an overpressure system that prevents biological and chemical agents from penetrating the armor, and a digital *Geiger counter* display either in the helmet or mounted on the suit's wrist. Like the Mk1, it also has infrared capability.

A character may fire both *laser pistols* in a round, but doing so incurs the normal penalties for fighting with two weapons.

Power Source: Minifusion cell.

MK3 ARES ARMOR (HEAVY BATTLE ARMOR)

This type of armor was used to supplement regular battle armored forces in the field, and is most exceptional for the addition of heavier weapon systems.

The Mk3 suit has a microwave communicator (15 mile range) in the helmet, advanced 10-hour oxygen recyclers, and a shoulder-mounted *grenade launcher* (treat this as the M79). An armored pack on the back holds up to twelve grenades of different types, which are fed directly to the launcher through internal mechanisms. Firing the grenade launcher is a standard action.

An *energy shield B* is commonly found as part of the Mk3, but is detachable. It also has radiation protection (up to *moderate* radiation) and the standard overpressure system (blocking biological and chemical agents). A digital *Geiger counter* display, as well as variable IR polarization (giving it infra-red visual capability), is also built-in features of the Mk3.

Power Source: Minifusion cell.

MK1 HERMES ARMOR (LIGHT INFANTRY ARMOR)

The first generation of "powered scout" armor, the Mk1 Hermes suit was designed for special forces and scout units for the war. Taking advantage of leaps in powered armor technology, the suit allows for greater protection than conventional armor, while maintaining the personal flexibility and mobility most desired by scout troops.

Mk1 Hermes armor is lighter than normal powered armor, with most of the mass made up by the large robotic legs. These legs are capable of propelling the entire vehicle to speeds in excess of 40 mph for virtually an unlimited period of time; because of its design, the only repetitive motion felt by the wearer is akin to walking on a treadmill.

In addition to providing enhanced speed, the Mk1 Hermes was designed to hold an advanced electronics suite to complete its primary mission as a scout platform. This suite includes a rather bulky *Geiger counter* and *chemical sensor* array on the left arm, a microwave communicator (with an enhanced 50 mile range) and scrambler, a detachable shoulder-mounted *motion detector* unit, and advanced faceplate construction. The view slit of this faceplate can be electrically polarized to provide infrared capability, while a flip-down X-ray filter permits x-ray vision (as *X-ray goggles*). In addition, a telescopic *camera* on the headpiece projects directly onto the heads-up display of the helmet, allowing the wearer of the suit to spy his surroundings at x50 magnification in real-time video in one corner of his field of vision.

The Mk1 Hermes also has an overpressure system to protect against biological and chemical agents, as well as an advanced respiratory system that lasts 10 hours (after which time it must be turned off to recharge for 1d2 hours).

Power Source: Minifusion cell.

MK2 HERMES ARMOR (SCOUT ARMOR PLUS)

An improvement of the Mk1 Hermes armor, the Mk2 has improved scouting capabilities.

While the Mk2 Hermes possesses none of the built-in weaponry of heavier suits of powered armor (such as the "Ares" series), the focus of the Mk2 Hermes remains on recon work. The suit combines all of

the elements of the Mk1 Hermes armor, but with the following added features: full protection against radiation (up to *moderate* radiation), a built-in *energy shield A*, a *digital audio recorder*, voice-activated data recorder (treat as a *PDA*), *cellular interceptor*, and a *bollux pack*. A replaceable power beltpack is usually attached to provide power to its various systems, and provision is made to permit the wearer to also carry a *portable detection radar* on his back.

Power Source: Minifusion cell.

ZEUS SUIT (ASSAULT ARMOR)

This most impressive of all powered armor is menacing in appearance, and rightly so. It is bristling with features to give the individual soldier maximum firepower and survivability on the nuclear battlefield, and as a result the entire suit is much larger than earlier models.

The heavy “Zeus Suit” has a microwave communicator (15 mile range), improved radiation protection (radiation dampening in the Zeus Suit goes to *high* radiation protection), an overpressure system to protect against biological and chemical toxins, an advanced respiratory system lasting 10 hours (after which time it must be turned off to recharge for 1d2 hours), a *digital Geiger counter/chemical sensor* (projected onto the view screen via a heads-up display), infrared capability, and a shoulder-mounted *motion detector* unit (this also projects its data via the suit’s HUD).

An *energy shield B* is built into the Zeus Suit; there is also a *blaster* set into the left arm (appearing like a thin rectangular orange “screen” projecting from the wrist) useful for close-in engagements.

The left arm of the Zeus Suit is left free for the mounting of optional, modular weapons systems. While the powered hand can manipulate almost any conventional weapon (such as automatic rifles), the strength of the suit is such that heavy weapons were also often employed in this hand. Typical modules include *heavy machinegun*, *gyrojet launcher*, *M214 minigun*, or *gauss anti-tank rifle*.

Power Source: Minifusion cell.



APPENDIX 1:

CHARTS & TABLES

TABLE A-1: FEATS

Feat	Prerequisite	Benefit
Advanced Armor Discipline	Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks.	No penalty on Craft Checks
Advanced Electronics Discipline	Craft (Electronics) 8 ranks, Knowledge (Technology) 6 ranks, Knowledge (Physical Sciences) 4 ranks.	No penalty on Craft Checks
Advanced Pharmaceutical Discipline	Craft (Pharmaceutical) 13 ranks, Knowledge (Earth and Life Sciences) 8 ranks, Knowledge (Technology) 8 ranks, Treat Injury 10 ranks.	No penalty on Craft Checks
Advanced Technology	Post-Apocalyptic Technology	No penalty on Craft Checks
Advanced Weapons Discipline	Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks	No penalty on Craft Checks
Armed to the Teeth	Two-Weapon Fighting	Can use a ranged weapon and a melee weapon
Bull's Eye	Point Blank Shot, Precise Shot	Spend AP to automatically confirm the critical
Concubine	Charisma 13	+4 on Perform, +2 on Bluff and Diplomacy
Filthy	Charisma 9 or below	+2 on saves against poison and disease
Forsaken	Feral background	+2 on Hide, Listen, and Survival
Futuristic Firearm Proficiency	Advanced Technology	Proficient in use of futuristic weapons
Gladiator	Wisdom 13, Alertness	+2 on attack rolls against medium or heavy armor
Hard-Eye	Charisma 13, Intimidate 4 ranks	+5 circumstance bonus on Intimidate checks
High Ready	Dexterity 13, Reactive Shooter	Can use the Reactive Shooter feat with a Large weapon
Improved Autofire	Personal firearms Proficiency, Advanced Firearms Proficiency	DC for the Reflex save is increased by +5
Improved Dead Aim	Wisdom 13, Far Shot, Dead Aim	Circumstance increases from +2 to +3
Intuitive Mechanic	Intelligence 15	Repair a class skill and may take 10 on Repair checks
Irradiated	-	Cause radiation with unarmed attacks
Juju Doctor	Treat Injury 4 ranks, Survival 4 ranks	Can build a Juju kit
Leadership	6th level	Attract followers
Market	Profession (trader) 2 ranks	Sell goods for 10% more and buy for 10% less in certain area
Modern Aircraft Discipline	Craft (Mechanical) 10 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 6 ranks.	No penalty on Craft Checks
Modern Firearms Discipline	Craft (Mechanical) 8 ranks, Knowledge (Technology) 4 ranks, Knowledge (Physical Sciences) 4 ranks.	No penalty on Craft Checks
Modern Vehicles Discipline	Craft (Mechanical) 8 ranks, Knowledge (Technology) 3 ranks, Knowledge (Physical Sciences) 3 ranks.	No penalty on Craft Checks
Post-Apocalyptic Technology	Primitive Technology	See Text
Pounce	Dexterity 13, Adrenaline Control, Increased Movement, or Simian Deformity.	Move and make a full round attack
Power Armor Operation	Pilot 4 ranks, Advanced Technology	No penalty on Piloting checks
Primitive Technology	-	See text
Quick Treatment	Treat Injury 5 ranks	Stabilize many dying patient in one round
Radiation Sense	-	Automatically detect irradiated
Reactive Shooter	Dexterity 13	Act in the surprise round
Rip a Clip	Double Tap	Extra firearm attack after dropping a target to 0 hp

TABLE A-1: FEATS (CONT.)

Feat	Prerequisite	Benefit
Room-Broom	Point Blank Shot	Attack with a ranged weapon in a threatened area and not provoke an attack of opportunity
Shield Proficiency	-	Proficient with shield
Silver Tongue	Charisma 13	Sell goods for 10% more and buy for 10% less
Super-Charismatic	-	Charisma modifier is doubled
Suppressive Fire	Wisdom 13, Personal Firearms Proficiency	Threaten with a semiautomatic or automatic firearm
Troglodyte	-	Instincts about underground environments
Vulture	Intelligence 13	+4 on Search checks

TABLE A-2: MUTANT FEATS

Feat	Prerequisite	Benefit
Aerial Maneuverability	Dexterity 13, Complete Wing Development	Maneuverability class increased
Armed to the Teeth	Two-Weapon Fighting	Can use a ranged weapon and a melee weapon
Bull's Eye	Point Blank Shot, Precise Shot	Spend AP to automatically confirm the critical
Concubine	Charisma 13	+4 on Perform, +2 on Bluff and Diplomacy
Constrict	Strength 18, Gigantism	Dealing bludgeoning damage, after making a successful grapple check
Duck	Dexterity 14, Dodge, Dwarfish	Dodge one ranged attack
Flyby Attack	Complete Wing Development	Take an attack action at any point during your move
Horn Charge	Aberrant Horn Development	Gore attack that deals double damage on charge
Improved Grab	Strength 17, Aberrant Horn Development, Claw, or Serrated Dental Development	Start a grapple as a free action
Irradiated	Radiation Resistance	Cause radiation with unarmed attacks
Leaper	Dexterity 13, Adrenaline Control, Increased Movement or Simian Deformity	Maximum jump distance is not limited by your height
Multiattack	Three or more natural weapons	Secondary attacks with natural weapons suffer only a -2 penalty
Improved Multiattack	Three or more natural weapons, Multiattack	Secondary attacks with natural weapons suffer no penalty
Multiweapon Fighting	Three or more hands	Penalties for fighting with multiple weapons are reduced by 2/6
Natural Armor Expertise	Intelligence 13, Aberrant Endoskeletal Encasing, Dermal Spike Growth, or Protective Dermal Development	+2 equipment bonus
Plague Carrier	Accumulated Resistance	Cause disease with unarmed attack
Pounce	Dexterity 13, Adrenaline Control, Increased Movement, or Simian Deformity.	Move and make a full round attack
Power Dive	Base Attack Bonus +5, Complete Wing Development	Dive attack inflicts triple damage
Rend	Strength 16, Claws	Latch onto your opponent's body and tear the flesh
Spineless	Abnormal Joint Flexibility or Elongation	+4 on Escape Artist checks and opponent does not add a size bonus to its grapple check
Strong Flyer	Strength 15, Complete Wing Development	Carry a heavy load and move at listed flight speed
Super-Charismatic	-	Charisma modifier is doubled
Surefooted	Dwarfish	2 on Climb, Jump, and Move Silently
Tearing Bite	Serrated Dental Development	Bite wound bleeds for 1 point of damage per round
Withstand	Increased Body Density or Skeletal Fortification	Spend an action point and negate bludgeoning damage

TABLE A-3: NEURAL FEATS

Feat	Prerequisite	Benefit
Anxiety Trigger	Telepathy	Target suffers an anxiety attack
Attraction Trigger	Telepathy	Target attracted toward a person, object, action, or event
Battle Plan	Precognition, Foresight, Precognitive Combat.	Insight bonus to attack rolls, damage rolls, saving throws, or skill check for 1-3 rounds.
Charm Person	Telepathy, Attraction Trigger	Target is charmed
Clairaudience	Precognition	Hear location it as if you were there
Clairvoyance	Precognition	See location it as if you were there
Danger Sense	Precognition, Foresight	Target is Dominated
Domination	Telepathy, Attraction Trigger, Charm Person	Target is Dominated
Fight Trigger	Telepathy, Anxiety Trigger	Target is enraged
Flight Trigger	Telepathy	Target is panicked
Foresight	Precognition	Initiative bonus equal to Wis modifier
Levitation	Telekinesis, Telekinetic Hand, Telekinesis Mastery	Float with a speed of 20 feet and may go as high as 30 feet above the ground.
Lie Detector	Telepathy, Mental Communication	+20 insight bonus to Sense Motive
Mental Communication	Telepathy	Mind-to-mind communication
Mind Stun	Telepathy	Target is stunned for 1 round
Mind Blast	Telepathy, Mind Stun	Target stunned for 5 rds + 1 rd per Telepathy advancement
Mind Strike	Telepathy, Mind Stun	Mind attack causing 1d6 damage plus 1d6 per Telepathy advancement (max 5d6).
Mind Crush	Telepathy, Mind Stun, Mind Strike	Mind attack causing 2d6 damage plus 1d6 per Telepathy advancement (max 10d6)
Precognitive Combat	Precognition, Foresight	Insight bonus equal to Wisdom modifier to attack rolls
Precognitive Dodge	Precognition, Foresight	Dodge bonus to Defense equal to Wisdom modifier and cannot be flanked.
Precognitive Reflexes	Precognition, Foresight, Precognitive Dodge	Take attack of opportunity on every opponent that attempts to make a melee attack.
Perceive Danger	Precognition, Foresight, Danger Sense	Make Will save instead Reflex save
Perceive Outcome	Precognition, Foresight	Know the outcome of one action
Psychic Interrogation	Telepathy, Mental Communication, Lie Detector	Target enters trance and must answer questions truthfully to the best of his ability
Rain of Objects	Telekinesis, Telekinetic Hand	Inflict 1d6 bludgeoning damage + 1 per Telekinesis advancement.
Second Chance	Precognition, Foresight, Perceive Outcome	You can attempt the same action, using the knowledge of the outcome to improve your chances
Telekinetic Mastery	Telekinesis, Telekinetic Hand	Doubles weight you can move and objects move at a speed of 20 feet per round
Telekinetic Throw	Telekinesis, Telekinetic Hand, Telekinesis Mastery, Rain of Objects	Hurl one object toward another target within 20 feet plus 20 feet per Telekinesis advancement.
Telekinetic Disarm	Telekinesis, Telekinetic Hand	Make a Disarm attack at range.
Telekinetic Guide	Telekinesis	+2 to hit and increase range increment by 50%.
Telekinetic Hand	Telekinesis	Telekinetic hand to grasp and handle objects
Telekinetic Hand II	Telekinesis	2 Telekinetic hand
Telekinetic Punch	Telekinesis, Telekinetic Hand	Inflicts 1d6 bludgeoning damage plus 1d6 for per Telekinesis advancement (max 5d6)
Telekinetic Shield	Telekinesis	Shield that provides half cover
Telekinetic Shield II	Telekinesis, Telekinetic Shield	Shield that provides three quarter cover
Telekinetic Slam	Telekinesis, Telekinetic Hand, Telekinetic Punch	Inflicts 2d6 bludgeoning damage plus 1d6 for per Telekinesis advancement (max 10d6)
Telekinetic Sword	Telekinesis, Telekinetic Hand	Sword inflicts 1d6 slashing damage plus 1d6 per Telekinesis advancement (max 3d6)
Telekinetic Sword II	Telekinesis, Telekinetic Hand, Telekinetic Sword	Sword inflicts 2d6 slashing damage plus 1d6 per Telekinesis advancement (max 6d6)

TABLE A-4: MUTATIONS AND DEFECTS

Mutations	Benefit	Advancement
Aberrant Horn Development	Gore attack for 1d6 damage	Increase damage dice (1d8, 2d6, 2d8)
Aberrant Endoskeletal Encasing	DR of 3/- against piercing and ballistic attacks	Increase DR by 3
Abnormal Joint Flexibility	+2 on Escape Artist, Sleight of Hand, Tumble, Climb checks, and Grappling attempts.	Increases bonus by +2
Accelerated White Blood Cell Activity	Fast Healing 2 for bludgeoning, ballistic, piercing, and slashing damage.	Increases the Fast Healing by 1
Accumulated Resistance	+4 on Fortitude saves against chemicals, poisons, drugs, and diseases	Increases the bonus by +2
Acid Excretion Glands	Ranged acid attack (1d6+1 per level)	Increases the damage dice by 1d6
Adrenaline Control	Adrenaline rush 1/day	Additional adrenaline rush per day
Additional Limb Development	See Text	See Text
Autism	+20 on Int skill on a 5-6 of a d6	Increased chance by 1
Blindsight	Blindsight 10 feet	Increase 10 feet
Chameleon Epidermis	Chameleon Ability 1/day	Additional Chameleon per day
Claws	Claw attack for 1d6 damage	Increases damage dice (1d8, 1d10, 2d6)
Complete Wing Development	Fly 50 (Clumsy)	Increases speed by 10
Dermal Suction	+10 on Balance and Climb checks	Increases bonus by +10
Dermal Poison Sap	Posion Melee attack (DC14, Initial/Secondary Damage: 1d4/1d4 Str).	Increases Fortitude DC by 2 and damage die (1d6, 1d8, 1d10).
Dermal Spike Growth	1d6 piercing damage with grapple and +2 natural armor bonus	Increases damage die (1d8, 1d10) and armor bonus by +2
Diurnal/Nocturnal	+2 bonus to Strength or Dexterity	Increases the bonus by +2
Dual Cerebellum	Intelligence modifier doubled	None
Dual Headed	+1 Spot and Listen bonus and cannot be flanked	None
Dwarfism	Reduced one size category	None
Elongation	Extend limbs 5 rounds per Con mod	Doubles duration
Energy Immunity	Energy resistance 10	Increase resistance by 5
Energy-Retaining Cell Structure	Absorbs energy	Absorbs energy
Enhanced Respiration	Hold breath for 1 extra minute per Con	None
Epidermal Acid Enzymes	Acid touch attack does 20 damage to metal objects and 1 to flesh	Increases acid damage by 10 for metal and 1 for flesh
Expanded Optic Orbit	Negates effects that cause blindness	None
Extreme Resilience	Immune to critical 50%	Immune to critical 100%
Fragrance Development	Hypnotize 2d4 HD creatures, Will save (DC 15), duration 2d4 rounds, and range 15 feet	Increases HD of creatures affected by 1d4, Will DC by 2, duration by 1d4, and range by 5 feet
Gamma-Ray Visual Sensitivity	Radation detection	None
Gigantism	Increases size by one category and +1 to Strength and Constitution	Increases Strength and Constitution by 1.
Haemotoxin Sting	Touch attack does 1d4 acid damage and cannot heal naturally for a further 1d4+4 days. Fortitude save DC 20 negates.	Increases acid damage by 1d4, duration by +2 days, and Fortitude save DC by 2
Hyper Olfactory	Scent 20 feet	Increase range 10 feet
Increased Body Density	DR 5/- to bludgeoning attacks	Increase DR by 5
Increased Movement	Speed increased by 10 feet	Speed increased by 10 feet

TABLE A-4: MUTATIONS AND DEFECTS (CONT.)

Mutations	Benefit	Advancement
Independent Cerebral Control	Two Weapon Fighting feat	None
Interior Moisture Reservoir	Survive week without food or water	survive additional week
Light Distortion Field	Invisible 6 rounds per Con modifier per day	Increases duration by 1 round per Con modifier
Multi-Faceted Eyes	+2 on Spot, Search, Repair and Craft (Mechanics) checks	Increases bonuses by +2
Multiple Stomachs	Subsist on anything not inherently poisonous	None
Multiple Eyes	Cannot be flanked and gains +2 Spot checks	Increases bonuses by +3
Neurotoxin Sting	Contact does 1d4 acid damage and 2d6 Dexterity damage for 1d4 hours. Fortitude save DC 15 negates.	Increases acid damage by 1d6, duration by 1d4 hours, and Fortitude save DC by 2
Neural Mutation - Precognition	Will Save (DC 20) to avoid surprise	Reduce Will save by 2.
Neural Mutation - Telekinesis	Move objects weighing 10 lbs. per Con modifier at a speed of 10 feet per round.	Increases the weight by 10 lbs. times per Con modifier
Neural Mutation - Telepathy	+2 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks	Increases bonuses by +1
Optic Emissions	1d4+1 damage per character level ranged attack	Increases damage by 1d4
Protective Dermal Development	+4 natural armor bonus.	Increases bonuses by +2
Pyrokinetic Pulse Generation	5-foot-wide heat blast that extends 10 feet and inflicts 1d6 heat damage per 2 character levels. Reflex save (DC 15) for half damage.	Increases range by 10 ft and Reflex save DC by 1
Radiation Immunity	Immune to moderate radiation exposure	Increase radiation exposure immunity on level
Regenerative Capability	Double level for the purposes of natural healing	Increases the multiplier by 1 (x3, x4, x5).
Respiratory Membrane	Breathe underwater	None
Sensitive Sight	Low-light vision 60 feet	Dark Vision 60 feet
Serrated Dental Development	Bite attack 1d6 damage	Increases damage dice (1d8, 1d10, 2d6)
Shriek	10 foot radius sonic attack Fortitude save DC 15 or take 1d4 damage and deafened for 1d4+4 rounds. Save negates	Increases radius by 5 feet, damage by 1d4, duration by 1d4 rounds, and Fortitude save DC by 2
Simian Deformity	Speed increased by 1/3, extend reach by 5 feet, and +4 to Climb checks	None
Skeletal Fortification	1d4 bludgeoning damage with fists and DR 1/- to bludgeoning	Increases damage dice (1d6, 1d8, 1d10) and DR by 1
Spontaneous Electric Charge Generation	Touch attack 2d6+1 electricity damage per character level. Use 2 + Con modifier per day	Increases damage by 1d6 and uses per day by 2.
Stench	Fortitude save DC 15 or -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Range 10 feet.	Increases Fortitude save DC by 2 and range by 5 feet
Superior Kidney Development	Immune to ingested poisons	None

Defect	Penalty	Advancement
Aberrant Deformity	-1 to Charisma and -6 to Disguise checks	None
Adrenaline Deficiency	-4 penalty Con checks and -2 Init	Increase penalty by -4 and -2
Albinism	-4 reduction to Constitution and Strength when exposed to natural light or other UV sources	Increase penalty by -4

TABLE A-4: MUTATIONS AND DEFECTS (CONT.)

Mutations	Benefit/Penalty	Advancement
Anaphylaxis	Poisoned (Type: Contact DC15, Initial/Secondary Damage: 1d6 Dex/1d6 Dex) when contact with the offending material	Increases the DC by 2 and the damage die by one rank.
Atrophied Cerebellum	Reduce Intelligence, Wisdom, or Charisma by 2	Decreases another mental ability score by 2
Attention Deficit	-2 penalty to Concentration, Craft, Disable Device, Perform, and Repair skill checks	Increases penalties by -2
Bilirubin Imbalance	-1 reduction to Charisma and -2 to Disguise checks	None
Bizarre Pigmentation	-2 to Charisma	None
Blindness	One quarter concealment of everything in her field of view (10% miss chance)	Increases concealment by one quarter
Brachydactyly	-2 penalty Climb, Craft, Disable Device, Repair, Sleight of Hand, and Treat Injury	Increases penalties by -2
Cannibalism	Consume 1/2 pound of flesh every 24-hours or suffer a temporary loss of 1 Strength, Constitution, and Dexterity	Increases amount of flesh consumed by 1/2 pound and increases ability score loss by 1
Critical Vulnerability	Critical threat range of all weapons used against increases by 1	Increases the critical threat range by 1
Cystic Fibrosis	Lifespan of 20+2d10 years	Reduce lifespan by 10 years
Deafness	Can't make Listen checks and -4 to initiative checks	None
Dyslexia	Cannot read or write and suffer -2 penalty to any skill check that requires reading	None
Hemihypertrophy	Speed reduced by 5 feet and -2 on Balance, Climb, Jump, and Swim checks.	Decreases speed by 5 feet and increases skill check penalties by -1
Hemophilia	Wounds bleed for 1d6 rounds and heals half the normal hit points from rest and natural healing	Increases duration of bleeding by 2 rounds and reduces natural healing (1/3, 1/4, 1/5)
Hunchback	Reduce speed by 5 and -1 reduction to his Charisma score	Decrease speed by 5 feet and Charisma by 1
Immune-System Abnormality	-4 Fortitude saves against diseases and increases disease's initial and secondary damage by 1	Additional -4 to Fortitude saves and increases disease's initial and secondary damage by 1
Negative Chemical Reaction	Medical Incompatibility check with d12	Lower die range (d10, d8)
Neuro-Fibromatosis	-1 reduction to Dexterity and Charisma and -1 penalty on Spot checks.	Additional -1 to Dexterity, Charisma, and Spot checks
Night Blindness	Blindness in any poorly lit or deeply shadowed environment	None
Phobia	Will save (DC 15) or Panic	Increases the DC by 2
Photoluminescent Aural Emission	Glow that sheds light up to 20 feet	None
Photosensitivity	Blindness in natural or bright light	None
Pituitary Deformation	Lifespan of 20+2d10 years	Reduce lifespan by 10 years
Sensitivity	Twice the normal damage from heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation	Increased the damage multiplier by 1 (x3, x4, x5)
Sickle Cells	-2 penalty on non-disease Fortitude saves and -1 reduction to Strength	Additional -2 penalty to Fortitude saves and -1 to Strength.
Skeletal Deterioration	50% more damage from bludgeoning attacks	Increase damage taken from bludgeoning attacks by 50%
Syncope	Fortitude save (DC 10 + damage inflicted) or lose consciousness when take 10 damage once per day	Increases by 1 the number of times per day lose consciousness
Terminal Limb Deficiency	Limb impaired	Limb impaired
Underdeveloped Organ	One underdeveloped organ	Additional underdeveloped organ

TABLE A-5: RANGED WEAPONS

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Cost	Craft DC
Handguns										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	900 cp	25
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lb.	1,500 cp	26
Black powder pistol (special pistol)	2d6	20	Ballistic	50 ft.	Single	1 int.	Small	3 lb.	250 cp	16
Blaster	See text	-	Energy	20 ft.	Single	Minifusion cell	Small	2 lb.	100,000 cp	38
Calico M100 (.22 machine pistol)	2d4	20	Ballistic	50 ft.	S, A	100 box	Med	7 lb.	1,100 cp	25
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	900 cp	25
Colt M1911 (.45 autoloader) ¹	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	600 cp	24
Colt Python1 (.357 revolver) ¹	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	600 cp	24
Dart pistol (special pistol)	See text	-	-	20 ft.	Single	1 int.	Small	3 lb.	300 cp	17
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	400 cp	24
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	1,500 cp	26
FA Casull (.50AE revolver) ¹	2d8	20	Ballistic	40 ft.	Single	5 cylinder	Med	6 lb.	900 cp	23
Flame pistol	3d6	-	Fire	-	1	See text	Small	4 lb.	6,000 cp	30
Gauss pistol	2d8	20	Ballistic	100 ft.	S	Clip, belt, or back	Small	4 lb.	20,000 cp	32
Gauss submachine gun	2d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	Small	4 lb.	25,000 cp	32
Glock 17 (9mm autoloader) ¹	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	1,500 cp	26
Glock 20 (10mm autoloader) ¹	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	1,500 cp	26
GSh-18 (9mm* autoloader)	2d6	20	Ballistic	30 ft.	S	18 box	Small	1 lb.	1,200 cp	25
Hand stunner	2d6	20	See text	20 ft.	Single	Clip	Tiny	1 lb.	2,000 cp	27
Laser pistol	2d12	20	Energy	100 ft.	S	Clip, belt, or back	Small	2 lb.	12,000 cp	33
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	600 cp	25
Maser pistol	2d10	20	Energy	100 ft.	S	Clip, belt, or back	Small	1 lb.	12,000 cp	34
MP-443 Grach (9mmR autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	900 cp	25
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	400 cp	24
Plasma pistol	3d10	20	Energy	100 ft.	S	Minifusion cell	Small	5 lb.	40,000 cp	35
PSM (5.45mmR autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	1 lb.	700 cp	25
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	400 cp	24
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	600 cp	24
Sa.23 (9mmR machine pistol)	2d6	20	Ballistic	50 ft.	S, A	40 box	Small	7 lb.	1,300 cp	25
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	600 cp	25
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	1,100 cp	26
Stun pistol §	2d10	20	See text	50 ft.	Single	Clip	2 lb.	Small	3,000 cp	28
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	600 cp	25
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	600 cp	25
Zip gun (special pistol)	See text	20	Ballistic	20 ft.	Single	1 int.	Tiny	5 lb.	See text	12
Longarms										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	700 cp	25
AN-94 (5.56mmR assault rifle) ¹	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	8 lb.	900 cp	25
AR-7 Explorer (.22 rifle)	2d4	20	Ballistic	70 ft.	Single	8 box	Large	5 lb.	1,200 cp	23
Atom gun	See text	-	Energy	10 ft.	Single	Plutonium clip	Large	10 lb.	70,000 cp	38
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	4,000 cp	25
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	900 cp	24
Bizon (9mmR submachine gun)	2d6	20	Ballistic	40 ft.	S, A	67 box	Med	5 lb.	2,000 cp	25
Black powder rifle (special rifle)	2d8	20	Ballistic	50 ft.	Single	1 int.	Large	10 lb.	400 cp	16
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	900 cp	24
Bushmaster M-17S (.5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	1,500 cp	26
Calico Liberty 50 (9mm submachine gun)	2d6	20	Ballistic	75 ft.	S, A	50 box	Large	5 lb.	2,300 cp	25

TABLE A-5: RANGED WEAPONS (CONT.)

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Cost	Craft DC
Colt 635 (9mm submachine gun)	2d6	20	Ballistic	75 ft.	S, A	32 box	Med	5 lb.	2,300 cp	25
Dart rifle (special rifle)	See text	-	-	50 ft.	Single	1 int.	Large	5 lb.	350 cp	17
Dazzle rifle	-	-	-	50 ft.	S	Clip, belt, or back	Large	7 lb.	10,000 cp	33
Electro-saw thrower	3d6	20	Ballistic	80 ft.	S	Belt or back	Large	7 lb.	15,000 cp	31
EMP rifle (NLW)	5d10	20	Energy	20 ft.	S	Minifusion cell	Large	15 lb.	50,000 cp	35
F2000 (5.56 assault rifle) ¹	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	9 lb.	2,500 cp	26
FN P-90 (5.56mm submachine gun)	2d8	20	Ballistic	50 ft.	S, A	50 box	Med	6 lb.	2,700 cp	25
Gauss automatic rifle	4d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	Large	12 lb.	50,000 cp	35
Gauss rifle	4d8	20	Ballistic	200 ft.	S	Clip, belt, or back	Large	14 lb.	50,000 cp	35
HK CAWS (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S, A	10 box	Large	8 lb.	1,200 cp	25
HK G-11 (4.7mm assault rifle) ¹	2d8	20	Ballistic	80 ft.	S	45 box	Large	8 lb.	3,000 cp	26
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	2,000 cp	26
HK MP5 (9mm submachine gun) ¹	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	3,000 cp	26
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	2,000 cp	26
HK PSG1 (7.62mm sniper rifle) ¹	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	4,500 cp	27
HPM rifle	5d10	20	Energy	20 ft.	S	Minifusion cell	Large	15 lb.	60,000 cp	36
Infra-red rifle	2d12	20	Energy	200 ft.	S	Clip, belt, or back	Large	7 lb.	20,000 cp	33
Ion ray	4d10	20	Energy	100 ft.	S, A	Minifusion cell	Large	8 lb.	45,000 cp	35
Jackhammer Mk3A1 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	A	10 cylinder	Large	10 lb.	1,200 cp	25
Laser rifle	3d12	20	Energy	200 ft.	S	Clip, belt, or back	Large	7 lb.	30,000 cp	34
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	900 cp	25
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	900 cp	25
Maser rifle	3d10	20	Energy	200 ft.	S	Clip, belt, or back	Large	5 lb.s	30,000 cp	34
Meson cannon	5d10	20	Energy	200 ft.	Single	Minifusion cell	Large	10 lb.	55,000 cp	37
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	600 cp	24
OC-14 Groza (9mmR assault rifle)	2d6	20	Ballistic	70 ft.	S, A	20 box	Large	7 lb.	2,500 cp	26
Pipe rifle (special rifle)	See text	20	Ballistic	30 ft.	Single	1 int.	Large	8 lb.	250 cp	14
Pulse laser rifle	3d10	20	Energy	100 ft.	S, A	Clip, belt, or back	Large	5 lb.	35,000 cp	34
QBZ-95 (5.8mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	7 lb.	1,200 cp	26
Ramjet rifle	3d10	20	Ballistic	300 ft.	S, A	30 box	Large	8 lb.	45,000 cp	30
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	1,100 cp	24
Remington Streetsweeper (12-gauge shot)	2d8	20	Ballistic	30 ft.	S	12 cylinder	Med	9 lb.	1,000 cp	24
Ruger MP-9 (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	32 box	Med	7 lb.	1,800 cp	25
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	600 cp	24
Sonic rifle (NLW) §	2d12	20	Sonic	20 ft.	S	Clip, belt, back	Large	10 lb.	15,000 cp	28
Sonic rifle B	2d12	20	Sonic	20 ft.	S	Clip, belt, back	Large	10 lb.	20,000 cp	29
Steyr ACR (5.6mm assault rifle) ¹	2d8	20	Ballistic	90 ft.	S, A	24 box	Large	7 lb.	3,200 cp	27
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	2,000 cp	26
Steyr IWS-2000 (15.2mm sniper rifle)	2d12	20	Ballistic	350 ft.	S	5 box	Huge	36 lb.	7,000 cp	27
UH radiation rifle	See text	-	See text	20 ft.	Single	Plutonium clip	Large	15 lb.	45,000 cp	30
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	1,500 cp	26

TABLE A-5: RANGED WEAPONS (CONT.)

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Cost	Craft DC
Valtro PM-5-350 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	7 box	Med	8 lb.	1,000 cp	24
VSS Vintorez (9mmR sniper rifle)	2d6	20	Ballistic	140 ft.	S	10 box	Large	7 lb.	4,500 cp	27
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	600 cp	24
X-Laser	3d10	20	Energy	100 ft.	S	Minifusion cell	Large	10 lb.	30,000 cp	34
Heavy Weapons										
AT-5 Spandrel	6d12	-	-	1,400 ft.	1	1 int.	Large	55 lb.	12,000 cp	27
Calico 2-22 (light machinegun)	2d4	20	Ballistic	70 ft.	A	10 box	Huge	10 lb.	1,200 cp	25
Gauss anti-tank rifle	10d8	20	Ballistic	200 ft.	Single	Minifusion cell	Large	50 lb.	100,000 cp	36
Gauss cannon	14d8	20	Ballistic	500 ft.	Single	Minifusion cell	Huge	1,500 lb.	200,000 cp	36
Gyrojet launcher	1d10	-	-	100 ft.	S, A	30 int.	Large	15 lb.	3,000 cp	25
Hydra 70 M247	4d10	-	-	125 ft.	1	19 int.	Large	250 lb.	7,000 cp	26
Hydra 70 M255	4d10	-	-	125 ft.	1	19 int.	Large	250 lb.	5,000 cp	26
Hydra 70 M261	4d10	-	-	125 ft.	1	19 int.	Large	250 lb.	3,500 cp	26
Hydra 70 M264	-	-	-	125 ft.	1	19 int.	Large	250 lb.	2,000 cp	25
Laser anti-tank rifle	8d12	20	Energy	100 ft.	1	Minifusion cell	Large	65 lb.	60,000 cp	35
Laser cannon	12d12	20	Energy	500 ft.	1	Minifusion cell	Huge	1,000 lb.	200,000 cp	35
M214 Minigun (heavy machinegun)	4d12	20	Ballistic	100 ft.	A	Linked	Huge	30 lb.	4,000 cp	26
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	4,500 cp	27
M-60 (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	3,700 cp	27
M72A3 LAW(rocket launcher)	10d6 2	—	—	150 ft.	1	1 int.	Large	5 lb.	2,000 cp	25
M79(grenade launcher)	Varies 2	—	—	70 ft.	1	1 int.	Large	7 lb.	1,500 cp	25
Plasma rifle	5d10	20	Energy	200 ft.	S	Minifusion cell	Large	15 lb.	70,000 cp	36
RPG-7/16 (rocket launcher)	See text	-	See text	150 ft.	1	1 int.	Large	15 lb.	2,000 cp	26
TOW II	6d12	-	-	1,400 ft.	1	1 int.	Large	65 lb.	10,00 cp	26

1 This mastercraft weapon grants a +1 bonus on attack rolls.

TABLE A-6: AMMUNITION

Ammunition Type (Quantity)	Cost	Craft DC
5.56mm (20)	30 cp	12
7.62mm (20)	30 cp	12
7.62mmR (20)	30 cp	12
.444 caliber (20)	50 cp	12
.50 caliber (20)	50 cp	12
9mm (50)	40 cp	12
10mm (50)	40 cp	12
.22 caliber (50)	30 cp	12
.22 LR (50)	30 cp	12
.32 caliber (50)	40 cp	12
.38 special (50)	40 cp	12
.357 caliber (50)	40 cp	12
.44 caliber (50)	40 cp	12
.45 caliber (50)	40 cp	12
.50AE caliber (50)	50 cp	12
10-gauge buckshot (10)	40 cp	12
12-gauge buckshot (10)	30 cp	12

TABLE A-7: EXPLOSIVES AND SPLASH WEAPONS

Weapon	Damage	Critical	Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Cost	Craft DC
Grenades and Explosives										
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	250 cp	18
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	900 cp	25
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	200 cp	25
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	100 cp	15
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	900 cp	20
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	100 cp	12
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	120 cp	12
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	1,500 cp	25
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	1,000 cp	20
Anti-tank grenade	8d6	-	Piercing	5 ft.	15	10 ft.	Small	2 lb.	2,000 cp	30
Blood agent grenade	See text	-	Acid	See text	12	10 ft.	Small	2 lb.	900 cp	20
Concussion grenade	3d6	-	Concussion	20 ft.	15	10 ft.	Tiny	1 lb.	250 cp	18
Energy grenade	6d6	-	Energy	20 ft.	15	10 ft.	Small	2 lb.	2,000 cp	30
Glitter grenade	-	-	-	See text	12	10 ft.	Tiny	1 lb.	200 cp	20
Mine	See text	-	See text	See text	See text	-	Small	5 lb.	900 cp	25
Negation grenade	See text	-	Special	20 ft.	18	10 ft.	Small	2 lb.	1,200 cp	30
Nerve gas grenade	See text	-	Special	See text	12	10 ft.	Small	2 lb.	1,500 cp	40
Photon grenade	See text	-	Special	30 ft.	18	10 ft.	Tiny	1 lb.	1,500 cp	30
Plasma grenade	8d6	-	Fire and Energy	20 ft.	15	10 ft.	Small	2 lb.	3,000 cp	32
Radiation grenade	See text	-	See text	See text	12	10 ft.	Small	2 lb.	2,000 cp	30
Satchel charge A	6d6	-	Fire and piercing	10 ft.	15	10 ft.	Tiny	2 lb.	1,500 cp	25
Satchel charge B	8d6	-	Fire and piercing	20 ft.	15	10 ft.	Small	4 lb.	3,000 cp	30
Satchel charge C	10d6	-	Fire and piercing	30 ft.	15	-	Med	8 lb.	9,000 cp	35
Shock grenade	4d6	-	Electricity	20 ft.	18	10 ft.	Small	2 lb.	900 cp	25
Stun grenade	2d6	-	Special	10 ft.	15	10 ft.	Tiny	1 lb.	800 cp	20
Splash Weapons										
Weapon	Direct Hit Damage	Splash Damage	Damage Critical 2	Type	Reflex DC	Range Increment	Size	Weight	Cost	Craft DC
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	150 cp	15
Molotov cocktail	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	15 cp

TABLE A-8: MELEE WEAPONS

Weapon	Damage	Critical	Type	Range Increment	Size	Weight	Cost	Craft DC
Simple Weapons								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	10 cp	15
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5 cp	15
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	1 cp	10
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	2 cp	10
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	10 cp	12
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	2 cp	12
Stun gun	1d3	20	Electricity	—	Tiny	1 lb.	50 cp	25
Tonfa	1d4	20	Bludgeoning	—	Med	2 lb.	10 cp	15
Archaic Weapons								
Bayonet (fixed)	1d4/1d6	20	Piercing	—	Large	1 lb.	12 cp	15
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	5 cp	12
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	20 cp	15
Machete	1d6	19–20	Slashing	—	Small	2 lb.	10 cp	12
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	30 cp	17
Spear	1d8	20	Piercing	—	Large	9 lb.	10 cp	10
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	3 cp	10
Sword cane	1d6	18–20	Piercing	—	Med	3 lb.	30 cp	17
Exotic Melee Weapons								
Chain	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	10 cp	15
Chain saw	3d6	20	Slashing	—	Large	10 lb.	100 cp	20
Chainsword	3d6	18–20/x2	Slashing	—	Med	8 lb.	15,000 cp	28
Energy Pike	2d8	18–20/x2	Slashing	—	Large	15 lb.	32,000 cp	33
Kama	1d6	20	Slashing	—	Small	2 lb.	30 cp	17
Katana	2d6	19–20	Slashing	—	Large	6 lb.	50 cp	20
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	30 cp	17
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	20 cp	15
Power Sword	2d6	19–20/x2	Slashing	—	Medium	4 lb.	8,000 cp	32
Shock Gloves	1d8	x2	Electricity	—	Small	1 lb.	2,000 cp	25
Stun Baton	3d6	x2	Electricity	—	Medium	3 lb.	1,000 cp	23
Three-section staff	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	20 cp	17
Warp-Field Sword	1d8	19–20/x2	Slashing	—	Medium	15 lb.	50,000 cp	38

TABLE A-9: OTHER RANGED WEAPONS

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Cost	Craft DC
Compound bow (Archaic)	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	20 cp	20
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	20 cp	20
Flamethrower(no feat needed)	3d6	—	Fire	—	1	10 int.	Large	50 lb.	2,000 cp	20
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	10 cp	10
Pepper spray (Simple)	Special	—	Special ²	5 ft.	1	1 int.	Tiny	0.5 lb.	15 cp	12
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	5 cp	12
Taser (Simple)	1d4	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	100 cp	20
Whip (Simple)	1d2	20	Slashing	15 ft. ³	1	—	Small	2 lb.	10 cp	12

TABLE A-10: ARMOR

Armor	Type	Equipment Bonus	Nonprof Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Cost	Craft DC
Light Armor									
Leather jacket	Impromptu	1	1	8	-0	30	4 lb.	25 cp	17
Leather armor	Archaic	2	1	6	-0	30	15 lb.	40 cp	18
Light undercover shirt	Concealable	2	1	7	-0	30	2 lb.	250 cp	20
Pull-up pouch vest	Concealable	2	1	6	-1	30	2 lb.	275 cp	20
Undercover vest	Concealable	3	1	5	-2	30	3 lb.	350 cp	20
Medium Armor									
Concealable vest	Concealable	4	2	4	-3	25	4 lb.	800 cp	22
Chainmail shirt	Archaic	5	2	2	-5	20	40 lb.	800 cp	22
Light-duty vest	Tactical	5	2	3	-4	25	8 lb.	1,200 cp	22
Tactical vest	Tactical	6	2	2	-5	25	10 lb.	2,000 cp	23
Heavy Armor									
Special response vest	Tactical	7	3	1	-6	20	15 lb.	3,000 cp	24
Plate mail	Archaic	8	3	1	-6	20	50 lb.	4,000 cp	24
Forced entry unit	Tactical	9	3	0	-8	20	20 lb.	5,000 cp	25
Environment suit	Impromptu	4	3	0	-7	15	100 lb.	1,200 cp	24
NBC suit	Impromptu	4	3	1	-6	20	50 lb.	1,500 cp	24
Civil security suit	Tactical	5	2	3	-4	25	8 lb.	1,200 cp	23
Military combat suit	Tactical	6	2	3	-4	25	10 lb.	2,100 cp	23
LazAb	Tactical	7	3	0	-7	20	50 lb.	4,000 cp	25
Special security suit	Tactical	9	3	0	-8	20	20 lb.	5,000 cp	25
Advanced metal	Tactical	9	3	0	-6	20	50 lb.	7,500 cp	28
Plastex	Tactical	10	3	2	-5	20	30 lb.	12,000 cp	30

TABLE A-11: POWERED ARMOR

Armor Suit	Str	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Cost	Craft DC
Mk1 Ares	24	-2	-0	30 (3)	8	5	35	L	75,000	35
Mk2 Ares	22	-1	+1	30 (3)	10	10	35	M	150,000	36
Mk3 Ares	22	0	+2	30 (3)	10	10	35	M	200,000	36
Mk1 Hermes	20	0	+2	80 (8)	10	5	15	M	75,000	35
Mk2 Hermes	20	0	+2	70 (7)	10	5	15	M	200,000	36
Zeus Suit	28	-1	+1	30 (3)	8	10	35	L	500,000	38

TABLE A-12: VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Cost	Craft DC
Civilian Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	500,000 cp	30
Bell Model 212 (helicopter)	2	13	5,000 lb.	-4	-4	200(20)	6	5	36	G	1,000,000 cp	30
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	300,000 cp	25
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	1,000,000 cp	30
Civilian Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	20,000 cp	25
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	-2	0	335 (33)	8	5	34	H	200,000 cp	25
BMW M3 (sports coupe)	1	4	200 lb.	-2	1	275 (27)	8	5	32	H	150,000 cp	25
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	15,000 cp	25
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	0	310 (31)	8	5	32	H	30,000 cp	25
Dodge Neon (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	15,000 cp	25
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	20,000 cp	25
Jaguar XJS (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	150,000 cp	25
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	1	360 (36)	8	5	34	H	250,000 cp	25
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	-2	0	280 (28)	8	5	34	H	200,000 cp	25
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	0	230 (23)	8	5	32	H	20,000 cp	25
Civilian Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	0	3	370 (37)	10	5	18	M	10,000 cp	23
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	1	275 (27)	9	5	22	L	9,000 cp	23
Yamaha YZ250F (dirt bike)	1	1	0 lb.	0	2	165 (16)	10	5	18	M	6,000 cp	23
Civilian Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	60,000 cp	25
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	40,000 cp	25
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	30,000 cp	25
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	40,000 cp	25
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	30,000 cp	25
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	30,000 cp	25
Civilian Water Vehicles												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	40,000 cp	25
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	45,000 cp	25
Sea-Doo XP (personal watercraft)	1	1	60 lb.	-1	1	105 (10)	9	5	22	L	35,000 cp	25
Other Civilian Vehicles												
Armored truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	50,000 cp	25
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	-1	1	95 (9)	9	5	22	L	6,000 cp	25
Limousine	1	7	425 lb.	-4	-4	195 (19)	6	5	38	G	40,000 cp	25
Moving truck	1	2	33,000 lb.	-4	-4	165 (16)	6	5	44	G	100,000 cp	25
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	120,000 cp	25
Military Vehicles												
BMP-2 (tracked APC)	3	7	250 lb.	-2	-2	70 (7)	8	10	52	H	400,000 cp	30
M1A2 Abrams (tracked tank)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	5,000,000 cp	30
M2A2 Bradley (tracked APC)	3	7	425 lb.	-4	-4	70 (7)	6	15	58	G	2,000,000 cp	30
M113A1 Gavin (tracked APC)	2	11	200 lb.	-2	-2	62 (6)	8	10	48	H	1,000,000 cp	30
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	-4	-4	325 (32)	6	5	46	G	7,000,000 cp	30

TABLE A-13: GENERAL EQUIPMENT

Object	Size	Weight	Cost	Craft DC
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	120 cp	15
40 lb. Capacity	Large	10 lb.	150 cp	15
75 lb. capacity	Large	15 lb.	200 cp	15
Briefcase	Med	2 lb.	55 cp	15
Contractor's field bag	Med	2 lb.	55 cp	15
Day pack	Small	2 lb.	30 cp	15
Handbag	Small	1 lb.	20 cp	15
Range pack			15	
Standard	Small	2 lb.	55 cp	15
Oversized	Med	3 lb.	90 cp	15
Patrol box	Med	4 lb.	90 cp	15
Clothing				
Clothing outfit				
Business	Med	3 lb.	200 cp	15
Casual	Med	2 lb.	70 cp	15
Formal	Med	3 lb.	500 cp	15
Fatigues	Med	3 lb.	90 cp	15
Uniform	Med	2 lb.	90 cp	15
Ghillie suit	Med	5 lb.	40 cp	15
Outerwear			15	
Coat	Med	2 lb.	70 cp	15
Fatigue jacket	Med	2 lb.	55 cp	15
Overcoat	Med	3 lb.	90 cp	15
Parka	Med	3 lb.	90 cp	15
Photojournalist's vest	Med	1 lb.	90 cp	15
Windbreaker	Med	1 lb.	40 p	15
Tool belt	Small	2 lb.	90 cp	15
Computers and Consumer Electronics				
Camera				
Disposable	Tiny	0.5 lb.	50 cp	20
35mm	Small	2 lb.	1,500 cp	20
Digital	Tiny	0.5 lb.	2,000 cp	25
Film	Dim	—	50 cp	20
Cell phone	Dim	—	2,000 cp	25
Computer				
Desktop	Large	10 lb.	5,000 cp	30
PDA	Tiny	0.5 lb.	3,000 cp	30
Notebook	Med	5 lb.	7,000 cp	30
Digital audio recorder	Tiny	1 lb.	1,000 cp	25
Harmonic Cell	Small	1 lb.	20,000 cp	35
Identity Card	Fine	—	varies	—
Induction Transformer	Tiny	.5 lb.	30,000 cp	33
Language Translator	Small	1 lb.	2,600 cp	30
Memory Chips, Android	Fine	—	Varies	35
Minifusion Cell	Tiny	.5 lb	2,000 cp	32
Optic Scanner	Med	3 lb.	8,000 cp	30
Plutonium Clip	Small	1 lb.	3,000 cp	32
Portable satellite phone	Small	2 lb.	7,000 cp	30
Portable video camera	Small	2 lb.	2,000 cp	25
Power Backpack	Med	4 lb.	2,000 cp	25
Power Beltpack	Small	2 lb.	1,000 cp	25
Power Cell	Tiny	.5 lb.	50 cp	18
Power Clip	Small	1 lb.	400 cp	25
Power Pack	Med	3 lb.	200 cp	20
Printer	Med	3 lb.	1,000 cp	25
Scanner	Med	3 lb.	1,500 cp	30
Walkie-talkie				

TABLE A-13: GENERAL EQUIP (CONT.)

Object	Size	Weight	Cost	Craft DC
Basic	Tiny	1 lb.	100 cp	20
Professional	Tiny	1 lb.	500 cp	20
Surveillance Gear				
Impulse Detector	Small	3 lb.	5,000 cp	32
Metal detector	Small	2 lb.	200 cp	20
Motion Detector	Med	4 lb.	5,000 cp	26
Night vision goggles	Small	3 lb.	3,000 cp	25
Portable Detection Radar	Med	5 lb.	14,000 cp	30
X-Ray Goggles	Small	3 lb.	25,000 cp	30
Professional Equipment				
Animatron, Construction	Huge	1000 lb.	20,000 cp	35
Animatron, Digger	Huge	2000 lb.	26,000 cp	35
Animatron, Task	Large	200 lb.	9,500 cp	35
Astronaut Pen	Fine	—	100 cp	15
Books	Small	2 lb.	3,000 cp — 10,000 cp	—
Boron Solution Spray	Med	3 lb.	1,000 cp	20
Bolt cutter	Med	5 lb.	50 cp	15
Caltrops (25)	Small	2 lb.	50 cp	15
Car opening kit	Tiny	1 lb.	50 cp	15
Chemical kit	Med	6 lb.	900 cp	—
Corium Lantern	Small	2 lb.	90 cp	10
Demolitions kit	Med	5 lb.	600 cp	—
Disguise kit	Med	5 lb.	800 cp	—
Duct tape	Tiny	1 lb.	50 cp	15
Electronic Skeleton Key	Small	2 lb.	60,000 cp	32
Electrical tool kit				
Basic	Large	12 lb.	900 cp	—
Deluxe	Huge	33 lb.	1,500 cp	—
Evidence kit				
Basic	Med	6 lb.	200 cp	—
Deluxe	Med	8 lb.	800 cp	—
First aid kit	Small	3 lb.	200 cp	—
Forgery kit	Small	3 lb.	300 cp	—
Handcuffs				
Steel	Tiny	1 lb.	100 cp	15
Zip-tie (25)	Dim	0.5 lb.	50 cp	15
Instrument, any	Large	12 lb.	400 cp	20
Lockpick set	Tiny	1 lb.	200 cp	20
Lock release gun	Tiny	0.5 lb.	300 cp	20
Mechanical tool kit				
Basic	Large	22 lb.	600 cp	—
Deluxe	Huge	45 lb.	2,500 cp	—
Medical kit	Med	5 lb.	900 cp	—
Multipurpose tool	Tiny	0.5 lb.	200 cp	20
Pharmacist kit	Med	6 lb.	1,200	—
Search-and-rescue kit	Med	7 lb.	250 cp	—
Spike strip	Huge	22 lb.	300 cp	20
Surgery kit	Med	5 lb.	1,500 cp	—
Survival Gear				
Advanced Breathing Apparatus	Med	8 lb.	19,000 cp	20
Autograpnel	Med	6 lb.	3,000 cp	23
Backpack	Med	3 lb.	75 cp	15
Binoculars				
Standard	Small	2 lb.	100 cp	20
Rangefinding	Small	3 lb.	900 cp	20
Electro-optical	Small	4 lb.	2,500 cp	25

TABLE A-13: GENERAL EQUIP (CONT.)

Object	Size	Weight	Cost	Craft DC
Chemical light sticks (5)	Tiny	1 lb.	20 cp	20
Climbing gear	Large	10 lb.	150 cp	20
Compass	Dim	0.5 lb.	50 cp	20
Chemical Sensor	Small	1 lb.	10,000 cp	25
Cigarette Lighter	Dim	-	90 cp	15
Cyborg Sustenance Tube	Tiny	1 lb.	50 cp	15
Dehydrated Pills	Dim	-	20 cp	20
Emergency Raft	Small	2 lb.	1,000 cp	17
Firestarter Cube	Dim	-	25 cp	18
Fire extinguisher	Med	3 lb.	75 cp	20
Flash goggles	Tiny	2 lb.	500 cp	20
Flashlight				
Penlight	Dim	0.5 lb.	50 cp	15
Standard	Tiny	1 lb.	75 cp	15
Battery flood	Small	2 lb.	100 cp	20
Gas mask	Small	5 lb.	400 cp	20
Geiger Counter	Small	3 lb.	10,000 cp	25
Gravity Boots	Small	2 lb.	8,000 cp	30
Halazone Tablets	Dim	-	50 cp	17
HEVE Candy	Dim	-	20 cp	20
Instant Pillow	Dim	-	50 cp	20
Ion Bonding Tape	Med	12 lb.	800 cp	25
Light Rod	Dim	-	15 cp	20
Magnesium Firestarter	Dim	-	350 cp	22
Map				
Road atlas	Tiny	1 lb.	25 cp	-
Tactical map	Tiny	0.5 lb.	40 cp	-
Mesh vest	Med	7 lb.	70 cp	15
Portable Petrol Power Generator	Large	100 lb.	20,000 cp	20
Portable stove	Tiny	1 lb.	125 cp	20
Potassium Iodide Tablets	Dim	-	200 cp	25
Power Bar	Dim	-	10 cp	15
Rad Tab	Fine	-	300 cp	20
Ready Meal	Tiny	1 lb.	20 cp	15
Rope (150 ft.)	Large	12 lb.	30 cp	15
Salt Pills	Dim	-	20 cp	15
Sleeping bag	Med	4 lb.	90 cp	15
Soup Mix	Dim	-	5 cp	12
Survival Kit	Med	4 lb.	300 cp	-
Synthihol	Tiny	.5 lb.	20 cp	12
Tent				
2-person dome	Med	4 lb.	150 cp	15
4-person dome	Med	7 lb.	250 cp	15
8-person dome	Large	10 lb.	400 cp	15
Trail rations (12)	Tiny	1 lb.	40 cp	-
Water Purifier	Small	2 lb.	7,500 cp	20
Weapon Accessories				
Box magazine	Tiny	0.5 lb.	50 cp	15
Detonator				
Blasting cap	Tiny	0.5 lb.	50 cp	15
Radio controlled	Tiny	0.5 lb.	200 cp	20
Timed	Tiny	0.5 lb.	100 cp	15
Wired	Tiny	1 lb.	75 cp	15
Holster				
Hip	Tiny	1 lb.	40 cp	15
Concealed carry	Tiny	0.5 lb.	70 cp	15
Illuminator	Tiny	0.5 lb.	75 cp	15
Laser sight	Tiny	0.5 lb.	1,000 cp	25

TABLE A-13: GENERAL EQUIP (CONT.)

Object	Size	Weight	Cost	Craft DC
Scope				
Standard	Tiny	0.5 lb.	250 cp	20
Electro-optical	Small	3 lb.	2,500 cp	25
Speed loader	Tiny	0.5 lb.	25 cp	15
Suppressor				
Pistol	Tiny	1 lb.	300 cp	25
Rifle	Small	4 lb.	450 cp	25

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