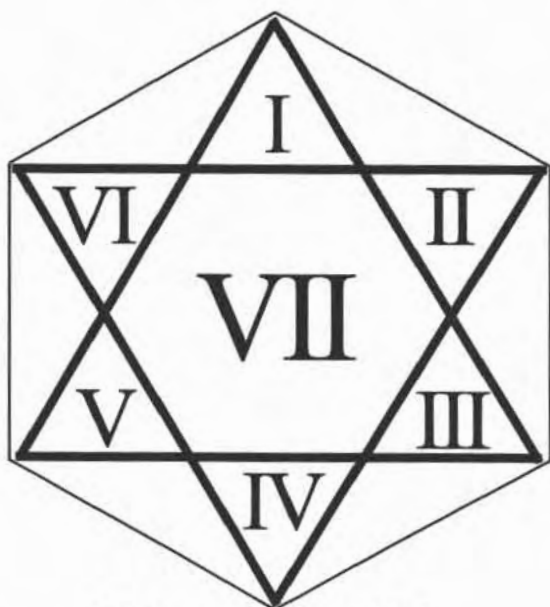


THE END

Lost Souls Edition



Hexagram of the Seven Seals
of the Apocalypse

The End TM

THE CHRONICLE OF
THE FINAL DAYS
OF CIVILIZATION
AND OF WHAT IS TO COME AFTER THE
FINAL BATTLE BETWEEN HEAVEN AND
HELL HAS REACHED ITS INESCAPABLE
CONCLUSION.

Eloi, Eloi lama sabachthani?
My God, my God, why hast thou forsaken
me?

Matthew 27:46

**The Roleplaying Game of the
Biblical Apocalypse
brought to you
by**



Written by
Joseph Donka, Joseph Tierney, Martin Tierney,
Jeff Konkol, and Derek Guder

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Chapter One: Book of Chronicles

This diary is my last hope for sanity. If the dreams don't stop soon, I guess I'll have to stop them. I know that if I die, my own personal pocket of hell will be over. Maybe if I write these things down, they won't seem so bizarre when I look at them. I hope I'm right...for all of our sakes.

MARCH 9TH, 2007

The last days had come. Outside my bedroom window were blighted fields, bloated corpses and rivers of blood. Anyone who said that this was not the end of the world had died long ago. I laid in bed and waited. My wife and daughter were with me. They seemed so calm. Didn't they know what we were waiting for?

It didn't take long. It appeared at the door and called to us. It wasn't a skeleton,

scythe in hand like some stupid comic strip you find in the Sunday Times. It was just a void, a black formless mass. It was what the world would sound like when the last living thing died. It was Death, impure and simple.

Helen and Rachel walked up to it and took it by the hand. I watched their steaming bodies fall to the floor. I tried to scream...nothing. I tried to run, but it was always there, just a step behind me. I fell and it fell on me.

I awoke to a light, brighter than anything I've ever seen. I was standing in a line of people...all the people. Helen was on my left, and somehow little Rachel had gotten onto my shoulders. They seemed so happy. This was The End, how could they be so god damned happy?

That was when I saw it. One of the Heavenly Host marched by, staring at each person in line. It stopped at a man who looked familiar, about a dozen people ahead of us. The Angel grabbed the man by the chin and turned his head towards the Light. There, on his temple, was 666 in fine gold print. The Angel

swept the man up and broke his spine across his knee like a rotten branch. I realized then that the man was Art Threadgill, and one of my best friends. Jesus Christ, he was the best man at my wedding.

The pit opened, and Art was gone.

The Angel began to scan the line again. My heart raced. I couldn't catch my breath. Then I felt a hand on my shoulder. Helen looked at me with her dark brown eyes and said, "Don't worry Harry, you were a good man." Rachel squeezed my neck affectionately, and it almost seemed OK. More people were singled out of the line. The sound of snapping spines became more frequent, they were scaring me to death.

Justice was being dispensed.

We reached the Gates. There was an old man at the gates with an enormous book. He looked down at Helen and Rachel and smiled. He looked back at the light, and I never saw Helen and Rachel again. Then he turned to me.

(It's odd, in the last six months I must have had this dream a hundred times. Each time I have it, some of the details change. Sometimes my brother is the first one cast down by the Angel, or my father. The one thing that never changes is what The Light said to me).

The gatekeeper, St. Peter I guess, looked at me but he didn't smile. Nor did he frown and call over the Angels. He looked back into The Light and The Light spoke to me.

"There is no place for you here. You who were too meek to choose Heaven or Hell, Good or Evil, Light or Darkness; to you both Heaven and Hell are denied. You who loved

the mortal clay so much that you turned away from both Me and My Adversary. You are given what you believed in. You are Meek, so shall you inherit the Earth. An Earth without Grace or Light shall be your home for the rest of your days. Go now."

"I forsake you."

Then everything was gone. All the people, The Light, the Angels. St. Peter walked slowly through the gates and locked them behind him. He looked at me one last time and said, "Go home, we're closed."

I was standing in front of my home, screaming at the top of my lungs. My heart pounded so hard I thought it was going to explode. Then the dream ended. Reality isn't much better.

Damn you, God! I was a good man. You had no right to turn me away.

MARCH 10TH

There is no one here. There used to be forty-five thousand people in this town, and now they're all gone. I spent the day searching for anyone else. I should have done this weeks ago, but I was too wrapped up in my own self-pity to do anything constructive. It's time to get on with what life I have left.

The scary thing about all this is the fact that my dreams might just be right. Sure, it looked like the end of the world was upon us last year, but the mind still looks for a more rational explanation. Wars, plagues, famines, scooby dooby doo, sure, lots of people died. Even if half the people on Earth died, waking up one morning and finding all the rest just gone kind of boggles the mind.

There really is no other conclusion to draw. This is The End.

MARCH 11TH

I spent a long time thinking about it last night, along with tearing through the Book of Revelation. What happened last year must have been the coming of Judgment Day. My not being judged isn't written anywhere in the Bible, but I never thought I'd be that important anyway.

This does give me a certain perspective, however. I started this diary because I thought I was going mad. Now I am sure the world has gone nuts, but I'm basically OK. I am writing this diary as a warning to the future. If God pops up again someday and wants to try it again, someone ought to tell his "chosen people" that He will eventually screw them over.

Who am I kidding? I need the comfort of knowing I am here and not completely batshit. If the only way I can do that is by reading my words and seeing that they don't change, so be it.

My name is Harry Levi Liebowitz, and I am not insane.

MARCH 12TH

After two days of searching, I think I can say that there is no one else in this whole damn town. The only reminders that other people aren't a figment of my imagination are the stench and the bodies. Corpses line the streets, rotting where they fell. Most of them are from the fighting that happened during the Revelation.

The smell is worse. A lot of the bodies are safely tucked away inside the houses, but the smell drifts right on out into the street. Nearly 450 tons of rotting meat (45,000 people) kicks out a lot of

stink.

On the lighter side, survival in this town is pretty easy. The best pickings are the houses whose occupants had a straight line to Heaven or Hell. Decorating your yard with a cement statue of the Virgin Mary must have been a direct pass into Heaven. A Ferrari must have been like the card in Monopoly: "Go to hell, go directly to hell..." These are the best places to scavenge, no bodies—just don't open the fridge.

I even found this nifty laptop computer on one of my scavenging forays. I only took it because it has a battery pack that I can recharge with my dashboard lighter and because I could never afford anything like it before the world ended. Plumbers didn't make that much, believe it or not.

I've decided that it's time to get out of this town. To be honest, I never liked it when it was occupied. Now it makes me distinctly uncomfortable. Besides, it was Helen's hometown. All it does is remind me of her.

MARCH 15TH

I think I'm finally ready to hit the road. I spent most of yesterday getting my car ready. I filled the tank, put in a fresh battery, changed the oil, filled the fluids, put air in the tires, etc. The day before was spent loading all kinds of shit into the car. I found a crank pump in Ace Hardware. With the pump and 30 feet of hose, I can fill my car at any gas station I come across, provided it hasn't evaporated or the tanks haven't caved in.

I also raided a Piggly Wiggly for all the canned foods and bottled water I could get my hands on. At

least that was the theory. The place had been looted pretty heavily during the last days of the end, and all I could find were stale blue corn tortilla chips, canned asparagus, warm Canfield's Cola and a case of Bull Durham generic cigarettes. I'll find more food on the road.

I also found something kinda neat in the local Wal-Mart while I was looking for shells for my rifle. It's a Coleman cooler that plugs into any dashboard cigarette lighter. I actually have a little refrigerator! I haven't had anything cold to drink since the power failed six months ago, but now I can have a frosty beer while I look for civilization. Things are looking up.

The food, cigarettes, cooler, tools and camping gear that I picked up just about fills my little Saturn, so I guess it's time to go. I'm tempted to rig up a trailer so that I could carry more, but I don't know what else I need. If I need more space, I'll just take a larger car. They're all over the place, and none of them are going anywhere.

I also packed my wife's photo albums (kinda dusty, I wasn't the sentimental type until recently), my guitar (a very expensive Gibson with a cherry neck and custom pickups) and a trunk full of books I've been meaning to read for years.

After two days of foraging, I have the greatest collection of Zippo lighters this world has ever seen. Whenever I bought one in the old days, someone would swipe it inside of a week.

I really wish that there was someone here to walk off with my lighter.

MARCH 17TH

I've made it as far as East Palatoka, FL. It's very quiet. No one survived here, which makes it no different than anywhere else that I've seen. I'm a little spooked by the way this town has begun to fall apart. Roofs are sagging, street lamps are rusting—it looks like this place was deserted years before God yelled last call.

On I go. There have to be other people out there. At least I hope there is someone that God ignored just as much as me.

MARCH 18TH

It was a quiet night here in Baldwin, FL. Then again, every night is quiet now. I spent the night in the presidential suite of a Motel 6. It's a little musty, but there don't seem to be any bodies...yet. Bodies turn up in the strangest places. I tried a little house yesterday before the motel. It looked deserted, but there was a body of an elderly woman stuffed into the pantry cupboards. I should have been sick, but I've become very used to the idea of bodies. They're everywhere.

After that disturbing experience, I thought I'd sleep in the car again. The thrill of stretching out on a bed was too big to be denied. I don't think this place got a lot of business before. The blankets were awfully threadbare and the rooms are as musty as tombs.

I traded in the Saturn today. The salesmen were so discreet, I didn't even see them. I hate to get rid of it. It's been a great car for a lot of years now. Problem is it couldn't get around the stalls in the road. I picked a brand new Jeep

Wrangler off the showroom floor of Townsend Chrysler-Jeep-Eagle dealership. Damn Jeep has everything. Power windows, air conditioning, winch, hard-top, four-wheel drive, CB, cruise control, the works.

Only one change needed to be made. I yanked out the AM/FM radio and put in a top-of-the-line Japanese stereo system with a CD player. My old Saturn only had a radio and there aren't many good stations transmitting these days.

Well, I have to get moving if I'm going to make the Georgia border today. I'll write more later.

MARCH 22ND

I am not alone!

In Waycross, Georgia I saw my first other person. I must have passed through dozens of empty towns by now. Lots of them had promise. A few even had signs of someone else passing through. Someone had been through Jasper, FL with a wrecker of some kind and had cleared the highway, but whoever it was didn't stick around. Florida must have been very popular with the Big Man, because it sure is empty. Not a sign of life. But here, in Waycross, GA I found people. Scared little people, but people nonetheless. I wasn't expecting to find anyone and blew right by their campsite at around 40 mph. They saw my jeep and took off like the proverbial bat outta hell. I pulled over and called out to them, but they didn't answer. Or they were afraid to answer. I think that I saw four of them. Strangely, they were all men.

I'm choosing to look at this as a hopeful sign. I'm not sure which I



prefer, a world without women or being the last person on earth.

MARCH 28TH

The last few days have been full of surprises. It all started when I found a handful of people living in the vacated city of Savannah, GA. Ten people (four women and six men) were living in what was left of an affluent suburban area on the west side of town. They were scared of me at first. I only saw them at a distance and they kept running away when I approached. I left them a gift (a few bottles of bourbon I found the day before) and a note asking them if we could meet. It worked well enough. They left a reply and the next day we met in front of a Crown Books Superstore.

Their "leader" was an interesting mulatto man named Edwin Rousseau. He was a philosophy professor before the End, and is probably the smartest man I have ever met. He started the conversation with a few strange questions about Atlanta, and my ideas on slavery, then we settled down to a cup of horrible liquid-concentrate coffee and a long discussion about the state of the nation.

He said that he was teaching ethics when the Revelation began in force. He had been a professor at Georgia Southern, and, judging by the evil looking beard and nipple ring, obviously none too pious. He had "rejected all religions many years before and accepted reason as his master." He said he was "...torn between regretting his lack of faith and being thankful that he had no traffic with such a God." His philosophy of life after the Apocalypse

is pretty simple, "Live at all costs." When I asked him what he meant by that, he explained how, after the Revelation, there was no room for an afterlife. After all, if God is going to abandon us, do you think He'll let us drop by Heaven after we die? Let me tell you, right then and there I decided not to die easily. If all I have to look forward to is a slow rot where I fall, you can bet your ass I'm going out kicking and screaming.

His crew was in a bad state when he found them. He helped them out—got them living like human beings instead of animals. They follow his lead in all things. Their names are Jennifer, George, Hawken, David, Lorena, Hypatia, Todd, Thomas, Bernice. I didn't meet Todd until the day after our first meeting. Apparently, they put him on the opposite roof with a .30-06 hunting rifle, ready to drop me if I made any sudden moves toward Rousseau. Lorena is the matron of the group, her being a former mother and teacher. Former mother, what a terrible thing to say. Her children both died in the Revelation. I don't know how else to put it.

Blood chilling discovery: They have all had the same recurring dream as me, with minor variations. Universally, they seem to have stopped on or around March 9th. Until they mentioned it, I hadn't noticed that I hadn't had it since then either.

I stayed in town for a week. During that time I gave them a few tips on scavenging and worked up a makeshift shower for them. I think the men were more thankful for the shower than anything else. Showers may be wasteful, but they are so civilized. Before I left they made



THE END

CHRONICLES

me swear never to tell anyone about their little group. I asked them why, but Rousseau didn't tell me. I gave him my word. I hope I can keep it.

MARCH 30TH

I should have stayed in Savannah. It's damn lonely on the road. Occasionally I hear their voices at night. To be honest, I'm not entirely sure why I left. I guess it was how few of them there were. I wasn't all that social a person before, but ten people just isn't enough to last me the rest of my life. The one thing that Rousseau did convince me of is that there are a lot more people out there, if you know where to look. Maybe it was the way he swore me to secrecy, as though I was going to be talking to a lot of people soon.

I could go back. Thomas didn't like me much, something about the way Jennifer looked at me set him off, but the rest of them liked me plenty.

APRIL 3RD

Who would have thought it? Slavery in Atlanta. I thought it was strange that all I saw were men. That was until I got to Atlanta.

I was greeted at the city limits by a lone man armed with a hunting rifle. He asked if I was alone, which I was. He looked through the truck and was very curious as to why I was carrying so many supplies, and asked if I was sure I wasn't hiding a woman in the back. I explained that I had no idea what he was talking about. If I had a woman, I probably wouldn't have left where I was. I opened the back of the car and let him poke around a little. Eventually

(after I gave him a box of Softbatch cookies and a bottle of Johnny Walker Red Label) he believed me and let me go. He said that there were over 12,000 people living in Atlanta. I can't even comprehend that now. I lived most of my life in a town 20 times this size, but right now this seems like New York fucking City.

I hid the Jeep and set out for the "colony" he mentioned. (It's really easy to hide things now, just drop them and remember where you did. There is so much shit lying around that no one would notice your valuables). When I found the people of Atlanta, I saw why all I had seen in the wild were men. Every woman I saw was on a leash, or zoned out of her mind. Every one of them was a slave, owned property. They had even started to brand the women, like cattle, on their right hips. I hid my revulsion and spoke with a lot of the men. They were all very happy, those that had their own slaves or earned enough to have one occasionally. I loved my wife very dearly. Good thing she's not here or we would have a lot of dead good ole boys.

The leader of the "Atlanta Confederation" is named Dr. Jim Grant. Looks like a young Col. Sanders and acts like your bargain basement televangelist. They put on the hard sell to get me to stay. They wanted me to take over one of their slaving/raiding/recruitment parties. It was even tempting until they started offering me slaves of my very own.

They told me that if I wanted to stay I would have to see their doctor for an exam. Everyone told me that it was one of Dr. Jim's progressive ideas for keeping the gene pool

"clean". I couldn't show any of Dr. Jim's cronies any sign of weakness. They only forgive one weakness or deformity: stupidity. Sure, I've been places where you're better off if you're stupid and take orders; but none of them ever tried to pass themselves off as an empire. Dr. Jim really thinks he can salvage the world by caging women and killing a guy because he was born without an arm or something.

I hear some of the "colonists" talking about a group they are at war with called the Swamp Rats. They couldn't even wait a year for their first war. I think I'll bow out of this little conflict. In fact, I think I'll blow town tomorrow afternoon. North sounds good for a start.

APRIL 5TH

I made it out of there alive, and barely with my self-respect. When I found a relatively unlooted hardware store in north Florida for Dwayne Washington, one of Dr. Jim's lieutenants, I was offered a slave for payment. The poor little thing. She was so young, but the beatings or the drugs had gotten to her. I begged off and said food would be fine. Dr. Jim started to question my manhood in the finest high school locker room style. I finally gave in, just to get that poor frightened little girl away from those assholes. They tell me her name's Jessica. She's still terrified of me, even after we got on the road and I explained that she was safe now. I think it'll take a while before she begins to trust me.

I'm headed for Tennessee at the moment. Western Tennessee. I've heard a lot of stories about D.C. Horrorshow type stuff. Before I would have written that shit off as a

couple of idiots babbling away like monkeys, but I can't do that anymore. Something very bad is going on there, and I could live and die happy if I never found out what it was.

APRIL 11TH

Most of Tennessee was as scared and deserted as southern Georgia. I think the statement that said it all was when we entered Chattanooga and found that someone had dubbed the city "Chattanooga" on the population sign, which claimed a corrected population of 15. I had no way of double-checking that census, because I didn't see anybody. The town offered almost no supplies, as most of the best places had been picked over in the riots.

It seems that a lot of these small southern cities are fairly empty. I suppose that means this really was the Bible Belt. These people took God seriously. God took them, seriously. Where I can only guess.

Jessica is still very suspicious of me. She hasn't spoken a single word since we left Atlanta. I never actually heard her say that her name was Jessica. I can only go by what they said, until she says otherwise. Considering how she doesn't seem to trust me, it is amazing she hasn't run off in the night. I guess she needs company as bad as I do, even if that company seems to terrify her.

APRIL 13TH

Just in case someone else reads this someday, I thought I should describe myself. (I'll skip the physical description, there is a Polaroid snapshot of Jessica and I taped inside the back cover if you must

know what I look like).

So you know, I was born a Jew. My parents were not the most orthodox though, so I lapsed shortly after my bar mitzvah. When I married Helen, she converted me to Catholicism. I went to Catechism class and was baptized and scooby dooby doo. I didn't take mass seriously and most times didn't even go. Eventually Helen gave up on me, just like God. I'm not one of the most avid of God's fans, but I don't hate him as much as the people in these small towns.

In lots of places the bodies of ministers and priests are crucified to the walls of their churches. I've seen more burned out steeples than intact. The few that were intact and actually had a following were really frightening. I had a run in last week with a cult that used names for God like: Eater of Souls, The Great Abandoner, Molester, the Big Piss All and many others. Some believed that the only way to an afterlife was to offend him enough to be noticed. Some thought that they would be saved by other incarnations of God. None of them understood that there is only one God and He doesn't give a holy shit. He rewarded those He liked, punished those he hated and ignored the rest of us who were sitting on the ecclesiastical fucking fence. We are alone. There is no god but Man. Hallelujah. Amen.

Jessica seems to be coming along nicely. She has started to get used to my company. She still won't talk to me, but she did snuggle up against me last night. I don't know if this is just because she wanted the warmth of another human body or if she still thinks that she has to serve the same role

as she did in Atlanta. I could never do that though. She's just a little girl. If she's 15, I'll eat the candles on her last birthday cake. The rules may be a little different after the end of the world, but I could never hurt a little girl like that.

APRIL 15TH

Nashville was a joke. Other than a cult formed around the memory of the Grand Olde Opry, the town was dead. I scrounged some additional food reserves and ammunition. Good old Southern boys always keep their guns loaded. I'm gonna have to start exercising more and finding whatever fresh vegetables grow wild, this diet of canned veggies and spam is getting old. Besides, it's not good for Jessica.

I think Jessica's getting more comfortable with me. She has taken over some of the cooking, and, other than a lack of imagination, she is quite good. Not that I blame her for the blandness of the food—it's difficult to keep spices fresh lately.

I'm very worried about this girl. Last night I heard her talking in her sleep. It was the first time I ever heard her speak. Until last night, I thought she was mute. The fact that she isn't scares me a little. She has been with me for ten days and hasn't said a single word to me. Way I figure it, she either doesn't trust me or she was beaten when she spoke in Atlanta. Forgive me for saying this, but I kind of hope it's the latter. If she doesn't trust me and has the patience and self-discipline to not speak for ten days, she may be very dangerous to me.

APRIL 19TH



A brief stop in Metropolis, IL. Now there's a town gone wrong. I found a thriving group of twenty people. For some reason I didn't really care about enough to ask, they were cannibalizing their own bodies. I saw one man who is in the process of slowly stripping flesh away from his own legs with a serrated bread knife. They mixed their diet with cooked dog, which they got from these giant kennels which belonged to some dead eccentric. The meticulous way in which they removed parts of their own bodies, cauterized the wound and then ate the meat raw, was so vile I ran away from their ritual and threw up—repeatedly. I was glad that I had Jessica wait in the Jeep. There was nothing I wanted from these people...except to get away.

As I was leaving, they tried to "save" me. At least that was what they were yelling, "SAVE HIM!" I don't want to know whether they meant it as in "Jesus Saves" or "Save those leftovers." I had to kill all four of the men they sent after me. They rushed the Jeep and I shot them right through their scored chests with my .30-30. I don't wonder what the rest of them do with their dead. I don't ever want to find out, either.

That was the first time I ever killed anyone. Being a plumber in central Florida, you just don't have to defend yourself too often (except from the groping hands of middle-aged divorced women). I could almost feel them winking out of existence. Killing a man now has new meaning. I didn't just kill four people. I killed four souls. If that dream I had means anything then

there isn't an afterlife. I don't know how those men in Atlanta can live with those raiding parties they send out. Killing someone now is even more wrong than before the world ended. Except, of course, God won't punish the killers anymore. Which is good, because I will kill again to stay alive. I won't lose a second of sleep over it.

Jessica must be able to sense how messed up I am. She's trying to give me a little room. Not that you can get very far away from someone in a filled Jeep Cherokee, but she tried. I guess she wished someone would have given her a little room in Atlanta. I'll kill to keep her alive too, if I have to.

It's good to have a daughter again.

APRIL 22ND

I wish I knew someone who could fly a plane. In Mount Vernon, IL, I found an abandoned airport. The planes were sitting there on the tarmac, like my models used to sit on the kitchen table. It would be very interesting to do some scouting from the air. The world must look pretty peaceful from up there. It's strange, these planes which should have been fairly new, looked as though they had been abandoned for more than a couple of months. The wings were sagging and windows were filled with cobwebs. If not for my journal and my watch, I'd swear that I'd been wandering for years before coming across this place.

This is really weird. Everywhere I go, things look like they've been decaying. Hell, even the bodies here are starting to show more bone than flesh. Things

shouldn't be rotting this fast. I found a skeleton three days ago. Just for curiosity, I checked it out. It sure didn't look like anything had been chewing on it. There were no teeth marks or gouges on the bones. This was probably someone who died last September or October. There should still be some meat on him. This is starting to give me the creeps.

Last night I saw the largest raccoon I have ever seen. It was at least 45 pounds. I thought it was a dog at first. I shot it stone cold dead, and we ate it for dinner. It tasted a little gamey, and was as tough as shoe leather. The raccoons must be living like kings with all of the refuse left around. Good for them.

APRIL 23RD

Very sick today. Food poisoning. Wonder where that coon had been eating. Jessica and I both threw up during the night. She's running a fever and I'm not too sure about myself. We'll rest today. Want something ironic? We're camped about two hundred yards from a hospital. Is there a doctor in the house?

APRIL 24TH

I don't know if she's going to make it. I feel a lot better, but then again I almost never get sick. She's so thin and weak I'm worried. Her system was weakened by the drugs in Atlanta and our steady diet of canned meat and stale chips. I'd go for help, but I have no idea where to go.

I took the risk of moving her to the hospital, but we couldn't go in.

If I thought a house with a dead family smelled bad, imagine a hospital with hundreds of dead families. We had to settle for a doctor's office about a half mile from the hospital.

I hope feeding her aspirin and penicillin out of this cabinet is the right thing to do. I've raided a Speedway minimart for all the liquids that they had. I'd pray she doesn't die, but that prick isn't listening.

APRIL 27TH

Jessica's fever has broken. She seems much clearer than she has been in days. She stopped vomiting last night and she's eaten two rice cakes with some hard salami on them. She's weak, but she'll be all right.

Even better, she spoke to me today. I was half asleep in a chair next to her when I felt her hand on my forehead. She said, "Thank you, Harry" in a soft, beautiful voice. What do you know?

Life is worth living after all.

APRIL 28TH

Jessica told me her life story on the drive today. She's originally from Autauga, Alabama. I love listening to her voice. It has that lazy Southern accent that makes you want to sit on your front stoop with a pitcher of lemonade. She was in her first year of high school, and was looking forward to going to college and having a career. Her family was well to do and made sure she had every advantage.

She had the dream a lot more often than I did, almost every night until early March, when they stopped altogether. The Revelation

hit her really hard. She was wandering around in a daze when the slavers from Atlanta caught her.

She tells me that she doesn't remember much from Atlanta, what with all the "downers" that they gave the slaves to keep them from running off. I think she actually remembers a lot more than she's telling me, but she's ashamed of the way she had to behave. That's OK with me. I'm pissed off enough at those bastards.

She did tell me the story about how she was branded, and she showed it to me. It looks like a couple of jagged "W"s. That must have been really painful.

It's also nice to have someone to talk to. I didn't realize just how starved I was for companionship. At times the boredom is overpowering. I need to find a group we can settle down with.

(Also...how can I put this delicately? I need a woman. I've had friendship in the few places that I've stopped, but no female companionship. To hell with subtle, I need sex). Darwin was right, the need to eat and mate really is the driving force behind humanity. Jess could probably use some people her own age too.

On a more positive note, my CB has started to pick up snatches of conversation as I drive north. It's probably St. Louis, but I'd swear I heard people talking about Chicago and some place called Elgin. My theory is that without all the cellular phone and radio traffic, this CB could actually have a lot farther range. I can't wait to test my theory.

MAY 3RD

St. Louis looked very different when I left it 17 years ago. On the

far side of the river, East St. Louis had decayed far beyond its reputation as the least frequented tourist area in the US. I have never seen so much rust in my life. Most of the old steel bridges crossing the Mississippi have broken and fallen into the river, which runs an orange-red color. It looks like the world is bleeding from an open wound. I wouldn't have drank from the Mississippi before the end of the world, and I'm afraid to drink from it now.

Luckily, I-70 still crosses the river, and I was able to get into the town. Sometimes, I think symbolism is all that the rest of the meek understand. It is so typical that some pathetic group of survivors would gather at the base of the Arch. They live underneath it in the old museum of Westward Expansion, and worship the Arch as the Gateway to God. They even try to climb it every day in a vain

attempt to reach the top. It's both funny and sad to watch a forty-five year old man, with a watermelon-sized gut, try to climb a vertical stainless steel surface with suction cups and mountaineering boots.

But there were some signs of hope in St. Louis. A peaceful group of "druids" were living in Forest Park. They were cultivating vegetables, and living off the more dangerous animals from the Zoo. I thought it would be fun to try roasted tiger, so they roasted one in honor of the tools I brought them.

(They're a serious bunch of fruit loops, but nice people. The guy I gave the tools to used to be a mechanical engineer from Purdue. He was impressed by a battery powered drill and screwdriver set. I left when they started praying to the damned thing.)

I was welcome there, and Jessica enjoyed their company. It was nice to be somewhere where



people like each other. They must have thought we were a good risk, because they certainly weren't afraid to defend themselves. They sent their dogs out to attack a small pack of bikers who came too close to the park. The "druids" were peaceful, but those dogs were evil.

On the way out of town, I stopped by the house where I grew up. Like everywhere else, it was a wreck. I went through the house quickly and came out with my father's pistol and a box of ammunition. It's a Browning 9mm, just about the biggest thing Jessica could handle. I have to start preparing her for whatever might come.

My father's body was lying on the bed. He was a little too far down the decomposition scale to bury him. So I made the house into a funeral pyre. Three cans of gasoline and a match and I said goodbye to the last of my family. Jessica left me alone with my grief. She knows

she's a part of my new life and doesn't belong in the old one.

When I get where I'm going, I'll say a funeral for my wife and daughter, and I'll put up a couple markers for my father and brother. I owe them that.

MAY 14TH

I'm driving to Chicago in search of more people who haven't decided that violence is the wave of the future. I think maybe the only sanity left in America is in the Midwest. I've seen quite a few little communities where people are getting along and trying to piece their lives together. Small groups mostly. Farming communities seem to be the rule. Most of them saw the end of the world as a wakeup call. I don't think that they are trying to prove anything to God, just to themselves.

Most of these groups took my



warnings about the South seriously, and recognized the need to prepare for biker gangs like I saw in St. Louis. I did what I could to help them out, showing them where to gather supplies that they otherwise might have not looked. Pretty young lady in Urbana, IL called me a "digger" today. Apparently there are more people like me who make their lives by moving around and finding things for other people. These diggers find stuff people need, like ammunition, food or batteries and trade them for warmth and services. She said I was the second one through town this month. Weird. Even after the apocalypse, I have a trade.

Jesse surprised me today. When I woke up I found two packages neatly wrapped in brown paper next to my sleeping bag. Inside were CDs, Johnny Lee Hooker and a B.B. King boxed set. When I asked her what this was about, she told me how, on our third night out of Atlanta, she had gone through my wallet to see who I was. (I can't bring myself to throw that wallet, my driver's license or the \$73 dollars inside it away. Call it a souvenir). That's how she knew May 6th was my birthday. She got up at 3 a.m. and went out looking for a gift. She said she wanted to find some way to make a cake with all 36 candles, but I would have to be happy with a Ding Dong and a votive candle she found in a church.

Yeah, I love this little girl.

MAY 29TH

For the record, I love the Blues. I used to play blues guitar in a band when I was younger and wilder. I

have an incredible collection that I have acquired from the various music stores along the way. The tape deck in the Cherokee is always cranked to B.B. King or Muddy Waters or Johnny Lee Hooker, all of whom were taken from this earth long before God decided to call in our marker.

Blues is also real appropriate after the end of the world.

With how much I love the Blues, I thought I was in heaven when I rolled into Chicago and found Joey D. camped out on the corner of Monroe & Michigan singing the blues. He'd put a hat out like he was waiting for the Michigan Avenue shopping crowds to wander by any time.

I asked him what he was doing. He looked at me long and hard and said: "I'm makin' God feel guilty." He was singing end of the world blues.

When he was through, I broke out my guitar and played a few songs I'd been writing on the road. Songs about the places I've been, the family I had lost, you know the story...it's the Blues. They were a huge part of my misspent youth.

We stayed in town with Joey for almost a week. He said that "God wasn't being any worse to us now than he had been in the past. We have a chance here to make something good or bad, without any repercussions or any promises." He said it was better than God had ever offered in the past, because we were always under fear of punishment and our good actions were usually done for the reward of heaven. "Now, when we have no one watching but ourselves, we can be what we are. Most will prove out to be serious bastards, but many can

prove that they are good, and that they deserve to live out their lives in peace and happiness."

I don't know if he is right or not. I only know that I want to find the right place for me and the right people for me to settle with. I am a good person, even though I was abandoned by God.

JUNE 6TH

Boy, am I happy that I came to the Midwest. Joey, Jess and I left Chicago yesterday and already made it to Elgin. It looks like someone went down both I-90 and I-94 with wreckers to clear the traffic.

We drove right into downtown Elgin without so much as a single gunshot. Most of the places throughout the South are paranoid and violent. When we drove by people farming, or scavenging, or just enjoying a beautiful spring day they waved and smiled in a friendly way. They had absolutely no defenses up.

Well, almost no defenses. They had Marshall Jesse Williams.

I met Jesse shortly after we stopped downtown. He is a large, imposing man. The kind of guy you would see bouncing in the seediest club in Chicago. He and his three deputies were the only ones in the whole town that were packing guns, besides the three of us that is. He asked us a few questions and told us that he was happy to have us stay. He showed us around the little community and talked amiably. I told him I was amazed that there were no defenses in this town.

Then he showed me the fortress. It used to be a riverboat casino. What it is now is a small floating fort. It has emplaced machine guns, mortars on the roof, enough food and medical supplies to last for months of siege, 6" of armor plating and a roulette table. He and his deputy, Henry, have been working on it for about three months now. He said that the rest of



the community didn't feel the need for roadblocks and checkpoints. Jesse knew that they'd be necessary, though. Good thing too. If Atlanta launched a major slaving raid up here, the good people of Elgin would be singing "Swing Low Sweet Chariot" inside of a week.

Jesse wasn't worried about that. He was worried about the "Dogs", which are a well armed and organized street gang that he's seen stalking around the outskirts of town on at least two occasions.

Over all though, it's a great town. The people are friendly, the food is good, but there is absolutely no security. It's a nice place. Jesse's got his head screwed on straight, but the rest of the population will never see it coming. The only reason I'm not going to settle down here is that I don't want to die when the bad guys come rollin' in.

Joey disagrees with me. He signed on to be one of Jesse's deputies. He and Missy saw me off when I left. (My Helen would have liked Missy, which is why I didn't feel bad about shacking up with her while I was here). Jessica told me that she won't leave me. I didn't ask her to.

The only major acquisition I made in Elgin was a big Golden Retriever that I named Scooter. When all the people died last year, they didn't take their dogs with them. He looks a little scruffy, and I'm going to have to find out how to give a dog a flea dip, but all in all he seems like a damn good dog.

There sure are a lot of people in Elgin from other places. I met two former "Swamp Rats", someone from Waco, TX and a very pretty lady from Boston. I hear interesting

things about Waco, so I think I'll make that my next destination.

JUNE 16TH

Can't write much tonight. I thought I recognized that bastard. Rolly Kinkaid, one of Dwayne Washington's bully boys was in Elgin. He must have been on one of Atlanta's "recruitment" missions. They're following me and they're very heavily armed. I guess I wasn't supposed to take Jessica with me when I left Atlanta.

They're about a mile and a half behind us. I can see their campfire from where I am writing. Jess and I have been taking turns keeping our eye on them so that we can both get some sleep, but I can't risk that anymore. They might make their move while I'm asleep and I don't know how good she is with that Browning I gave her. I, on the other hand, am doing very well with the M-16 that Williams gave me.

My course is clear. I have to take them out before they make their move. Jess is asleep right now and Scooter is watching over her. There is a very real danger that I won't come back. It doesn't matter much. I lived the best life that I know how. I can be content with that.

I love you, Jessica.
Remember me.







Chapter Two: Book of Revelation

THE WORLD DID NOT END QUIETLY, NOR DID IT END SUDDENLY. THE MUSHROOM CLOUDS that every member of Western society had been subconsciously expecting since the mid-fifties never came. The End of the world was far more subtle and far more insidious. Many of the disasters in the chapter that follow did not seem to be a part of the Biblical Apocalypse when they happened.

Furthermore, many of the tragedies discussed in the Book of Revelation did not occur, or occurred in the wrong order. During the Middle Ages the Book of Revelation was so heavily rewritten by monks who were attempting to spice things up a bit that it was not able to give us the warning that it was meant for.

THE BEGINNING

Not all of the disasters that would eventually destroy the world were obvious as such. Before the world could end, certain things had to come to pass. These events might have been the only real sign that God's Wrath was about to be poured out upon the world.

While the events that follow heralded the beginning of the Revelation, they would only come to their full fruition in the later days of the End.

For over ten years, the banking and credit industries searched for a way to eliminate credit fraud and identity theft. The S.U.C. was their first success. Early prototypes were simple bar codes that could be placed under the skin containing the password to the clients personal financial records. While this

Wall Street Journal, Aug. 19,
2005, 07:37:25

(SILICON VALLEY, CA) A coalition of American computer hardware designers and Swiss surgeons announced today that the Sub-Dermal Universal Credit Chip, or S.U.C. as it is commonly referred to, has been approved by the FDA and is ready for general release into the market.

This revolutionary device, which is surgically inserted under the skin of the right palm in under one hour, contains all credit and personal information about the owner on a small, easy to read computer chip. The device is completely non-toxic and looks like a tiny UPC code.

Unlike earlier versions, which were nothing more than sub-dermal identification chits that could be scanned with a laser similar to those found in most supermarkets, the S.U.C. actually records and stores information on its own, making counterfeiting impossible.

UT & T began offering free installation of the S.U.C. to all of their credit card holders today. The S.U.C. can also act as a debit card, UT & T calling card and personal identification card.

Representatives of UT & T, the primary funder for the research, were optimistic about the market acceptance and applications of the S.U.C.

"Credit fraud and theft are a thing of the past. The S.U.C. will see to that. We have made our first step towards a completely computerized international financial system and global currency. In coming months the information will also include microtransmitters to find missing persons, medical records and criminal records. The future is here," said Ronald Caruso, Vice President in charge of Research & Development for UT & T in a press release today.

The S.U.C. project has been received enthusiastically by police departments across the country as well as the FBI. At least three school districts in California alone are paying for installation into every one of their students.

For more information on the S.U.C. and a complete list of authorized installation clinics, write to UT & T Customer Services, PO Box 453, Deerfield, IL 60610.

worked just fine, it was easily counterfeited, and required no apparatus that wasn't in use already. The researchers with the Swedish Association of Biomedical Research went to work with a new form of non-toxic plastic and came up with what would come to be known as the S.U.C.

This new S.U.C. was a computer chip that could be read with an inexpensive communication appa-

ratus. In addition to the credit records for the holder, the new S.U.C. also contained work history, Department of Motor Vehicle records, police records, medical history and the names and S.U.C. codes of immediate family members.

The S.U.C. was incredibly well received in its first few months. By December of 2005, over 13 million credit card holders had taken

advantage of the free installation offered by their credit card companies, schools, employers and city governments.

Amazingly enough, the chip worked. National theft and credit fraud incidences fell by over 25% within six months of the chip's release. Several thousand missing persons cases were solved within hours of the first report being filed. The medical records allowed doctors quicker access in emergency situations, saving countless lives. For almost a week in New York City, there were no John Doe bodies hauled in, as they could be easily identified with the S.U.C. The chip's astounding success assured that the protests by certain religious groups fell on deaf ears.

From the earliest stages of development, the researchers were fought at every turn by fundamentalists, the Roman Catholic Church and even televangelists. The protests began when one of the researchers, who was also a fundamentalist Christian, learned (and publicized) that the telephone prefix for all S.U.C. credit checks was 666.

This coupled with the Catholic Pope's very public concerns caused Catholics and fundamentalist Christians to unite in protest.

American authorities and financial institutions initially paid these protesters no mind. Many ridiculed this as paranoid Christian superstition, pointing out that the Book of Revelation has people marking their foreheads with this number as well.

Several months later they

stopped laughing. UT & T announced that people whose jobs required heavy physical labor would have to have the S.U.C. installed in the region of the right temple. While this coincidence did not change the authorities' minds about the S.U.C., the jokes became far less common. The similarities had just become too eerily evident.

"And he causeth all, both small and great, both rich and poor, free and bond, to receive a mark in their right hand, or in their foreheads: And that no man might buy or sell, save that he had the mark, or the name of the beast, or the number of his name. Here is wisdom. Let him that hath understanding count the number of the beast: for it is the number of a man; and his number is Six hundred threescore and six."

(Revelation 13: 16-18)

On New Years Day, 2006, over one hundred and fifty thousand people simply disappeared from the face of the Earth. Stranger still, no one seemed to think that the disappearances were out of the ordinary.

While this seems unlikely, there were two reasons for people's indifference. Since New Millennium's Day, six years before, New Years' Eve had gained a reputation far beyond what it had in the twentieth century. New Years parties more often resembled drunken, drug-crazed orgies than friendly social gatherings. It had become completely normal for thousands of

people to go missing on New Years Eve. Since most of them found their way home within a few days, the police had stopped looking into New Years disappearances years before the Rapture.

The second reason no one noticed was that so few people actually disappeared. Furthermore, no one of great prominence disappeared either. The televangelists were still on, and no one even noticed that a few of their audience had gone missing. Only about 35,000 people disappeared from the United States. That totals out to about one out of every 7,000 people. While many people came forward with stories about their loved ones vanishing into thin air, they were largely dismissed by the authorities as hysterical mothers or religious fanatics. Any news story about God taking people body and soul into Heaven usually shared a page with a picture of a three-headed, alien, baby Elvis.

"And I heard the number of them which were sealed: and there were sealed an hundred and forty and four thousand of all the tribes of the children of Israel. And I said to him, Sir, thou knowest. And he said to me, These are they which came out of great tribulation, and have washed their robes, and made them white in the blood of the Lamb.

Therefore are they before the throne of God, and serve him day and night in his temple: and he that sitteth on the throne shall dwell among them."

(Revelation 7: 4, 14-15)

THE FIRST SEAL PESTILENCE

Pestilence began stalking the earth long before The End, in the form of the 2001 anthrax scare and the Chickenpox Strain-9 outbreak of late 2003. No one listened. The U.S. authorities remained fractured and ineffective in their efforts to institute uniform chemical and biological protection.

Two unchecked events marked the breaking of the first seal and the release of Pestilence. On January 19, a previously unheard of alliance of Middle Eastern powers launched a surprise preemptive strike that caught Israel completely off guard. An unidentified biological or viral agent was loaded into a sophisticated warhead and fired at Jerusalem.

The disease virus killed its victims within seconds of inhalation, completely annihilating the city and most of the nation of Israel within minutes of impact. The attacking countries were displeased to learn that the toxin did not disperse like a common nerve gas, but instead settled onto any porous substance and remained toxic. The end result was ownership of a country where almost everything was covered with a lethal contact poison. This unforeseen turn of events also made sure that the toxin could never be identified, since anyone who entered Israel died within minutes.

Over the next few days, the prevailing winds had moved the toxin back into the countries that had allied against Israel. Egypt bore the

THE END

REVELATION

STRATEGIC AIR COMMAND
COMMUNICATION #5489516-TG
BEGIN RECORD 01-19-2006-17:32:26:85

CONFIRMED LAUNCH.
11-46 VICTOR TANGO TANGO.
IRAQI MISSILE LAUNCHED
FROM SYRIAN BASE
DESIGNATE 11-46 VICTOR
TANGO TANGO.
MOST PROBABLE TARGET: JERUSALEM.
NOTIFY PRESIDENT.
DEFCON 3

"SAC, this is the USS Abe Lincoln. Patrol 4 has a visual. We need authorization to intercept. The bogey is non-nuclear. Repeat, the bogey is non-nuclear. Suspect biological agent. Permission to intercept? Over."
"Enterprise this is SAC. Waiting for Direct Executive Order. Do not intercept without DEO. Repeat. Do not intercept without DEO. Over."
"Wilco SAC. Hurry the old man up, we don't have much time."

IMPACT IN 5...4...3...2...1...IMPACT.
END RECORD 01-19-2006-17:46:11:02

brunt of the aftereffects, reaching a nationwide mortality rate of almost 75% by the end of January. Millions of residents of the area fled the infected areas, only to be summarily executed by neighboring countries that had enforced a strict quarantine. Syria, Iraq and Iran fared better than Egypt, but their planned conquest of the Middle East was unexpectedly halted due to the complete destruction of the Egyptian military.

Afganistan, just barely beginning to recover from repeated poundings from the United States as a result of the September 11, 2001 attacks, became an even greater wasteland.

"And the fifth angel sounded, and I saw a star fall from Heaven unto the earth: and to him was given the key of the bottomless pit.

And he opened the bottomless pit; and there arose a smoke out of the pit, as the smoke of a great furnace; and the sun and the air were darkened by reason of the smoke of the pit.

And there came out of the smoke locusts upon the earth: and unto them was given power, as the scorpions of the earth have power."

(Revelation 9: 1-3)

Letter from the Center for Disease Control to Ronald Caruso, Director of Research and Development for UT&T:

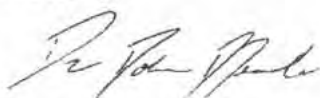
Mr. Caruso,

The findings of Infection Research team #332 are disheartening. The S.U.C. chip infection, unofficially named "S.U.C. Gold," is a reality. Certain mutations in this viral infection have already surfaced, rendering this infection highly communicable. Symptoms include violent nausea, jaundice and dehydration. Early estimates have almost 85% of the people implanted with the S.U.C. at extreme levels of risk. No inoculation is feasible at this time.

You are hereby ordered, under authority of the United States Government to cease installation of the S.U.C. into any citizen of the United States. Since the removal of the chip will not increase a patient's chances of avoiding Gold you are not required by this directive to recall the chips that are already installed and in use.

Allow me to extend my condolences to you and your company.

Sincerely,



Dr. Roland Meadows
Director, CDC

Pestilence's second act was to create and release the Gold virus. The S.U.C.'s near universal success dwindled when it was discovered that approximately one percent of those implanted were susceptible to a strange infection that seemed to attack the area of the body around the S.U.C.

Originally, it was thought that these cases could be treated with simple antibiotics. This was not the case. Worse still, the infection mutated until it was communicable as a virus. Even more strangely, the Gold virus could only be transmitted to another person with an S.U.C. People who were never implanted were completely immune

to Gold.

The Gold virus was not fatal. The people who contracted it through inhalation, sexual intercourse, contaminated needles or exchange of bodily fluids experienced excruciating bouts of nausea, pounding headaches, bloody excretion, diarrhea, difficulty breathing, dizziness and the exceptionally bright yellow jaundice which earned the virus its name. In its final stages the skin of the afflicted person would desiccate and almost shatter. In short, anyone who contracted Gold was completely and totally incapacitated, but not in any danger of death without severe extenuating circumstances.

By the time the world ended, nearly 85% of the people implanted with an S.U.C. (or about 75 million people in the United States alone) had contracted the Gold virus.

Finally, on January 23, the Center for Disease Control in Atlanta suffered Pestilence's coup de grace. In a display case deep in the center of the complex, a vial, which contained the last smallpox culture on earth, was switched with another test vial.

The best virologists, immunologists and bacteriologists in the world had been brought into the CDC in order to find a cure for Gold. Within two days, they were all dead of a new strain of smallpox that they inadvertently created (with the subtle help of Pestilence). Despite one of the most thorough quarantines in American history, the display that would kill the minds that might have cured the plagues to come was never even checked.

Almost unnoticed in the chaos that followed, it was announced that New York City now had more rats than citizens. Epidemic alerts for anthrax, smallpox and bubonic plague appeared from coast to coast.

"And the first went, and poured out his vial upon the earth; and there fell a noisome and grievous sore upon the men which had the mark of the beast, and upon them which worshiped his image."

(Revelation 16:2)



Transcript from President Mitchell's Address to a Joint Session of Congress, February 3, 2006, 17:13 EST.

"Ladies and Gentleman of Congress, at 3 a.m., a combined force of soldiers from Iraq, Iran, Jordan and Syria crossed the border into Saudi Arabia and attacked three United States military installations. Our soldiers fought nobly and well, but ultimately in vain against an overwhelming number of enemy troops. The wounded American soldiers, we have been informed, have been executed without trial for resisting the invasion force."

"The Islamic Purity Alliance have seized, by force, three fully operational American Army bases. This can not be tolerated. I will not attempt to sway you with patriotic words. Ladies and gentlemen of Congress, at this point your path is clear. I urge you to declare war upon the nations that claim membership in the Islamic Purity Alliance immediately. Our response to this unprovoked attack must be swift, and it must be terrible."

"I will be in the Oval Office, awaiting your decision."

THE SECOND SEAL WAR

On February 3rd, the second seal was broken and War was loosed upon the Earth. The Islamic Purity Alliance using forces coopted from Syria, Iraq, Iran and Jordan invaded Saudi Arabia and captured the three United States and NATO military bases that were the core of Saudi Arabia's national defenses. With these three bases conquered, the country easily fell to the Islamic Purity Alliance.

In capturing the American base at Sakakah, the IPA captured seven intermediate range nuclear missiles that were being kept there by the President without the knowledge or consent of Congress or NATO. Rather than owning up to the missiles' existence,

President Harrison Mitchell convinced Congress to declare war in a speech that was telecast in over 100 countries worldwide. It took congress two hours and thirteen minutes to declare war.

As the first act of the war, the USS Alaska, an Ohio-class nuclear submarine, fired its full complement of missiles at the area of Sakakah. While surveillance satellites had confirmed that the missiles had been moved, the President's military advisors confirmed that they could not have been moved far. The Alaska's assault did neutralize the threat of captured nuclear missiles, as well as destroying Saudi Arabia and reducing most of the Middle East to a smoking crater of nuclear glass.

The war ended after only three days. Nearly 200,000,000 people had died in the strike or due to the radiation sickness that would con-

Top Secret Communique from the Joint Chiefs to President Harrison Mitchell, February 3, 2006, 06:44:22

Tally of Critical Equipment Seized

3 Apache Attack Helicopters
3 Harrier VTOL Attack Aircraft
15 F-15 Combat Aircraft
Radio and Decryption Apparatus
2 Surveillance GT15/9 Boxes
7 BGM-109 Tomahawk Cruise Missiles
7 TERCOM guidance upgrades
3 In-Theatre Nuclear Missiles
4 AL-Com "Dirty" Nuclear Warheads
1 Permissive Action Link Decoder
3 AGM-86B air launched cruise missile (nuclear payload)

Advise Immediate and Extreme Countermeasures

*** Destroy This Communique ***

*** End Transmission ***

*** Coded 590GM/4 ***

tinue to plague the area until the End. The blast had completely devastated Syria, Iraq and Jordan and had broken Iran's will to fight. Despite offered alliances from Turkey, Pakistan and other unaligned nations that were crippled by the fallout from the nuclear strike, the Islamic Purity Alliance surrendered unconditionally.

President Mitchell was impeached by a unanimous vote less than two weeks later for his failure to report the existence of these captured missiles to congress and NATO, and for his hasty use of nuclear force. The news of his sui-

cide on Valentine's Day came as no surprise to anyone.

"Saying to the sixth angel which had the trumpet, Loose the four angels which are bound in the great river Euphrates.

And the four angels were loosed, which were prepared for an hour, and a day, and a month, and a year, for to slay the third part of men.

And the number of the army of the horsemen were two hundred thousand thousand: and I heard the number of them."

(Revelation 6: 14-16)

THE FALLEN RETURN

On February 28th, the Legions of the Fallen broke free of Hell and burst out upon the Earth. The Lords and Dominions of Hell had recognized the Revelation for what it was and were desperate to stop it before it went too far. They were not yet strong enough to win the war with Heaven.

The war with Heaven began immediately, and no few angels and other servants of the Lord were brutally slain. The four angels that guarded the gates of Hell were cut down within seconds, as were the angels to whom it was given to hold back the winds.

Almost overnight, those few people who were psychically or magickally oriented suffered complete demonic possession. Those

who dabbled in the dark arts became host bodies for the infernal powers with whom they had bargained for so long.

The Legions of the Damned searched for any linchpin that could hold the world together. They attempted to find and protect she who would become the last martyr, hoping that if she was saved the world would not end. They attacked the Horsemen, hoping that some part of the world might be spared if they could not fulfill their function. They attacked and destroyed angels, archangels and prophets, in the hopes of weakening the Lord.

Some even prayed to the Lord God for forgiveness.

The war between Heaven and Hell would rage until the last seal was broken.

"And I saw the beast, and the kings of the earth, and their armies, gathered together to make war against him that sat on the horse, and against his army."

(Revelation 19: 19)

THE THIRD SEAL FAMINE

On March 20th, the third seal was broken and Famine was released upon the Earth. American authorities, already battling acidic rain that had been crippling farmers for years, distributed a new fertilizer free to every American and Canadian farmer.

Famine had other ideas. It visited and contaminated the entire stockpile on the day before it was to be distributed. Instead of fertilizer,



The US Farm Report, March 2006

...Scientists at the Department of Agriculture are recommending SS-141, a new chemical fertilizer sarcastically nicknamed Miracle Grow, to combat the high levels of acidic rain which are attributed to the nuclear strike on Saudi Arabia earlier this year.

"The strike has caused heightened levels of acidic precipitation on a global scale. To combat the effects of this acid rain on the soil of America's farms, the Department of Agriculture has developed SS-141. Free distribution will begin on March 21st, at the rate of 100 gallons per acre of farmland. Any farmer whose property taxes are paid in full is eligible for this free fertilizer," said Beverly Harvey, head of the Department of Agriculture.

"We at the DOA see this as a positive step forward. The government has taken this critical first step to regain the trust and prosperity of the American farmer."

the farmers spread liquid death on the farms of America. Nothing would ever grow on them again. Worse still, the contaminated SS-141 was also distributed to ranchers in hopes of strengthening pasture lands, which had also been affected. Within days, the entire grain and meat production industries of the United States had been destroyed.

Ironically, SS-141 was not fatal to humans. The animals that had died due to grazing on contaminated fields became the only meat in America. The ensuing food riots would claim the lives of thousands. The government called out the National Guard and instituted a rationing plan. Anyone caught stealing another person's ration was summarily executed. Under this rationing plan, each American citi-

zen received 4 ounces of meat, 2 slices of bread, 4 ounces of milk or cheese and 3 ounces of citrus fruit or a green vegetable per week. The national storehouses held out for nearly 3 weeks before they were exhausted.

The rest of the world had their own problems. In addition to battling acid rain and fallout from the destruction of Saudi Arabia, the largest swarm of locusts in recorded history decimated the grain fields, and later the livestock, of Russia and the Ukraine. The states that comprised the former Soviet Union requested help from the United States, unaware that the United States was preparing to request help from the them.

In Europe, the acid rain and the locusts hit in rapid succession,

making it necessary to import huge quantities of food that the major agricultural countries could no longer provide. In under a month, several Eastern European countries had announced that cannibalism would no longer be considered a crime. In Northern England, several radical fringe groups even took a page from Jonathan Swift and began kidnapping and eating Irish children. War was declared, but by then there was no one strong enough to fight.

"And when he had opened the third seal, I heard the third beast say, Come and see. And I beheld, and lo a black horse; and he that sat on him had a pair of balances in his hand. And I heard a voice say, A measure of wheat for a penny, and three measures of bar-

ley for a penny; and see thou hurt not the oil and the wine."

(Revelation 6: 5-6)

Just one day before the locusts and SS-141 appeared, a cult of nihilistic death worshippers centered in Osaka released an untested nerve toxin into the Sea of Japan. The cult was disappointed to discover that the toxin was not fatal to humans, but, on the bright side, it was fatal to one of the richest sources of food in the world. Furthermore, the toxin bonded with the water and was carried onto land with each rainstorm. Fortunately, from the cult's perspective, monsoon season began uncharacteristically early. The toxin proved to be as fatal to plant life as it was to aquatic life.

One day after the initial contamination, almost all inland sources

World News Network Broadcast from Hong Kong, 1:13 p.m. Greenwich Standard Time, March 20, 2006

"...has just been confirmed. An unknown toxin, similar to a potent nerve gas in liquid form, has been released into the Sea of Japan. Members of the infamous 'Japanese Death Cult' have claimed responsibility, though Japanese authorities have yet to comment on this."

"The effects of the toxin on humans are still unclear, though it does appear to be lethal to all forms of marine life. Fish have been washing up on shore for several hours now. They are now so dense that anyone trying to get near the water has to wade through a barrier of fish several feet deep. The water itself, as I said earlier, is a bright crimson, almost the color of blood."

We will continue to bring you updates on the situation throughout the Pacific Rim throughout the day. Also, tune in at 8 pm Eastern time for our live report: 'Sea of Blood.'"



of fresh water were affected. Within three days of the initial exposure there was no food on land or in the seas of the Far East. Within three weeks, over one and a half billion people had died either from starvation, dehydration or violence from the riots that would ensue around any source of untainted food or water.

The toxin, which has still never been identified, also had the bizarre effect of turning any saline solution it was introduced into blood red. The Sea of Blood would make headlines for the next two months.

"And the second angel poured out his vial upon the sea; and it became as the blood of a dead man: and every living soul died in the sea."

(Revelation 16: 3)

THE FOURTH SEAL DEATH

On April Fool's Day, the fourth seal was broken and Death was released upon the Earth. While the Revelation had decimated most of Europe and Asia by this point, America had seemed to get off light.

On April 1st, an unpredicted tropical storm system carried the Japanese Blood toxin across the Pacific and into America. Luckily, the storm did not drop Blood into the Pacific Ocean and destroy the last food source in North America. Instead, the storm carried the toxin inland before releasing it. In a situation no one could have foreseen, the Blood toxin, when exposed to the SS-141 fertilizer, mutated into a highly poisonous gas which resembled a bright red ground fog. Unlike the previous incarnation of the Blood toxin, this fog was lethal to humans after only a few seconds of exposure. By April 3rd, over eleven million people on the West

Message Repeated on the Emergency Broadcast System for 4 days

"...THIS IS NOT A TEST. REPEAT, THIS IS NOT A TEST. PREVAILING WEATHER CONDITIONS HAVE CARRIED THE JAPANESE BLOOD TOXIN TO THE PACIFIC NORTHWEST AND WEST COAST REGIONS OF THE UNITED STATES. CITIZENS OF WASHINGTON, OREGON AND CALIFORNIA ARE URGED NOT TO USE ANY WATER FROM ANY NATURALLY OCCURRING SOURCE. MARTIAL LAW HAS BEEN DECLARED FOR THE WEST COAST AND THE PACIFIC NORTHWEST UNTIL EXTENSIVE TESTING CAN BE DONE ON THE WELLS AND RESERVOIRS SERVING THE REGION. RESIDENTS OF THESE AREAS SHOULD USE ONLY BOTTLED OR DISTILLED WATER. RESIDENTS OF THE AFFLICTED AREAS SHOULD ALSO AVOID IMMERSION IN ANY STANDING BODY OF WATER. STAY TUNED FOR FURTHER DETAILS. THIS HAS BEEN THE EMERGENCY BROADCAST SYSTEM."

Los Angeles 911
Transcript 14-040403-916
Caller Unidentified

"Jesus Christ! It's all falling down! It's a roller coaster in your goddamn living room! Holy shit! It's all falling down. It's all going into the fucking sea! Hail Mary! Mother Of God! Pray for us sinners, now an at the hour of our death, holy Mary, mother of, Oh Dear God! HELP ME!"

Call Ends

Coast and in the Rocky Mountain region had died. By April 11th, the lethal fog was a common sight from coast to coast.

Surprisingly, once it had mingled with SS-141, Blood did not poison the inland water sources of North America. Scientists were at a loss to explain this; but, since the deadly fog had earned the nickname "Hand of God," and because it bore a striking similarity to the Angel of Death in The Ten Commandments, no one was really turning to the scientists for explanations anyway.

"And when he had opened the fourth seal, I heard the voice of the fourth beast say, Come and see. And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And

power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth."

(Revelation 6: 7-8)

BABYLON FALLS

On April 4th, a massive earthquake struck the West Coast of the United States. This quake, that had been predicted several months before it happened by the Seismologic Studies Department at UC Berkeley, registered slightly over 9 on the Richter Scale at its epicenter in downtown Hollywood.

The San Andreas Fault finally lost its' extended battle, and more than one-quarter of the California Coastline fell into the sea. Curiously, even though the Pacific at the West Coast is not deep enough to accommodate it, the entire area west of the San Andreas vanished beneath the waves. Of course, by this time it didn't matter much, California had fewer than 2,000,000 occupants. The rest had already been struck down by the Hand of God, starvation, rioting, murder or suicide.

"And after these things I saw another angel come down from Heaven, having great power; and the earth was lightened with his glory.

And he cried mightily with a strong voice, saying, Babylon the great is fallen, is



fallen, and is become the habitation of devils, and the hold of every foul spirit, and a cage of every unclean and hateful bird.

For all the nations of earth have drunk of the wine of the wrath of her fornication, and the kings of the earth have committed fornication with her, and the merchants of the earth are waxed rich through the abundance of her delicacies.

And a mighty angel took up a stone like a great millstone, and cast it into the sea, saying, Thus with violence shall that great city Babylon be thrown down, and shall be found no more at all."

(Revelation 18: 1-3, 21)

THE RISE OF THE ANTI-CHRIST

It was in the insanity of these last days that the forces of darkness made their greatest assault on the Heavenly Host. Gunther Hoelman, a German ambassador and newly elected Secretary General of the United Nations took the step that would have gained him centuries of infamy, if the world hadn't ended short months later.

Hoelman was raised a Protestant, but his long years of diplomatic experience had embittered him and caused him to turn his back on religion in all its forms. He was not unschooled in the

Christian apocalypse myths and realized precisely what was happening. All this made him a perfect tool for the forces of Satan. He was approached and possessed by Satan himself and given the power to make men bend to his will.

Before the entirety of civilization could collapse, (April 26th to be more precise), he ordered the military forces of the world to "...terminate with extreme prejudice all peoples engaged in or encouraging the practice of any civilized religion."

The order was carried out by all soldiers and paramilitary forces that were still healthy and active. The purge on religion lasted for forty-two days and hundreds of thousands of terrified people died simply for turning to God in this dark time.

His goal was to cripple the forces of Heaven before the apocalypse could get too far. He had hoped that by destroying God's believers, he could cripple God's forces. All the purge actually did was to drive the faithful into hiding. The persecution may very well have strengthened their faith in the Almighty.

Hoelman didn't realize that God was going to kill these people anyway.

The antichrist's reign ended abruptly when Father Henry Monahan, a Jesuit priest, shot and killed Hoelman outside the United Nations on Forty-Second Street in New York City, less than one hundred feet from where he instigated the purge. Monahan was shot and



THE END

REVELATION

killed seconds later. He did not attempt to escape.

"And there was given unto him a mouth speaking great things and blasphemies; and power was given unto him to continue forty and two months.

And he opened his mouth in blasphemy against God, to blaspheme his name, and his tabernacle, and them that dwell in Heaven.

And it was given to him to make war with the saints; and to overcome them; and power was given to him over all kindreds, and tongues and nations."

(Revelation 13: 5-7)

THE THREE PENITENTS

On the day that Gunther Hoelman was assassinated, the world was witness to what may have been the strangest suicide in history. Three men, who had been committed to Bellvue Mental Health Care Facility for as long as anyone could remember, escaped. They were found hours later sitting under a statue of Jesus in Greenwich Village as though they were waiting for it to speak.

They prayed and spoke to the statue for a few minutes before speaking to a police officer that was on the scene. They then embraced each other. Moments later, while smiling peacefully, each shot himself through the temple. Officer Thomas Logston later related the message, as he had been requested, to Father Gilbert Gerard, a Jesuit

**From a sermon by Father Joseph Pieper,
Diocese of New York City**

"It would seem to me that the time of our Lord's return is upon us. Eternal torment certainly awaits the murderer of our beloved Sister Elizabeth."

"For those of you who did not know her, Sister Elizabeth was a model of the Christian Life. She was a beautiful, gentle, compassionate young woman who devoted her time to teaching the youths of the inner city about our Lord Jesus Christ."

"Her family has heard members of this parish talking about retribution, and about murder most foul. Elizabeth's family and I urge you as well not to act against those that have wronged her, even though they once sat beside you in this very church."

"Funeral services for Sister Elizabeth will be held tomorrow at 3 p.m. Father Gress and I will be hearing confessions immediately following this service until 4 a.m. May God have mercy on our souls."

priest and representative of the Vatican.

Officer Thomas Logston took his beautiful wife and children to mass and to confession. Immediately after their confession he shot them each in turn. He shot himself immediately after. They died under the same statue of Jesus as the three penitents.

A brief investigation was conducted. The investigation was closed when the investigating officer opened the medical histories of the three penitents and discovered their names and occupations, which were the only pieces of information in their files.

Their names were Cain, Cartaphilus and Ahasuerus. Their occupations were First Murderer, Pilate's Gatekeeper and Wandering Jew.

THE FIFTH SEAL THE MARTYR

The breaking of the fifth seal did not make the news. By the time that the last martyr died, well over half of the people on Earth had preceded her. Only her family and the remaining members of her parish even noticed that she had been murdered.

Sister Elizabeth Kaleta was a young woman whose life had always been devoted to God. After taking her final vows as a Roman Catholic nun, she made it her mission to bring Christ to inner city youths. One of the boys to whom she had been preaching for years grew enamored of her.

He made advances toward her, only to be rejected time and time

again. Each time she rejected his advances he hated her God more and more. He could not conceive of any God being worth vows of celibacy and chastity. Eventually he could not stand it any longer.

He, and three of his friends, kidnapped, brutally raped, beat and tortured her over a period of seven days. On the seventh day, her twenty-fourth birthday, they doused her in gasoline and immolated her.

The New York City Police Department didn't even investigate. Less than seventy police officers were left and two-thirds of them had long since stopped coming to work. Over half of the citizenry had died or fled the city. Riots, murders and rapes were the rule of the day. No one had time or inclination to search for Sister Elizabeth's murderers. They were not punished by any Earthly institution. They did not need to be. God Himself was coming for them.

"And when he had opened the fifth seal, I saw under the altar the souls of them that were slain for the word of God, and for the testimony which they held: And they cried out with a loud voice, saying, How long, O Lord, holy and true, dost thou not judge and avenge our blood on them that dwell on earth?"

And white robes were given unto every one of them; and it was said unto them, that they should rest yet for a little season, until their fellow servants also and their brethren, that should be killed as they were, should be fulfilled."

(Revelation 6: 9-11)

A SEASON OF REST

The months of May, June and July held no new hardships, but there were plenty of the old ones to go around.

Blood and the Hand of God continued to kill people off at an alarming rate worldwide. By the end of July, Blood had destroyed almost all life between the Pacific Ocean and India, including most everyone in Australia, Eastern Russia and the Pacific Islands.

In America, The Hand of God was appearing from coast to coast, most times with no warning whatsoever. The only areas that seemed to be safe were large cities and urban developments. The resulting overpopulation caused by rural and suburban families escaping the countryside made every city a powderkeg ready to explode. Murder, and other violent crime, skyrocketed to over 2725% of what it was just the year before, causing many of the city's inhabitants to flee into the countryside. Looting and rioting were constant.

By this time Gold had afflicted everyone who had been implanted with an S.U.C. Without medical attention and police protection the afflicted died horribly at the hands of the looters and murderers. It had even become a common joke among street punks to "get your green from the Golds."

During the Season of Rest the Horsemen's servitors grew tired of their appointed tasks and began to punish Man for his transgressions against God. Famine's Locusts,





which had previously only attacked vegetation and livestock, demonstrated that they had a ravenous appetite for human flesh. Pestilence's Rats began to scurry in the busiest of streets, biting and infecting anyone that they came upon with diseases that seemed almost random. The Dogs of War ran throughout the countryside, killing and devouring anything in their path. And the Crows, servitors of Death, picked endlessly at the bodies.

By the end of the Season of Rest, telecommunications had failed, the governments of the world had fallen irrevocably into ruin, and civilization, as we had always known it, was dead.

One other important event is attributed to the Season of Rest. It was during this time that the Meek began to understand what was to become their eternal punishment. Certain people were not troubled by the difficulties that would kill the rest of the people on Earth. The Meek were immune to the Hand of God. The Meek were not attacked by the Horsemen's servants. The Meek did not contract Gold. The Meek were not being punished. Many of them did die due to starvation, natural disease, violence and accidents. None of them, however, died by God's Hand.

The rest of the people on Earth weren't so lucky. At the end of the Season of Rest, there were fewer than 10 million people on Earth.

THE SIXTH SEAL GOD'S WRATH

On August 26th, 2006, the sixth seal was broken.

The world was rocked by forces beyond human comprehension. When the sixth seal was broken the polarity of the Earth shifted.

Earthquakes broke out around the globe, in areas always thought to be tectonically stable. Dormant volcanoes throughout the Rocky and Appalachian ranges spewed molten lava onto the deserted towns below. Avalanches and earthquakes were felt everywhere there was a hill or plain. Billions of tons of dirt erupted into the sky, rendering the heavens dark during daylight and turning the light of the moon blood red. Mountains were torn free from the earth and thrown across the sky.

Skyscrapers bent and twisted like taffy before uprooting and flying across the city. Manhattan Island, more steel than earth, was ripped in half across midtown. Abandoned cars fell from the sky like snow. Hurricanes the size of continents raged across the world with wind speeds over 200 miles an hour. Tidal waves devastated land miles from the coast. Blizzards blew in Death Valley and the Antarctica was battered by heat that the Sahara had never approached.

Thirteen minutes after the sixth seal was broken, every sinner on Earth whom had not yet felt the wrath of God was struck down. Some were struck by fire, some by lightning, some by angels of the

Lord, others by the ghosts of their victims. None but the Meek would survive the rupture of the sixth seal. When it was over the humans on earth numbered less than five million.

God's Wrath lasted for six days. The world died in the same time it took to be born.

"And I beheld when he had opened the sixth seal, and, lo, there was a great earthquake; and the sun became as black as sackcloth of hair, and the moon became as blood;

And the stars of Heaven fell unto the earth, even as a fig tree casteth her untimely figs, when she is shaken of a mighty wind.

And the Heaven departed as a scroll when it is rolled together; and every mountain and every island were moved out of their places.

And the kings of the earth, and the great men, and the rich men, and the chief captains, and the mighty men, and every bondman, and every free man, hid themselves in the dens and in the rocks of the mountains;

And said to the mountains and rocks, Fall on us, and hide us from the face of him that sitteth on the throne, and from the wrath of the Lamb:

For the great day of his wrath is come; and who shall be able to stand?"

(Revelation 6: 12-17)

THE SEVENTH SEAL THE END

On September 1st, the seventh seal was broken. The storms abated, the sun returned, the air was clear and the destruction of the world was complete. Around the world, it was the nicest day that any of the survivors had ever seen.

The world had been made anew.

In the wake of this new Eden, the old world began to rot where it had fallen. The phenomenon that would later be dubbed "the Blues" began. In the abandoned places, in disused constructs that once proclaimed only the glory of Man, in the symbols and the places of power in the old world, Nature began to take back our accomplishments. They decayed, unnaturally, back into the womb of the earth. It would take several generations to take it all, but the Earth would take back every trace of the world that had offended the Lord God.

On the first night after the seventh seal had been broken, every living person on the Earth had what has come to be known as "The Dream" for the first time. The Dream was the final message from the Lord God to what remained of humanity. It varied slightly from person to person, but every person's Dream centered on waiting in line to be judged. They all saw their loved ones meet their reward or punishment before watching the Gates of Heaven close forever. The

Dream always ends with the sound of the Gates slamming shut for the last time..

"And the seventh angel poured out his vial into the air; and there came a great voice out of the temple of Heaven, from the throne, saying, It is done.

And there were voices, and thunders, and lightnings; and there was a great earthquake, such as was not since men were upon the earth, so mighty an earthquake, and so great."

(Revelation 16: 17)

THE GAME

The End is a fantasy, a day-dream in the purest sense. It is a game in which the players may take part in fantastic events that do not occur in our everyday lives. For a brief few hours, The End allows the players to be something they are not, to act in ways that a normal person could never act and to do things most people only dream about doing.

The End is a story which you create, it can be about death, it can be about rebirth and hope, or it can simply be about life.

We only ask that you think.

THE CHARACTERS

It will be each players duty to create and portray a character throughout the game. The character is the imaginary person whose skin you step into for the duration of each gaming session. It is your job to be this character, think like this character, act like this character and give this character life. It is not enough just to write down some statistics on a piece of paper and go through the motions. You could do that, but you would quickly find out that this is not at all rewarding.

Rather, immerse yourself in the character's life. Don't simply decide on the details in their lives the way you would decide what you would eat in a restaurant. Enrich them with details. The adventure is a story at its most basic form, and any writer will tell you that details are the soul of any story.

Instead of thinking of this as a game, try to think of it as a part in a movie, with your fellow players portraying the characters important to your character's life. Play the role as best you can, even if you must ad lib at a moments notice. If you play the character to the best of your ability, it will reward you with many rewarding experiences.

THE JUDGE

One of the players will have to take on the responsibility of the Judge. In the movie that you are making together, the Judge must be the director, scriptwriter, supporting

roles, extras, lighting, film editor and a host of other parts. The Judge is responsible for everything in the imaginary world except for the characters' actions.

The Judge's primary responsibility is to see that the players have fun. To do this, the Judge must create an interesting plot, play gripping supporting characters, provide the characters with motivations and populate the game world with adversaries for our heroes.

This all sounds rather intimidating. Actually it is rather simple. When you make up a plot for the game, it will be a simple idea that the characters can add to as they go along. You do not need to write a novel, just a plot synopsis. The characters' actions will supply the details that you leave out of the game.

WINNING THE GAME

While most games have a single winner, roleplaying games do not function that way. The only way to win is to have fun. Furthermore, the only way to lose at a roleplaying game is not to have fun. While your character may suffer setbacks and even outright failures, this does not constitute a loss.

Don't despair if your character does not succeed at everything they attempt. No one in history has ever done that. Just have fun, and you will be a winner.

THE END

To really enjoy The End you will have to have a decent grasp of the concept. The End is a game of theological horror. While this concept may shock many of you, the simple fact is that most religions have the stuff of really good horror built right into their doctrine.

Read any horror novel or see any scary movie. The basic premise is that something unexplainable intrudes on the sanity and safety of everyday life. A group of friends is spending in idyllic weekend camping, until the mysterious murder, complete with chainsaw and hockey mask, shows up to slaughter the innocent little angels.

In The End, the Judeo-Christian Apocalypse is the intruding outside force. Judgment Day comes, just as thousands of doomsayers throughout the centuries always said it would, and destroys civilization. That is when humanity discovers the horrible truth. "The meek shall inherit the earth" (Matthew 5:5) was a threat. Those multitudes who had never chosen God or his Adversary in the war of good versus evil are abandoned here, on earth, while Heaven and Hell seemingly close to this place forever.

The twin themes of mourning and hope are prevalent throughout this brave, new world. Mourning for our destroyed civilization and abandoned souls coupled with humanity's constant drive to rebuild are the motivating forces of The End. While some lose themselves to regrets and fade away, devastated

because God doesn't love them anymore; others rededicate themselves to the Lord and attempt to draw God back for his newly faithful servants.

Some of the ones who are left have set about to rebuild our society. Around these few visionaries, the colonies have grown. They are collectives of men and women who understand that the end of the world meant the end of the drug problem, pollution, global warming, overpopulation, crime, inflation, wage slavery and all of the other problems that faced mankind before The End. These people have united to rebuild the old world, but to build it better than we did the first time.

These twin themes are the source of the conflict that will torment each and every character. Is it better to follow the past and its God, or do they look to the future?

THE MEEK

They have a lot of names, the ones that were left over after the Revelation. They are called the Meek, the Forsaken, the Lost, the Unchosen and the Scraps. These are the people that make up your characters.

In many ways, they are the people that you would meet on any busy street in America today. They were normal people from all walks of life. Now they are the only survivors of the Revelation. They are the hardest, canniest, most ruthless and toughest group to ever walk the earth. They have seen the end of the world, and they have lived to tell about it.

THE BLUES

The old world is also escaping us. As time passes, the earth is reclaiming that which we brought out of it. All of the remains of our old civilization, the roads, the cities, the homes and the monuments to mankind's greatness are returning to the womb of the earth.

Anything that a person does not use on a regular basis, take care of, or count among his possessions, is slowly decaying. Larger and more intricate devices are decaying slowly, but the more complex things are, the easier they break. Many of The Meek call this rate of rapid decay "The Blues." What exactly is causing The Blues is not known, but within as few as three generations, or as many as ten generations, all vestiges of the pre-Revelation world may disappear. The more sophisticated among The Meek theorize that the forces of entropy,

once held at bay by God, are slowly reasserting themselves.

To some The Blues is a blessing, to others a curse, to all a fact of life.

THE OTHERS

We were not the only ones that were left on this Earth when God and the Devil withdrew forever. The Four Horsemen, being creatures who had no place in Heaven or Hell, were left to continue their work among us. Here they walk still.

Some demons and angels also escaped the notice of the Almighty, choosing to stay here and rule rather than return to their homes and serve. While they still retain some of their power here on earth, these creatures were forced to give up their immortality in order to stay. Powerful, but not eternal, these little gods walk among us.



Once the Redeemer had withdrawn into His Heavens, the Savage Gods returned. The Old Gods, worshiped in the times before the Jews were freed from bondage, returned to this world. Though they had been broken by the Christ and weakened by their long imprisonment, they have returned to work their will upon those few humans that remain. They are the gods of the primal forces, and they are not to be taken lightly.

Finally, out in the wastelands between the colonies, the Beast still roams. The great one who was created to punish the sinners in the last days has seen no reason to stop its feasting on human souls. Beware the wastes, for they are the home to the Beast and its minions.

MAGIC

Magic, raw and primal, has also returned. The seething stuff of creation, denied to this world by the Christ, has begun to seep back into the world. It is not the magic of simple healing or pagan gods, but something far greater. None know how to cope with it, since all of those from the time before who had placed their faith in magic were forever cast into the deepest pits of Hell.

THE BEASTS

Once, before the Revelation, humans were given lordship over

the beasts that crawl and the birds that fly. No more. The beasts grow without check, and they no longer fear the scent of Man. Beware the animals of the wilderness, for they are no longer our servants, with one exception.

Many of the Meek can tell stories of their faithful pets fighting to defend their masters. Of all the animals that survived, only one did not abandon us. The common dog is still our servant, and our friend. Why they have not abandoned Man, no one truly knows. Perhaps they really were our best friends all along.

Q & A:

The theology of this game has raised quite a few questions. In an effort to ease the flow of mail into our office, we have compiled this list of frequently asked questions as a roleplaying aid.

Q: What was the criteria for admittance into Heaven?

A: The thing that took everyone by surprise is how generous God was. If you believed in a single, benevolent God and lived your life according to the doctrines of the religion that you practiced, you were admitted into Heaven. Muslims, Christians, Jews and Buddhists were all admitted. People who followed a polytheistic religion still had some hope, provided that they followed their religion's most benevolent god and followed the virtues of humility, self-sacrifice



THE END

REVELATION

and love.

If you had truck with the forces of evil in any way, shape or form, you were damned. Most Pagans, practitioners of Magic and roleplaying gamers (ha ha) were all thrown into the pit. Those who used religion for their own ends were also damned, like televangelists, faith healers and mediums.

Oddly, many things that were thought to be sins before the Revelation turned out not to attract the eye of God's wrath. Drug use was not a sin, but drug abuse was. Those sins that placed the satisfaction of the sinner above all else resulted in damnation. Murder, bullying and torture were sins, but some acts of violence were not. A frighteningly high percentage of soldiers were admitted into Heaven.

Almost everyone who lived an extreme lifestyle (policemen, soldiers, politicians, rock stars, violent criminals, drug addicts, etc.) have gone to either Heaven or Hell. There are a lot of accountants and plumbers left over, though.

Q: Is there any kind of afterlife for the Meek?

A: No one actually knows and we prefer to leave this to the individual Judge. Obviously the Dream suggests that there isn't any form of afterlife at all, but the existence of Angels and Demons may offer weight to the opposite argument. In the end it is up to each Judge and each player to decide what is the truth.

Q: What happens to my soul when I die?

A: Most of the Meek think that it dies too. If there is no afterlife, then the soul has proven to be as mortal as the flesh.

Q: Can the Meek have children?

A: Yes. The soul is an inseparable part of the body. The story of the Guf, or the Hall of Souls from which all newborn baby's souls originate, was completely apocryphal. The soul is created during the act of copulation, it does not come from outside. This power was given to mankind by God when He created us, and He did not take it back when He withdrew.

Q: Are the children born after the Revelation any different than children born before it?

A: Physically or mentally, no. Socially, they are the only way that the Meek will live on after they die. Children are easily the most precious resource that anyone on this Earth has. Want to see some proof? Endanger the children in any colony and see what kind of justice they dispense.

Q: Exactly how many people are left?

A: No one is really sure. It's hard to take a census with all of the hard-cases running around. In North America about 1 in every 2,000 people survived the Revelation to

be abandoned.

Q: That only leaves about 700,000 people left in North America. Are they all in settlements?

A: No. Only about one-quarter have made their way to the colonies, the rest are scattered over the continent. Some small groups have founded small colonies with as few as a dozen people. There are hundreds of these throughout North America. Only the major colonies are detailed in this book.

Furthermore, about twenty percent of the initial survivors did not survive long without a technological society. Many of them starved, fell victim to accidents or murder or committed suicide in grief and loneliness. Some died due to the simplest of ailments, or even for lack of insulin. Only the tough, canny and strong survived the first few months after the Revelation.

Q: What happened to everyone else?

A: They were either taken to Heaven in the Rapture, or they were found wanting and thrown into Hell. Most of the people died in the Tribulation. Other than the Meek, there is no one left on Earth.

Q: What's the difference between a major colony and a minor one?

A: The major colonies are outgoing and diplomatic. They are often centers of trade and occupy major trav-

el routes. If they aren't trying to deal with the other colonies, they are trying to conquer the other colonies. As a general rule, a colony is never major until it has more than one hundred citizens.

Q: You haven't said anything about anything outside of North America. What about the other continents?

A: We have not addressed the other continents because it would be extremely difficult for any of the characters to get there. Without a form of pre-Revelation travel, the journey would be well nigh-impossible. Information on the other continents may be made available in a future supplement, but we prefer not to elaborate in this book.

Q: What are the demographics of the Meek?

A: The male to female ratio is fairly evenly split. Racially, White: 40%, Black: 30%, Hispanic: 15%, Native American: 5%, Asian: 5%, all others: 5%.

The average age is rather on the young side, since the old or the infirm had a particularly difficult time surviving the Tribulation. The average age is around 27.

(Bear in mind that these statistics are for North America only. The racial percentages will vary across the globe.)

No religious denomination constitutes a majority over the others. At least not that anyone wants to talk about. Most people who have

been through the Revelation are reluctant to talk about why they didn't follow their former religion more seriously.

There are a negligible amount of handicapped people. Those with severe handicaps (paraplegic, blind or severely mentally retarded people) that did survive the Revelation did not survive the first few weeks of the Tribulation. Only those who were taken in by capable parties have survived to the present day.

Q: What happened to the thousand years of darkness and all those other things I read about in Revelation?

A: Those things were added by corrupt members of the Church in the Dark Ages to scare a superstitious populace. Only about half of the book of Revelation is actually part of the vision John of Patmos received.

Q: Has the environment changed?

A: Yes. Without all of the people running around spewing pollutants into the air and water, the environment is improving. The hole in the ozone layer has repaired itself, global warming has halted and even the most polluted of rivers will eventually run clear again.

This overall improvement, when combined with the effects of the Blues, is turning our world back into Eden. The only difference is the parts of the world that were directly affected during the Revelation remain affected. The

plain of nuclear glass that was once Saudi Arabia will not get better, nor will the Famine-blighted fields of the Midwest, etc., but the rest of the world is very near perfect.

Q: Are there environmental changes?

A: A few. The weather seems to have been affected by the Revelation. Since the Tribulation began, the weather has become more extreme. Summer days have become almost brutally hot. Springtime drizzles have become downpours. Beautiful late summer nights have become even more clear and perfect. Inclement weather is more likely to be a blizzard or a monsoon than it used to be. Why exactly this is happening, no one knows.

Furthermore, the plants are going absolutely berserk. Wild vines are making the forests in the Rocky Mountains and the Pacific Northwest almost impassable. Any wild, overgrown regions are covered with almost primordial foliage. Whether this is some further effect of the Blues, or similar to what the animals seem to be experiencing, no one knows.

Q: Shouldn't the Apocalypse have come in the year 2000?

A: No, there is actually a six year difference between the calendar John of Patmos would have used and our modern calendar. So, while everyone expected the end of the world to be in 2000, it wasn't actually the year of the Armageddon



until 2006.

Q: Is this a test of the Meek's faith, or was God's withdrawal final?

A: God only knows, and He isn't talking.

Q: Is there any way to be forgiven?

A: We don't want to say no to this, since this is a question that may be integral to your Judge's interpretation of the game.

Q: So, if God is out to lunch, is there any such thing as a sin?

A: No. Wrongdoing on Earth may be a crime, based on the laws of the nearest settlement, but there is no supernatural or religious force policing what the Meek do. If you get caught by the people down here, however, they may show you that there is no afterlife first hand.

Q: Do other gods exist?

A: Yes, the Savage Gods are returning. The Savage Gods are incarnations of primal forces, not silly pagan deities on top of Mount Olympus or benevolent Earth Mothers. Whether or not the Savage Gods answer, or even recognize, prayers and sacrifice is unknown. They are not, by their nature, well disposed to humanity.

Q: What is Ennui?

A: Ennui is the natural reaction a human being has towards being alone. While some loners do not seem to be bothered by it, every human has a psychological need for other people. Humans are social animals not capable of surviving long on their own.

Ennui affects the characters with lethargy and apathy about their own well being. If a character's Ennui rating reaches a certain point, that character will lose skills and abilities at an alarming rate. The only way to stop this strange form of madness is to return to the company of other people. Ennui is one of the biggest single threats to the character's health and sanity.

(It is important to note that Ennui is not a supernatural effect that only exists after The End. It's just not easy to get terminally lonely on a planet with 6,000,000,000+ people on it.)

Q: What's the point of going on?

A: This is a question that comes up a lot, believe it or not. If the entire world has been destroyed, what is the point of life?

Well, to begin with, the entire world has not been destroyed. Civilization has been, but life has not. In many ways, the culture of North America has become an equivalent of the Old West. There is more land than there are people to work it, there are few enough people that a person can have a reputation that stretches from coast-to-coast. It is generally lawless. The

only technology and knowledge that have been lost (telecommunications, advanced surgery and medicine, flight, computers, etc.) have been developed since the Old West faded away. This is not the aftermath of a nuclear disaster. Everything is still here.

The point, as it has always been with mankind, is to build, and rebuild if necessary. Your characters have an opportunity to reshape the world in whatever image that they see fit.

SLANG

The post-Revelation slang can be extremely confusing for the non-religious gamers out there, so we have taken the time to compile this list of commonly used terms. You will probably hear your Judge using them, and we encourage the players to learn them as well to help add color to each game session.

Action: Most often used when referring to sex, drinking or drug use. Getting some action also means to find other people.

Angels: Mood altering drugs. Most commonly uppers and downers though it is also used to describe any drug in pill form.

Beast, the: Predatory creature that may or may not exist. The Beast supposedly prowls the wastes in search of humans to



devour. Many of the Meek have stories about the Beast, but no one can actually claim to have seen it.

Before: The time period before the Rapture, most commonly used to describe technology. Finding something from before means to find hi-tech equipment.

BillyJoeBobs: A derogatory term for citizens of the Atlanta Confederation.

Blues, the: The unnatural decay that is destroying the remnants of the time before the Revelation.

Bones: A more commonly used name for the Horseman, Famine.

Bugs: A more commonly used name for the Horseman, Pestilence.

Colony: A settlement that has been founded since the Tribulation began.

Digger: A person who professionally scavenges through abandoned places for trade items.

Dog-Face: A more commonly used name for the Horseman, War.

Dream, the: Each and every one of the Meek had a similar dream, in which they are waiting to be judged by God. The Dream varies from person to person, but they all end with the gates of Heaven closing for the last time. It is

	believed to be God's last message to humanity.		the sentries home."
Drifter:	A person who does not keep a permanent residence in any of the colonies.	Greengenes:	A derogatory term for a citizen of the Oregon Pure Earth Commune.
Foundation:	The first few months of the Tribulation, since this is when most of the colonies were founded. Depending on whom you talk to, the Foundation is over or still occurring.	Gunslinger:	A mercenary.
Freaks:	People who refuse to accept that the Revelation has come. The first people to succumb to Ennui became freaks. Freaks commonly stay in their home towns and try to maintain their pre-Revelation routine.	Heavy:	Carrying firearms. Also used to describe raiding and war parties.
Game:	A war between two or more colonies.	Injuns:	A derogatory term for citizens of the Indian Lands.
Geek:	An extremely derogatory term for a person who seeks atonement with God through undergoing severe physical pain. Also, any person who attempts to attract God's attention back to Earth with acts of holiness.	John Galt:	A derogatory term for a leader of a colony.
Going Home:	Dying. Short for "Going home to Jesus". As in: "It's been two weeks since Tommy went home." Also used as a term for killing, as in: "I sent	Loonies:	The people that have lost their minds to Ennui but have not died are referred to loonies.
		Lost Age:	Before the Rapture.
		Meek, The:	The people that were not judged during the Revelation. The Meek are the only people left on Earth. Also called the Forsaken, the Lost, the Unchosen and the Scraps.
		Pimp:	A slaver, or an inhabitant of a colony that has reestablished slavery.
		Pride:	A child.
		Rack:	A colony. Originally a soldier's term for a bunk. "Where's your rack?" is a common question that people ask to find out what colony they are dealing with.
		Revelation:	The period of time between the Rapture and Judgment Day.

The seven seals were broken and civilization was destroyed during the Revelation.

Rex (Rexes): Medicinal or prescription drugs. Comes from the Rx symbol on prescription forms.

Sly: A person who exchanges sex for protection from danger or acceptance into a colony. Not usually used to describe men.

Speed Freak: Fast-attacking raiding parties. Speed Freaks attack lone travelers on small, fast motorcycles throughout the wastes.

Squatting: Waiting for other people alongside a major highway. These squatters either join or ambush travelers, so being called a squatter can be either derogatory or sympathetic.

Storming Heaven: Using psychedelic or euphoric drugs such as peyote, LSD or magic mushrooms.

The Man: Term used for any religious or supernatural being. Specifically used to refer to God or Satan.

The Wastes: Any place that is more than one full day's travel from a colony.

The Way: Route 66, US 1 or any other major highway that is resistant to the

Blues. People commonly squat alongside The Way.

Trash: Euphemism for the bodies left over from the Revelation. Also, inhabitants of a colony with 10 or fewer people are referred to as trash.

Tribulation: The period of time between God's final withdrawal and the present. Biblically, the Tribulation was the time between the Rapture and the Day of Judgment.

Vulture: A derogatory term for diggers.

Whackos: A derogatory term for citizens of the Waco Survival Encampment.

World: The time before the rapture. "What were you, back in the world?" is a common question. See Before.

Worm: The Horseman, Death.

Wrecks: A town that has been completely abandoned. The ghost towns of the Old West are good contemporary examples of Wrecks.

Zip: Term for an automobile, motorcycle or other form of motorized transport.

Zone: To fall victim to the detrimental effects of Ennui. Also, to use euphoric drugs such as heroin or hashish.

THEOLOGY OF THE END

It is important that, before playing The End, you understand the theological implications (and revisions) inherent in this game. (Due to the fact that religion is such a sensitive issue for many people out there, this is also where we explain what has been fictionalized for the purposes of The End).

The first, and most important thing to come to grips with is that there is a fundamental misinterpretation in the New Testament. "The Meek shall inherit the Earth" (Matthew 5:5) was not meant to comfort those who were downtrodden. It was a warning and a threat from Christ to those who were ambivalent in their religious convictions. This was quite clear in early manuscripts, but in the Middle Ages a great deal of the Bible was edited, revised, or outright changed to suit the needs of less than virtuous agents of the Church. The warning, thus muted, gave the peasantry a means to reassure themselves that enduring the curses of the world quietly would earn them power on earth when the time of judgment came.

Now, the characters have seen the truth. The warning that Christ gave to the world was ruined in editing, along with any hope the Meek had of being redeemed.

The second fundamental premise inherent in The End is that once the Revelation ended, God locked the gates of Heaven and Hell



for one final time and abandoned humanity to itself. The Meek actually do inherit the earth in a bizarre form of poetic justice. The people who do not want to believe in God or the Devil are now no longer troubled by the fact that they are unsure of Their existence. The newly abandoned person knows that God and the Devil no longer take an active interest in this world. God isn't dead, He's just not listening.

This does raise a few points and issues. The first dilemma that the Meek face is the lack of an afterlife. Now that the characters are not going to Heaven or Hell, does anything they do on earth matter? The answer to this is yes and no. Metaphysically, there is no reward or punishment for your deeds any-

more, therefore there is no such thing as a sin. A person can rape, murder, torture and torment, and they won't be punished any more than a person who lives a virtuous life after the Revelation will be rewarded. This does not mean that the villain will get away with it however. The laws of the earthly colonies will often issue death sentences for such heinous acts, and without any hope of an afterlife, many of these opportunistic sinners should think twice. Since God will not punish these people any more, man has had to learn to watch out for himself.

The second thing that The End's peculiar theory has to address is the gifts of God. Humanity had received numerous gifts in addition



to possible eternal bliss. Lordship over the beasts, creation of new life and reason are just a few of these gifts. God did take some of these gifts back. The animals no longer instinctively fear and respect humans, and will happily make a meal out of one if given the chance. A rat no longer needs to be cornered to bite a person, etc. Some gifts He did not take back, like our power to create a new life, our reason and our free will. Perhaps God had mercy on the Forsaken after all.

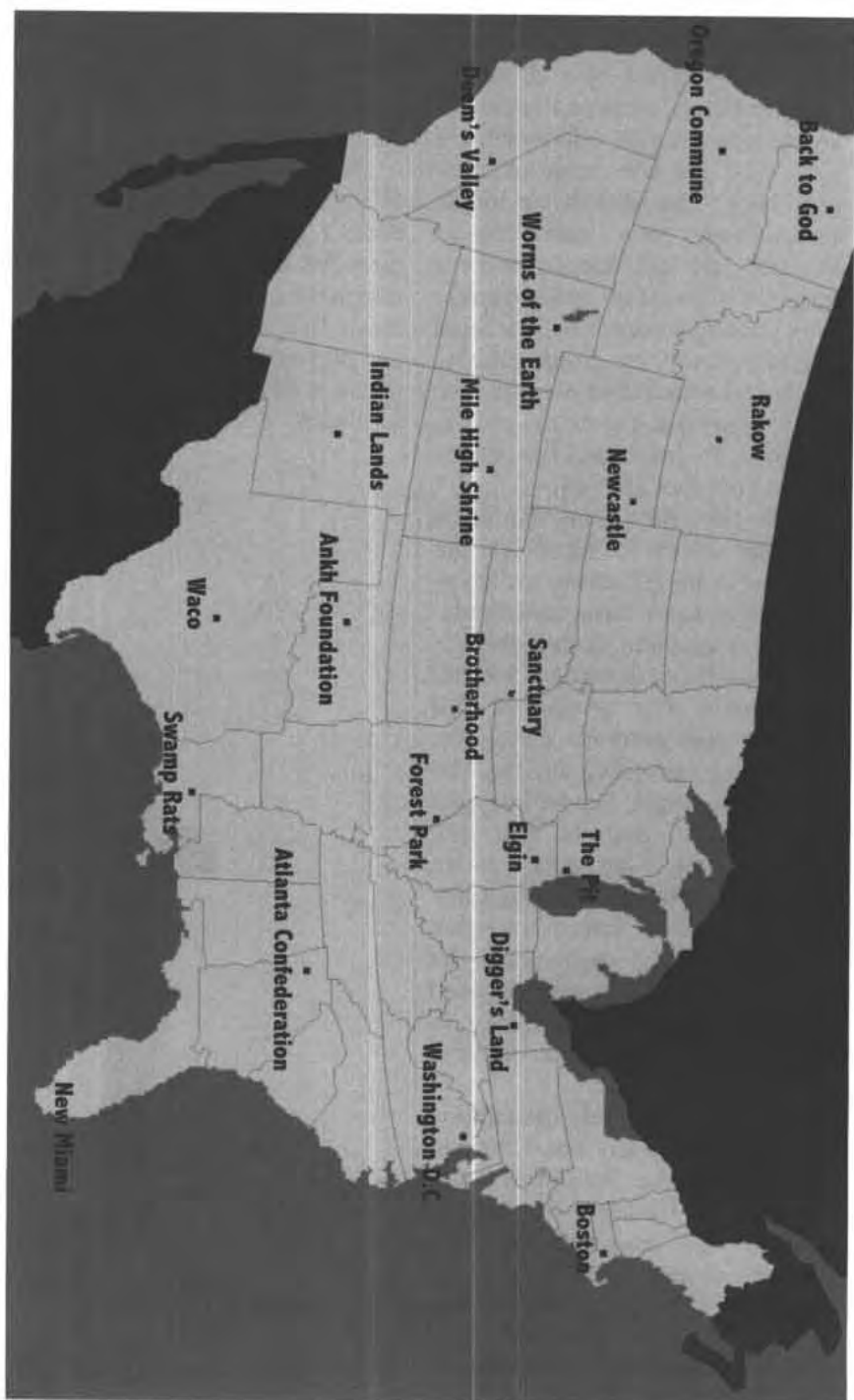
The third item is not one that a character needs to reconcile, but one that a player needs to understand. The most basic and fundamental assumption in this game is that Christianity is correct, with all that implies. Our version of God was fair and generous during the Revelation, rewarding anyone who followed a single, benevolent God in his heart and in his life. Likewise, this God struck down unmercifully those who had truck with the forces of darkness, magick and the banished pagan gods. As generous as God was with the good people, he showed no mercy to those who followed his opposite number.

We hope that this assumption does not offend any non-Christian gamers out there. We did not base our game on Christian theology so that we could preach the Christian lifestyle. It just happens that the Christian apocalypse stories are some of the most vivid and compelling of all world religions, as well as being one of the most familiar. Shiva's dance that destroys cre-

ation may be a more popular story in India, but we're based in North America. When in Rome...

We also hope that our treatment of the Christian apocalypse stories doesn't offend any Christians out there. We did take a few liberties in interpreting the Bible in order to make this game more interesting and playable. This is a work of fiction, not a theological treatise. Take it as such.







Chapter Three: Book of Kings

The geography of America after the end is anything but simple. The greatest nation on Earth has been reduced to a jumbled mess filled with cut-throats, thieves, murderers, zealots, opportunists, entrepreneurs, wanderers and con men. However, many of the meek have also compared it to Eden. The world is new, the ozone layer is replenishing itself, previously endangered species are on the comeback and the world can be made in any image that mankind chooses. It is a beautiful and terrifying place.

THE VESTIGES

THE HORSEMAN'S LEGACY

The entire world had been thrown into chaos by The Four Horsemen during the Revelation, and these things have remained with us:

WAR

War has left to us the bodies of the slaughtered, the plains of nuclear glass in Russia and the Middle East. He has also left to us the tools and tactics of warfare. Many of the forsaken have commented on how well ammunition and weapons have fared against the Decay, and if .38 shells aren't decaying...are those warheads beneath the Nevada desert?

The Dogs of War, wolves standing nearly 4 feet tall at the shoulder, still appear throughout North America.

They are slightly less aggressive now that the end is over, but are still not house pets. Domesticated dogs, as well as smaller wild dogs, are known to fight these wolves whenever possible. The fear remains, however, that if the Dogs of War still stalk the earth...does their master?

FAMINE

Famine has left to us the barren fields of the Midwest and the great plains. He has left us locust stripped bodies and fields seeded with salt and blood. While most of his locusts have fled North America, few forget the foot long beasts or their insatiable hunger...even for flesh.

Famine has left to us impotent farmlands, forcing the Meek to farm any bare patch of earth that they can find. Farms have been stripped clean, but in the graveyards the soil is still fertile. He is even reclaiming the food from the collapsed stores and warehouses. Had we not been so fond of including artificial preservatives in everything we made, they would have been dust long ago.

PESTILENCE

Pestilence's legacy is easy to find. While the end seems to have wiped out AIDS, anthrax and smallpox are on the comeback. Worst yet, Divine Plague, a mutated gold virus, has remained along with others. The most painful disease ever known, inflicted with the force of God's Wrath, Divine Plague caused the skin to blister and crack until

the victim died horribly. Often, in the last times, the pain would only end when its' victims took their own lives. Pestilence's hand can be seen in every leprous wanderer, in every tubercular animal and in every infected wound.

It is Pestilence's legacy that is decaying the medicines and the drugs. In his perversity, the medicine that once filled the hospitals is decaying into poisonous toxins that the ill swallow so very trustingly.

DEATH

Death will be with us always. The only legacies that he has left to us are the corpses from Before, his crows which pick endlessly at the dead and our own mortality.

Many have called Death the cruelest horseman, and this is most certainly true. Now that Heaven and Hell are no longer available, Death sends us to the timeless darkness of non-being. Since there is no longer an afterlife, Death's only chore is to wipe our existence and our memory from the earth.

SCAVENGING AND LOOTING

One of the kinder reminders of the time before is the remains of our technology. While civilization may be a thing of the past, its' toys are not. Any of the Meek can have anything that they can find. This means edible food from abandoned supermarkets, good transportation from any car dealership, guns from any pawnshop, camping gear from any sporting goods store, raw materials from any hardware store or lumber yard and any luxuries that can be

found. All they have to do is to find it before the Blues can get to it.

Anything widely available in twentieth-century America can be found in these ruins, and the harder to find items have even become the basis for a system of trade. Hard to find items can demand a high price in a barter system. Ammunition, well-preserved food, rechargeable batteries, portable engines and generators, gasoline, kerosene, space heaters, antibiotics, recreational pharmaceuticals, liquor, fresh cigarettes, heavy work or hiking boots, auto parts, medical books, surgical equipment, explosives and kevlar armor vests are all very hot commodities after the end of the world. The value of these items changes from colony to colony, The Swamp Rats need medicine more than cigarettes, and illegal drugs are forbidden in Waco, but to most of the post-Revelation world these are the high demand items.

Yes, it's true. The Meek spend most of their time digging around in rubbish heaps and collapsing stores for more than just survival, it's the only way to get rich.

ENVIRONMENT

The world is full of surprises, few of them pleasant. One of those few pleasant surprises is the new environment. Without factories belching smoke into the sky, millions of cars vomiting carbon monoxide, tankers spilling oil into the oceans and people dumping their garbage along the side of roads, the environment is beautiful. The air is clean, river water is almost clear enough to comfortably drink again, global warming has

been halted and the ozone layer has replenished itself. Of course, the smell of all the decomposing bodies is still around and a water source may be contaminated by completely natural means. The beaches are still covered with the sludge that the ocean is giving back to mankind, and not all of our garbage has decayed away, but in a few generations...Eden will return.

ANIMALS

While it may be Eden to us, it is just the state of nature to our fellow inhabitants. "Then God said, Let us make man in our image, in our likeness, and let them rule over the fish of the sea and the birds of the air and over all the creatures that move along the ground." Good old Genesis 1:26 just doesn't hold true anymore. Along with redemption and salvation, the Meek have lost their mastery over the beasts. The animals no longer care to be ruled, and without God enforcing his decree, they won't be.

On the whole, the animals are growing larger, more aggressive and more dangerous. Wolves, on the comeback from near extinction, now stand nearly three feet tall at the shoulder, mountain lions and other big cats now hunt humans for meat. Rats, well fed on corpses, no longer need to be cornered before they bite. We have re-entered the food chain at a slightly different station than we held before.

There are two exceptions to this rule. Cows are still too stupid to be really dangerous. The other exception is the domestic dog. Most of the Meek who owned dogs before

the end still have their dogs with them. Many dogs have chosen new masters, and have given us their loyalty willingly. Take heed, dogs are still dangerous. Strays will attack unless the person in question attempts to befriend it. Owned dogs will attack anyone who tries to hurt it or its master. Why they are still with us, no one knows. One thing that is certain, a good dog is a good thing to have.

On the lighter side, many species are becoming more prevalent. Buffalo herds have been growing steadily, and should thunder across the plains again within two generations. Deer are breeding with nothing to keep them in check. This adds up to a large potential food source. All anyone has to do is go out into the wilds and risk wolf, snake, alligator, bear or mountain lion attack to get it.

OUTSIDE THE COLONIES

Life outside of one of the major colonies is destined to be brutal. If a person stays in one city, they are bound to have everything that they could possibly need to survive for several years. Everything, that is, except for companionship. Humans, as social animals, need others to live.

Due to this terrifying loneliness, the only reason most people leave a colony is to travel to another colony. Some travel on missions for their chosen colony, but only after they are sure that they have a place to come home to.

Oddly enough, some few stragglers actually never find a colony that is to their liking. These rare

few travel between the colonies and stop only long enough to assuage their loneliness.

These wanderers have become what gunslingers were to the Old West. They come into town to trade a few valuable items and are hired for missions that would send citizens of that colony into the wastelands. These drifters spend most of their time looking for unlooted small towns and loading their vehicles with every valuable item that they can find. When they return these items to a colony, they are often treated like heroes by the grateful populace. When the fascination wears off after a few weeks, they strike out and start all over again.

The Meek

The Meek are a strange group. After The End, many people did not figure out how to survive. They died in accidents, they died in gunfights, they died fighting the wild animals and they died out of sheer stupidity. Immediately after the end, there were about twice as many people as there are now. Many died to mundane maladies such as flu, diarrhea, food poisoning, starvation, infection and loneliness. Many more died at their own hand, unwilling to face the new world.

The remaining Meek are survivors.

The people who went through the Revelation and came through are some of the toughest, meanest, smartest and fastest that have ever lived. No one goes through hell and comes out unchanged. The Meek

are dangerous. This, combined with the relatively low population, has allowed reputations to spread. Most people who prove to be competent find that their name spreads like wildfire. Furthermore, there are enough drifters and migrants to spread a name from one coast to the other in a few short weeks.

Beware of the people that make up this patchwork continent—none of them turn up their toes and die easily.

TRAVEL

One of the most important aspects of the character's early experiences will be travel. While, on the surface, travel might seem next to impossible, it is not at all difficult. Most of the difficulties will arise in preparing for the type of travel necessary.

ROAD TRAVEL

While the interstate highways are subject to the swift decay that is reclaiming all of mankind's works, certain important and well traveled ones are still in good repair. Route 66, US 1 and most highways that circle major inhabited cities are still usable. Route 66 has even become a meeting point. People who were too afraid to strike out on their own after The End, often took up residence alongside Route 66 to wait for other people to pass by. A large percentage of these people were recruited into the major colonies, though some stragglers, as well as a few minor towns, remain. Route 66, given its durability and high traffic, is now commonly called



"The Way", and the practice of waiting alongside Route 66 is "Squatting the Way."

Traveling by these main roads is the easiest way to get from place to place, but they are still blocked in many places by accidents left over from the time before, and the gas stations that straddle these main roads are quickly running dry. Travel by motorcycle or four wheel drive is most common, as well as the safest.

The primary difficulty with these main roads is that they are almost always watched by whatever colony happens to be dominant in that area. Colonies like the Swamp Rats are not likely to let people pass through unharrassed. The less frequented county roads are even worse. Unaligned raiders and murderers prefer to waylay travelers on these back roads, where interference from a colony's forces is unlikely. All in all, traveling by road after the end is very much like traveling by road now...except for the constant possibility of ambush and the frequent road blockages.

WATER TRAVEL

For the traveler who's destination is along a river or coastline, water travel seems ideal. Rowboats with outboard motors are not heavily scavenged items, and if you're traveling down river, a simple raft will serve for almost any river east of the Great Plains. Most times the rivers are watched by nearby colonies, but not nearly as often as the roads.

However, the problem with water travel is a pretty large one. A

traveler's destination has to be on a waterway large enough to accommodate their boat. The waterway also has to be calm enough that they can handle their boat in it. This removes the possibility of ocean travel from all but an experienced crew of sailors. A large motored yacht could carry a novice crew, but if it fails everyone on it will die. Sea travel, except for following a coastline, seems out of the question for now.

AIR TRAVEL

No, seriously folks. Air travel still exists. By necessity, anyone flying a plane must stay alert for changing weather patterns, visually find a landing field and land without any of the bells and whistles that are so common on modern aircraft, but it can be done.

Biplanes, twin prop shuttle planes and hot-air balloons are finding wide-scale use. All of them can land using minimal space, use fuel that can be found at any gas station and require little advanced maintenance. Of course, if something does go wrong you WILL die; but, hey, you have to get there somehow don't you?

RAIL TRAVEL

Don't laugh. At least two of the colonies have managed to clear local rail lines and are using them to transport heavy machinery to areas where it is needed. As few as three experienced people can easily conduct a train over clear lines, and that is just what the colonies in Atlanta and Waco are doing.

Again, with rail travel one is restricted to going where there is serviceable track and it represents a truly tremendous amount of effort. However, for moving extremely heavy loads between cities there is no better alternative.

FOOT TRAVEL

This includes traveling by bicycle and other human powered vehicles. IT IS NOT RECOMMENDED! Besides having to deal with the odd lunatics that waylay drivers, there is the additional threat of the predators that are roaming the countryside. The wolves and snakes that have been popping up since the end have been truly frightening specimens, but luckily they usually avoid urban areas. Short trips (less than one day's walk, about 30 miles on a good day) are possible on foot if you don't mind the risks.

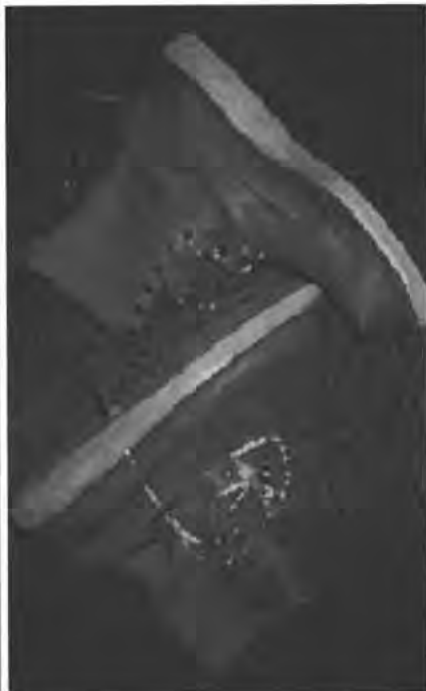
THE COLONIES

The United States, the last superpower, lies broken. The states that endure are anything but united. Tinpot dictatorships stand side by side with agrarian villages. Militant states stand next to colonies of suicidal religious zealots. Savage gods gather their worshippers together and proclaim divine right. It is a confusing place to the uninitiated, and the confused are, far too often, the dead. Navigating through this wilderness of violently clashing ideologies can be dangerous. More often, it is deadly. Pay close atten-

tion: The life you save...

(The word colony may be misleading. The colonies are not, in fact, colonies of a great empire somewhere. The population of North America has been reduced to what it was in the early colonial period, hence the name. Also, shortly after the end, Dr. Jim Grant in Atlanta called his new settlement, "The first colony of the old civilization. Like Europe colonized America, the survivors of the Dead World will colonize this living one.")

At the beginning of each colony, certain information has been included. "Population" is the amount of living people that are known to be living in the colony.



This does not include people in the surrounding area or people who are deciding whether or not to stay in the colony. Population only refers to permanent residents.

"Leader" is just that. If a name is given, that person is the person with the most input as to how the colony is run. If this entry is not specific, leadership is subject to a peaceful change (as in an election).

"Government" is the working system under the current leadership. This would be subject to change if someone new takes over.

"Attitude" is the common citizen's typical reaction to strangers. This is not to say that all citizens feel this way, but it is the predominant opinion.

"Electricity" answers that burning question: Is the power on in this colony? A "no" does not mean that there is no power, only that it is not available to the populace at large. Some industrious person may have hooked a generator up to his home, but this does not mean that the entire colony has power.

THE SOUTH

The South is the source for most of the turmoil in what used to be North America. Home to two very dangerous colonies, the South is no place for the unaligned to linger. Ideologies of hate and fear are ruling the colonies in the south-east. Tensions are heating up between the Atlanta Confederation and the Swamp Rats, and both look uneasily north to whatever cancer has devoured Washington.

THE ATLANTA CONFEDERATION

"This is a strange place. Sure, I've been places where you're better off if you're stupid and like to take orders; but none of them ever tried to pass themselves off as an empire."

POPULATION: 12,306
LEADER: Dr. Jim Grant
GOVERNMENT: Despotism
ATTITUDE AND BIASES:
Friendly to Males
Hostile to Females
ELECTRICITY: No

DR. JIM'S STORY

When James Robert Grant looked up into the Judgment Day, he regretted his membership in the KKK. When he watched the Hand of God take his family, he cursed the days he abused them. When he saw the Horsemen ride out of the sun, he prayed to God that his church-going ways would save him from the fires of Hell.

They did, and he wept.

When it was all over, Jim knew what it meant. There were no sins anymore. The world could be his now.

THE FOUNDING

Grant moved rapidly once the world ended. The first thing that he needed was manpower. He found a group of shocked, helpless people outside Atlanta who were desperate for anyone who knew what to do. He spoke movingly about a new world filled with people who would rebuild society. He promised that the women of this primitive colony would be treated "as the queens and

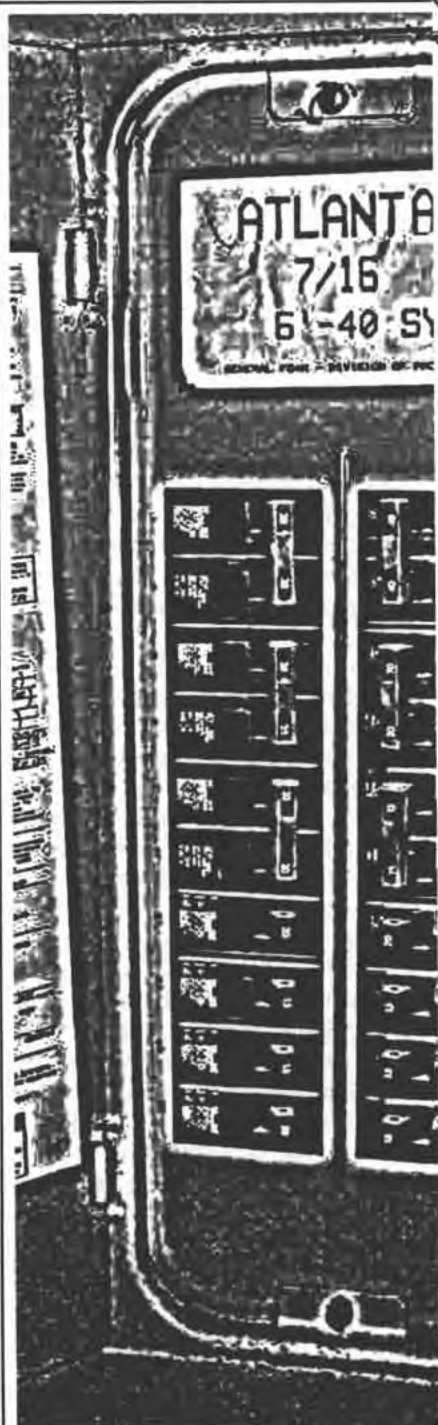
princesses of this new age, for their ability to bear the children to inherit this new world." His oratory skills and charisma were great assets in gaining these people's complete trust.

In private, however, he met with the men of the colony and explained the true role of women. Those that responded well were made his advisors, those who did not met with increasingly deadly "accidents". By the time anyone with a shred of decency left figured out what was going on, it was too late. The women were delivered into the pens over a period of two nights and one day. Slavery had been reinstituted in the South.

Dr. Jim's next act was completely unexpected: he studied. Between his study of political science textbooks and Machiavelli, he read up on genetics and eugenics, mostly from wild conspiracy-based fiction, but no few medical journals.

Now armed with a shaky knowledge of what he wanted to achieve, he ordered his more able lieutenants to go outside the colony on "recruitment missions". Their job was to capture slaves and recruit healthy male specimens for the colony. While this is an avowed goal of the colony, Dr. Jim also knows that these slaving groups will eventually encounter armed resistance. In this way he is hoping to remove any competent upstarts who might be after his throne. The fact that this will leave him ruling a colony of incompetents has not yet occurred to him.

Dr. Jim has taken up residence in a palatial home in one of



Atlanta's more affluent areas, where he maintains a harem of heavily drugged and beaten slaves. His followers are regularly seen as far west as the Mississippi looking for men to join the growing colony and women to enslave.

THREATS TO ATLANTA

There are a few problems in the colony. Grant (who started calling himself Dr. Jim to gain more respect; he only finished high school after 5 years) is no deep thinker. Unfortunately for Dr. Jim, some of his most trusted followers have started to realize this and are considering knocking him off and taking over. It's only a matter of time.

In addition to the threat of internal coup, there are several very dangerous colonies near to Atlanta. First, there is a growing abolitionist movement in the Louisiana bayous. Highly trained raiders have attacked the Atlanta Confederation and stolen slaves, weapons and food. Raiding parties sent into the bayous after the slaves have not returned. This threat is of paramount importance to Dr. Jim, since all evidence points to this colony being founded by an escaped group of former slaves, including one that has a reason to want his head on a platter. He is throwing his most ambitious underlings against this colony; if they fail, he has one fewer person who might overthrow him, and if they succeed, he is rid of a dangerous enemy.

Atlanta is also the closest colony to Washington, D.C. Over the past several months, Dr. Jim has lost almost a dozen men without so

much as a warning when they passed too close to the former capitol. Whatever is happening there is dangerous. If it grows hungry, Dr. Jim knows he will be the first to be devoured.

While it does have its problems, the Atlanta Confederation is not a group to be taken lightly. It is easily the largest of the colonies in North America, as well as one of the best equipped. Raiding and slaving parties roam from the Mississippi River all the way to the Atlantic Ocean. With the exception of a few traitors inside the Confederation, all members of the colony fanatically follow Dr. Jim due to his incredible charisma and popular decrees. These are dangerous, scary people.

LIVING IN ATLANTA

If you are a male with no crippling physical defects or deformities, you can live like a king in Atlanta. If you are competent and ambitious, you can die like a king as well. Dr. Jim will be only too happy to slide the knife into your back.

There are few amenities in Atlanta. Power was not reconnected, except for a few gasoline powered generators scavenged from local department and hardware stores. All luxuries are centered on carnal diversions. Trade, for slaves and services, centers on non-perishable goods or labor. For each one of Dr. Jim's missions that a colony member participates in, he is paid one slave out of the pens.

COMMODITIES NEEDED

Slaves, rechargeable batteries and recreational drugs are prime trade items in Atlanta. Almost anything that provides power to the individual homes of the colonists is worth its weight in gold. A trader with a gasoline generator or military grade battery packs can name his price.

WHO'S WHO

MADAME MARY MAGDELINE: Madame Mary is the only free woman in the colony. Mary is a RN who is allowed to keep her freedom as long as she keeps the communal slaves (women who have been captured but have not yet been sold) healthy and clean. She has been slightly unbalanced since Judgment Day and insists on being called Madame Mary. She is smart enough to know that her usefulness will end with her first failure, and has allowed two girls to escape to the bayou colony with a plea for help. Whether this plea will be answered is anybody's guess.

DR. FRANK TUPPER: Dr. T, as he likes to be called, is the Slavemaster General of the Confederation. It is Dr. T's duty to make sure that all people coming into the colony are healthy and can make a contribution to the gene pool. Men found to have genetic defects (diabetes to stupidity, Dr. Jim is on the arbitrary side) are exiled or executed before they can own a slave. Women with these defects are "put to sleep" immediately. Dr. T is a misogynist in the highest degree. He has flogged Madame Mary when she

argued with him publicly. He is a bitter and lonely man; therefore, he is the only one Dr. Jim trusts completely.

DWAYNE WASHINGTON: One of the most efficient slave hunters in the colony, Dwayne is slowly gathering support for his coup. Unlike Dr. Jim, Dwayne is very intelligent, if a trifle uneducated. He is gathering support among his fellow black men and stoking their resentment at having to follow a white man's orders again. He is trying to avoid dying on the suicide runs Grant sends him on and waiting for an opportunity to act. Soft-spoken and cunning, he is probably the most dangerous man in the colony.

RELATIONS WITH OTHERS

SWAMP RATS: The only relations that Atlanta has with the Swamp Rats is open warfare. Dr. Jim is becoming less interested in returning them to their pens and more interested in seeing them all die.

WASHINGTON: The average citizen of Atlanta does not even suspect that there is anything odd about Washington. No interaction exists whatsoever. Dr. Jim knows and is afraid.

ELGIN: Recruitment is the rule of the day. Dr. Jim and his cronies are actively trying to recruit men away from the Elgin Community. They have made several slaving raids against Elgin, but have stopped until they can convince the men they are recruiting to leave for Atlanta.

WACO: There have been tentative steps at diplomacy made towards the Waco Encampment, made more complicated by the Swamp Rats attempts to woo the leadership in Waco. Relations are strained, since Waco is currently fighting a war far more brutal than the one facing Atlanta.

NEW MIAMI: Dr. Jim aggressively pursues the drug trade with New Miami and makes no secret of his ambitions to one day control this valuable commodity. He just cannot spare the manpower given the unknown threat in D.C.

THE SWAMP RATS

"Place wouldn't be half bad if there wasn't so much attitude floating around. The only difference between Atlanta and this place is who holds the whip."

POPULATION: 523
LEADER: Rachel Duvalier
GOVERNMENT: Militarist
ATTITUDE: Friendly to Women
Hostile to Men
ELECTRICITY: No

RACHEL DUVALIER'S STORY

Rachel Duvalier was a sociology student at Tulane in New Orleans when the end of the world came. To all observers, she led a charmed life. She was rich, stunningly beautiful, intelligent and kind. A woman like her would never have a problem in the world. Unfortunately, she was an atheist.

When the world ended, she was not entirely sure what to do. She

found no one else in her home city of New Orleans, so she made the seemingly logical conclusion that she was the only one that was left. Needless to say, she was wrong.

THE FOUNDING

After she had been alone for nearly three nightmarish weeks, Rachel heard a car driving near to her home, and she ran directly into the arms of a slaving party from the Atlanta Confederation. After a severe beating, branding and drug-ging, she was quickly made one of Dr. Jim's personal harem. Never being one to quietly bewail her fate, she planned her escape and the liberation of 40 of her fellow slaves. After slitting the throat of the guard on the slave pens, she led the women back to Louisiana and into the famed Louisiana bayous.

Thankfully for her, one of the women she freed had served in the United States Marine Corps. Rachel realized what needed to be done. The first thing that the women needed to do was arm and entrench themselves. A surprise raid on a fledgling colony centering itself around the Louisiana National Guard Armory provided them with the weaponry that they needed. Unfortunately for Rachel, it also provided entertainment when her followers took it upon themselves to torture and murder several of the colony's men. This was not done for any other purposes than spite. She did, however, overlook it and accepted a little hostility as unavoidable.

When Mary Colwell, the Marine freed from the slave pens,

began to drill the other escapees in combat tactics, Rachel approved. When Mary had them practice their marksmanship on any man that was traveling down Highway 10, she did not. Then she realized that Mary was training the forces to get revenge, not to free more slaves; but by then it was too late. Mary had her converts to the cause.

The colony's stated goal depends on who you talk to. If you speak to Duvalier and her supporters, the goal is the freedom of the slaves in the Atlanta Confederation. If you speak to Colwell and her Swamp Rats (only the militants inside the colony call themselves the Swamp Rats, the colony itself has no proper name) the goal is to seek revenge on the men who did this to them.

The Swamp Rats have a mobile encampment based on sandbags and .50 caliber emplaced machine-guns, supported with a mortar and some RPGs. The colony sets a constant rotating watch for possible threats, with orders to shoot any men approaching the camp first and ask questions later. The camp moves about once every three days in order to confound raiding parties from Atlanta.

The entire camp can be broken down in three hours and moved via four 18-wheel rigs. As such, the encampment is usually within 2 miles of a road that can handle this sort of traffic.

THREATS TO THE SWAMP RATS

Girls' town is not the safest place to live. The most obvious threat is Dr. Jim and the Atlanta Confederation. While Grant may

not be a running concern, several of his lieutenants, including Dwayne Washington, have led surprisingly effective raids against the colony. While they have not recaptured any of the Rats, they have seized weaponry, food and have killed several of the Rats' scouts.

The second threat to the colony, and arguably the worst, is the division within its ranks. Several of the women who were initially freed only wanted to get as far from Atlanta as possible. Many of them fled to the Midwest and Pacific Northwest, while no few turned up in colonies in Texas. Those who did not flee are evenly divided into those seeking justice and those seeking revenge. Duvalier and her followers, who still have the glow of freeing everyone in the first place, are attempting to free those still in the slave pens. To this end, they have attempted to negotiate with parties of well armed, non-affiliated men who pass nearby. Colwell and her followers have either driven these men off, enslaved them or killed them outright in their fury. Many potential allies have been turned into enemies due to treatment like this. A showdown is coming between Colwell and Duvalier, when and how no one knows, but it will decide how things will be done once and for all.

The third threat to the colony is disease. Several weeks after the founding of the colony, their one doctor was killed in a surprise raid. Since the Rats live deep in a swamp, and very quietly at that to avoid detection, food and fresh water are constant problems that have to be dealt with. If the popu-

lation of this colony grows, the bayou will not support them and they will have to begin looking for a city to occupy. Any city they choose is bound to be less defensible than where they are now, and this could spell their doom.

The final threat is unease. Two weeks after they got on their feet, the Rats captured their first prisoner. A street tough wearing a leather jacket, proclaiming him to be one of "The Dogs of War" was captured. While his injuries were being treated, he produced a grenade, pulled the pin and held it calmly until it exploded. The grenade killed only him and the doctor for the colony. No one in the colony knows who the boy was, or why he killed their doctor so deliberately. They have begun to worry that any leader that has such devoted soldiers will destroy them in an instant.

LIVING AMONG THE SWAMP RATS

If you are a man, living among the Swamp Rats is impossible. The only thing that you are likely to get for your efforts is a quick and messy death. You can expect to be tortured, branded, enslaved and finally executed for the entertainment of the Rats.

It isn't much better for the women, though. They are living in a swamp without power, medicine or any other common conveniences. Disease is running rampant and there is no relief in sight. It is also impossible for any heterosexual woman in the camp to get any R and R. This has led to a lot of edgy, violent inhabitants in an edgy and violent colony. There is no trade, recreation or relaxation. There is

barely even a pecking order that is not subject to the schism between Duvalier and Colwell. In short, life here is not pretty.

COMMODITIES NEEDED

Medical supplies and good medicinal drugs are in big demand here, as are the services of a competent doctor. This colony really doesn't need anything else to ensure its' survival. If a trader does offer them some form of entertainment, it will be warmly received.

WHO'S WHO

SAM "PIGLET" SHUSTKOVSKY: Sam is a big, dirty biker who blew into New Orleans not long ago. He has traveled across the country ever since right after the end, picking up anyone he found along the way. He now has a respectably sized gang which is looking for a place to settle. Unfortunately, there is only one woman with them and the guys are starting to get a little randy. He encountered Rachel and her chief advisor, Liz Montclair, while they were scouting for medical supplies in New Orleans. Rachel is trying to get his gang (actually a bunch of misfits from all walks of life on Harleys) to pitch in with them against Atlanta. Piglet, astonishingly, is a true gentleman with Rachel and Liz, and has decided to hole up and see if the Swamp Rats will invite them in. Oddly enough, Rachel has fallen for this man and they are having a steamy affair whenever Rachel can come to the city.

MARY COLWELL: Mary was sexual-

MARY COLWELL: Mary was sexually abused by her father when she was a child. When she grew to be as tall and as strong as him, she beat him near to death. In order to avoid prison, she joined the USMC where she became an expert in wilderness survival and small-unit tactics. She is a proud woman, whose experiences after The End have instilled a rampant hatred of men. She is extremely unhappy with Rachel's squeamishness, and if she ever finds out about Piglet, she will probably attempt a coup.

RELATIONS WITH OTHERS

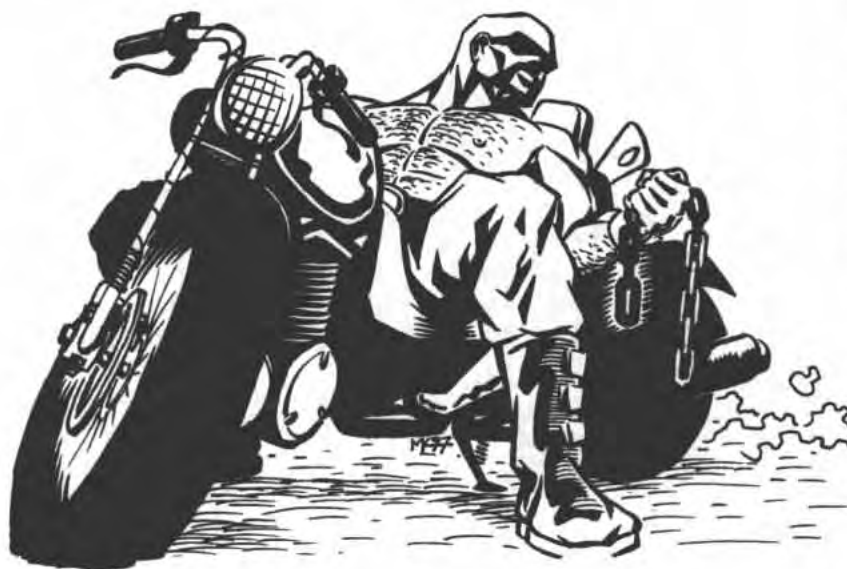
ATLANTA: There will be no communications between Atlanta and the Swamp Rats that do not begin and end with gunfire. None of the Swamp Rats will give up their revenge.

WACO: The Rats have started to

woo the leader of the Waco Encampment, and they have an advantage. Waco's leader respects military skill and is rather desperate for female companionship. If the Rats figure this out, they could have a powerful ally.

ELGIN: At least two of the Atlanta escapees have relocated to the Law Community. They have sent word to their friends among the Rats, and a few are considering relocating. There are no official negotiations going on with anyone in Elgin.

NEW MIAMI: Contact with New Miami has been recently made, but no formal relations exist.





NEW MIAMI

POPULATION:	4,500
LEADER:	Marcel Biablo
GOVERNMENT:	Dictatorship
ATTITUDE:	Neutral
ELECTRICITY:	Yes

MARCEL'S STORY

Marcel Biablo was a reluctant gang member and sometime drug dealer in the Cuban portion of Miami. When The End came, he was spared because of lack of conviction. Although he ran with the gang, it was only because it was only family. He never really embraced it. Since The End, all that has changed. Marcel sees his "family" of surviving Meek as the most important thing in his life and will go to great pains to protect and provide for them. In return, Marcel expects absolute loyalty and obedience

FOUNDING

Marcel wandered the streets of Miami and the cities of South Florida for a few weeks after The End. In that time, he collected a strong following. Drawn to his decisive leadership and his uncanny ability to find supplies, Marcel's followers were quite willing to overlook his autocratic manner. Once Marcel's following was so large as to be difficult to keep together on the road, Marcel returned to Miami, absorbed a rival gang, and began building his empire.

New Miami is now a thriving colony that survives on harvesting the wildlife from South Florida and trading with fringe minor colonies. Marcel's long term goal is to absorb these colonies, build his population, and rule

as much of Florida as he can. Marcel is also interested in re-occupying Cuba which, based on stories from his grandmother, he views as a tropical paradise in waiting. Members of Marcel's Kingdom of New Miami are all identified by their tattoos. Every person who is accepted into the Colony agrees to receive a Dragon wrapped around an "M" tattoo as a sign of loyalty. Marcel is very serious about loyalty and will stop at nothing to hunt down those who betray the family.

Marcel has also recently decided to resume the drug trade, both legal and illegal. With the help of a couple of pharmaceutical experts, he is working to resume production of many of the drugs society once depended upon...and loathed. Atlanta, of course, has become quite interested in this new venture, as have other colonies desperate for medical supplies.

THREATS TO NEW MIAMI

New Miami faces two major threats. First, a number of the smaller colonies have been destroyed or ceased trading. Some survivors talk of evil spirits while others swear that the Seminole Indian have risen from the swamp. Both are right. Something strange is warring with surviving Indian tribes in the swamps. The Indians have taken an attitude similar to those of the Indian Lands Colony and have not asked for assistance while the other unknown player has not been revealed. Marcel fears that the victor will turn its attention to New Miami. The second major threat to New Miami comes from the restoration of the drug trade. Other colonies are desperate for these supplies and those like Atlanta may be preparing to take them.

LIVING IN NEW MIAMI

As long as a character is a loyal member of the family, living in New Miami is not bad. Members of the colony are subject to Marcel's every whim and command, but are well fed and well protected. Addiction to drugs is a risk, however, as certain types are freely available. Visitor's to New Miami, however, are not as well treated unless they have commodities to trade. Disputes between members of the Colony and visitors are almost always resolved in favor of the colony member.

COMMODITIES NEEDED

New Miami needs skilled labor or all types, especially those with a science background. New Miami also needs weapons and tools. Marcel is also particularly interested in acquiring working Semi-trailers and other large trucks to facilitate his trade. Fuel is also in short supply.

RELATIONS

Everyone needs what New Miami has in abundance. As a result, no colony is overtly hostile. However, a couple of the colonies are making contingency plans for when trade becomes to o"inconvenient."

WHO'S WHO

OLIVIA MERCADO. Olivia is one of the pharmacists employed by Marcel and also his right hand or as some call her-"The Queen." She is intelligent, beautiful, and persuasive. Left behind, due to her devotion to worldly things, she seized upon Marcel as a route to power and manner by which to obtain all she might ever want. She is not to be

crossed and her opponents often become addicts and soon overdose.

MANNY PEREZ. Manny is Marcel's eyes on the street. Manny is absolutely loyal to Marcel (who saved him from a nasty death at the hands of a giant crocodile) and patrols the streets of New Miami with a vengeance. A former military man, Manny is imposing. Manny, however, has never quite come to grips with his addiction to marijuana. He fears and respects, but does not trust, Olivia Mercado.

MOTHER GONZALEZ. Mother lives on the fringe of the budding colony. She always appears as a woman wrapped in loose clothes that cover her head and obscure her face. Her carriage is as an old woman, but her voice is young and vibrant. She trades well and threatens no one. However, recently she has been heard to say that "they" are restless and openly wondered about Marcel's health. It is whispered that she is a practitioner of Voodoo with a strong following.

THE EAST COAST

The East Coast is the home to the most desperate struggle since the Spartans made their stand at Thermopolae. A strange but deadly war rages between the citizens of Boston and Washington. The citizens of Boston aren't even sure who or what their enemy is, but they are willing to lay down their lives for their ideals.

The East Coast is not a place for people that intend to live a long, quiet life.

BOSTON

"Sounds like they need help. I'd love to, but if their problem is with Washington, they're on their own. America is dead. I'm not goin' to die with it."

POPULATION: 1,991
LEADER: Col. Henry Jefferson
GOVERNMENT: Republic
ATTITUDE: Friendly
ELECTRICITY:: Intermittent

JEFFERSON'S STORY

Henry Thomas Jefferson was raised to respect his country. He was proud of its flag, its constitution, its history and its government. He went to West Point and graduated with honors in 1970. He served in Vietnam, Saudi Arabia, Bosnia, Somalia and every other war that the United States was involved in. He was a patriot in the truest sense of the word. The President was more important than God; the Constitution more holy than the Bible.

Not even the end of the world could convince him that his priorities were a little skewed.

He was in his hometown of Boston, preparing to run for Congress, when the world finally ended. With his long military history, he had no trouble surviving. He trained anyone who needed his assistance in the fine art of survival. His followers began to gather.

THE FOUNDING

Within weeks the city of Boston had several hundred residents. The citizens were just starting to get the electricity back on



THE END

KINGS

when the enemy arrived.

Three heavily armed men approached Jefferson and asked if they could parley. They stepped into a private meeting chamber while the tense citizens waited. The meeting lasted only five minutes before gunplay broke out. Henry Thomas Jefferson was the only one who came out alive.

He spoke to the assembled citizens of Boston and warned them that these men would come again, in force. He offered to assist any one who wanted to leave. No one did. With all the discipline of an army, they began to prepare for the coming storm.

Three weeks later, the assault came out of the west. An armored column rolled into Boston. When a confused invasion force found the city empty, they began to loot the town. This disorganization was just what Jefferson was waiting for. His "Sons of Liberty" came out of hiding and quickly slaughtered the entire invasion force. Better still, they captured a large quantity of heavy weapons and armored vehicles.

The war is still being fought. Whomever is attempting to invade Boston seems unwilling or unable to combat the guerrilla tactics that the Sons of Liberty use. Assaults and counter-assaults rage every night within the city of Boston and its suburbs.

THREATS TO BOSTON

There is one threat to Boston: the invasion force. Scouts have confirmed that the force is coming from the south, probably from Washington D.C. The invasion

force seems to have unlimited manpower, unlimited weaponry and unlimited patience.

The only reason that this invasion force has not won is that they don't seem to have limitless experience. Jefferson's superior knowledge of tactics and raw leadership ability allows them to win four engagements out of five. This has begun to worry Jefferson and his personal staff. If the enemy can afford to fight a war of attrition in this manner, theirs is a hopeless fight.

There are other threats to the colony, but these are all caused by the invaders. The colony is desperately short of food, medical supplies and warm bodies. While the Sons of Liberty are winning all of their major battles, they are losing people and no reinforcements are expected. Just a few short months ago the colony had a population of over 2,500, but with a few casualties per engagement have begun to lose the bulk of their army.

The coming winter poses some small comfort and no small danger. While the force will not be able to attack them for the three brutal winter months, the Sons will still have to endure three long months of winter.

LIVING IN BOSTON

Living in Boston is a challenge. Immediately after any newcomer agrees to stay he is trained in small unit tactics, survival and small arms. After training is over, a citizen of the colony is put into a platoon under a sergeant. After that, life becomes a series of firefights. Fires, music and noisy recreations

are not allowed. A citizen is expected to stay under cover at all times and not draw attention to his location.

While it may not seem pretty or safe, it is not such a bad place to live. You can count on the support of the other members of your platoon. The leaders of the community do their best to see that you are well cared for, fed, clothed and protected. They had better...after all, you are a volunteer.

COMMODITIES NEEDED

Boston needs medical equipment, drugs and food, but these are minor compared to their need for information. Jefferson would like to plan ahead for the war, but is finding it difficult without knowing where the enemy is coming from and by what route. Anyone with information about this force will be paid well.

The next most important thing that Boston needs is warm bodies. Anyone willing to sign on and join the Sons of Liberty is welcomed and treasured, especially if he or she has a police or military background.

WHO'S WHO

LT. COL. HENRY THOMAS JEFFERSON: Jefferson is the commander and leader of everyone in Boston. It is common knowledge that without him, most of the citizens of Boston would not have survived the first winter or the first assault. He could easily declare himself King of Boston, but instead acts within everyone's best inter-

ests. If any member of his army feels that their constitutional rights have been violated, he sees to it that there is a fair trial and that the guilty party is punished.

Jefferson is a short, squarely built man in his late fifties. He is still in excellent physical condition and fights alongside his troops any time he is able. He carries himself with a vigorous military demeanor that intimidates the hell out of most people. He is never seen without a pair of dark sunglasses. He received flash burns to his retinas in Vietnam and now can only tolerate minimal light. His ability to see in almost absolute darkness has become something of a legend among the Sons of Liberty.

SUSAN COMINSKY: Susan is one of the advance scouts for the Sons of Liberty. Like Jefferson, she is also originally from Boston and knows the surrounding territory like the back of her hand.

While the work she does for Boston is vital, she is a pariah. She prefers to be alone, and this frightens the other citizens of Boston. When she is not out in the bush, she is reporting to Jefferson or engaging in some brief recreation (like sex) before going back out on another mission. She is often not seen for days or weeks at a time and it is never certain whether she is alive or dead.

RELATIONS WITH OTHERS

There are none. Jefferson heard about the other colonies from a wanderer who passed quickly through the city. Almost a month

ago, Jefferson sent out four of his most able recon soldiers with requests for help to Waco, Atlanta, The Swamp Rats and Elgin. None of the messengers have returned, nor has Jefferson received any response. He has determined to go on without help, but is considering sending out another volley of messages.

WASHINGTON, D.C.

"Never been near it. Never intend to. Somethin' very bad is goin' on in there, and I could die happy if I never found out what it was."

POPULATION:	Unknown
LEADER:	Unknown
GOVERNMENT:	Unknown
ATTITUDE:	Unknown
ELECTRICITY:	Unknown

No one knows exactly what is going on in the former capitol. No one who has gone near the city has returned to tell about it, no one professing to be from Washington has been seen. One lone drifter claims that he has been there, but refuses to speak about it other than to say that he has been there. He moved through all of the colonies and eventually decided to stay in Waco, Texas. The leader there thinks that he needs the protection from whatever he saw in Washington, but is too afraid to find out for sure. Most of the other colonies have sent groups to Washington at one point or another. None have returned.



THE MIDWEST

The Midwest is not the hotbed of activity that the East Coast is. Most of the colonies in the Midwest are small communities of peaceful people. Most of them are groups who repopulated small towns and have rediscovered a strong sense of community. Colonies with more than 200 citizens are rare, but the Midwest is easily the most densely populated area in the country. A character driving along Route 55 may pass dozens of ghost towns only to come upon a series of thriving colonies living without government or law of any kind. In most small colonies throughout the area, these things are thought to be completely unnecessary. The attitude of the Midwesterners is going to have to change soon, since the less friendly groups from the east have begun to look west.

THE ELGIN LAW COMMUNITY

"Nice place. Jesse's got his head screwed on straight, but the rest of the them will never see it coming. The only reason I don't settle down there is I don't want to die when the bad guys come rollin' in."

POPULATION: 3,489
LEADER: Jesse Williams
GOVERNMENT: Loose Democracy
ATTITUDE: Neutral
ELECTRICITY: Yes

JESSE'S STORY

Jesse Williams was a Chicago Homicide detective for 15 years. Every day he would go out and see

what human beings would perpetrate on each other, and it had slowly destroyed him. He had an ex-wife who haunted his every move with restraining orders, alimony suits and spite. He had a daughter he hadn't spoken to in three years and two bleeding ulcers.

By comparison, the end of the world wasn't that bad.

While everyone else rioted in the streets, Jesse stayed home and relaxed for the first day in three years. He was ashamed that other, previously law-abiding people in his neighborhood joined in the riots, but he wasn't going to stop them. He had retired.

THE FOUNDING

Three weeks later Jesse rode out to the western suburbs and came upon a rag tag group who had decided to live together in a small town called Sugar Grove. It was nice, it was peaceful, it was safe. Jesse took up with a pretty Italian woman named Maria and started to enjoy life. He could even go horseback riding again, something he hadn't done since he was a rookie mounted policemen. His ulcers healed and there was no sign of his ex-wife.

On one of his afternoon rides, Jesse saw a group of ex-gang-bangers casing the colony. They had military equipment, explosives, vehicles and poison for the water supply. Jesse rode home and got his sidearm, knowing full well what that meant. Jesse had to become a cop again.

Oddly, the attack that he expected never came. "The Dogs"

had left without a single shot fired. Williams understood that they would be back in force.

Unwilling to give up his new home or his new family, Jesse led the entire colony into a more urban setting, nearby Elgin, and prepared for the coming storm. He and several helpers have modified what used to be a riverboat casino into a floating, armored fortress. He has stocked the boat with enough freeze dried food, medicine and ammunition to hold off any siege for at least three months. While the rest of the colony idles happily along, Jesse watches and waits. There will be law in this brave new world. Its name is Jesse Williams.

THREATS TO THE COMMUNITY

The only enemy that the community has at this time is happiness. Most of the people in this settlement have not been near Atlanta, Washington or the Indian Lands. As such, they think that crime, vio-

lence and hatred are things of the past. While they rely on Williams to care for the community, they do not recognize him as a leader. For example, they agreed with him that a fire brigade was needed, so they assisted him in forming one. They do not see the need for the fortress that he is building on the river, and resent having food taken out of their mouths. (The fact that the food on the boat is for them is often overlooked). In short, Williams' orders are only obeyed if the listener feels like it.

Furthermore, while the colony is over 3,000 strong, there are only about thirty people with military training. Williams has made the settlement as defensible as possible, but the citizens, who don't see any kind of threat, constantly move out of the safety zones. Should organized and well armed raiding parties return, all they will have to face is Williams and twenty deputies. Williams and his deputies know this, but they all love their new lives



so much that they are willing to die to protect their new home.

LIFE IN THE COMMUNITY

The Elgin Law Community is easily one of the nicest places for drifters to settle. There are nearly equal numbers of women and men, there is a thriving sense of community, food is abundant, hospitals are well-staffed, colony-wide picnics and parties are common, people are friendly and the town is safe...for now anyway.

There is even law in the community. Jesse Williams is the self-appointed town marshal and David Rodriguez, a former Wisconsin judge is the legal system. The laws are strict but simple. The entire law code is less than ten pages long. Penalties are stiff but fair. Jesse is respected and well-regarded by the community and they usually defer to him on practical matters of the community.

COMMODITIES NEEDED

The only thing that this colony needs is a few people with military or law enforcement training. Owing to a near complete lack of such people, the community will certainly be destroyed by the first attack by anyone. Anyone willing to trade their services as a mercenary can expect to be well treated.

WHO'S WHO

HENRY JORDAN: Jordan was an architect with a prestigious Chicago firm. His life before The End was upwardly mobile; he made a phe-

nomenal amount of money for doing what he loved, designing buildings. When The End came and destroyed his idyllic life, he took it very badly. He began with booze, moved to cocaine and finally started on heroin. His search for drugs had taken him as far as the western suburbs of Chicago, where Jesse found him going through withdrawal. Jesse got him medical help and got him clean. Henry, in turn, feels he owes his life to Williams and has designed the fortress that Williams is busily completing. Henry will do anything for Jesse, including act as his second-in-command.

BOB NASHE: Bob is a simple guy. He loves his new family and the beautiful place that he lives. Life after The End isn't so bad, at least he doesn't have to lock his door or warn his daughter about rapists and murderers. He denounces Jesse's preparations as crying wolf. He is one of Jesse's most vocal adversaries, constantly using armchair psychology, of the sort that used to be popular on daytime talk shows, to make Williams look like a war-monger who feels sexually inadequate. He constantly defies Williams' safety suggestions and suggests that others do the same.

RELATIONS WITH OTHERS

THE SWAMP RATS: Williams has become aware of The Swamp Rats, and realizes that they are exactly the military muscle that his colony needs to survive. He has spoken to the few defectors that have moved into Elgin, and through them has

issued an invitation to the Swamp Rats as a whole. If he gets 25 of them, then Elgin will be ready to face all comers.

SANCTUARY: Elgin and Sanctuary have recently made contact and are developing a trade and "exchange program." Elgin is unaware of the Children's agenda.

SANCTUARY

The City of the Children of Purgatory

Nice place. In the middle of nowhere, but well run and well defended. Calm. Peaceful. Everybody dedicated to the greater glory of God.... Haven't they heard? He dumped us.

POPULATION: 2,000
LEADER: Fr. Seamus Kelly
GOVERNMENT: Theocracy
ATTITUDE: Friendly
ELECTRICITY: Yes

FR. KELLY'S STORY

When The End came, Father Kelly was saying Mass. It did not save him. Although Father Kelly was a young and vibrant priest with a good following, he had been suffering a prolonged crisis of confidence that had separated him from God. As the Revelation broke upon the earth, he was shocked by the sheer number of people who were taken—both good and evil. Father Kelly finally accepted the impact of freewill and saw God's plan. He then realized he had missed the proverbial boat. Father Kelly wandered aimlessly across the country

until he topped in hill in the wastes of Nebraska as the dawn broke. Struck by the potential for renewal ever present in the world, Father Kelly had an epiphany. This was his Second Chance. He had failed God the first time, but God in his kindness had given him another opportunity! Father Kelly settled in that desolate area and began rebuilding his flock. At least, that is the popular story. Fr. Kelly's naysayers describe a cowardly man who only began preaching hope in order to get a free meal. Obviously, it has gone beyond that.

THE FOUNDING

Father Kelly had wandered long and far and when he came to the Heartland it was mostly empty. Moreover, no one knew he was there. Most of the other colonies ignored Sanctuary, especially since it was cut off by the Animals of the Beast and wastes once known as America's breadbasket. Still, the infant colony grew as the lost began to stumble into what used to be Omaha. Preaching his gospel of the Second Chance, Father Kelly's flock continued to grow into a vibrant Colony. Sanctuary is nominally a democracy with Father Kelly as its figurehead. Sanctuary is actually run by an elected committee made up of sworn members of the Children of Purgatory (described below). Those who come to Sanctuary are welcomed with open arms. The Children evaluate their skills and put them to work. If they elect to stay and become a member of the Children, they may vote. The Committee cur-

rently has four members besides Father Kelly.

THREATS TO SANCTUARY

Sanctuary's threats come in the form of a lack of supplies and the constant threat of attack from ani-

mals of the Beast and groups of Soulless which come out of the Wastes. The Beast has taken a particular interest in Sanctuary for reasons unknown. Its animal legions often threaten passage in and out of Sanctuary, but have not yet entered Sanctuary. The residents of





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Sanctuary believe this is due to their devotion...The Soulless are also a threat to Sanctuary. Due to its remote location, Sanctuary is both a beacon of hope to wanderers and travelers and a lightning rod for the crazed vengeance of the Soulless. Although Sanctuary and the Children have had success in keeping the Soulless under control, many succumb to the effects of Ennui along the long route to this colony and, over time, this replenishes the Soulless' numbers.

LIVING IN SANCTUARY

Sanctuary is, in many respects, a very successful colony. The Priests have set up schools, it has a strong militia, and is well defended. In addition, crops are well cultivated and Sanctuary has a working, staffed hospital. Life is better here than in most places, but the threats of the Beast and the Soulless tend to isolate Sanctuary and cast a pall over its success.

COMMODITIES NEEDED

Weapons, skilled labor, raw materials. Sanctuary is in need of ammunition and weapons. Although the Children have started to manufacture their own munitions (primarily shotguns and breechloaders), they are not up to the quality of the 21st century. Sanctuary is also desperate for skilled labor of any type as it is trying to restore as many amenities as it can while building defenses.

WHO'S WHO

MARK ESTMAN. Mark is one of the

founding members of the Children of Purgatory and a newly ordained Priest. He is in charge of the Children and security in general. He is an intense man who, like Father Kelly, firmly believes in making the most of his second chance. His goals are twofold- protect the colony and expand the Children. Some accuse him of being a fanatic while others view his devotion as an example to be followed. Mark also sits on the Colony's ruling Committee.

LESLIE KENEDA. Leslie came to Sanctuary soon after The End. She saw Father Kelly before and after his epiphany and she believes his change is divinely inspired. A Committee member from the beginning, Leslie has recently resigned from the Committee to pursue her goals with the Children. She believes that both Father Kelly and Mark are too soft and that the Children should be more aggressively bringing religion to the outside world. Leslie's beauty and charisma have garnered her a strong following within the Colony and the Children. Rumor has it that she is looking to begin her first operation against another colony.

QUINN CALHOUN. Quinn is a newer resident of Sanctuary. Quinn appeared in the middle of Sanctuary one morning without the gate guard so much as blinking. He wanders the Colony reviewing its progress, but never offering to help. His aloof attitude offends everyone, except in Mug's Tavern. At Mug's, Quinn's everyone's friend after a beer or two- always with a comment or two about their rivals or how the person

is underappreciated. Maybe he likes the rowdy atmosphere or is just more relaxed there, but the residents of Sanctuary are beginning to talk, even as they listen to him more. Some say he is an agent of the Beast while others claim he is just telling it like it is.

RELATIONS WITH OTHERS

Relations with the other colonies are in their infancy, but are the most part cordial. The Committee is taking a pragmatic view initially. The rumors about Atlanta and D.C. certainly concern the Committee but they have had little contact with either. Sanctuary has, until now, focused on developing relations with, and absorbing smaller colonies in the Heartland.

THE BROTHERHOOD

Population:	67
Leader:	Brother Paul / "Wild Bill" Anderson
Government:	Democracy
Attitude:	Neutral
Electricity:	Yes

BROTHER PAUL'S STORY

Paul Haag was a waste of skin before the end of the world. He hadn't held down a steady job in years, had no family and few friends; what he did have was an obsession for short wave radio. Despite barely having enough money to live on, he accumulated a state of the art HAM radio system. On the day the first

seal broke, Paul was searching for transmissions when he heard the Word of God.

Not the gospel, the actual Words of God.

The sound of God's voice transformed a shiftless loser into a living saint. He went out into the world and made it his personal mission to bring comfort to the tormented during the entire Tribulation. Why he did not go to heaven is anyone's guess, but this oversight did not bother Brother Paul. He knew that the Lord's work was not to be done in heaven, and stayed on earth with a hymn to God in his heart.

FOUNDING

By the time the world had ended, Brother Paul was in Leavenworth, Kansas. While looking through the military prison for something to eat he found five prisoners that had been left to die in their cells. After releasing them and nursing them all back to health, he realized that the Lord had left him here to build a sanctuary for those that God had left behind. It was then that he spoke the word that he had heard on the day his life changed. The word meant "call". He called all of those still living that had, like him, heard God's voice.

When they began to arrive they found that brother Paul and the five former prisoners had turned one of the prison buildings into a functional monastery. The new arrivals were welcomed, fed, clothed and given a new purpose: to safeguard the Words and bring peace and solace to the meek. With great enthusiasm the new arrivals began to build the sanctuary and help anyone who

came along. They was only one implicit rule, the word were not to be spoken under any circumstance.

For several months, the monastery of the Brotherhood was a peaceful shelter in a hostile world. When a raiding party from the Indian Lands came upon it, however, a third of the population was slaughtered before they were driven off by a new arrival "Wild Bill" Anderson. Wild Bill arrived shortly after the slaughter began and used the Words to drive off and kill many of the invaders. His impudence earned him the contempt of many and the respect of a few of the Brotherhood. He wanted to stay and help with the fledgling colony, but made it quite clear that he would use the words to protect the weak and punish the wicked.

Thus began a schism that haunts the Brotherhood to the current day. Brother Paul is the titular head of the colony and is responsible for the day-to-day operation and needs of his fellows. Brother William is the defender who truly wields the power of the colony. They both work for a common goal, by very different means.

Brother William has, over the course of his time here, learned all of the Words known to the entire community. This makes him, in effect, the most powerful man on the continent and possibly the world. He spends his time prowling the badlands surrounding the colony and dealing with any threats to the monastery or travelers.

THREATS TO THE BROTHERHOOD

While Brother William is alive and here, nothing poses an immedi-

ate threat. The angel in Denver has taken notice of him as has an evil force in Rakow. Both of these are terrified of attracting William's attention and have taken no direct action. Both are looking for ways of quietly removing him. If one of them finds a way, Leavenworth will see the first truly great and terrible magical battle of the new age.

LIVING AMONG THE BROTHERHOOD

Life here is remarkably pleasant, if dull. New arrivals will be shown to a cell in the prison, which has been appointed simply but well. Each arrival will be assigned four hours of chores that must be done in return for their keep. Liquor, drugs and sex are frowned upon, but not actually prohibited. Remarkably, there is no preaching at the new arrivals. If newcomers ask, they will be given a simple explanation of the mission of the order. People are welcome to stay as long as they want and may come and go as they please.

The only real strictures are that anyone who knows a Word will be asked to stay permanently. If they refuse, they will be asked to teach their Word to Brother William. The second stricture is that anyone coming or going must tell either Brother Paul or Brother William.

Despite the confusing name, almost a third of the population is female, and all are welcome here.

COMMODITIES NEEDED

The Brotherhood is completely self-sufficient. In addition to the huge amount of military supplies to

be found at Fort Leavenworth, the brothers farm and raise a few animals. There is a well stocked prison hospital and several of the regular inhabitants have medical training.

One of the few things an enterprising digger will be able to move here is entertainment items. The brotherhood espouses a simple lifestyle with few amenities. Anyone who can offer travelers a good time is bound to do well here.

RELATIONS

The Brotherhood has no actual relations with any of the other colonies. All are welcome here if they are in need of aid. Members of most of the colonies have been here at one time or another and have been told to carry the invitation back to their homes. Most of these invitations usually come with a growled warning from Brother William that they had better return in peace if they know what is good for them. Most heed this warning.

WHO'S WHO

EMMA DOBBS: Emma is a rather plain, rotund woman who works in the kitchens for the Brotherhood. Unknown to anyone in the colony, she is also a close friend of Stu and Lisa Gaines from the Mile High Shrine. She was sent here to infiltrate the order and find some way of killing Brother William. She has several deadly poisons cached in her personal belongings, but has been crippled by doubt in her orders. She is currently deciding who is actually the more virtuous, Gabriel or Brother William. She

will not act until she is sure of herself.

JOE BOB CARTER: Formerly a slaver from the Atlanta Confederation, he and his recently caught slaves were offered shelter here from Indian attack. He has since converted and is trying to make amends to the women he had caught and tortured, who also stayed here. He is a true wealth of information about everything that goes on in Atlanta.

JERRY TRAVERS: One of the original prisoners in Leavenworth who was freed by Brother Paul, Jerry was trained as a marine sniper and is an incredibly deadly shot. While he is deeply committed to the order's goals, he will resume his old career and leave the colony for a specific mission if the goal is virtuous. He would be a possible recruit for any group who needs his assistance.

THE SOUTHWEST

Open war rages throughout the southwest. The heaviest fighting is currently between the Indian Lands and Waco Survival Encampment, but a change of the wind may change the battles. This is the part of the continent where a quick and messy death should be expected...especially if you don't have what it takes to join either camp.

WACO SURVIVAL ENCAMPMENT

"Sorry, but I'm not settling down anywhere run by someone who thought the shit last year was a plot by the Russians. Safe and comfortable, yes. Sane, no."

POPULATION: 2,793
LEADER: Thomas Harding
GOVERNMENT: Communist
ATTITUDE: Paranoid
ELECTRICITY: Yes

TOM'S STORY

Thomas Harding knew the end was coming way back in the 80's. The Soviet Union breakup was just a front so that we wouldn't expect their sneak attack. Tom knew it was coming. It was just a matter of time.

Tom spent his entire inheritance building an underground concrete bunker and supplying it with enough freeze-dried food to last until the year 3000. He bought enough guns and ammunition to equip a small army and he waited. Everybody laughed at him, but he was ready. They called him Looneytoonie Tom, but he was ready. He never actually had a date in his life, but he was ready.

The world ended, he was ready.

He waited for them all to come running to him for shelter, he'd shoot them in the guts and leave them for the ants. Laugh at him, would they?

THE FOUNDING

Unfortunately for Tom, the first one to come along was a pretty lit-

tle sixteen year old girl. Tom took her in, hoping that she would fall in love with him. Eventually, someone else came along and Maura pleaded with Tom to take him in too. Desperately craving the affection of this beautiful girl, Tom did.

Then came another and another and another. Tom even had to build more bunkers, there were so many of them. It was what Maura wanted though, so he did it.

One bunker became two, then four, then eight. Tom ran out of cinderblock, so he connected the bunkers with chain-link fence topped with razor-wire. He built guard towers and watchtowers with the labor that kept pouring in. He saw to it that everyone was fed, clothed and armed as long as everyone agreed that Tom Harding was their leader.

When Maura Wilkinson showed up on Tom's doorstep, she was desperate for a defender. Her previous protector, a former L.A. gang member, was shot and scalped in the Indian Lands. She played up her "innocence" to get Tom to take her in, and it worked. Even at her young age, she never had any trouble making men jump through hoops for her, and Tom was even easier than most. She got him to let others in and a thriving, if paranoid, little community has developed. It has been commented that Maura is the real power in Waco, since she can convince Tom to do just about anything with a glance.

Oddly enough, the encampment has allowed several hundred desperate, frightened people fleeing the Indian Lands to become a force. Everyone is fed, clothed, housed

and trained. All that Tom asks for in return is for everyone to shoulder a fair share of the work. Communism is working in the Waco Encampment as it has no where else in history, and it shows every sign of continuing...as long as no one is stupid enough to say this around Tom.

THREATS TO THE ENCAMPMENT

It is clear that the Waco Survival Encampment is in serious danger. The leaders in the Indian Lands know that there is enough firepower and non-perishable food in Waco to allow them to survive the desert indefinitely. They also know that it would be a grueling fight to attack en masse. Small forays have been made against it, scouting parties have been sent and the Tribal Leaders have come up with a solution. They are planning to kidnap the leader's woman, Maura. Tom is paranoid, socially inept and a little crazy, but he is not stupid. He watches Maura as intensely as he watches for Indian raids. People are only allowed into the camp if they can demonstrate some useful skill or training. Maura's only usefulness, in Tom's mind anyway, is to make him happy. If she appears to gravitate towards another man, Tom intends to shoot them both and move his attentions elsewhere.

Tom has not looked east at all. He has not even spoken to the drifter that wanted protection from Washington since he came in. The Atlanta Confederation and the Swamp Rats have just become aware of the Waco camp, and both

are beginning their recruitment drive. Thomas has some big decisions to make.

There is a third threat, but it is invisible. There is another woman in Waco who has taken a shine to Tom. She has given him hints to this effect, which Tom has not noticed due to his infatuation with Maura. Holly is hoping her affection will be returned. If not, she may do something rash. She only has one weapon, but it is a one that should not be underestimated: she is one-quarter Seminole Indian.

LIVING IN WACO

Life in Waco is harsh, but comfortable. All citizens are expected to put in an eight-hour workday in return for clothing, food, shelter and protection. In addition, all citizens are required to qualify with firearms and learn combat tactics.

After these requirements are fulfilled, each citizen's time is his or her own. People look out for one another and enjoy the safety of the encampment. As long as you don't break Tom's laws, which do little more than forbid drug use and theft, you can expect a long life in Waco. You're in the army now.

COMMODITIES NEEDED

Waco needs nothing. The only item that Harding would be willing to trade for is information about the other colonies, and for this he will pay dearly. Some of the individual citizens would be willing to trade for entertainment and recreational devices, (like CD players, X-boxes etc.) but Harding provides a ration

of these to everyone so the demand is not particularly high.

WHO'S WHO

HOLLY ELLIS: Holly was a slave in the Atlanta Confederation until very recently. When she was freed by the Swamp Rats, she decided not to settle in a swamp and eventually found the encampment in Waco. She was initially terrified, due to previous experience, of what Tom might do to her; but when he treated her as the equal of anyone in the camp, she fell for him. She is a sweet person, but not much to look at. She has attempted to seduce Tom, to no effect. She has made up her mind to go slow, but if anything sets her off (such as Maura interfering, or Tom rejecting her) she can walk into the Indian Lands and give them all the information they need to take the Waco camp. She alone is safe from the inhabitants of the Indian Lands, and she knows it. Hell hath no fury...

DIEGO RAMIREZ: Diego was an illegal alien, living not far from Waco, when the end came. He knew that the only one left was Looneytoonie Tom, and he avoided him. One day, while Maura was out looking around the countryside, she came upon Diego, sleeping. She immediately fell for this beautiful, young Mexican man and hauled him into the encampment. They have been sleeping together for several weeks now, always on "missions" outside the camp. If Tom finds out, they are both dead. Diego is planning to take out Tom if he is ever discovered, but otherwise does not want to

jeopardize his safe haven.

DARIN FEHRENBACH: Darin is a tortured man on the run from his past. He was born and raised in Washington, D.C. and was working as a political lobbyist there when The End came. He will not discuss what is there or how he escaped, but the zeal with which he trains for "the coming storm" makes just about everyone nervous.

RELATIONS WITH OTHERS

Most colonies approach Waco with offers or demands. In contrast, Harding does not go out of his way to make contact. It is obvious that the Waco Encampment is better suited to the new world than any other colony, so it waits for others to approach it. Harding is a shrewd man, and does not make alliances lightly.

SWAMP RATS: Tom is currently negotiating with the Rats in hopes of adding more manpower to the Encampment. He is offering the only things that he can, safety and companionship. It is obvious, however, that the Rats need Waco more than Waco needs the Rats, and this is hindering negotiations.

THE INDIAN LANDS: There is a state of total war between Waco and the Americans. No negotiations are being conducted, no quarter will be asked for and none will be given.

THE INDIAN LANDS

"Let's see, mom was Polish and Lithuanian, dad was a German Jew. Nope, I'd be dead if I got too close. Dangerous bunch of bastards. This is one 'white man' they aren't gonna get."

POPULATION:	4,021
LEADER:	Tribal Elders
GOVERNMENT:	Republic
ATTITUDE:	Hostile to Non-Indians
ELECTRICITY:	No

NORTH STAR'S STORY

William North Star, a full blooded Apache, received his MA in American History on the same day that he completed his traditional training as a medicine man. On that day, with the help of a little peyote, he had a vision. A vision of a world where the white men were all gone. The vision showed North Star the same thing that white men landing on America for the first time described, a continent that looked as though it had been heavily populated, but had just been abandoned. Then he saw what was to happen. The white man's god was going to reclaim his worshippers and punish the unholy.

William wrote down what he saw in his vision and sent it to tribes of Native Americans around the nation, urging them to reject the white man's god in hopes of escaping his notice. He gathered those who kept their faith in the old ways and waited for the end.

It did not work. The white man's god chose them for redemption or punishment right along with

the whites. Very few remained. One of the few that was left was William North Star.

THE FOUNDING

The letters did have an effect, however unpredictable. Within weeks after the end, the remaining members of the old tribes came to New Mexico to find the medicine man who was wise enough to forecast the end of the white man's world. It now fell to North Star to lead these people.

Putting his education to good use, he reinstituted the Iroquois representative form of government. (Something else that the Whites had stolen.) Each tribe was to select an elder to represent the interests of that tribe. He himself was elected to represent the Apache and all tribes too small to warrant their own elder.

North Star then went out and spoke to the colonists and he found that a huge percentage of them had been raised to follow the spiritual beliefs of their ancestors. Most also knew how to survive in a non-technological world. It was as if time had stepped backwards five hundred years in New Mexico, except for one thing. They were all angry at the white man. The new tribe, naming themselves the Americans in mockery of those who took their land, were better prepared for survival than the white man. Tempers soon prevailed and the goal of the Americans was set--they would cast aside the bitterness of losing their ancestral lands, by crushing the white man once and for all.

Now the Americans openly war

with any colony they encounter. Anyone who can not prove at least one-sixteenth American Indian heritage is scalped. (It should be noted that while the term "white man" is used a lot here, but the Americans aren't very fond of the black, brown or yellow man either.) They have slaughtered fledgling colonies by the dozens, completely clearing New Mexico, Arizona and parts of Utah and Colorado.

Recently, the attacks have become more exuberant. Several people claiming Indian heritage have been killed simply for living in one of the other colonies. Some elders have attempted to stop this, others encourage it. Things are starting to get a little out of hand.

THREATS TO THE AMERICANS

The war against the other colonies is not as one-sided as the Americans would like them to be. Attacks against the Waco Encampment result in an extremely high mortality rate for little or no gain. Attacks against the Mile High Colony have been unsuccessful for reasons that are harder to understand. The Mile High Colony has no defenses to speak of, no standing militia and little armament. Each time an attack has been launched an unknown, effeminate man has appeared and slaughtered the entire assault force with his bare hands. Attacks against Denver have been suspended until the Waco camp can be dealt with.

There is also a bitter schism among the leadership of the Indian Lands. When assaults began on the Oregon Commune, several of the

tribal elders were offended. The Commune was home to several Native Americans and part Native Americans. These elders were disgusted by the "if they're not with us, they're against us" attitude of the more hot-headed warriors. This has led several of the elders to speak out against the war, and their words are no longer falling on deaf ears. This may be due to the fact that the pickings aren't as easy. Razing fledgling colonies is much easier than laying siege to Waco.

The third threat is illness. While traditional medicines are somewhat effective, there is only one modern doctor and he was only an intern. Many of the particularly nasty diseases that Pestilence spread can not be treated by the American's medicine, and many of the traditionalists and the warriors refuse to be treated by any other medicine. The colony is currently fighting a particularly nasty outbreak of anthrax. They are desperately searching for a Native American doctor, but if one can not be found they will attempt to kidnap one from another colony and put him to work.

LIVING AMONG THE AMERICANS

The old ways have proven to be good ones. While people in the other colonies are eating out of cans from before the end of the world, the Americans have farmers and ranchers living among them that will soon be producing fresh food. For those Indians who were raised in urban areas, life seems hopelessly backward. Otherwise, this is the colony that has adapted best to the

new world.

The Indian Lands is one of the best places to live after the end. This, of course, assumes that you can prove American Indian ancestry. If you can't, this is one of the easiest places to die.

COMMODITIES NEEDED

Like the Swamp Rats, the Americans need a few good doctors. To make matters worse, they need a few Native American doctors. If anyone finds one for the Americans, he will be hailed as a hero. If the savior is not Native American, he will be hailed as a hero, and executed in a very humane manner.

WHO'S WHO

JOHN FLYING HAWK: John Flying Hawk, born John Harrison, is one quarter Oneida. Before The End, he worked in a reservation casino and ran around with his lily-white friends. When The End came, he followed the only lead he had and drove to New Mexico.

After a few days of "casing the joint" he joined the colony and went along on attacks on the fledgling colonies of the southwest. He has yet to fire a shot, but is loud about his heroic actions. He was part of a failed attack on the Waco Encampment. When the shooting began, he ran, leaving the others to die. He went back and told the elders about the defenses of the Waco compound, (which were complete lies, he was never even in sight of the compound) and was lauded as a hero for sustaining

grievous wounds (he got scared when the fighting broke out and accidentally shot himself in the leg). He is one of the primary proponents of stopping the slaughter, since he is now expected to lead other warriors into battle.

EDGAR DEERTRACK: The elder for the Sioux tribe, Edgar is a very old man. He is one of the most respected of the Tribal Elders, and he is one of the most bitter. He remembers the suffering his peoples defeat far better than do the rest since his life was so much closer to it. He remembers the look on his grandfather's face when he died. He remembers his oath that the Europeans would pay for their injustice. He now has the followers, and he will not rest until the white man is wiped from the continent.

He is 102, however, and in poor health. The proponents of restraint are terrified of the day that he dies and becomes a rallying cry for the warriors who desperately crave complete and total slaughter.

RELATIONS WITH OTHERS

The Americans forming relationships with other colonies is a bad joke. Many colonies have approached the Americans to sue for peace, to no avail. Once they are made aware of a colony of non-Native Americans, the Indian Lands attack in full force. While the Tribal Elders may deal with a Native American citizen of another colony personally, they do not accept that a Native American can speak for a white man's colony.

WACO: Waco is the biggest thorn in the American's side. The tribal elders know that they can not defeat Waco without sustaining absurdly heavy losses, but it is nearly impossible for them to get farther east without running into the Waco soldiers that patrol most of West Texas and Oklahoma. The Americans are desperate to bring Waco to its knees, but are unable to find a hole in its defenses large enough to exploit.

THE MILE HIGH SHRINE: The Shrine has a protector, this the Americans know. What exactly that protector is, they do not. They have abandoned attacks on the Shrine until they have sufficiently dealt with Waco, but they have not forgotten the humiliation of defeat.

OREGON COMMUNE: Some of the more wild braves lead attacks on the commune since it seems incapable of fighting back. They make the trip, kill a few whites on the raid and ride home with big stories. They have killed a few Native Americans that preferred the Commune to the Indian Lands, and this has caused the schism that threatens the stability of the Indian Lands.

BLACK SPIKE GANG: The Americans have also had a number of skirmishes with the Black Spike Gang. They view this violent group as encroaching on sacred land.

FED UPS: The Americans know fairly little about the FedUps but oppose them on principle.



THE ROCKY MOUNTAINS

The Rocky Mountains are not a heavily populated area due to the harsh weather, threat of wild animals and difficulty of travel. While the abundance of game does make the area attractive, most people who live here live in one of the two major colonies.

The primary conflict in this area is mystical. There appears to be some ideological conflict between the Mile High Shrine and the colony in Rakow, Montana, but no shots have been fired yet. Certainly, if war breaks out between these two colonies, it is bound to be the strangest war ever fought on earth.

THE MILE HIGH SHRINE

"What a bunch of gimps. First Sunday that rolls along they try and get me to go to church. I didn't go to synagogue when God gave a shit, why start now?"

POPULATION: 2,099
LEADER: Stu and Lisa Gaines
GOVERNMENT: Theocracy
ATTITUDE: Friendly
ELECTRICITY: Intermittent

THE GAINES' STORY

Stuart and Lisa Gaines were a storybook couple. They began their lives as playmates and became the best of friends. When they reached high school they became sweethearts and were on their way to wedded bliss and a house in the suburbs of Denver when the world unfortunately ended. Strangely,

they were both spared. Perhaps so many years together had made the lovers identical in the eyes of God. Either way they pronounced themselves man and wife and set out to discover what this brave new world had to offer them.

THE FOUNDING

One day's drive outside of Boulder they found a smoking crater with what appeared to be a charred man inside it. Miraculously, he was breathing. After pulling the man out and treating him at a local hospital, they nursed him back to health. The stranger's recovery was amazing, almost as amazing as the wings that grew from his back and the fact that he could be in more than one place at a time.

Stu and Lisa, at a loss for what to do next, fell down and began to worship at his feet. The fallen angel soon tired of this and took a more human shape. He then informed the couple that the three of them must go back to Denver before the others arrived. While Stu and Lisa didn't know what he was talking about, they obeyed their new god.

When the threesome returned to Denver, the people began to arrive. Stories conflicted as to why, some spoke of dreams that summoned them, others had waking visions and still others attested to a peaceful feeling that made them stop as they traveled by. When the colony reached nine hundred occupants, the stranger called a meeting and exposed himself as the Angel Gabriel, the Angel of Divine Mercy

who would not leave these children in their hour of greatest need. He showed his true form in all of its magnificence and recruited nearly a thousand fanatical worshippers for doing so.

He began by swearing that they would be safe from all harm, he would protect them. He swore they would have no hardship—he would deliver them from the elements and the winter. He swore they would know no loneliness, he would care for them all. He would do all this if only they would fall down on their knees and worship him...and they did.

The first test of his power came only two weeks after the formation of the Shrine, as its citizens came to call it, when the Americans from the Indian Lands attacked. With a sword that appeared to be on fire, Gabriel laid waste to the attacking force, but not before one of the warriors fired a well placed shot into Gabriel's heart.

That wound has not healed. Despite the best efforts of the Gaines', the wound will not close. So the angel Gabriel lies on a cot in the Gaines' basement, appearing only in the church on Sundays and only then with his injury carefully hidden. He needs the faith of these people, which he will lose if they learn that he can be felled by a simple bullet. The Gaines' have appointed themselves as the High Priest and Priestess of the Shrine and give orders and spiritual guidance to the flock in order to cover for the wounded angel, and so far it has worked beautifully. They are now the king and queen of this little community, and they are beginning

to find that they like it.

THREATS TO THE SHRINE

Threats to this colony should be non-existent, what with one of the Archangels serving as their protector. This has not turned out to be the case, however. Gabriel is finding out that while he is still powerful, he is no longer eternal, nor is he even immortal. While the sniper's bullet did damage him, it is not nearly as grievous as it appears. It has not healed because Gabriel has not healed it out of self-pity and self-loathing. Should Gabriel prove to be equally ineffective in other areas, such as protecting the colony from the coming winter, the unsuspecting colonists will be wiped out.

The second threat is from the north. Something as old as Gabriel himself has begun to look south. Something with an ax to grind, and the taste for the blood of an angel.

LIVING IN THE SHRINE

Until you go to the first church service, life in Denver is identical to populating a town with high school kids and asylum inmates. There is no organization, no government, no militia, no law and no one actively doing anything to insure their own survival. After you go to one of the services and see Gabriel, it is the most perfect place to live on Earth. Gabriel will provide for all of your needs and wants and you can just be happy singing Hosannas until the end of your days. In short, the human mind is not designed to handle this sight of an angel in all of its glory. If you escape the city you

may be freed from this madness... then again, you might not.

COMMODITIES NEEDED

The Shrine, as a whole, doesn't need anything right now. Should Gabriel leave, however, the shrine will need everything. The entire citizenry has been depending on Gabriel to provide for their every need. Therefore, everything that could have been scavenged from the surrounding town has decayed away. Except for Gabriel's largess, this place is now completely unsuitable for a colony. If he leaves, everyone who does not die will be forced to move far away.

WHO'S WHO

GABRIEL: The greatest of the Archangels worked his Lord's will upon the Earth. He was to give mercy to the dying who were to enter the Kingdom of Heaven, and he was to withdraw the Lord's mercy from all others. He was to see that evil suffered one thousand times the pain that it wrought.

When it was over, Gabriel saw the ones that were to be forsaken...the Meek. In his heart he doubted his Lord and wished that he could help these people. That instant of doubt kept him outside when the gates of Heaven closed for the final time. The brightest light of Heaven had been put out.

Now he regrets his moment of weakness, and refuses to be damned to this godforsaken place. He has gathered up his worshippers to fill him with the power of their faith. When their faith flows

through him, he will storm the gates of Heaven...or die trying.

He cares absolutely nothing for the humans worshipping him. All that matters is returning to Heaven, to this end he will happily sacrifice each and every one of them.

STU AND LISA GAINES: Stu and Lisa grew up together, and expected to grow old and die together. They shared everything and had a full, wonderful relationship. When Lisa had lost her parents in a tragic car accident she decided that there must not be a God, and, of course, Stuart agreed completely. They thought they could live without God as long as they had each other.

When they saw Gabriel's true form, they lost their minds. They ignored this and thought that their love could possibly be a replacement? They could only love him now, forever and ever, amen. They will do anything that the angel asks them to do, and for now that means covering for him. They would happily kill themselves and everyone living in the shrine for him. They sit and await his orders, crying tears of joy at their loss of love and free will.

RELATIONS WITH OTHERS

There are no relations between the Shrine and any other colony. Most of the inhabitants of the shrine are so mentally unstable that they have forgotten the outside world. The only contact with the outside is Gabriel, who deals with all threats to the shrine.

THE INDIAN LANDS: Gabriel is aware of the threat that the Indian Lands present. Once his wounds have healed, he intends to mete out a little, suitably biblical, justice for their attack.

SANCTUARY: The Children have sent emissaries and are trying to feel out Gabriel's attitudes. he could be a powerful ally...or enemy.

THE FEDUPS: The FedUps have recently made contact here and threaten to open the minds of the colonies' members to the outside world.

RAKOW, MONTANA

"I didn't turn down these other colonies to live in Mayberry RFD. It's not safe, it's not interesting and that old lady gives me the creeps. I don't think I could live with a constant case of heebiejeebies."

POPULATION: 666
LEADER: Elected Council
GOVERNMENT: Democracy
ATTITUDE: Friendly
ELECTRICITY: Yes

RUTH REMMAND'S STORY

Ruth was the church lady for the small town of Rakow, Montana. Her husband had died some twenty years before the world ended, but that didn't matter. She had her church socials to attend, her children to care for and the wonderful job of keeping the chapel nice and clean. Sure she drank a little too much and gossiped a little too loudly, but she was sure that God loved

her.

She was wrong.

She found herself in Rakow: lost, alone and helpless. She raged for two days against God's injustice before finally vomiting almost two bottles of Creme de Menthe on the altar of the chapel, which had become her new home.

THE FOUNDING

Three weeks later, when the first person came to Rakow, they found the power on, the streets clean and the houses in beautiful condition. They were not sure exactly how that old woman had done all this, but they were happy to stay for a home cooked meal. It was such a nice place that they settled there, even broadcasting an invitation to do the same on a CB radio to anyone within range. The little town grew full again.

After a few scuffles with unruly outsiders, the community got organized. A watch and patrol were formed to watch out for bad elements, a council was elected to lead town meetings and life became very near to perfect. Ruth still meets every new person who enters her little town, with a warning to avoid the little white chapel in the center of town. She tells everyone that it is unsafe...and who are they to argue with the woman who got everything working again...

THREATS TO THE COMMUNITY

There are no threats at present to this community. Both of their closest neighbors are too far away to launch an attack, and wouldn't

even if it were feasible. The Americans have yet to come this far north and it is unlikely that they would notice this tiny town if they did.

The strangest threats to Rakow are the stray dogs that have been coming out of the north and east. The dogs attack someone almost nightly. They have been known to surround the chapel and howl loud enough to wake the dead. While impressive looking, the dogs usually scatter at the sound of gunfire and the watch that has been posted has been effective at keeping them out.

LIVING IN RAKOW

It's a lot like living in Mayberry. The town is small and everybody knows everybody else. Government is handled through weekly town meetings, which everybody but those on watch attend. The power is on, the houses are clean and well kept. There are no corpses in the street. It's beautiful.

Any able bodied men are expected to serve three shifts on Perimeter or Wolf Watch per week or perform some other service for the town. Any unattached men are cared for by the single women, of which there is an abundance. It's a beautiful town...if only someone would figure out how one old woman did all of this, it would be perfect.

COMMODITIES NEEDED

Ammunition is always in demand here. The constant attacks

by wild dogs have depleted what ammo can be found in town, and there aren't any professional scavengers here. Military grade weapons would also be welcome. All in all, a trader will receive a lot of good will, but every visitor here is treated well. It's a little creepy.

WHO'S WHO

TERRY PRADO: Terry was a Filipino cop in San Francisco before the end. After narrowly escaping a surprise Indian raid on the first colony he settled in, he moved north to Montana. He was one of the first people to arrive, and was made town Watch Commander at the first town meeting. It is very important to Terry that this town remain safe, and he takes his job a little too seriously.

Although he is only 31, Terry looks fifteen years older. He is graying and wrinkling fast, too fast for the likes of this town. While almost all of the citizens suspect that either drug use or communicable illness behind his sickly appearance, Ruth has assured them that the colony could not survive without him, and that all he needs is the support of the community.

GINA HARRIS: Gina is a pretty woman who is on the lookout for a man to share her bed with. She originally hails from Seattle, and finds this bucolic little town horribly boring. She has decided that if she at least had someone to fool around with, she could bear the town.

She is the town tramp. Several months ago, she shacked up with a

new arrival to Rakow and they decided to fool around in the chapel. While they were leaving, they were attacked by the dogs and he was killed. The dogs were driven off, but she lives in constant fear of them. Worse yet, she just found out that she is pregnant from the encounter and to her horror, a strange Siberian Husky/Wolf mutt has begun to sit on the front porch of her house at night. She swears that the dog is watching for something...what it might be she never wants to know.

RELATIONS WITH OTHERS

Like The Mile High Shrine, there are no relations with other colonies. This place is the closest thing to a safe haven that can be found after The End. Once people settle here, they find that they aren't much interested in what the rest of the world is doing. It's a perfect place to live. Almost too perfect...

Look for more information on Rakow in the web enhancement adventure: Exodus. Available at <http://www.tyrannygames.com>.

PACIFIC NORTHWEST

The Pacific Northwest is a peaceful area. At least that is how it appears on the surface. A strong group of former eco-terrorists have settled in the virgin Oregon forests and wars almost nightly with a bizarre cult from the Seattle area. This is definitely one of the more surreal conflicts to get caught up in, but it is no less deadly a place than the Eastern Seaboard.

OREGON PURE EARTH COMMUNE

"Sorry, but if I'm gonna settle down I've got better things to hug than trees. These people are nuts. No power, no cars, no nothing. I like camping, but I'm not gonna live like that."

POPULATION: 559
LEADER: Tammy Hong
GOVERNMENT: Anarchy
ATTITUDE: Suspicious
POWER: No

TAMMY'S STORY

Fifteen years ago, when Tammy Hong was a student at Berkeley when she studied the effects that the depletion of the rain forests would have on the environment. She became so incensed at the loggers in the Pacific Northwest that she joined a political action committee to stop the logging. From there she progressed to protest groups and finally to eco-terrorism.

She needn't have worried, the end of the world stopped the loggers. She didn't miss other people that much, she could just do what she had always loved, commune with nature. Or so she thought. After three weeks of fighting off wild animals, barely eating or sleeping and going mad with loneliness someone finally came by.

THE FOUNDING

The man who came by was named John Ganzer, a former park ranger with the US Forestry Service. He had no urge to run to an urban colony like most of the people that he had met, preferring

to stay close to his beloved nature. Between the two of them, they managed to build a log cabin, find a good source of fresh water and establish the beginnings of a permanent residence. They began to light fires to keep the animals back, but instead the fires attracted everyone traveling nearby.

When the people arrived, John and Tammy spoke movingly about the necessity of returning to nature. They destroyed the last of their modern conveniences (along with any hope of recruiting their first converts). Henceforth, anyone coming into the commune had to live with only those things that came out of Mother Earth. The colony grew slowly.

While most of the people that have come by have politely declined joining the commune, quite a few have accepted Tammy's views wholeheartedly. They even went so far as to make her their leader, a position that Tammy does not want or need. Nevertheless, almost everyone in the colony defers to her.

THREATS TO THE COMMUNE

There are quite a few. For starters, there are no medical personnel here at all. John can give easy first aid, but when the weather gets cold and wet disease will take a heavy toll on the Commune.

Second, they live in a forest. While this does mean that there is an abundance of edible game, it also means that there are an abundance of predators. Furthermore, many of the members got so carried away that they have destroyed their

modern guns. Since all of the vehicles have also been burned, they now face a three day hike through predator-infested forest to get the weapons and ammunition they need to hunt and fend off predators. As John Ganzer is fond of saying "Catch-22s are such a bitch."

Third, raiding parties have been coming out of the north and attacking the commune. Who they are is not known, but one who was captured claimed that "the infidels must be destroyed, we will drive you before us into the gates of Hell" shortly before he died of an infected wound. These attacks have exhausted their ammunition reserves so fast that they now need to be rationed. They would like to investigate, but without vehicles that is proving impossible. Tammy is attempting to slow down the attackers with tricks she learned as an eco-terrorist, with some small success. Caltrops imbedded in the roads, fallen trees and other obstacles to stop raiders so the predators can get them are common tactics. Unfortunately, they are also stranding the unwary drifter who is just checking the Commune out. These people often become hostile when they find out there is no way to repair their vehicle. Since drifters are usually well armed, this has led to no small amount of difficulty.

Furthermore, many of the people who settled here did not know what they were in for. Many would like to leave but have no idea how to escape. This has led to a great deal of internal resentment for Tammy and John. Some elements would like to kill them, but since they are the only ones who really

know how to survive in these surroundings, they don't dare act. The Oregon Commune is a powder keg set to blow.

LIVING IN THE COMMUNE

Life here is a workaholics dream. Expect twelve to fourteen hours a day just to fulfill the necessities of life. When a member of the commune is through hunting, chopping wood, attempting to grow vegetables, helping to build cabins for new arrivals, clearing underbrush, standing watch for predators, locating and carrying fresh water back to camp, helping Tammy lay her traps, cooking, cleaning, burying garbage and generally busting their hump they can get a little sleep in.

The diet is dull, roasted meat and water with whatever greens can be found or grown every night. Hardtack, something only soldiers should have to eat is a staple of the diet. There are no medical facilities and no medicine except for healing herbs that don't work that well.

But hey, they are one with nature.

COMMODITIES NEEDED

Everything! Weapons, transportation, toiletries, medicine, generators, mercenaries and tools are just a few of the more important things that are needed in this place. If a scavenger can actually get his vehicle through to this place, he will probably be torn apart in the shopping frenzy.

The downside is that they have nothing to trade. Many of these

people will sell themselves into slavery to the first person who can take them out. Slavery among the ruins of civilization is better than death in the wilds.

WHO'S WHO

LISA NAVAR: Lisa was an executive for a chemical company based in San Francisco. She struck out to find a group that she could be happy living among. After a narrow escape in New Mexico, and an abortive attempt at settling in Waco, she thought she'd try the Northwest. Where she hit a caltrop left by Tammy Hong.

Lisa is a cosmopolitan, she does not want to be in this rustic setting at all, she is angry at everyone in the Commune for stranding her here and she has a major chip on her shoulder about it. She is currently living with one of the first settlers whenever she is not watching the road for a potential set of wheels. She is busily undoing all of the traps that Tammy sets, correctly reasoning that the only way out of this woody hell is another drifter.

SAMUEL HAGGEN: Sam was one of the original settlers to the Commune, and is one of the few who actually seems to like it. Sam, like John Ganzer, was a forest ranger. Unlike John, he is three-quarters Sioux Indian.

John did not join the Americans because he preferred to put the past behind him. When the first American raid came against the Commune, they offered to let him join. He refused and was shot through the stomach. He has spent

the better part of two months healing from his injury, but he can still barely walk. He has become a pillar of the community, offering help to those unused to the surroundings.

His brush with death did one thing; it assured him that he wants out of this place now. While this is the lifestyle he would like to lead, he does not want to die if there is no afterlife ahead of him. He has shackled up with Lisa Navar and will happily abandon this place the second she finds someone to drive them out of here.

RELATIONS WITH OTHERS

If the Oregon Commune could contact other colonies, it would. Due to their precarious position, they have been unable to make any contact at all. The only real contact that the commune has with other colonies are the raiding parties that swarm in on a weekly basis. They made contact with Back to God and the Indian Lands in this way, but know them only as brutal aggressors. No help is on the way from anywhere.

BACK TO GOD, WASHINGTON

"Not a chance! I'm not going to live anywhere run by a priest. Religion dumped on me last year, and I'm not going to run back to it like some scared kid."

POPULATION: 615
LEADER: Father Jerry Tate
GOVERNMENT: Theocracy
ATTITUDE: Friendly
POWER: Yes

FATHER TATE'S STORY

Jerry Tate was a pious, devoted man as far back as he could remember. His earliest wish had been to become a priest, and surely enough, he did. Father Tate prayed, guided his flock and sang the praises of God. He looked after his parish with true religious fervor...until one day he saw her. After a brief, but passionate, affair with this married woman, he repented, but he was never able to banish from his mind that God denied this pleasure to His own messengers. Didn't they deserve this joy, this divine pleasure? So the seeds of doubt were planted, and those seeds bore bitter fruit on the day of judgment.

When it was over, he lamented his mistake. After weeks of contemplation, he realized that we were being tested. God would come back if people were true to Him. God was testing him as He tested Job. Well, Father Tate would not be found wanting.

THE FOUNDING

When straggling wanderers came through Lexington, Washington they were surprised to see that someone had renamed the city "Back to God" WA. They were even more surprised to find a priest operating a hostel and soup kitchen. Many, calmed by the serene manner of this not-so-holy man, decided to stay and help with his work.

Which wasn't surprising, considering the brainwashing.

Father Tate founded Back to God through classic brainwashing techniques. By feeding the new-



THE END

KINGS

comers starchy food and depriving them of sleep, he turned them into the ideal inhabitants. Once he had three or four comfortably under control, he used these to bring more people into the fold.

Now that the colony has grown to an appreciable level, Father Tate is beginning his work. Two shifts of two hundred inhabitants each pray constantly in the town church, attempting to draw God's attention back to his faithful children, fifty scout the surrounding area for more people to recruit into the fold, fifty study the work of God under Father Jerry and the remainder make up the Crusaders.

The Crusader's mission is to crush the infidels in the other colonies. They are in the process of locating other colonies. If they find a colony to be pious, they spare it; if the colony is wicked, they attack in force. They are heavily armed, and even have a few helicopters under their control, but prefer to attack with swords due to the crucifix-like shape.

The fifty who study under Father Tate lead prayers in the church and learn the ways of God. (Actually they learn the ways of God according to Jerry Tate). The most promising of these students will inherit the leadership of the colony if and when something happens to Father Tate.

The fifty recruiters are, in conjunction with Father Tate's students, primarily responsible for the brainwashing of any new arrivals as well as the removal of any undesirable elements in the town. Part thought police and part Gestapo, these people are the most feared in

the colony. The remaining four hundred, or the Prayer Corps, make up the manual labor for the entire colony. These people are usually so heavily brainwashed that original thought is impossible to them. They are sheep.

Tate himself has lost his grip on reality. His mission on Earth changes almost daily. First it was to attract God's attention through devotion, the next day it was to convert the heretics, the next it was to punish the wicked...blah blah blah. If he didn't have over six hundred zealots willing to die for him, he would be just another lunatic with a messianic complex. With them, he is a very dangerous lunatic with a messianic complex...

THREATS TO BACK TO GOD

There are none at present. The Crusaders are currently trying to purge the world of the "pagan scum" of the Oregon Pure Earth Commune and are enjoying some success. The Crusaders have decided that the people of Rakow, Montana are pure and devout, so are not pressing the attack.

The two colonies that could pose a threat to Back to God are not going to anytime soon. The raiding parties from the Indian Lands only got as far north as Oregon before internal division forced them to pull back, and the guardian angel of the Mile High Shrine has not noticed them. The only colony that Back to God has had contact with is the Oregon Commune. They are organized, motivated and dangerous. Worst of all, right now there is nothing to keep them in check.



LIVING IN BACK TO GOD

You will be happy here. You have no choice. A new arrival is usually ushered to the cafeteria for a hot, non-nourishing meal laced with depressants. From here he is shown around and told everyone's personal story about the love of God. The new arrival is then taken to the church and deprived of sleep, food and water until he accepts the methods of Back to God as inviolate. The now broken new citizen is allowed to regain their strength slowly, all the while being inundated with how wonderful God and Father Tate are.

The brainwashing works on 95% of all people it has been tried on. Those who it does not work on are quickly killed and buried so as not to harm the other's love for God. Only Father Tate and a few others have never been brainwashed, which is too bad. Not being brainwashed means that they actually believe that God is coming back for them.

COMMODITIES NEEDED

Back to God needs drugs. Heavy depressants and barbiturates are in the highest possible demand. There just weren't many downers in this part of Washington before the end. The brainwashers are starting to run out. If a scavenger actually has what they need, they will pay very heavily. What's more, they will not try to "convert" the scavenger. They will most likely put them on retainer and send him out for more.

Other medical supplies, food,

vehicles and religious paraphernalia are also in high demand. Back to God is also running out of Bibles and Rosaries--go figure.

WHO'S WHO

CHERYL MAGGIOLINO: Cheryl is the head of the recruitment arm of Back to God. She began as a minor recruiter and did not do at all well until the order came to attract new people by any means available. Cheryl, a striking full-blooded Italian girl, had no trouble attracting cautious men into the town. Her many successes caused Father Tate to move her up to the head of recruitment. She is a fanatic about her job, going to any lengths to draw them in.

Cheryl was brainwashed a little too well. She carefully watches the progress of the new arrivals. If they seem to be wavering in their faith, or about to throw off the brainwashing, she quickly and efficiently kills them. None of her recruits ever escapes.

DAVID ERLINBAUGH: David is number two in town. A former divinity student, he has quickly risen to be Father Tate's best pupil. He leads the group prayers as well as masses when Father Tate is otherwise busy. He is a very devout man. Unfortunately, he has never gone through brainwashing.

At first he was just carried along by Father Tate's conviction, but with the sudden disappearances of some of the new arrivals, and the subsequent denials of any wrongdoing, he has begun to have second thoughts. He has toyed with the

idea of a sudden coup, but his questions and insinuations have made him quite a few enemies. His devotion to God is waning as well. Since he has a slightly clearer head than the rest of the flock, he realizes exactly what happened last year. He is still deciding what to do, but he will have to act fast. Cheryl is already planning his re-education or removal.

RELATIONS WITH OTHERS

Back to God does not carry on any official negotiations with any other colony. Erlenbaugh, however, does.

OREGON COMMUNE: Erlenbaugh has led a small reconnaissance band to the Oregon Commune in order to study them. Erlenbaugh is as anxious to coopt the Commune as the Crusaders are to destroy it. If he

can rescue the Commune somehow, it may give him the manpower to stop the crimes going on in Back to God.

RAKOW, MONTANA: Erlenbaugh is one of a handful of people in Back to God that knows about the existence of Rakow. He has made several trips there to ascertain if the citizens could assist him in a coup on Father Tate. He has decided against it, but if his eventual coup fails, or his intentions are ever discovered, he intends to take up residence in Rakow.

The Children would be an excellent ally for Erlenbaugh as they would find Father Tate anathema, but have not made it this far West, yet.



ORGANIZATIONS

Unlike Colonies, organizations often have no set or limited range and can be found all over the map. Their influence varies depending on their contacts in a region, but they can be very useful as a campaign foil or even as a transition from one region to another.

CHILDREN OF PURGATORY

Hmm. They seem ok, but all their sneaking around disturbs me. They always seem to know more than they are saying.

HEADQUARTERS: Sanctuary
 MEMBERSHIP: 100+
 AGENDA: The greater glory of God.
 ACTIVITIES: Preaching, exploring, establishing outposts
 PERSONALITIES: Leslie Keneda, Kelly Paslor, Martin Thomas
 ENEMIES: The Beast and his agents

The Order of the Children of Purgatory is based in the colony of Sanctuary. Originally established by Father Kelly to spread the word of the Second Chance and the doctrine of Purgatory, the Children have developed into a religious order with the goal of converting the Meek. Entrance to the organization is granted through a series of trials and purifications that are known only to the Inner Circle of the Order.

Although Father Kelly no longer runs the Order, Father

Kelly's initial epiphany is the guiding force of the Children. Father Kelly believed that the Meek had been given a second chance by God to exercise their free will and choose Heaven or Hell. He likened the post revelation earth to a new Purgatory, where the remnants of man could prove themselves worthy. Thus, when he created the Children, his goal was to bring as many of the Meek to choose God as possible. This remains the goal of the Children today.

The Inner Circle of the Order consists of Leslie Keneda, Kelly Paslor, and Martin Thomas. Although they agree upon the need for patrols and an armed presence to deal with the Beast's agents and animals, Leslie is more militant than Kelly and Martin. Kelly and Martin have set up outposts near other colonies and across the country which provide shelter and support for weary travelers. These chapel-forts are slowly becoming colonies themselves. Leslie believes that this is a waste of effort and that the Children are better off taking control of existing colonies and showing them the way. The Order appears equally split between these two positions.

In addition to this factional debate, another disturbing rumor has been traveling through the ranks. There is believed to exist a group either within or without the Order which believes in Father Kelly's vision, but seeks not to exercise their free will to choose Heaven, but to serve Hell. Feeding on the anger and resentment the Meek feel for being left behind, the Black Order and its High Priestess

are suspected to be behind the Children's recent loss of two outposts. Others blame the ever present Beast and his anarchists.

FEDUPS

"Relics and Fools"

HEADQUARTERS: Topeka, Kansas
MEMBERSHIP: 200
AGENDA: Restoration of the United States
ACTIVITIES: Mail Delivery, Transport, Communications
PERSONALITIES: Tom Mickey, Ken Walsh, and Laura Silveri
ENEMIES: The Beast, The Dogs of War, Indian Nations

Soon after the tribulations, two men, Tom Mickey and Ken Walsh met while scavenging a Wal-Mart. Instantly taking a liking to each other, they struck up a conversation about Before. It turned out that Tom was a former Fedex pilot turned manager and Ken a former UPS worker. After a long conversation over a particularly bony chicken, Tom and Ken hatched a plan to restore travel and communication to the world. Seeing themselves as the real life incarnations of the Postman, they hatched a long-term plan of restoring the United States-with their enlightened company at the helm. Between the two of them, they knew where many of the small airfields and motor depots used by the two companies were located. They began traveling to the larger of these places and restoring the vehicles they could. Along the way,

they picked up wanderers and added them in. In Albuquerque, they met Laura Silveri, a former postal worker, who had restored a local post office system. After adding her organization to the team, they began to consolidate and plan for the future.

The FedUps are dedicated to preserving the infrastructure of the United States. To this end, they have restored limited air and train travel, rebuilt roads and bridges, and attempted to relink the colonies. They also lead the way in exploration and contact with "new" or isolated colonies. For the most part, the FedUps proclaim a strict neutrality and are well treated and accepted in all the major colonies both because of their neutrality and because they control most of the best forms of transport (although at a steep price). The FedUps are experts at manipulating the Colonies to achieve their goals and are not afraid to use any means necessary. They are, of course, vigorously opposed by the agents of the Beast. They are also opposed by the Dogs of War (who covet their equipment) and the Indian Nations (who fear a restored United States).

The FedUps are always looking for skilled labor interested in restoration and repair as well as muscle to protect that work, but they are very cautious about letting people join. Prospective members are tightly watched and sent on a number of missions to prove their loyalty.

THE BLACK SPIKE

*Affectionately known as the
"The Hogs of War"*

Headquarters:	Sturgis, South Dakota
Membership:	100+
Agenda:	Survival of the Fittest
Activities:	Raiding, Looting, Slave Trade
Personalities:	The Dominator, Red Fred
Enemies:	All Colonies, especially the Indian Lands; The Children of Purgatory.

The Black Spike is a huge motorcycle gang. Also known as "the Hogs of War," this group seeks merely to live off the corpse of civilization. Dressed primarily in black leathers and riding Harley Davidsons or other bikes, Black Spike members are identified by their tattoos of a long black spike dipped in blood. This symbol is also painted on their clothes and bikes. High ranking members even carry a black spike around their necks which they use to dispense punishment within the gang.

Until recently, the Black Spike had no agenda. They merely rode the United States pillaging, raping, and looting the surviving colonies. Now, they have refurbished a number of semi-trailer trucks and are building a "trade" network (detractors would quietly say "extortion"). This new business is bringing them directly into competition with the FedUps.

Colonies who deal with the

Black Spike have varying manners of appeasing them. Some colonies pay them tribute in slaves or supplies while others embrace the gang as good for business. Colonies that fail to show proper respect are often "put to the spike." Their people are either enslaved or crucified and the colony is burned to the ground.

The Black Spike is led by a former professional wrestler who goes by the name "The Dominator," and claims to have never lost in one on one combat. The Dominator dressed in a large black cape with a devilish, black hockey mask. No one has ever seen his face. His trademark is a huge chrome plated .45 with which he loves to shoot just about anything. He is known for his fondness for watching pit fights and crucifixations. The Dominator prefers the wide ranges of the west but can be found anywhere in the U.S. Recently, he has been seen with a "harem" of three ferocious looking women on chains. Word in the gang is that the women are bodyguards and a gift to the Dominator from an unknown ally. Some even claim that they are witches.

The other power in the Black Spike is Red Fred. Fred and the Dominator ran together for a while, but have since split off. Like the Dominator, Red is a huge man. He is remarkable both for his size and his bright red hair. It is well known that the quickest way to a slow painful death is to call Red "Carrot top." Red's Black Spike chapter is often found on the East Coast or the South. He enjoys Atlanta and has a working relationship (read: slave trade) with Dr. Jim. Recently, Red

and a portion of Red's chapter visited Washington D.C. Only Red returned, and he has been a brooding, even more vicious version of himself ever since. He is often heard to mutter to himself, "Get out, get out of my skull!" Some of his chapter are quietly becoming concerned.

The Black Spike has a nominal headquarters is Sturgis, South Dakota but that merely serves as a repair depot and safehouse with very few permanent residents. Recently, some overeager braves from the Indian Lands raided Sturgis and the Black Spike is actively seeking revenge. The braves did, however, report that the Black Spike may soon begin mining in the Black Hills-clearly sacred land. Some also say that the Black Spike is building a new stronghold at Devil's Tower...

AGENTS OF THE BEAST

"The Darkness Among Us"

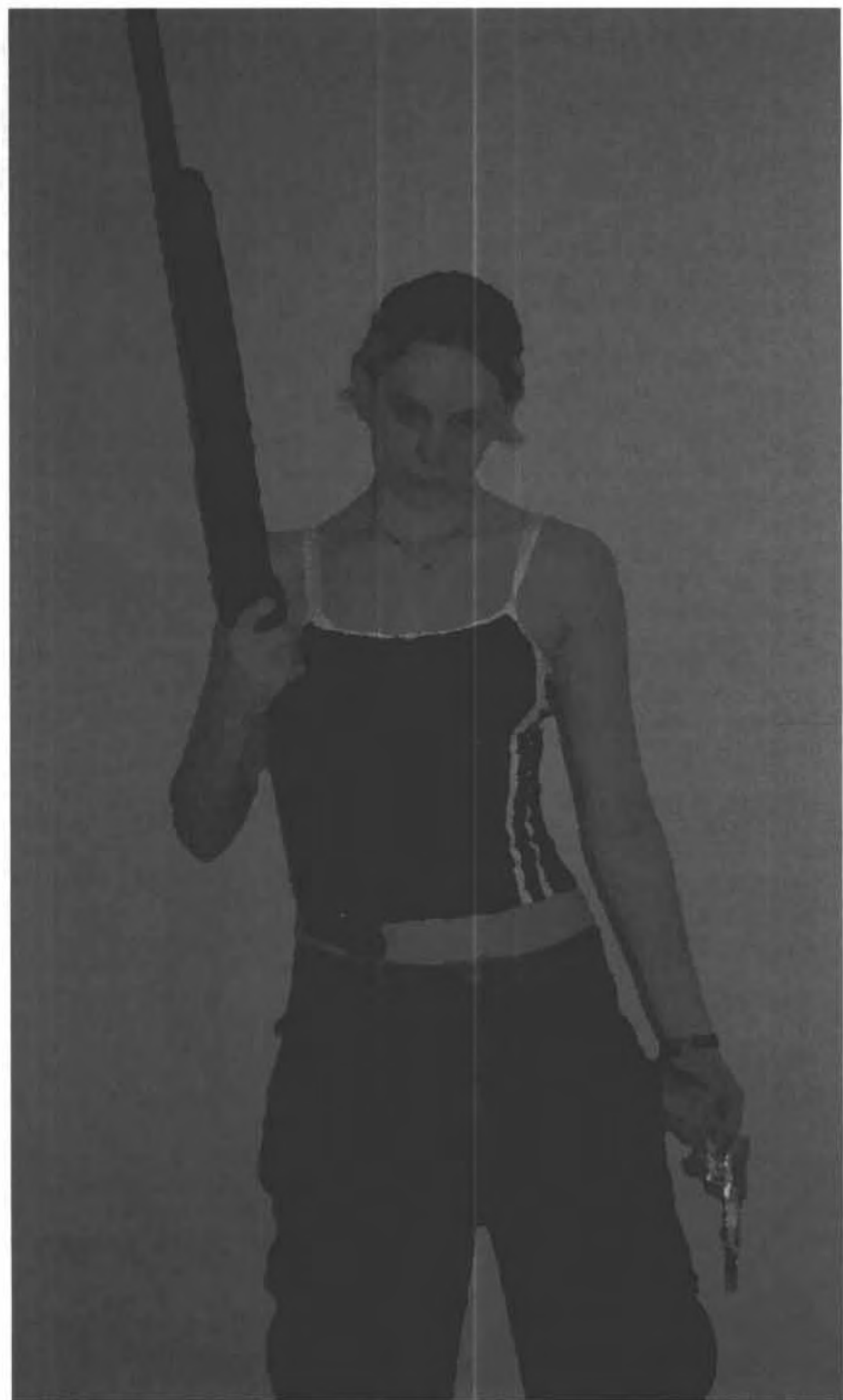
Headquarters:	Unknown
Membership:	Unknown
Agenda:	Destruction of Man
Activities:	Sabotage, Inciting Conflict, Raiding
Personalities:	The Beast
Enemies:	All Colonies, The Children of Purgatory.

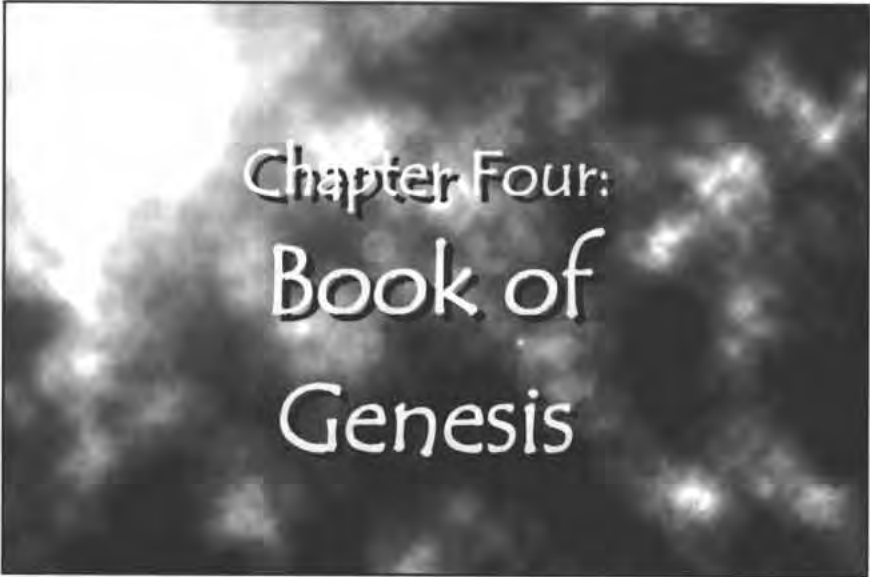
A number of humans appear to have been ensnared by the Beast. Their hatred for God and their fellow man has caused them to embrace the destruction of man and all his works. These people worship the Beast and appear to operate at

his direction, but are organized into cells. Even when members of these groups have been captured and interrogated, they know very little and reveal even less. Still, they should not be underestimated. Some of them are keen infiltrators and saboteurs.

Agents of the Beast can often be found behind the disasters that plague the new colonies. Those who have dealt with them caution that they may even have some supernatural allies or abilities to call upon.







Chapter Four: Book of Genesis

Creating your character is the most important thing you will do in playing *The End*. This imaginary person you give birth to will become the basis for all your experiences, troubles, and triumphs in the game. Played well, it will become a person as real as many people you know; played badly it will become a source of boredom. Choose well.

CHARACTERS

The first thing you should do is decide what kind of person you want to create. Is he a former blue-collar worker

turned professional scavenger, or is she an intellectual, desperate for human companionship? This is the most difficult decision you face in the character generation process, so feel free to take your time making it. A favorite technique of longtime gamers is to base a character on someone they know personally, or on someone they see on the street. This is fine, and it's even a lot of fun. Avoid basing your character on some Walter Mitty-esque fantasy man, however. This is *The End*, not an Oliver Stone picture. Characters like that come only with a great deal of time and experience, if at all. If you want powerful characters right from the start, there are games to accommodate you. This is not one of them.

Before you begin filling out the

The text in this chapter is designated Open Game Content with the exception of such text as is specifically identified as Product Identity in the Designation section of the Open Game License compliance section at the beginning of this book.

character sheet provided in the back of this book, consider the details. Get a clear picture of your future character in your mind. This picture will be far more valuable than all the character sheets in the world. It will help you make a living, breathing character you will remember forever.

A few words of warning:

USE THE NUMBERS AS A TOOL:

Have an idea for a character in mind when you begin the character generation process, then use the ability scores and other numbers to define this image. Do not start with the numbers and then visualize what kind of person this character is. Invariably, your idea defines the character, not the numbers on your character sheet. The statistics are used to define your ideas, not the other way around.

DON'T SWEAT LOW STATISTICS:

The End is not a game of super-heroics. It is a game of ordinary people in extraordinary circumstances. Many other games allow characters to start out with extremely high statistics. They follow the theory of "extraordinary people in ordinary circumstances." While this is fine, true horror-and true adventure-doesn't function that way. If most of your statistics seem very low (i.e. about human average) don't worry: So will everyone else's. The statistics go up through experience.

CREATE A TEAM PLAYER:

Roleplaying is, by its nature, a

group activity. Occasionally, the urge to create a sociopathic monster arises in every roleplayer. Fight it. These characters are almost always an inconvenience to the Judge and a source of frustration and anger to the other players. This is a roleplaying game, not a combat simulation. A psychotic bully will do nothing but have fun at others' expense. Make sure your character can, and will, work in a group. Another extreme to avoid is the "ball-hog." This type of character demands all the Judge's time and effort be spent on him and his schemes. Pass the ball to your teammates. They are all there to have fun, but they won't if they can't get to play.

As a final note, you will not find information as to how to roll up your character or assign initial skill points in this volume. This volume complies with the d20 license, and accordingly character creation information should be sought in other d20 source material.

d20 BASICS

Ability Scores: The modifiers and effects of ability scores remain unchanged from standard d20, with two exceptions. First, bonus spells are not available. Second, the Constitution bonus to Hit Points is limited to a maximum of +1.

Race: There are no other races for player characters besides humanity. Humans do get the racial bonuses referenced in the Player's Handbook.

THE END

GENESIS

AGE MODIFIERS CHART

Age:	Ability Score Modifiers:	Skill Points:
8-12*	-2 Str, -1 Con, +1 Cha, -2 Wis	1st level Skill points reduced by 8
13-15	-1 Str -1, Con +1 Dex, -1 Wis	1st level Skill points reduced by 6
16-19	-1 Wis, +1 Cha	1st level Skill points reduced by 4
20-29	None	1st level Skill points reduced by 2
30-39	-1 Str, -1 Con, +1 Wis, +1 Cha	1st level Skill points increased by 4
40-55	-1 Str, -1 Con, -1 Dex, +1 Wis, +1Int, +1Cha	1st level Skill points increased by 6
56-75	-2 Str, -2 Con, -2 Dex, +2 Wis, +2 Int, +2Cha	1st level Skill points increased by 8
76+	-3 Str, -2 Con, -2 Dex, +3 Wis, +2 Int, +2Cha	1st level Skill points increased by 8

* Children of this age are size Small.

Age: Characters in The End can be any age, 8 or above. Age affects skills and abilities as described in the Age Modifiers Chart.

Class: There is only one basic class in The End: The Meek. The world as we know it has ended, and the survivors now attempt to live in a totally different environment; they all start off as members of the Meek. Characters may advance to certain rebirth (prestige) classes detailed in this chapter as they develop the necessary survival skills.

Reborn Classes: Those Meek who are successful often choose a new manner in which to fit into their radically changed world. These Reborn classes reflect the choices of the Meek in adapting to their new world. For game purposes, Reborn classes are treated in the same manner as prestige classes.

Skills: The class and cross-class skills you may choose from in

The End are listed under the Meek class or the respective Reborn classes and detailed in the Book of Acts. Some skills are treated as cross-class skills because they are particularly hard to learn.

Feats: You may choose from the feats detailed in the Book of Acts.

Equipment: Players start with basic equipment of their choice and one simple weapon (staff, club, knife) for their characters. Any other items characters must find and/or restore. Basic means clothes, simple tools like a hammer or flashlight, and one week's supply of food. Players do not start with firearms, portable computers, or even working automobiles. Judges should make it clear that these resources were stripped from the characters in the chaos of the Tribulation (remember the riots, earthquakes, etc.). Judges may elect to allow (or assign) characters a weapon to start with. Equipment is



addressed in the Book of Numbers.

Experience: The Judge should take special care to remind players that defeating an enemy without violence or achieving certain objectives will generate just as much, if not more, experience points than simply killing the foe (it's safer, too). Judges should examine the Book of Judges for more discussion of experience in The End.

CLASSES

"I know thy works; that thou art neither cold nor hot: I would thou wert cold or hot. So because thou art lukewarm and neither cold nor hot, I will spew thee out of my mouth." Rev. 3:15-16.

THE MEEK (THE FORSAKEN, THE LOST SOULS)

Characteristics: The Meek is the only basic class in The End. Every character starts out as one of the Meek, a survivor of the Tribulation and one of those left behind on Earth. All members of the Meek have a pool of skill points to work with, gained from their former lives. These skills represent their existence in the Before. However, since The End, the Meek have been forced to evolve and adapt, becoming jacks of all trades out of necessity. As a result, the primary advantage to advancing in level is greater access to skills and feats. Additionally, Meek who survive to higher levels may become skilled enough to embrace new,

The Meek Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2(+2)	Bonus feat, Survivor, Soul
2	+1	+0	+0	+3(+2)	Bonus feat
3	+2	+1	+1	+3(+2)	-
4	+3	+1	+1	+4(+2)	Bonus feat
5	+3	+1	+1	+4(+2)	-
6	+4	+2	+2	+5(+2)	Bonus feat
7	+5	+2	+2	+5(+2)	-
8	+6(+1)	+2	+2	+6(+2)	-
9	+6/+1	+3	+3	+6(+2)	Bonus feat
10	+7/+2	+3	+3	+7(+2)	-
11	+8/+3	+3	+3	+7(+2)	-
12	+9/+4	+4	+4	+8(+2)	Bonus feat
13	+9/+4	+4	+4	+8(+2)	-
14	+10/+5	+4	+4	+9(+2)	Bonus feat
15	+11/+6/+1	+5	+5	+9(+2)	-
16	+12/+7/+2	+5	+5	+10(+2)	-
17	+12/+7/+2	+5	+5	+10(+2)	Bonus feat
18	+13/+8/+3	+6	+6	+11(+2)	-
19	+14/+9/+4	+6	+6	+11(+2)	-
20	+15/+10/+5	+6	+6	+12(+2)	Bonus feat

Note: For every level after 20th, base attack bonus and saving throws increase by 1 in each category.

post-apocalyptic professions, set forth below as Reborn classes.

Background: The Meek are the Fallen, the Forsaken, the Doomed. These lost souls come from diverse backgrounds reflecting their professions and place in life prior to The End. Those left behind can be lawyers, homemakers, accountants, plumbers, truck drivers, waitresses, etc.

Game Rule Information

The Meek have the following game statistics:

Class Abilities: No single ability is dominant for this class.

Hit Dice: d2 (at first level, the

Meek start with a number of Hit Points equal to their Constitution).

Class Skills

Bluff (Cha), Carpentry (Dex), Science-Chemistry (Int), Climb (Str), Concentration(Con), Diplomacy (Cha), Drive (automobile) (Dex), Science-Electrical (Int), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (all skills) (Int), Knowledge (religion) (Int), Literacy (Int), Perform (Cha), Profession (all) (Wis), Read Lips (Int), Ride (Dex), Speak Language (all) (none), Swim (Str), Use Rope (Dex), Wilderness Skill (Dex).

Skill Points at first level: (5 plus Int modifier) x 4

Skill Points at each additional level: 4 plus Int modifier

Class Features and Abilities

Armor and Weapon Proficiency:

The Meek are proficient in simple weapons only.

Feats. The Meek gain one additional feat at 1st level, for a total of two feats at 1st level. They receive additional bonus feats at other levels.

Survivor. The Meek are tough in their own way. Surviving the Tribulations was a rite of passage that imbued them with the ability to do whatever it takes to survive. Their raw desperation often allows them to escape harm. The Meek may use their survivor special ability to re-roll any one die during a game session with a +2 or -2, as the Meek elect. This re-roll applies only to rolls made by the Meek such as saving throws, attacks, or skill or ability checks. The Meek may not force another player or the Judge to re-roll.

Sin. Each of the Meek must also choose a sin that prevented him or her from obtaining Heaven. Typically, these minor sins were merely enough to keep them out of Heaven but not significant enough to condemn them to Hell. Players should select these minor sins to enhance their character history and develop the roleplaying experience (see "Final Touches" at the end of this chapter for a list of possible sins). Remember the game is about common people.

Soul. All characters have a

soul, the essence of their being. Prior to The End, the soul was connected to Hell or Heaven, but with the doors to both closed now, it resides in the body. The presence of the soul grants a character a +2 bonus to all Will saves (already figured into The Meek Level Table).

REBORN CLASSES

Prestige classes (Reborn Classes) in The End reflect the directions in which the Meek chose to evolve. They are not required but may allow a character to pursue a particular path in remaking (or unmaking) the world. Players may choose from the following Reborn classes:

Anarchist: Embracing the New Eden, Anarchists seek to accelerate the destruction of humanity's remaining works.

Digger: Scavengers and traders, Diggers survive off the crumbling remains of humanity.

Physician: Keeping the scraps alive, Physicians live to prevent the death of mankind.

Preacher: God's will is still paramount. Preachers attempt to bring the flock back into His grace (at least that's what they tell the flock). Some Preachers also support causes or the Savage Gods.

Restorer: Civilization must not die! Restorers work to rebuild the items of the old world.

Scientist: Science is humanity's mark of distinction and must be preserved!

Shaman: Touched by the awakening Savage Gods, Shamans bring

magic back into the world.

Thug: Muscle rules the new world. Thugs are the toughest and the strongest.

ANARCHIST

"Thus with violence shall that great city of Babylon be thrown down, and shall be found no more at all. " Rev. 18:21

Anarchists embrace The End, The Blues, and The Greens. Their minds have been twisted by their experience in being left behind, and now they seek to bring about the end of mankind. Some isolated groups even believe that by erasing humanity's works, they can return Earth to its Garden of Eden state. Anarchists work to undermine any resurgence of mankind and accelerate the decay of civilization. They often can be found working to destroy those landmarks most resis-

tant to The Blues and The Greens, as well as any vestiges of society found in the Colonies.

Anarchists take many forms, ranging from clever infiltrators to naked bush men. They often emanate an aura of "wrongness" or appear slightly crazy, as if affected by Ennui (see the Book of Lamentations).

Hit Die: d2

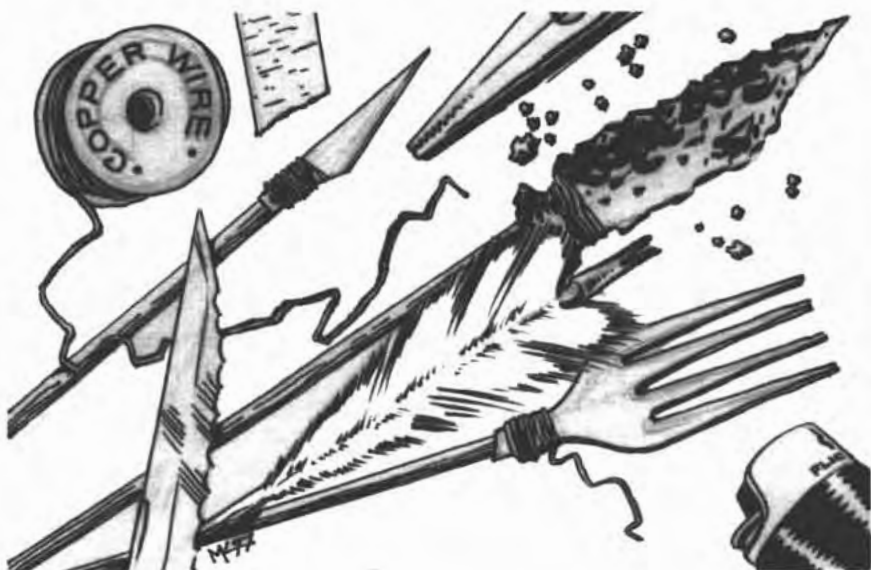
Requirements

To qualify to become an Anarchist, a character must fulfill all the following criteria:

Base Attack Bonus: +4

Skill Prerequisites: Hide 2 ranks, Knowledge (Gaia) 3 ranks, Wilderness Skill 4 ranks,

Feat Prerequisites: Firearms (any)



Anarchist Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+1	+0	+1	+2	Nature sense, Bonus combat feat
2	+1	+0	+2	+2	Ennui resistance (1)
3	+2	+1	+3	+2	Concoction
4	+2	+1	+3	+3	Ennui resistance (2)
5	+3	+2	+3	+3	Sabotage
6	+3	+2	+3	+4	Ennui resistance (3)
7	+4/+1	+3	+3	+4	-
8	+4/+1	+3	+4	+4	Improved critical
9	+5/+1	+3	+4	+5	-
10	+5/+2	+4	+5	+5	-
11	+6/+2	+4	+5	+6	-
12	+6/+3	+4	+6	+6	Ennui immunity

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

Class Skills

Animal Empathy (Cha), Bluff (Cha), Science-Chemistry (Int), Disable Device (Int), Disguise (Cha), Intimidate (Cha), Intuit Direction (Wis), Move Silently (Dex), Ride (Dex), Wilderness (Wis).

Skill points at each level: 2 + Int modifier

Class Features and Abilities

Armor and Weapon Proficiency: Simple weapons

Nature Sense. An Anarchist can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption). An Anarchist can also tell whether food is edible or

spoiled. This ability has a base DC of 10 plus any Intelligence modifiers.

Bonus Combat Feat. The Anarchist gets a bonus combat feat, so long as the character has met the requirement for that feat. (See the Book of Acts for a list of combat feats.)

Concoction (Ex). Once per day, Anarchists can attempt to use the natural environment to concoct a poultice or other care solution to a disease, poison, or infection. Creating a concoction requires a Wisdom check (DC 15). Every rank of Wilderness Skill provides a synergy bonus of +1 to the check. With a single check, an Anarchist can create 1d4 doses of a concoction that delays the onset of the effects of a disease, poison, or infection for

1d4 hours. A character can receive only one dose of a concoction per treatment. Anarchists cannot utilize the concoction ability to treat the same character more than once a day or on consecutive days.

Ennui Resistance (Ex). Since Anarchists actively seek to destroy social structures, they become attuned to the affects of Ennui and are less susceptible to its effects. Anarchists gain a +4 bonus to any Ennui check modifier for each level of Ennui resistance.

Sabotage. Since Anarchists tend to be more in touch with The Blues, they gain a +4 bonus to any skill check involving sabotage.

Improved Critical. Anarchist Gains the Improved Critical Feat.

Ennui Immunity. The Anarchist has become so attuned to Ennui that he or she has become immune to its effects.

DIGGER

"And the merchants of the earth shall weep and mourn over her; for no man buyeth their merchandise any more." Rev. 18:11.

Diggers are those Meek who have learned to live off the corpse of civilization. Diggers specialize in scavenging and finding valuable resources among the detritus. They tend to vary from local experts to constant travelers; they specialize in uncovering rare and in-demand items or trading for valuables. A typical Digger moves from place to place offering wares and scavenging through the debris of the failing world of mankind. Some Diggers develop into sophisticated traders who understand the markets in their area and aggressively seek to meet

Digger Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Dig down, Pack rat
2	+1	+1	+2	+1	Wariness
3	+2	+2	+3	+1	Magic Touch Repair
4	+2	+2	+4	+2	Dig down (2)
5	+3	+3	+5	+2	Improved Magic Touch Repair
6	+3	+3	+6	+2	-
7	+4	+3	+7	+3	Dig down (3)
8	+4	+4	+8	+4	-
9	+5/+1	+5	+8	+5	Here it is!
10	+6/+2	+6	+9	+5	-
11	+7/+3	+6	+11	+6	Dig down (4)
12	+8/+3	+6	+12	+6	Home is not a Digger

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

them. Thus, Diggers can be loners who trade to survive or merchant kings who control the economics of a particular item in their area.

Hit Die: d3

Requirements

To qualify to become a Digger, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Skill Prerequisites: Knowledge (geography) 5 ranks, Scavenge 5 ranks

Class Skills

Disable Device (Int), Driving (Dex), Gather Information (Cha), Intuit Direction (Wis), Listen (Wis), Open Lock (Dex), Mechanical (Int), Scavenge (Wis), Search (Int), Spot (Wis).

Skill points at each level: 3 + Int modifier

Class Features and Abilities

Armor and Weapon Proficiency: None

Dig Down (Ex). Due to their experience in searching for valuable material, Diggers may take an extra Scavenge roll when looking for a particular resource. The Player may then use the best roll. Extra Dig Down ability levels allow for extra rolls. Before taking the extra roll, characters must specifically indicate the item or resource for which they are digging.

Pack Rat (Ex). Diggers are adept at packing and carrying more

than normal. They may carry up to 1.5 times their normal max. load with no disadvantages.

Wariness. Diggers gain +2 bonus to their initiative due to their constant nose-to-the-ground attitude.

Magic Touch Repair. Diggers gain the Magic Touch Repair feat (see the Book of Acts).

Improved Magic Touch Repair. Diggers gain a +2 bonus to the Magic Touch Repair feat (see the Book of Acts).

Here it Is! (Ex). Diggers may, once per day, produce an extra dose, extra clip, extra piece of food, or other fungible, generic item. This is a extraordinary ability and must be closely monitored by the Judge. The player makes a check against DC 10 with no modifiers. A Digger can use each level of this ability once per day. If a character checks for the same item on subsequent days, the Judge may assign a circumstance penalty of -5 or more to continuing attempts. Diggers may not use this ability to produce uncommon or relatively unique items. For example, Harry may use his "here it is!" ability to produce a lighter or one extra standard clip of ammunition for his weapon during a firefight. Using the ability to find a key to a door or a silencer for another character's rifle would be inappropriate, however.

PHYSICIAN

"To him that overcometh will I give to eat of the tree of life, which is in the midst of the paradise of God."
Rev. 2:7.

A prize profession in The End, the Physician has developed post-apocalyptic skills in using the new verdant environment and the old drugs of humanity to bring healing to the injured and sick. Colonies and parties value Physicians very highly. Wars have been fought over them. Although a party would do well to have a Physician, they also bring with them substantial problems, as they are often targets for abduction or beset with constant requests for assistance. They are also often the first targets in an attack, so the group must carefully protect them.

Hit Die: d2

Requirements

To qualify to become a Physician, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Skill Prerequisites: Concentration 2 ranks, Diplomacy 2 ranks, Heal 2 ranks, Medical (Treat illness) 3 ranks, Medical (Treat wounds) 3 ranks, and Medical Investigation 3 ranks.

Class Skills

The Physician's class skills (and the key ability for each) are: Animal Empathy (Cha), Diplomacy (Cha), Gather Information (Cha), Knowledge



Physician Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	0	+2	+0	+2	Nature sense, Bonus medical feat
2	+0	+3	+0	+3	Bonus medical feat
3	+1	+4	+1	+4	Bonus medical feat
4	+1	+4	+1	+5	Bonus medical feat
5	+2	+5	+2	+5	Bonus medical feat, Gain +1 Int
6	+2	+6	+2	+6	Restorative touch 1/day
7	+3	+6	+3	+6	Bonus medical feat
8	+3	+7	+3	+7	Gain +1 Wis
9	+3/+1	+8	+4	+8	Restorative touch 2 people/day
10	+3/+1	+8	+4	+8	Gain +1 Wis
11	+3/+2	+9	+5	+9	Bonus medical feat
12	+3/+2	+9	+5	+9	Restorative Touch 3 people/day

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

(medical) (Int), Medical - Treat Illness (Int), Medical - Treat Wounds (Int), Medical Investigation (Int), Profession (Physician or Nurse or other similar) (Wis), Science (any) (Int), Spot (Wis), Wilderness (Wis)

Skill points at each level: 3 + Int modifier

Class Features and Abilities

Armor and Weapon Proficiency: None

Nature Sense: A Physician may make an ability check (Wis) to identify plants with accuracy and tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption). A Physician can also tell whether food is edible or spoiled.

Bonus Medical Feats: The Physician gets a bonus medical feat, so long as the character has

met the requirement for that feat. (See the Book of Acts for a list of medical feats.)

Restorative Touch (Ex): Physicians may use their restorative touch to remove 1d8 points of Ennui from any one individual (not the Physician). To use this ability, the Physician must spend the entire waking day (10 hours) with the individual in a relatively stress-free environment (resting in an abandoned home, riding in a wagon). No encounters should occur during this period; if an encounter compromises the stress-free environment, no Ennui points are removed. If a Physician has the ability to affect more than one person a day, he is allowed to care for more than one person at a time. He cannot Restore one person more than once per day.

PREACHER

"As many as I love: I rebuke and chasten, be zealous therefore and repent." Rev. 3:19

Preachers existed before The End, and a great many exist after. Preachers after The End are often trying to hold on to some semblance of the Before. Some have overcome the sin which kept them here. Others are wallowing in that sin. Some seek to open the way to Heaven. Others use their skills to build an empire.

Preachers believe in their own vision. They trust that their goal is what's best for mankind, so they use all their skills to further that goal, spread their doctrine, and gain followers. Thus, a Preacher does not have to be a Christian or even worship God. Preachers can support any cause they can rationalize.

Hit Die: d2

Requirements

To qualify to become a Preacher, a character must fulfill all the following criteria:

Base Attack Bonus: +4

Skill Prerequisites: Intimidate 2 ranks, Knowledge (religion) 6 ranks, Perform 2 ranks

Class Skills

The Preacher's class skills (and the key ability for each) are: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Perform (Cha), Ridicule (Cha), Sense Motive



Preacher Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	0	+2	+0	+2	Faith-based healing
2	+1	+3	+0	+3	Inspire 1/day
3	+2	+4	+1	+4	Miracles, enemy
4	+2	+5	+2	+5	Inspire 2/day
5	+3	+5	+2	+5	Enemy, Harangue 1/day
6	+3	+5	+3	+5	Followers
7	+4	+6	+3	+6	Greater inspire 1/day
8	+4	+6	+3	+6	Harangue 2/day, Enemy
9	+4/+1	+6	+4	+6	Conversion
10	+4/+2	+6	+4	+6	Faith-based healing 2/day
11	+5/+2	+7	+4	+7	Greater inspire 2/day, Enemy
12	+5/+3	+7	+5	+7	Harangue 3/day

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

(Wis), Sleight of Hand (Dex), Spot (Wis), Read Lips (Int).

Skill points at each level: 2 + Int modifier

Class Features and Abilities

All of the following are class features of the Preacher:

Armor and Weapon Proficiency: None

Faith-Based Healing (Su): Due to their ability to inspire faith in their flock, Preachers may once per day heal 1d4 points of damage from any individual besides the Preacher. Faith healing only works if the recipient's wound state is "lightly wounded". (See the Book of Acts under Medical Feats for more on light wounds.)

Inspire (Su): Preachers can inspire those around them by providing an invigorating harangue,

pious chant, or other inspiring medium. Preachers with at least two ranks in Perform may inspire their allies, providing them with a +2 morale bonus to Will saving throws and a +1 morale bonus to attack and weapon damage rolls. The effect continues while the Preacher is speaking and lasts for 5 rounds after an ally can no longer hear the Preacher. Before the ability becomes effective, an ally must be able to hear the Preacher for a full round. While inspiring allies, a Preacher may fight but may not activate any other special ability, use magic, or use a device.

Miracles (Su): Preacher may take the Shamanistic Magic or Word of God feat as a special ability. (See the Book of Lamentations for details on these feats.)

Enemy: The life of a Preacher is a difficult one. Many people dislike them. It may be listeners fed up

with their constant preaching. It could be rival Preachers. It could just be a few angry Meek looking to take revenge on an instrument of God. Whatever the reason, Preachers gain NPC enemies as they progress in their careers. These enemies should be challenging and persistent, with the capability to destroy the Preacher if she is not careful. Enemies who are killed get replaced when the Preacher gains a new level.

Harangue (Ex): Preachers with eight or more ranks of Perform may use that skill to attempt to distract targets with a harangue (DC 14-1 per Preacher level above 5) The Preacher must specify the targets and speak uninterrupted for an entire round. If the Preacher is struck or otherwise distracted and fails a Concentration check, she must start again. Targets must be within 50 feet of the Preacher and able to hear the harangue, however, they do not need to understand it (a Preacher's antics may prove distracting enough). Targets of a Preacher's harangue must make a Will save opposed by the Preacher's Perform check. A target who fails the save becomes confused for 1d4 rounds and subject to conversion (see below). A Preacher must stop and preach in order to harangue. She may not move more than 5 feet per round and, although able to defend herself, she may not activate any other special ability, make an attack, use magic, or use a device. A Preacher may attempt to harangue a particular target only once every 24 hours. Additionally, each time a

Preacher attempts to harangue the same target, the target gains a +1 (cumulative) bonus to the opposed check.

Followers: Due to their speaking abilities and talent in restoring hope to believers, Preachers attract followers as if they had Leadership.

Greater Inspire (Su): As the inspire ability, except that a Preacher must have 10 ranks in Perform, and allies gain a +3 morale bonus to Will saving throws and +2 morale bonus to attack and weapon damage rolls.

Conversion (Ex): A Preacher may attempt to convert a friendly target or one who has been confused by her Harangue. The Preacher must focus on the individual target and speak to him or her uninterrupted for 4 rounds. A target must be within 50 feet of the Preacher and able to hear and understand her. Each round, the target must make a Wisdom check opposed by the Preacher's Charisma check. A target who fails all four checks is treated as dazed and follows the Preacher aimlessly unless successfully attacked or injured. Once a target is dazed the Preacher must spend 10 uninterrupted resting hours with the target to complete the conversion. The 10-hour period should be one of quite reflection and discussion between the Preacher and the target. No hard marches, combat, or extensive social interaction with other groups may take place. A convert becomes a cohort of the Preacher.

RESTORER

*"Behold, I make all things new."
Rev. 21:5*

Restorers have survived The End but cling to the items of the old world. They believe they can keep things working. Most Restorers have knowledge of a particular area and labor to keep those items, machines, or institutions working. In general, Restorers are prized by colonies because they provide access to the old ways-and often electricity or plumbing. Anarchists, of course, hunt down Restorers.

Restorers come in a variety of types. Some are essentially handymen (and women). They can expertly fix, repair, and even improve manmade items. Typically, Restorers concentrate in one area, such as engine repair, electricity, or plumbing, but they also have some basic skills in repairing anything. Other, more cerebral Restorers,

focus on restoring ideas or institutions. They may wish to rebuild a democratic ideal or the postal service. Some Restorers might even be found working with Preachers to restore the Church.

Hit Die: d2

Requirements

To qualify to become a Restorer, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Skill Prerequisites: Mechanical 4 ranks, Knowledge (a particular area like computers, government, or religion) 4 ranks, Profession 4 ranks

Class Skills

The Restorer's class skills (and the key ability for each) are: Bluff (Cha), Carpentry (Wis), Disable Device (Int), Diplomacy (Cha), Science - Electrical (Int), Forgery (int), Innuendo (Cha), Knowledge



Restorer Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+0	+1	+2	+0	Restoration
2	+1	+2	+2	+0	Insight 1/day
3	+2	+3	+2	+1	Magic Touch Repair
4	+2	+3	+3	+2	Insight 2/day
5	+3	+4	+4	+2	Improved Magic Touch Repair
6	+3	+5	+4	+3	Insight 3/day
7	+4	+6	+5	+3	Blues protection
8	+5	+8	+5	+4	Insight 4/day
9	+5/+1	+8	+5	+5	Enhancement
10	+6/+2	+10	+5	+5	Insight 5/day
11	+7/+3	+11	+6	+6	Followers.
12	+8/+3	+12	+6	+6	Insight 6/day

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

(all skills) (Int), Mechanical (Int), Plumbing (Wis), Sense Motive (Wis)

Skill points at each level: 5 + Int modifier

Class Features and Abilities

Armor and Weapon Proficiency:

None

Restoration: Restorers gain a +5 bonus to any restoration check using the Repair Skill. Restorers may also use their Charisma instead of Wisdom bonus. Treat all items as one level less sophisticated than normal (see the Book of Lamentations) when being repaired by a Restorer.

Insight (Ex): Restorers are so adept at manipulating the mechanics of the old ways that their presence and advice provides a cooperative synergy bonus of +5 to any noncombat technical skill check once per day.

Magic Touch Repair: Restorers gain the Magic Touch Repair feat. (See the Book of Acts for details on

this feat.)

Improved Magic Touch Repair:

Restorers gain a +3 bonus to any check while using the Magic Touch Repair Feat. (See the Book of Acts for details on this feat.).

Blues Protection: Items maintained, repaired, or restored by a Restorer do not suffer from The Blues.

Enhancement: Restorers may attempt to enhance an item to masterwork status once that item is in excellent condition. A Restorer must invest at least a week and have access to appropriate materials for an enhancement check (The Judge may use this as an adventure hook, or simply set various Scavenge DCs for the character to locate required materials.)

Followers: Due to their expertise and promise of a better life, Restorers attract followers in accordance with the Leadership tables.

SCIENTIST

"Write the things which thou hast seen, the things which are, and the things which shall be hereafter."
Rev. 1:19

After The End, Scientists, in many cases, are just as happy God went away and abandoned humanity to its own devices. They seek to understand the laws of this new world so as to find their place in it. No two Scientist groups are likely to see any set of issues the same way. Thus, there are numerous competing philosophies and discoveries.

Scientists may be found inside

or outside of colonies. Outside the colonies, they often appear in small groups studying some phenomenon or another. Inside, colonies may support them to achieve a particular goal.

Hit Die: d2

Requirements

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

Base Attack Bonus: +2

Skill Prerequisites: Knowledge (Science) 4 ranks, Science- Chemistry (Int)

Scientist Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+0	+1	+0	+3	Science synergy bonus
2	+0	+2	+0	+4	Ennui resistance (1)
3	+1	+3	+1	+5	Intuition
4	+1	+4	+1	+5	Magic Touch Repair
					Science synergy bonus (2)
5	+2	+5	+1	+6	Bonus knowledge feat,
					Gain +1 Int
6	+2	+6	+2	+6	Disbelief
7	+3	+6	+3	+6	Bonus knowledge feat,
					Science synergy bonus (3)
8	+3	+7	+3	+7	Ennui resistance (2)
9	+3/+1	+8	+4	+8	Bonus knowledge feat
10	+3/+1	+8	+4	+8	Science synergy bonus (4)
11	+3/+2	+9	+5	+9	Bonus knowledge feat,
					Gain +1 Int
12	+3/+2	+9	+6	+9	Ennui resistance (3)

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

Class Skills

Concentration (Con), Decipher Script (Int), Forgery, Gather Information, Knowledge (any), Physics Science, Profession (any), Science - Chemistry (Int), Science- Electrical (Int), Science - Physics (Int), Search (Int), Spot (Wis), Wilderness (Wis)

Skill points at each level: 5 + Int modifier

Class Features and Abilities

All of the following are class features of the Scientist:

Armor and Weapon Proficiency: None

Science Synergy Bonus: Scientists gain +2 to any noncombat skill check to which they can apply a Knowledge skill, as long as they hold two or more ranks in that skill. This bonus increases by 2 for every level of the science synergy bonus special ability.

Ennui Resistance: The study

of this new world has enabled Scientists to develop a self-awareness tied to study. This self-awareness results in a corresponding resistance to the effects of Ennui. Scientists gain +4 bonus to any Ennui check for each level of the Ennui resistance special ability.

Invent: Scientists gain the ability to discover (or rediscover) technological relationships and workings. They must expend experience points, time, and resources to achieve these goals. The sophistication level of the invention (see the Book of Lamentations) affects the process. For example, a Scientist seeks to rediscover the process of refining gasoline. This very difficult process requires access to many resources (Judge's option) and ultimately leads the Scientist to attempt to create an item of complex sophistication. In this example, the Scientist must expend enough experience points to reduce the character's current level by one (he



Invention Guidelines Table

Sophistication Level	Experience Cost	Time
Simple	1,000	1d10 days
Advanced	5,000	4d10 days
Complex	One level	4d20 days
Computer Age	One level	10d20 days

or she falls to the midpoint of the prior level) in a process taking 4d20 days. At the completion of this period, the Scientist may make a Will save (DC 20) modified by his or her Scientist level and Intelligence bonus to determine success. Of course, success does not mean mass production, just that the process of refining gasoline becomes known.

Magic Touch Repair: Scientists gain the Magic Touch Repair feat as a special ability (see the Book of Acts).

Bonus Knowledge Feats: The Scientist gets a bonus knowledge feat, so long as the character has met the requirement for that feat. (See the Book of Acts for a list of knowledge feats.)

Disbelief: Due to their extremely rational nature, Scientists gain a +5 bonus on any roll against the effects of magic. Their ability to test and analyze the laws of the New Eden allow them to see through the manipulations of what they believe is just another science.

SHAMAN

"For without are... sorcerers...and idolaters..." Rev. 22:15

Shamans first began to appear in the last days. Those who had, even unwittingly, been in touch with the suppressed Savage Gods,

found themselves able to shape the world in small ways. For the most part, they kept quiet during The End, as they were trying to survive like everyone else. However, after God finally closed the gates of Heaven, they found themselves tingling with untapped energy and have begun to experiment to learn the extent of their power. Unfortunately, such raw power comes with a steep price, and many prove unable to control it.

The Savage Gods are creeping back into the world, and the Shamans know it. These gods seek followers and are slowly providing their shamans with just a touch of power over the New Eden. The Shamans are disciples of the Savage Gods. They have felt their power and attempt to embrace it. However, they face many difficulties: Magic is not understood or appreciated now any more than it was in the Before. Moreover, Shamans who delve too deep find themselves consumed by the emerging energy of the Old Gods.

Hit Die: d2

Requirements

To qualify to become a Shaman, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Skill Prerequisites: Knowledge (ancient religion) 4 ranks, Wilderness Skill 4 ranks

Class Skills

The Shaman's class skills (and the key ability for each) are: Animal Empathy (Cha), Concentration (Con), Decipher Script (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Wilderness (Wis).

Skill points at each level: 2 + Int modifier

Class Features and Abilities

All of the following are class features of the Shaman:

Armor and Weapon Proficiency: None

Shamanistic Magic Feats: Shamanistic magic depends upon the rituals, dances, and routines developed by Shamans to curb and

channel the raw power of the Savage Gods. For game purposes, these rituals are considered feats. A player with shamanistic magic may use a regular feat slot or a shamanistic magic feat slot to acquire shamanistic magic feats. Using each feat carries a cost in Ennui. Some feats may be used only once per day. (See the Book of Lamentations for a list of shamanistic magic feats.)

Favor of the Savage Gods: Shamans gain a +4 bonus on a single saving throw. This bonus may be used once per day decided at the time they are making the save.

Blessing of the Savage Gods: Shamans gain a +6 bonus on a single saving throw. This bonus may be used once per day decided at the time they are making the save.

Shaman Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+1	Shamanistic magic feat
2	+0	+0	+0	+1	Shamanistic magic feat
3	+1	+1	+1	+3	Favor of the savage gods
4	+1	+1	+1	+3	Shamanistic magic feat
5	+2	+2	+2	+4	Shamanistic magic feat
6	+2	+2	+2	+4	Blessing of the savage gods
7	+2	+2	+3	+5	Shamanistic magic feat
8	+3	+3	+3	+5	Shamanistic magic feat
9	+3	+3	+4	+5	Shamanistic magic feat
10	+4/+2	+4	+4	+6	Shamanistic magic feat
11	+4/+2	+4	+4	+6	Shamanistic magic feat
12	+5/+3	+5	+5	+6	Shamanistic magic feat

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category, and the Shaman gains a Shamanistic Magic Feat.

THUG

"He that killeth with the sword must be killed with the sword." Rev. 13:10

Thugs have made their way in The End through physical violence. They take what they can take by force and don't look back. They

attempt to survive by pounding any competition into the ground. Physically imposing individuals, thugs have aggressively challenged the new world. They are found in a variety of places as members of road gangs, guardians of a colony, or wanderers who should not be trifled with.

Hit Die: d4



Requirements

To qualify to become a Thug, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skill Prerequisites: Intimidate 4 ranks

Feat Prerequisites: Firearms or Unarmed Strike, Martial Weapons Proficiency

Class Skills

The Thug's class skills (and the key ability for each) are: Balance (Dex), Climb (Str), Driving (Dex) (any), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill points at each level: 2 + Int modifier

Class Features and Abilities

Armor and Weapon Proficiency: Martial Weapons Proficiency, One

Exotic Weapons Proficiency

Bonus Combat Feats: Thugs gain bonus combat feats at particular levels to reflect their constant "study" of violence. (See the Book of Acts for a list of combat feats.)

Weapon Specialization: On achieving 2nd level or higher, a Thug may take Weapon Specialization for any feat slot. Weapon Specialization adds a +2 damage bonus with a particular weapon. The Thug must have Weapon Focus with that weapon to take the feat. (See the Book of Acts.)

Fast Reflexes: Due to their constant living on the edge, the Thug gains the Endurance Feat.

Toughness: Due to their consistent enduring of difficult conditions, the Thug gains Toughness Feat.

Thug Level Table

Level:	Base Att Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Bonus combat feat
2	+2	+0	+3	+0	weapon specialization
3	+3	+1	+3	+1	Bonus combat feat
4	+4	+1	+4	+1	Bonus combat feat
5	+4	+1	+4	+1	Toughness
6	+5	+2	+5	+2	—
7	+5	+2	+5	+2	Bonus combat feat
8	+6/+1	+2	+6	+2	Bonus combat feat
9	+6/+1	+3	+6	+3	—
10	+7/+2	+3	+7	+3	Bonus combat feat
11	+7/+2	+3	+7	+3	—
12	+8/+3	+4	+8	+4	Bonus combat feat

Note: For every level after 12th, base attack bonus and saving throws increase by 1 in each category.

FINAL TOUCHES

"He that is unjust, let him be unjust still; and he that is filthy, let him be filthy still; and he that is righteous, let him be righteous still; and he that is holy, let him be holy still." Rev. 22:11.

You don't need our help filling out the rest of your character sheet—after all, you can decide on Name, Race, Sex, Height, Weight, and Former Occupation yourself. However, in the spirit of the game, it is important to determine the reason you were left behind...

SINS

The final, and probably most important, decision that you will make is to determine what minor sin kept your character from being judged when the world ended. Your sin will, by and large, determine your character's personality. Choose one of the following sins or create your own. If you decide to create your own, make sure that you clear it with your Judge first. Since sins are such an integral part of the character's background and make-up, they often come into play during game situations. We encourage players to role-play as much as possible, but are also providing some guidelines for injecting a character's particular sin into game play. A character is "tempted" any time the particular sin or behavior associated with it confronts the character. For example, if a character chooses "Polyglot", they may be particular-

ly susceptible to new ideas and/or unable to form strong allegiances. In a game context, the Judge could assess a penalty to any saves, skill, or ability checks. If Matthew, whose sin was Polyglot, is confronted with an energetic Preacher with a new view on the world, Matthew might suffer a penalty to any saves against the Preacher's abilities. Similarly, if Matthew is attempting to convince someone that a particular philosophy or path is the only way, Matthew should suffer a penalty to any rolls to convince his target due to his own uncertainties. The base penalty for these checks should be a -2 and the Judge should adjust up or down according to the intensity of the experience or encounter.

Agnostic: You knew about religion, but doubted its truth. You refused to believe until you were presented with evidence. Unfortunately, the evidence that Judgment Day provided came too late to save you. You are greatly awed by the truth of The End of the world and are easily intimidated by the supernatural. For game purposes, characters with this sin should make an ability check (Int) when encountering the supernatural (devils, demons, angels, magic) or suffer become confused for one round. You are also prone to the words of Preachers and other zealots since you now know the truth (minimum penalty).

Atheist: You made a decision not to believe in the existence of God or the Devil prior to Judgment Day. This can be due to upbringing, personal philosophy or closed-

mindfulness. When confronted with evidence of religion, you likely dismiss it rather than considering its merit. Confrontations with the supernatural often leave you dazed and scared. Encounters with those who have strongly held beliefs in these matters often lead to misunderstandings. For game purposes, characters with this sin should make an ability check (Int) when encountering the supernatural (devils, demons, angels, magic) or become dazed for one round. When dealing with people with opposite beliefs, the minimum -2 penalty to all checks should be assessed and the Judge should adjust up given the situation.

Bitter: You rejected God and religion in general. This may be due to some personal tragedy, such as the death of a loved one, or out of sheer spite. This does not necessarily mean that you don't believe in God, just that you do not like Him at all. Your relationships with people are often sabotaged by your bitterness towards God and the world (minimum penalty). You hold an especial hatred for religion (-6 to all reaction or similar checks).

Godless: You were raised without a religious background and never bothered to cultivate one on your own. You are typically uninformed when it comes to spiritual matters. You might have had the disposition to be religious, and may be a very moral person, but you did not have a religion to follow. You tend to be either fascinated or disturbed by the trappings of religion or religious ideas. You cannot come

to terms with the fact that something that meant nothing to your life determined its course. Godless characters either love or hate the spiritual trappings. Their checks when confronted with these people or situations are either substantially positive (+4 to any check) or negative (-4 to any check) depending on the characters attitude.

Humanist: You put your faith in your fellow human beings. For you, God would always take a back seat to the accomplishments of the human race. You believed humans could create a perfect world and that God and religion were holding us back. You may not be antagonistic to religion, but you did not follow one. This is a world full of opportunity for you. You tend to be gullible and prone to trust other humans too easily (-5 to all checks).

Lapsed: You were once a faithful member of one religion or another, but you let it fall by the wayside. You may truly believe in that religion, but you did not devote the necessary time to follow all its practices. If you choose this as your sin, also choose a religion that you have let lapse. When confronted with the trappings of your lapsed religion, you tend to be distracted and easily sidetracked. Left unchecked, this can rise to obsession (Wis ability check, DC plus one for each day a character unsuccessfully saves). An obsessed character will attempt to pursue his obsession whether the party wants to or not.

Misplaced Loyalty: You believed in God, and attended to most of the rituals of your faith, but your real worship took place at the feet of Corporate America. You worked yourself to the bone, to the detriment of your immortal soul. You are easily distracted by material things and are always looking for a place to fit in. When confronted with groups you seek to find a role and fit in, especially where there is a reward. Characters with this sin offer become conflicted when choosing sides or considering other opportunities. Their loyalty should be in question. They live for themselves now. For game purposes, if the character is not being adequately role-played, the Judge could have a character with this sin make a Wisdom check to see if their loyalties waiver and they betray or abandon their comrades...at least for the moment.

Objectivist: You focused on the development of your will and your mind, assuming that those who believed in God required faith as a psychological crutch. Your focus was your ego in every facet of your life. When asked what you thought of God, your answer was always, "I don't." These characters tend to be especially prone to insults and flat-

tery and should suffer a -6 to all checks involving either.

Polyglot: You changed religions several times in your life, trying to find one that fit. After a while you came to believe that no one religion could ever work for you, so you created your own patchwork religion. It was not nearly complete enough to save you on Judgment Day, but it was complete enough to save you from Hell. As described above, these characters often suffer from a lack of decisiveness.

Poor Conversion: You converted from a religion that you believed in deeply to one that you did not believe in. You may have done this in order to marry, please your family, or any number of other reasons. Whatever the reason, it was a bad one. These characters tend to be mired in guilt with respect to their family and friends who were taken. They are often morose, withdrawn and distracted (-4 to all Initiative checks and interaction checks) if they have been reminded of their past life in the past twenty four hours. The Judge and players should be creative in determining what constitutes a reminder based upon a character's history.



Sinner: You were raised in a religious background and you believed in God. Temptation often got the better of you, however. Your sins were not enough to warrant eternal damnation, but you did not deserve Heaven either. A habitual shoplifter, heavy drinker, or a mild sexual deviant would fit into this category. These characters are easily tempted and should suffer substantial penalties (-4 or worse to any check) when confronted with their temptation (drugs, alcohol, cigarettes). For example, an Sinner with cigarette smoking should be forced to make an ability check (Con, -5) when offered cigarettes during a negotiation. Failure to make such check will cause the character to overvalue the cigarettes. This drawback could be even worse (smoking or dinking on duty or going back for the fix) at the Judge's discretion.

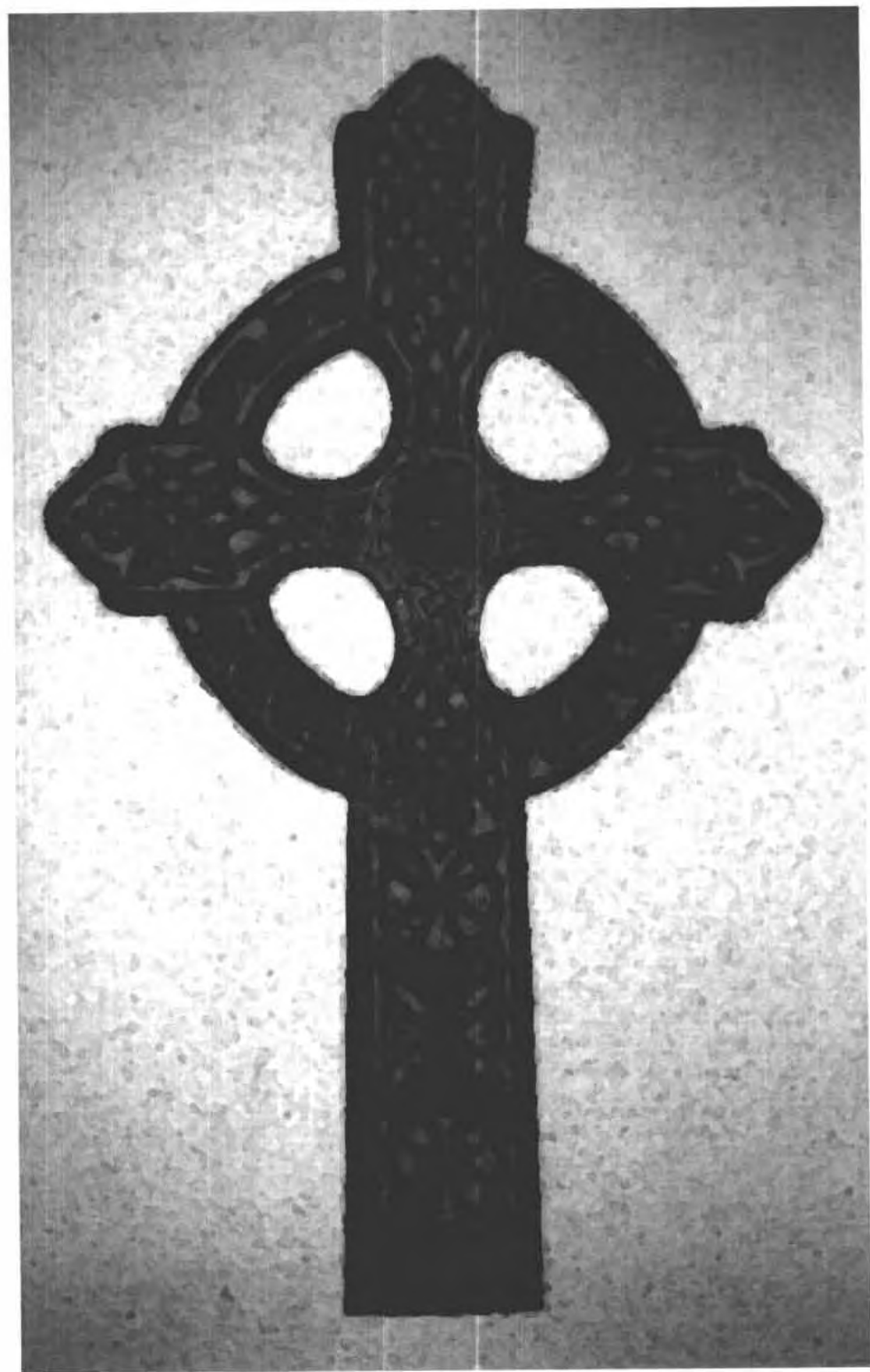
Undecided: For years, you looked for a religion you could believe in, and you were still looking when Judgment Day came. You have studied most of the major religions, but were unhappy with all of them for one reason or another. The character is greatly awed by the truth of the supernatural and are prone to embrace (or be more susceptible) their most recent supernatural influence. For game purposes, characters with this sin should make an ability check (Int) when encountering the supernatural (devils, demons, angels, magic) or become enamored. Treat this infatuation as a charm except that any violent or dangerous behavior by

the supernatural breaks it. These characters are also prone to the words of Preachers and other zealots (minimum penalty).

This list is by no means exhaustive and the Judge should feel free to allow players to suggest sins as part of their character's history. These sins should be similar to those identified here- i.e not significant enough to immediately send a character to Hell, but important enough to show that the character turned away from God. Of course, the Judge will have to carefully monitor the game effects.

Once you have decided on your sin, you are ready to play.







Chapter Five: Book of Acts

Skills

Skill Points

Characters have a number of skill points based on their race and their class levels.

Depending on a characters' race and class, some skills are "class skills" and some skills are "cross-class skills" Cross-class skills require 2 skill points per rank, class skills require 1 skill point per rank.

The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks

a character can have in a cross-class skill is half that number.

Using Skills

When the character uses a skill, the character makes a skill check to see how well the character does. The higher the result on the character's skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

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Starting skill points for the basic character classes

Character Class	1st Level	Higher Level
The Meek	$(5 + \text{Int Modifier}) \times 4$	$2 + \text{Int Modifier}$
Digger	n/a	$3 + \text{Int Modifier}$
Anarchist	n/a	$2 + \text{Int Modifier}$
Physician	n/a	$3 + \text{Int Modifier}$
Shaman	n/a	$2 + \text{Int Modifier}$
Preacher	n/a	$2 + \text{Int Modifier}$
Thug	n/a	$2 + \text{Int Modifier}$
Restorer	n/a	$5 + \text{Int Modifier}$
Scientist	n/a	$5 + \text{Int Modifier}$

Skill Checks

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

VS. A Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

VS. Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.

For ties on opposed checks, the

character with the higher key ability score wins.

If these scores are the same, flip a coin.

Retries

In general, the character can try a skill check again if the character fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the character can "take 20" and assume that the character goes at it long enough to succeed eventually.

Untrained Skill Checks

Generally, if the character attempts to use a skill the character doesn't possess, the character makes a skill check as normal. The character's skill modifier doesn't

have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "Trained Only" in the skill description.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The Judge can alter the odds of success in four ways to take into account exceptional circumstances:

- 1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.*
- 2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.*
- 3. Reduce the DC by 2 to represent circumstances that make the task easier.*
- 4. Increase the DC by 2 to represent circumstances that make the task harder.*

A bonus to the character's skill modifier and a reduction in the check's DC have the same result:

they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Practically Impossible Tasks

In general, to do something that's practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of -20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The Judge decides what is actually impossible and what is merely practically impossible.

Extraordinary Success

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

Checks without Rolls

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The Judge limits cooperation as she sees fit for the given conditions.

Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

Ability Checks

Sometimes the character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The Judge assigns a Difficulty Class.



THE END

ACTS

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers.

Skill Description Format

Skill Name (*Key Ability*)

Requirements: Trained Only; Armor Check Penalty; Skill or Class Prerequisite

The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If "Trained Only" is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

Skill or Class Prerequisite: The skill is exclusive to a certain class or classes or the skill cannot be taken or used if the character does not have the listed prerequisite skill. No character not of these classes can take the skill. If omitted, the skill is not exclusive.

After the description are three other types of information:

Check: What the character can do with a successful skill check, how much time it takes to make a check, and the check's DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.

Special: Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

Knowledge, Profession, and Trade Skills

These skills designed to allow characters to have depth beyond the text of this book (Knowledge Skill, Trade Skill, and Professional Skill). We encourage their use, but warn against their abuse. The Judge, of course, has the final word as to the use an application of these skills.

Social Skills

The Social Skills in The End are very important. However, we caution against using these skills where actual role-playing is more appropriate. Thus we have labeled some of these skills as "I don't want to role-play" skills. Exclude them at your convenience.

THE SKILLS

Animal Empathy (Cha)

Requirements: Trained Only

Feats: Intrigue Animal, Scare Animal

The departure of God ended mans' dominion over the animal kingdom. Animals that were once non-aggressive towards man now include man amongst their normal prey animals. Even animals that were formerly domesticated by man have shed their shackles and act with a much greater sense of free will.

Animals can sense emotions. A person who is skilled in animal empathy is intuitively aware of what message her emotions are sending, and can sense the reactions of nearby animals. In many ways, a

channel of empathic communication is formed. The most common purpose of this communication is to render the animal calm or even peaceful.

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 30 seconds, during which time the animal must not attack or be attacked. As with influencing people, it might take more or less time. Please note that many aggressive animals in The

Animal Empathy Difficulty and Modifiers

Type of animal

Domestic cat	15
Domestic dog	17
Raccoon	18
Wild bird	20
Farm animal (excluding horses)	21
Horse	22
Wolf	24
Bear	26
Wild cat	28
Lizard or snake	30

DC

Demeanor of animal

Wounded or hungry	+3 DC
Part of a pack of social animals	+4 DC
Leader of a pack of social animals	+5 DC
Defending young	+7 DC
Very young animal	-4 DC
Adolescent animal	-2 DC

DC modifier

+3 DC
+4 DC
+5 DC
+7 DC
-4 DC
-2 DC

End will hardly be willing to delay their lunch by 30 seconds. The DC of the skill check is entirely based on the type and demeanor of the animal encountered.

If an animal empathy check fails by more than five points the animal will violently attack the attempting character, ignoring all others.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

Appraise (*Int*)

This skill is particularly useful in the world of The End where the condition of items is in a state of flux. A character with this skill might be able to ascertain whether an engine part is usable or tool will still function.

Check: Since there is no "value" in The End, the Appraise skill is used to evaluate the condition of an item (See Book of Lamentations: Item Condition) A character may use this skill to tell the condition of an item (brittle, damaged, worn, good, excellent, masterwork) on a successful use of this skill (DC 12). The Judge should modify this check by the technical difficulty or complication of the item (See Book of Lamentations: Item Condition) and any other conditions he or she finds applicable. The Judge should not announce the DC the character must obtain.



Some general guidelines are:

Simple:	Reduce DC by 4
Advanced:	Reduce DC by 2
Complex:	Increase DC by 1
Computer Age:	Increase DC by 2

Failure to properly identify the condition of the item means that a character has failed to evaluate the item properly. The Judge must then make a secret roll d4 roll (1=two categories too low, 2=one category too low, 3=1 category too high, 4 = two categories too high). Failure, of course, can have disastrous results. For example, Jim (Int 13) finds an AK-47 hidden in a locker (Complex, Brittle). He uses his Appraise skill to judge the condition of the item. The Judge sets the DC at 15. The Judge adds +1 for the AK-47 being a Complex Item and assigns a +2 for Jim's general unfamiliarity with firearms. Jim rolls a 14 and fails. The Judge then rolls a d4 and gets a 4 which indicates Jim has overestimated the condition of the weapon by up to two categories. The Judge informs Jim that the item appears to be worn but functional. However, the first Jim uses it will be the last!

Appraising takes a minimum of one minute.

Retry: No.

Special: This skill may be used untrained but the base DC should be increased by 4. Judges may also allow synergy bonuses for other skills which might assist in an assessment (Mechanical, Science-(any) as appropriate, Profession (any), as appropriate).

Balance (Dex)

Requirements: Armor Check Penalty

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at normal speed as a move-equivalent

Balance Chart

The difficulty varies with the surface:

Surface	DC
7-12 inches wide	10
2-6 inches wide	15
Under 2 inches wide	20
Uneven Floor	10
Surface Angled*	+5
Surface Slippery*	+5

*Cumulative; if both apply, use both.

action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Bluff (Cha)

"I don't want to role-play"

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the Judge can distinguish between a bluff that fails because the target doesn't believe it and one that fails

because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Characters unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can



take much longer if the character tries something elaborate.

Creating a Diversion to Hide:

The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of

Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Carpentry (Wis)

Requirements: Armor Check Penalty; Trained Only

Feat: Quick Work

Use this skill to repair, build, fortify, or sabotage wooden structures. This skill can also be used to make wooden tools or decorative objects.

Check: The time required to make a carpentry check is 10 times the DC in minutes. Please note, however, that building and fortifying actions require prepared lumber. Unless spare boards are available, lumber must be cut and pre-

Carpentry Table

Task	DC	Example
Simple preparation	12	cutting boards from large logs or trees
Simple repair	14	repairing non-support beams
Fortification	15	making a door or support stronger by adding boards
Difficult preparation	16	making boards from small logs or trees
Simple sabotage	18	cutting a floor or wall board so that it cracks when weight is applied *
Simple construction	20	building a wall or door
Difficult repair	22	repairing a support beam or surface
Difficult construction	24	building floors, ceilings, or support beams
Difficult sabotage	26	cutting support beams so that it cracks when weight is applied *, **

* if the character attempts to leave no trace of the sabotage, add 5 to the DC

** a failure by 5 or more points on such an attempt should have some dangerous results



pared from trees and logs. As a general guideline, the amount of time it should take to prepare enough lumber to do a job should be equal to 20 times the DC of the desired task (not the difficulty of preparing lumber) in minutes. Also note that tools, generally saws, levels, hammers, and nails are required to perform any carpentry task. The presence of power tools will not make a skill check easier, but will halve the amount of time required to perform the task where applicable. A chainsaw or table-saw, for instance, will make preparing lumber much quicker, while a nail gun will might make building a door or platform easier. Finally, the Judge is required to secretly make Carpentry checks when sabotage is the intent.

Retry: A character may retry, provided that he is aware of his failure.

Special: A character with 3 or more ranks in Science - Physics gains a +2 synergy bonus to Carpentry checks. A character with 8 or more ranks in Science -

Physics gains an additional +2 synergy bonus to Carpentry checks.

Climb (Str)

Requirements: Armor Check Penalty

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

Since the character can't move

Climbing Table

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in the ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
0	A perfectly smooth, flat, vertical surface cannot be climbed.
-10	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).*
-5	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).*
+5	Surface is slippery (increases DC by 5).*

*These modifiers are cumulative; use any that apply.

to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class. The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but the

character suffers a -5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

Making the character's Own Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a

climber with a handaxe or similar implement can cut holds in an ice wall.

Catching the One's Self When Falling: It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Concentration (Con)

Check: The character can use this skill to maintain concentration in the face of other distractions. The table below summarizes various types of distractions that cause the character to make a Concentration check.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

Construction (Wis)

Requirements: Trained Only

This skill represents a generalized understanding of construction techniques, materials, and mechanical engineering as a whole. Given time, labor, and the proper materials, a character with this skill can repair or even build roads, bridges, dams, or buildings.

Check: Construction is anything but a quick craft to perform. A character that truly has the resources and labor pool to build new construction would likely need to spend months in order to complete the task. As a rule of thumb, the Judge should assign a DC of from 15 to 20 for most construction checks. The Judge should then decide on a total number of successful checks needed to complete the task. Each attempt should take four hours. Each failure should subtract one success from the accumulated total of successful skill checks.

Concentration Modifiers

DC

12 + damage dealt

12 + damage

20

15

20

8

12

Distraction

Injury or injury by an attack of opportunity

Suffering automatic continuous damage

Grappling or pinned.

Vigorous motion (on a moving mount, in a vehicle moving at cruising speed, small boat in rough water).

Violent motion (galloping horse, vehicle moving at top speed, small boat in rapids).

High wind carrying blinding rain or sleet.

Wind-driven hail, dust, or debris.

Retry: Yes, but no character can perform construction work for more than twelve hours in any given day.

Special: A character with 5 or more ranks in Science - Physics gains a +3 synergy bonus to Construction checks.

Diplomacy (Cha)

"I don't want to role-play"

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks. If the character has 5 or more ranks

in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

Disguise (Cha)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

Check: The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The Judge makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw

Disguise Modifiers

Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious, the Judge can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

<u>Familiarity</u>	<u>Bonus</u>
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a trader, the Judge can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).



Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Driving (Type) (Dex)

Requirements: Trained Only

There are currently seven types of Driving (type) skills: Small Planes (jets, propeller planes); Aircraft (airships, planes, helicopters, etc.); Automobiles (cars, etc.); Personal (snow mobiles, "jet skis," etc.); Watercraft (boats, submersibles, etc.); Motorcycle; and Truck.

Check: Normal operation of a vehicle doesn't require a Driving roll. Skill checks are normally needed only during combat, special maneuvers, or other unusual circumstances.

Escape Artist (Dex)

Requirements: Armor Check Penalty

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Ropes: The character's Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.

Manacles and Masterwork Manacles: Manacles have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the Judge may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Grappler: The character can make an Escape Artist check opposed by the enemy's grapple

Escape Modifiers

Restraint	DC
Ropes	Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check

check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple the character can move in the same round. See "Wriggle Free" under Other Grappling Options.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

Gather Information (Cha)

"I don't want to role-play"

Check: By succeeding at a skill check (DC 10), given an evening to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a camp, assuming no obvious reasons exist why the information would be withheld. The

higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (Cha)

Requirements: Trained Only

Check: Once an animal has been calmed, and as long as it remains calm, it is possible for a skilled character to befriend and eventually even train that animal. A calmed animal will immediately break its calm if it is damaged or hurt in any way. Further, a calmed, non-domesticated animal that is being trained must be calmed again, with a successful use of the Animal Empathy skill, once each week. A calmed domesticated animal that is being trained must still be calmed weekly with the Animal Empathy skill, but each of these checks benefits from a +5 circumstance bonus. If any of these checks fail the ani-

Animal Handling Chart

Task	Time	DC
Break a wild horse so that it will accept a rider	1 month	18
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal

mal is considered to revert back to the wild. The time required to get an effect and the DC depend on what the character is trying to do.

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Teach an Animal Tasks: This means to teach a domesticated animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when

whistled for or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals.

Hide (Dex)

Requirements: Armor Check Penalty

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Innuendo (Wis)

"I don't want to role-play"

Check: The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The





DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting digger, the eavesdropper suffers a -2 penalty if he doesn't know about the digger. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The Judge makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

Intimidate (Cha)

"I don't want to role-play"

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase

the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

Intuit Direction (Wis)

Requirements: Trained Only

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identifies a random direction as true north.

The Judge makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

Jump (Str)

Requirements: Armor Check Penalty

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed, increase the distance jumped proportionally.

Distance moved by jumping is

Jump Table

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump*	5 ft.	+1 ft./1 point above 10	Height X 6
Standing jump	3 ft.	+1 ft./2 points above 10	Height X 2
Running	2 ft.	+1 ft./4 points above 10	Height X 1.5
High jump* Standing	2 ft.	+1 ft./8 points above 10	Height
High jump Jump back	1 ft.	+1 ft./8 points above 10	Height

*The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

Knowledge Skill (Skill) (Int)

Requirements: Trained Only

The End includes a number of very specific knowledge skills which are described in this section. However, the number of knowledge skills available far exceeds those specific skills listed here. Accordingly, the "Knowledge Skill" is designed to encompass other additional knowledge skills such as:

Geology (understanding of the Earth, rocks, geological processes, mining, etc.)

Mathematics (complicated formulae and calculations, knowledge of calculus)

Meteorology (study of weather patterns and phenomenon)

Military (knowledge of military organizations and hardware. This focus is most commonly used to

identify vehicles and weapons on the battlefield. It can also be used to determine the capabilities and weaknesses of enemy hardwired and troops encountered.)

Check: Solving a problem or answering a question in your character's field of expertise has a DC of 10 (simple questions), a DC of 15 (basic knowledge), or a DC of 20 or more (truly difficult problems).

Retry: No retry is possible under most circumstances. Your character either knows the answer or he doesn't. However, the Judge may allow a retry if your character gains access to new materials on the subject, such as through a visit to a library or university. Raising your character's rank in the skill also allows a retry.

Special: A character with 5 or more ranks in any scientific focus gains a +2 synergy bonus to other knowledge skill checks in a scientific focus. This represents the character's mastery of the basics of the scientific method. A character does not gain multiple synergy bonuses for having more than one knowledge skill at rank 5 or better.

Language (Int)

Requirements: Trained Only

Your character begins play knowing one language at rank 6.

Having 1 rank in a language means your character can speak a few words. Two ranks means he can compose basic sentences. Three skill ranks allows to say all but the most complex sentences. At four ranks, the character can speak



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ACTS

simple sentences with an accent good enough to fool native speakers in short conversations. At 5 ranks, the character is fluent in the language and can accurately maintain a native accent in fluid conversation. Six ranks in a language allows the speaker to accurately mimic particular dialects.

Literacy is fairly widespread. A character is assumed to be able to read and write any language she speaks.

Check: A native speaker of the language in question may make an opposed Listen roll either to understand a halting speaker or to discern false accents. If the speaker has 5 or more ranks in the language, those who listen to him should only roll if they have some reason to doubt the character.

Retry: A character may retry as often as needed to communicate his message. If attempting to pass himself off as a native speaker, there is no retrying a failed opposed roll.

Listen (Wis)

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check. The Judge may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

DC	Sound
0	People talking
5	A person carrying guns walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level character using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the Judge can make a single 1d20 roll and use it for all the listeners' skill checks.

Mechanical (Int)

Requirements: Trained Only

Feats: Quick Work, Magic Touch Repair

Use this skill to build, repair, sabotage, and modify mechanical devices, or the mechanical components of electronic devices. The focus of this skill is internal combustion engines vehicles, but it is not limited to that in application. In most cases, some tools will be required to utilize this skill, and better tools will provide greater chances of success. These modifiers are summarized below: Attempting to use this skill without tools carries a -10 circumstance penalty.

If brittle, damaged, or worn condition tools are present, a -4 circumstance penalty should be applied. If excellent tools are present a +2 circumstance modifier should be applied. If masterwork tools are present a +4 circumstance modifier should be applied. If

power tools are available a +6 circumstance modifier should be applied.

Check: The time required to make a mechanical check is equal to ten times the DC in minutes, although certain feats can be used to drastically reduce this time. Unless you are attempting to sabotage a device, you are allowed to make the skill check, and you will know whether your attempt is successful or not. The Judge must make your mechanical skill check when you attempt to sabotage a device, and you will not know whether you are successful or not. If you fail a check by five or more points, when building, repairing, or modifying, you have damaged what you were working on and may not retry. Please note that a working engine involves a number of different components, and that any repair or manufacture task may indeed require multiple checks before the job is complete.

Mechanical Table

<u>Action</u>	<u>DC</u>	<u>Example</u>	<u>Requirements</u>
Simple	12	repair a hose or remove - parts from a machine	
Basic	15	replacing basic part, or basic sabotage*	new component
Major	20	replacing major part, or complex sabotage*	new component
Difficult	25	modify an engine to make it more powerful	-
Wicked	30	Build simple engine part, repair transmission	junkyard or a few broken vehicles

* if the character attempts to leave behind no trace of the tampering, add 5 to the DC

Retry: Yes, provided that you have not damaged it beyond repair.

Special: A character with 5 or more ranks in Science - Physics gains a +2 synergy bonus to Mechanical checks. A character with 10 or more ranks in Science - Physics gains an additional +2 synergy bonus to Mechanical checks.

Medical - Treat Illness (Int)

Requirements: Trained Only

Feats: Stop Poison, Cure illness, Counter Poison 1, Counter Poison 2, Intensive Care

Use this skill to treat the harmful symptoms of infections, illnesses, diseases, poisons and the effects of exposure. Although it is not mandatory, it is often helpful for

Medical - Treat Illness Table

<u>Restorative Action</u>	<u>DC</u>	<u>Time per check</u>	<u>Medicine charges</u>
Cleaning a recent infection	10	one minute	1 dose
Cleaning an old, virulent infection	14	five minutes	1 dose
Restoring one hit point lost due to sickness	17	10 minutes	1 dose
Restoring one lost Constitution point lost due to sickness or disease	19	one hour	1 dose
Restoring one lost Dexterity point lost due to sickness or disease	20	one hour	2 doses
Restoring two hit points lost due to sickness	21	20 minutes	2 doses
Restoring one hit point lost due to disease	22	one hour	2 doses
Restoring one lost Strength point lost due to sickness or disease	24	90 minutes	2 doses
Restoring three hit points lost due to sickness	26	30 minutes	3 doses
Restoring two hit points lost due to disease	27	two hours	4 doses
Restoring one lost Wisdom point lost due to sickness or disease	28	90 minutes	3 doses
Restoring three hit point lost due to disease	30	three hours	6 doses
Restoring one lost Intelligence point due to sickness or disease	32	two hours	4 doses
Countering minor poisons	17	five minutes	1 dose
Countering serious poisons	20	five minutes	2 doses
Countering dangerous poisons	23	five minutes	3 doses
Countering lethal poisons	27	five minutes	4 doses

doctors to pursue Medical - Investigation in concert with this skill, as the latter skill is used for diagnostics.

Most illnesses, diseases, poisons and infections progressively weaken a person until the body either defeats the invading illness, or the person eventually dies. This progressive weakening is represented in The End as a gradual reduction in statistics, and hit points. These losses can not be healed through Medical - Treat Wounds, or even rest until the sickness passes. The Medical - Treat Illness skill can be used to restore these lost hit points and statistics.

Check: A Medical - Treat Illness check can be made to 1) clean infections, 2) restore lost statistics or hit points, and 3) counter the harmful effects of poisons. Cleaning infections is the easiest and quickest activity involved, and hence it can be performed in minutes. An attempt to restore lost statistics or hit points can take a variable amount of time, depending on the particular statistic or number of hit points involved. Countering poisons is generally a five-minute action. Poisons that act more quickly than that can only be countered with feats.

In reality each separate disease, illness, or poison has its own separate effects and remedies. People, in real life, who know and understand all the myriad forms of illnesses and the remedies that function against them are called Doctors, not gamers or game designers. It is assumed when a

character properly uses this skill to reduce the harmful effects of an illness that the character has the necessary knowledge and expertise to do so.

On a final note, although bed rest and chicken soup can take the sting out of many sicknesses, medicines are really what is required to treat the sick. A character that wishes to use Medical - Treat Illnesses must have a decent supply of medicines on hand in order to do so. Again, the specific medicines that must be used are not important. As long as the character has a good supply of a variety of medicines it assumed that he or she can use the correct ones. As medicines are finite in nature, the number of viable uses for any bottle or vial of medicine should be assigned with it. In essence, a container of medicine should have a number of doses, with each use expending a variable number of doses.

Failed checks result in the waste of precious medicine. Checks that fail by five or more points may, at the Judge's option, carry additional penalties.

Retry: Retries are allowed, but Medical - Treat Illness may only be successfully applied on any individual once in any given twelve hour period.

Special: A character with seven or more ranks in Science - Chemistry gains a +2 synergy bonus. A person may use his skill in Medical - Treat Illness in order to make a check for the Medical - Investigation skill. When this is done, however, it must be done with

a -7 circumstance penalty. Further, no synergy bonuses are allowed.

Medical - Treat Wounds (Int)

Requirements: Trained Only

Feats: Stabilize, Improved Treatment 1, Improved Treatment 2, Surgery, Combat Medic 1, Combat Medic 2

Use this medical skill to quickly restore hit points that have been lost due to injury. The practice of medicine, however, requires that a large degree of good condition supplies are on hand. These supplies include, but are not limited to bandages, splints, sutures, painkillers, anesthetics, isopropyl alcohol, needles, scalpels, blood, and blood typing kits. The Judge has will ask that you have some or even all of these items each time you attempt to treat a wound. For each item that is asked for and you are missing, apply a -3 circumstance penalty. If the item is present, but simply is not of good condition or better you may get by with merely a -1 circumstance penalty for that item. Also, please bear in mind that many of these items are finite in nature. Bandages, sutures, and blood can not be reused. Needles and scalpels must be kept clean and sterile. Supplies of alcohol and anesthetics must be continually monitored and upgraded. In many ways, a successful doctor in The End must be a meticulous packrat who skillfully scrounges and secrets away any precious medical supplies he comes across.

Check: A Medical - Treat

Wounds check can be used to restore a variable number of lost hit points. The DC involved in the check, though, is completely dependent on the nature and intensity of the wound to be treated. In most cases a damaged character will have accumulated a number of separate wounds of different types. For the purposes of this skill, the total damage that a character has sustained is considered one wound of the most serious type involved. For instance, a character who was cut for 5 points, crushed for 10 points, and shot for 4 points would be treated as having a 19 point bullet wound as the total damage is 19 points, and the most serious variety involved is the bullet wound. The base DC levels for each wound type listed on the Medical - Treat Wounds Table.

Hit points, more than anything else, are an expression of a character's ability to avoid damage. The body of an experienced character is scarcely more capable of surviving a center mass shot from a .45 revolver than that of an inexperienced character. The experienced character has more hit points. As a result, when he is shot he is able to turn his body or duck to the side enough so that instead of being hit in the center mass, he is hit in the arm, or merely grazed. Thus, the severity of a character's wounds can not be gauged the total number of points of damage that he has suffered, or even by the total number of hit points he has remaining. In The End, the severity of a character's wounds are determined by

Medical - Treat Wounds Table

<u>Source of wound</u>	<u>Example</u>	<u>Initial DC</u>
Blunt damage	fists, small hammers, staves, baseball bat	14
Stabbing damage	small knives, animal teeth	15
Slashing damage	knives, swords	16
Crushing damage	sledge hammers, vehicle impact, lead pipe	17
Impaling damage	spears, arrows, crossbow bolts	18
Shredding damage	axes, chainsaws	19
Bullet wounds	bullets fired from any caliber firearm	20
Explosions	shrapnel, acid, or fire damage	21

Medical Treat Wounds Difficulty Modifiers

<u>Percentage of Hit Points Remaining</u>	<u>Condition</u>	<u>Modifier</u>
75% or more	lightly wounded	no modifier
between 50% and 75%	wounded	+2 DC
between 25% and 50%	seriously wounded	+4 DC
between 10% and 25%	critically wounded	+5 DC
less than 10%	lethally wounded	+6 DC

Medical - Treat Wounds Recovery Time Chart

<u>Condition</u>	<u>Recovery Time</u>	<u>Loss Rate</u>
lightly wounded	None	None
wounded	10 minutes	1 pt / round
seriously wounded	1 hour	2 pts / round
critically wounded	12 hours	5 pts / round
lethally wounded	2 days	10 pts / round

considering what percentage of his total hit points he has remaining. The more wounded a character is, by this definition, the harder that character is to heal.

The time required to make a Medical - Treat Wounds check is a number of minutes equal to the total DC of the check. The number of hit points that will be restored by a successful use of this skill is equal to

the number of points the skill check succeeds by, up to a maximum of five points. Any Medical - Treat Wounds check that fails will lead to a 50% chance of the wound becoming infected. Any Medical - Treat Wounds check that fails by more than five points will carry a 75% chance of infection and inflict 1d4 points of damage to the target of the attempt.

Medical - Investigation Table

<u>Application</u>	<u>DC</u>
Diagnosing a common illness	12
Diagnosing an uncommon illness	15
Diagnosing a rare illness	20
Diagnosing a cryptic illness	28
Developing a medicine to ease symptoms, but not cure the illness	25
Developing an inoculation via injection of diluted pathogen*	25
Developing a cure to a simple ailment**	28
Developing a cure to a complex ailment**	33

* this roll must be made secretly by the Judge. If it is failed by more than 3 points, and the serum is injected, assume that the recipient of the injection has received a highly infectious dose.

** at least seven ranks of Science : chemistry are required to make these attempts.

For example, a person wishes to treat a friend who is seriously wounded as a result of a knife fight. Slashing damage has a base DC of 16, but a +4 modifier must be added due to the severity of the wounds. The doctor has all the necessary tools, so no further penalty is applied. Since his total DC is 20, his skill check takes 20 minutes to perform. He scores a modified result of 27, which is 7 greater than 20. Since the maximum number of points that can be healed with any single healing attempt is 5, he restores 5 of his friend's lost hit points.

Recovery Time: Although a Medical - Treat Wounds check may only take twenty minutes, the restored Hit Points will be lost quickly if the subject engages in strenuous activity (i.e., combat) within a short period of time following the healing. This depends on the wound condition of the subject. If a character engages in strenuous activity, the character will

begin to lose Hit Points at the rate described in the Recovery Time Chart.

Retry: Retries are generally allowed, provided that the subject is not further damaged by a failed attempt. Any consumable supplies used in the first attempt may not be reused in the retry.

Special: A character with 5 or more ranks in Medical - Investigation gains a +2 synergy bonus. A character with 10 or more ranks in Medical - Investigation gains an additional +2 synergy bonus.

Medical - Investigation (Wis)

Requirements: Trained Only

Feats: Autopsy, Diagnosis 1, Diagnosis 2, Make Medicine

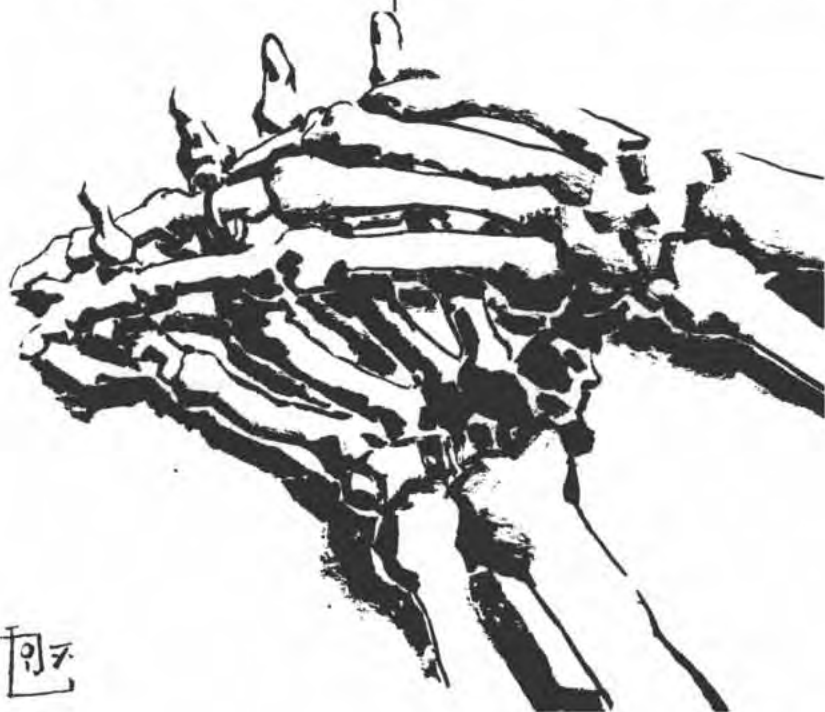
This skill represents your ability to diagnose, understand, and develop treatments for various illnesses. The most common application of this skill is diagnosing illnesses, for even a simple illness can

prove untreatable if it is not properly diagnosed. The more difficult, but no less important task of a person who pursues Medical - Investigation is the development of new treatments to counter the many new illnesses that wrack the new world that God has left behind.

Although many tools, and ideally a lab are needed to fully utilize this skill, the piece of equipment that is most critical to medical investigation is a powerful microscope. A skilled doctor can very reasonably succeed at diagnosing a known illness without the use of a microscope, but it is virtually impossible to synthesize a cure for a previously undiscovered illness without the ability to see things on a cellular level. As most doctors in The End will not have access to a

lab, or a microscope, the DC ratings for tasks in this skill assume that no lab, and no microscope is present. A circumstance bonus ranging between +3 and +9 should be applied for a doctor who has access to a lab and or a microscope, depending on the quality of equipment available.

Check: A Medical - Investigation check can be made to determine the nature of, and the potential cure for any known illness. The amount of time required to make such a check is equal to twice the DC of the check in minutes. This check should be performed by the Judge, and the results should be kept secret. A failed check would indicate a failed diagnosis, which in turn may lead to an improper treatment. As a general



rule, in the case of failure the Judge should roll a second D20. If the result of this roll is equal to or less than the number of points the original roll failed by the misdiagnosis should lead to complications or even death if it is acted upon.

A Medical - Investigation check can also be dedicated towards developing a treatment or cure to an unknown illness. The doctor who is researching the treatment must of course have an example of the illness before him to work on. When this skill is used for this purpose, the time required to make a check is equal to one half the DC in hours. Success on such a roll does not automatically indicate that a cure has been discovered. Some illnesses, for instance, have no cure. Regardless, if the check is successful some useful piece of information should be gained.

Retry: Retries are allowed.

Special: A character with seven or more ranks in Science - Chemistry gains a +2 synergy bonus. A person may use his skill in Medical - Investigation in order to make a check for the Medical - Treat Illness skill. When this is done, however, it must be done with a -5 circumstance penalty. Further, no synergy bonuses are allowed.

Move Silently (Dex)

Requirements: Armor Check Penalty

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At

more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Open Lock (Dex)

Requirements: Trained Only

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork tools enables the character to make the check with a +2 circumstance bonus.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

Perform (Cha)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

Check: The character can impress audiences with talent and skill.



DC

10
15
20
25
30

Performance

Routine performance.
Enjoyable performance.
Great performance.
Memorable performance.
Extraordinary.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling and tightrope walking.

Plumbing (Wis)

Requirements: Trained Only

Use this skill to repair or build plumbing systems. Due to the combined effects of both the Greens and the Blues, running water is a rarity in the post Rapture world. Nearly constant upkeep is required to maintain buried pipes and sewer systems.

Check: A plumbing check is required to build or repair any plumbing systems. The amount of time that is required to make a check is equal to five times the DC in minutes. Wrenches and replacement pipes are required for many circumstances.



THE END

ACTS

DC	Task
12	Removing basic clog
15	Clearing roots or other solid clog
16	Replacing simple pipes
18	Replacing buried or difficult pipes
20	Repairing pipes

Retry: Yes

Special: A character with 5 or more ranks in Science - Physics gains a +2 synergy bonus to Plumbing checks.

Professional Skill (Skill) (Wis)

Requirements: Trained Only

The character is trained in a livelihood or a professional role, such as Lawyer, Accountant, and so forth. Unfortunately, most professions are of little use following the end of the world. Like Trade Skills, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Trade Skill represents skill in making items or completing tasks, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. If an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Trade Skill.

Check: The character can use the profession's broad range of less specific knowledge to attempt a related task. The character knows how to use the tools of the trade,

how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The Judge sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to complete a taskbased on the professional's knowledge cannot be retried. An attempt to accomplish some specific task can usually be retried.

Read Lips (Int)

Requirements: Trained Only

Check: The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the char-

acter draws some incorrect conclusion about the speech.

The Judge rolls the character's check so the character don't know whether the character succeeded or missed by 5.

Retry: The skill can be used once per minute.

Ridicule (Int)

"Why am I role-playing, again?"

There's a fine art to making fun of someone. Knowing when and just how far to push an opponent is actually the real talent to this skill.

Check: Like Intimidate, Ridicule lets a character alter others' behavior with a successful skill check. However, since a Ridicule check works on its target's embarrassment and anger rather than fear, its effects are also slightly different. A character must designate a specific action she wants to target to do. Ridicule can't adjust a target's overall attitude. A smart mouth and insults aren't too likely to endear a character to an opponent no matter how clever she is!

The DC for a Ridicule check is 10 + the target's level. Any bonuses that a target may have on saving throws against mind-altering effects also apply. Ridicule requires a full-round action to use.

If a character is successful in mocking, the target has three choices. He can take the action the character is egging him on to do, ignore the insults, or try to turn the tables on your character with some choice language of his own. The first

option is pretty self-explanatory.

If the target chooses the second option, he suffers an effective -4 penalty on any Charisma-based ability or skill checks as he's been made a laughingstock. This penalty lasts for a number of minutes equal to the character's level.

If he instead decides to fight back with his own insults, he rolls an opposed Ridicule check against the character's original roll. The loser of the contest then suffers a penalty to his Charisma-based ability and skill checks equal to the amount by which he lost the contest. It's not a good idea to enter a battle of wits unarmed! This lasts for a number of minutes equal to the winner's level.

There is one other option. The victim of your tongue-lashing can challenge the character, although he does still suffer the penalty to Charisma-based rolls.

Finally, Ridicule can be used to throw an opponent off-balance in a duel, like Intimidate or Bluff.

Retry: Not for 24 hours.

Repair (Int)

Requirements: Trained Only

Repair allows your character to repair items.

Check: The Judge sets the DC to repair an item based on the item's sophistication, and the severity of the damage done to it (or its Condition, see The Blues).

As a rule of thumb, simple repairs to items are usually DC 10 to 15. Difficult repairs of a simple device or simple repairs on a com-

plex one are DC 20, and a difficult repair of a complex machine may be as high as DC 25.

Characters may use this skill to restore items and increase their condition rating (as determined by the Judge).

When the damage gets to the point that reconstruction is required, the Repair skill is no longer applicable. The creation of an item requires an applicable Trade Skill.

Trying to use Repair without at least a basic set of tools (wrenches, hammers, etc.) nets your character a -5 circumstance penalty.

Your character can try to rush or "jury-rig" repairs on a device. This reduces the DC for the task by 5 and cuts the time in half, but each time the machine is used afterwards adds a cumulative +1 to any Item Condition checks. Taking the time to make a proper repair and a successful check against the full DC for the job removes these penalties.

Skill Synergy: If a character has a Trade Skill or other skill which is directly applicable to the item being repaired, that character receives a +3 synergy bonus on such a repair.

Ride (Dex)

Requirements: Trained Only

This skill represents a character's ability to effectively ride and control a mount that has been previously broken in for riding. Horses, mules and donkeys that were previously broken in before The End have regained their sense of freedom after God's departure. An ani-

mal can only be ridden after it is taught to accept riders once again. This is accomplished through the Animal Empathy and Handle Animal skills.

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

<u>Riding Task</u>	<u>DC</u>
Guide with knees	5
Stay in saddle	5
Fight on a horse	10
Leap	15
Control Mount	
in Combat	20
Fast mount/dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: the character can react instantly to guide the character's mount with the character's knees so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character can only use one hand this round because the character needs to use the other to control the character's mount.

Stay in Saddle: The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

Fight with Trained Horse: If the character directs a well trained

mount to attack in combat, the character can still make the character's own attack or attacks normally.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control Mount in Combat: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for trained horses or ponies.

Fast Mount or Dismount: The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move-equivalent action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount as a move-equivalent action this round.)

Special: If the character is riding bareback, the character suffers a -5 penalty on Ride checks. If the

character has 5 or more ranks in Handle Animal, the character gets a +2 synergy bonus to Ride checks. If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

Scavenge (Wis)

The bread and butter of the Digger, scavenging is a key skill in The End. Unlike Search, which is generally focused on details and irregularities in an area, Scavenge focuses on a character's ability to find a particular item (or suitable substitutes). Scavenge is used when a character is looking for food, ammunition, or just a working CD player.

Check: In order to make a Scavenge check a character must announce what he is looking for (target) and where he is looking. The base difficulty is 12. The Judge then assigns a difficulty based on the environment, the proposed search, and the target. Some general guidelines are as follows:

Common Target (nails, clothing) - Reduce DC by 6.

Uncommon Target (food, specific tools) - Increase DC by 1.

Rare Target (medical supplies, firearms) - Increase DC by 3.

Detailed Search - Reduce DC by 4.

Vague Search - Increase DC by 4.

Difficult Environment (desert, picked over town, etc.) - Increase DC by 4.

Easy Environment (large city) - Reduce DC by 4.

These guidelines should be considered floating and subject to adjustment or change at the Judges

whim. Also, 1 is always a failure, natural twenty is always a success. Judges should also be very cognizant of time expended and distance covered. Scavenges should take at least ten minutes minimum for each point of Difficulty (Example: if the DC is 12 a Scavenge would take a minimum of two hours).

Retry: Yes, but the time should be doubled and the DC increased by at least 4.

Special: If a character with Scavenge has assistance from oth-

ers, they will receive a bonus of +1 per person (max bonus 5). Assisting persons with Scavenge do not count against the maximum.

Science - Electrical (Int)

Requirements: Trained Only

Feats: Battery, Harvest Power 1 and 2, Make Light Source, Make Motor, Make Magnet, Quick Fix

Use this skill when working with batteries, power lines, wiring, circuit boards, and electrical com-

Science - Electrical Table

Action	DC	Example	Time
Simple repair	10	fix a broken wire	5 minutes
Simple diagnosis	14	find a broken wire	10 minutes
Simple sabotage	15	cutting critical wires	5 minutes
Repair	17	repairing a circuit board or complicated wiring	20 minutes
Sabotage	18	destroying a dangerous system without getting shocked	5 minutes
Diagnosis	20	troubleshooting a circuit board without a schematic	30 minutes
Simple construction	22	make a simple device entirely made of harvested components	1 hour
Simple fabrication	24	build capacitors, inductors, resistors, diodes, and switches	1 hour
Complex fabrication	28	build transistors, amplifiers, and interfaces (dials and such)	2 hours
Harness energy	31	harvest power from existing sources, build batteries, build magnets	4 hours
Creation	34	build useful electrical devices and motors from harvested components	8 hours

ponents in general. You understand electricity, and the major components and theories involved in using electricity as a tool.

Check: This skill can be used in a number of different situations and manners, depending on the available equipment, and needs of the situation. Very few tools are needed to destroy an existing electrical system. Some, good condition or better, wiring, components, solder, and ideally some testing equipment is required to repair existing electrical systems or components. A good condition or better power source, wiring, and components are required in order to build electrical devices. The time required to perform a task with this skill varies greatly from task to task.

A scholar with a great deal of theory can reasonably figure out how to do many of the larger tasks involved in electronics. High levels of theory are not necessarily required, however, as many technicians can physically make batteries or harvest power from electrical sub-stations without having the background theory to literally understand all the steps involved. As a result, many of the more difficult tasks involved in Science electrical can be obtained at lower relative skill levels through the acquisition of feats.

Retry: Yes.

Special: A character with 7 or more ranks in Science - Physics gains a +2 synergy bonus to Science - Electrical checks. Also, a character with 5 or more ranks in Science - Chemistry gains a +2 synergy bonus to Science - Electrical checks.

Science - Chemistry (Int)

Requirements: Trained Only

Feats: Make Poison, Make Explosives, Make Medicine, Eyeball Measurements

You have an understanding of basic elements and how to put them together to make useful compounds.

Check: Although a proper lab is required for many activities, basic chemistry knowledge can be applied to great effect in many circumstances. Many useful and even dangerous chemicals are contained in common service goods. An understanding of what these chemicals are, and how to harvest them from the environment is what defines the practical chemist. Even though a proper lab may not be needed in most circumstances, heat, clean storage containers, distilled water, and basic chemicals such as isopropyl alcohol will be often needed. The amount of time needed to perform a chemistry activity should be 20 minutes. This time will often need to be modified by the Judge to fit the circumstances.

There is often a small margin of error when dealing with chemical reactions. If a chemistry check is failed by five points or more, it may result in an explosion, or the creation of some other equally detrimental compound.

The science of chemistry is a blend of lab procedure and extensive theory and mathematics. It is impossible to quantify all of the various things that can be done with chemistry in a game book this size. After all, look at a chemistry book.

As an aid to the Judge, each of the chemistry-related feats pertains to a specific type of chemical or reaction that might be considered useful in a game environment.

Retry: Failure generally results in destruction of the chemicals being used. Accordingly, retries are generally allowed if there are additional raw materials. However, a retry would not be allowed, if, for example, the chemist fails to purify a gallon of water.

Special: A character with 7 or more ranks in either Science - Physics or Science - Electrical gains a +2 synergy bonus to Science - Chemistry checks.

Science - Physics (Int)

Requirements: Trained Only

You have an understanding of the many forces at work in the

world, and how to use them most efficiently. You understand angles, how and where to apply force to something in order to move it, how long it will take something to fall and what is likely to happen to it and whatever it hits, and so on and so forth.

Physics in many ways is the cornerstone to understanding the sciences. As a result, your knowledge of physics will aid you in applying many other trades and sciences. By itself, physics will aid you in applying yourself, and force in the most efficient manner possible. Breaking down a door, supporting a falling structure, or predicting the path of a falling or flying object are all viable examples of physics being applied in a day to day framework.

Check: All basic physics checks should be made against a

Science - Chemistry Table

<u>Action</u>	<u>DC</u>	<u>Example</u>
Distilling	10	distilling a solution
Harvest simple chemicals	12	finding acids, bases, and poisonous chemicals in a hardware store
Extract simple chemicals	16	removing a few chemicals from very simple compounds
Harvest basic chemicals	18	finding useful chemicals in a grocery store or convenience store
Extract basic chemicals	20	removing many chemicals from complicated compounds to isolate a chemical
Mix chemicals	25	combining chemicals together in the proper method to make useful compounds

standard difficulty of 15. Physics checks should not be considered in the binary terms of success and failure. Rather, special attention should be paid to the degree of success or failure involved in any check. The greater the degree of success, the more efficiently a task involving applied physics should be performed. The converse should also be true. The Judge should secretly make any and all physics checks as one normally in these cases only becomes aware of an error in judgement after the fact.

Retry: Retries are allowed, but only after the error in judgement becomes obvious.

Special: A person may use their skill in Science - physics in order to make a check for any of the following skills: Carpentry, Mechanical, Electrical, Plumbing, Repair. When this is done, however, it must be done with a -7 circumstance penalty. Further, no synergy bonuses are allowed.

Search (Int)

Check: The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

DC	Task
10	Ransack a chest full of junk to find a certain item
20	Notice a typical secret door or a simple trap
21+	Find a difficult trap (not of stone)

30 Notice a well-hidden secret door

While anyone can use Search to find a trap whose DC is 20 or less, only a digger can use Search to locate traps with higher DCs.

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Sense Motive (Wis)

"I don't want to role-play"

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Retry: No, though the character may make a Sense Motive check for each bluff made on the character.

Sleight of Hand or Pick Pocket
(Dex) Requirements: Trained Only,
Armor Check Penalty

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed. If the character tries to take something from another person, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: A second Pick Pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Pick Pocket checks.

Spot (Wis)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it). Spot is also used to detect someone in disguise.

Condition	Penalty
Per 10 feet	-1
Spotter distracted	-5

Retry: The character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

Swim (Str)

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

<u>Water Conditions</u>	<u>DC</u>
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Trade Skill (Skill)(Int)

Requirements: Trained Only

In The End the Trade Skill replaces the Craft Skill. Trade Skill is actually a number of separate skills. For instance, the character could select the skill Trade Skill - Pipefitting. The character's ranks in that skill don't affect any checks the character happens to make for skills that are specified elsewhere. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill. A Trade Skill is specifically focused on creating something; if it is not, it is a Profession. Trade Skills must be very specific and must be approved

by the Judge.

In the world of The End, the phenomenon known as The Blues makes the operation of most Trade Skills more difficult. No one should expect to be able to create a gun, for example, without the support of an entire colony whose members are devoted to such endeavors. Leather items, clothing, and conglomerations of existing items are generally the only things that can be crafted (Trade Skill - Leather Crafting, Trade Skill - Textile Manufacturing). Accordingly, the operation of Trade Skills is subject to the whim of your Judge. Trade Skills are distinct from focused skills as Plumbing in that they encompass supporting skills but do not engender the same level of specialization.

Check: The character can practice a trade and make a decent living. The character knows how to use the tools of the trade, how to perform the trade's daily tasks, how to supervise untrained helpers, and how to handle common problems. However, the basic function of the Trade Skill is to allow the character to achieve the goal of the specific trade (i.e., create a shirt). The DC depends on the difficulty of the task.

All Trade Skills require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

Amount of time that it takes to

achieve a certain task generally depends on its complexity and quality. You should consult your Judge to determine the general time and difficulty necessary to Craft an item.

Creating Masterwork Items: If the character has chosen an applicable Trade Skill the character can make a masterwork item. A masterwork Item is usually an item that conveys a bonus to its use through its exceptional craftsmanship. To create a masterwork version of an item in The End, the character must generally start with a working version of the item in good condition. The masterwork component has its DC. Once both the masterwork component is completed, the masterwork item is finished.

DC	Item
5	Very simple item
10	Typical item
15	High-quality item
20	Complex or superior item

Repair: Trade Skills do not encompass those things covered under the Repair, except that if item being repaired falls within the applicable Trade Skill. In such a case, as determined by your Judge, the character with the Trade Skill may make a Check to repair the applicable item. The Quick Work Feat is not available for this purpose. If a character has the Repair skill, and the item being repaired falls within that character's Trade Skill, that character receives a +2 synergy bonus on such a repair.

Retry: Yes, but each time the

character misses by 5 or more, the character ruins half the raw materials.

Example: Bob has taken the Trade Skill - Gunsmithing (after taking a long time to convince his Judge that this skill makes sense for his character). Bob then states that he wishes to create an Artificer Warfare .50 Caliber Scope Rifle from a lead pipe and four ball bearings. Everyone has a good laugh. Then Bob asks whether he can add a scope to a .22 caliber rifle. If Bob already has the scope, the rifle, and the necessary tools, the judge will assign a difficulty to the task.

Tumble (Dex)

Requirements: Armor Check Penalty; Trained Only

The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

DC Task

- 15 Treat a fall as if it were 10 feet shorter when determining damage.
- 15 Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.
- 25 Tumble up to 20 feet (as part of normal movement),

suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more

ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Use Rope (*Dex*)

Check: Most tasks with a rope are relatively simple.

DC Task

- 10 Tie a firm knot
- 15 Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
- 15 Tie a rope around oneself one-handed
- 15 Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to



bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

Wilderness (*Wis*)

Check: The character can keep him or herself and others safe and fed in the wild.

DC Task

- 10 Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person.
- 15 Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary.
- 15 Avoid getting lost or avoid natural hazards, such as quicksand.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness checks to avoid getting lost.

FEATS

In The End there are five basic types of feat: General, Knowledge, Combat, Medical and Magic. Combat Feats are further separated into Combat, Combat - Melee, and Combat - Firearm. Combat - Melee Feats are not applicable to the use of firearms. Combat - Firearm Feats are not applicable to melee combat. When choosing feats, a character may be limited to Combat, Medical, or Knowledge feats. However, if a character can choose a feat, that character can choose any feat for which that character meets the applicable prerequisites.

Feats Not Available in The End: Spell Focus, Spell Penetration, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Mastery, all Metamagic Feats.

Alertness [General]

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Ambidexterity [Combat]

Prerequisite: Dex 15+.

Benefit: The character ignores all penalties for using an off hand weapon. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Automatic Weapon Proficiency [Combat]

Prerequisite: Any Firearms.

Your character is skilled in using fully automatic weapons.

Benefit: A character with this feat can fire fully-automatic weapons without penalty.

Normal: Without this proficiency, a shooter suffers an additional -4 modifier to her attack rolls.

Autopsy [Medical]

You can dissect the recently dead in order to learn the cause of death.

Prerequisite: Five ranks in Medical - Investigation, two ranks in Medical - Treat Illness.

Benefit: You must spend two uninterrupted hours with the corpse and appropriate tools in order to attempt this feat. Once this condi-

tion is satisfied you may make a Medical - Investigation check against a DC of 18. If this check is successful the Judge will provide you one clue or piece of relevant information pertaining to the cause of death. If the first check was successful you are allowed a second check. Success will lead to yet a second clue, and the right to roll a third check. If this third check is successful the Judge should clearly inform you about the cause of death, and any other pieces of information you could logically deduce from the autopsy.

Battery [Knowledge]

You have studied and practiced performing the specific task of building batteries.

Prerequisite: Science - Electrical 7

Benefit: You know how to make batteries, given the appropriate supplies. You gain a +8 circumstance bonus to all electrical checks for building and restoring batteries. You may perform these tasks in one half the normal amount of time.

Blind-Fight [Combat - Melee]

Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit. An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the

usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however. The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half. This feat is not applicable to guns when the range is greater than 20 feet.

Body Armor Proficiency [Combat]

Benefit: The character can use modern body armor and suffer only the standard penalties.

Normal: A character who is using body armor with which he or she is not proficient suffers the body armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Cleave [Combat - Melee]

Prerequisites: Str 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another target in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous target. The character can use this ability once per round.

Combat Medic 1 [Medical, Combat]

You can quickly offer minor treatment to the wounded.

Prerequisite: Five ranks in Medical - Treat Wounds, stabilize

Benefit: You can quickly apply your medical skills to fresh wounds (wounds that have occurred within the past six combat rounds). This feat takes three combat rounds to perform. It allows you to perform a normal Medical - Treat Wounds check.

Combat Medic 2 [Medical]

You can quickly offer treatment to the wounded.

Prerequisite: Ten ranks in Medical - Treat Wounds, Combat Medic 1

Benefit: You can quickly apply your medical skills to fresh wounds (wounds that have occurred within the past six combat rounds). This feat takes two combat rounds to perform. It allows you to perform a Medical - Treat Wounds check with a +2 circumstance bonus.

Combat Reflexes [Combat - Melee]

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier. The character still may only make one attack of opportunity per enemy. The character may also make

attacks of opportunity while flat-footed.

Counter Poison 1 [Medical]

You can quickly work to counter the effects of poisons.

Prerequisite: Five ranks in Medical - Treat Illnesses

Benefit: This feat reduces the amount of time it takes to use Medical - Treat Illnesses to counter the effects of poison from five minutes down to one minute.

Counter Poison 2 [Medical]

You can quickly work to counter the effects of poisons.

Prerequisite: Counter Poison 1

Benefit: This feat reduces the amount of time it takes to use Medical - Treat Illness to counter the effects of poison from five minutes down to 30 seconds.

Cure Illness [Medical]

You excel at treating the symptoms of sickness and disease.

Prerequisite: Five ranks in Medical - Treat Illness

Benefit: By spending twice the required time involved in a Medical - Treat Illness check you will, if successful, restore twice the normal number of points. As the Medical - Treat Illness skill may only be used periodically on any individual, and requires medicine, this feat virtually doubles a doctor's efficiency.

Deflect Arrows [Combat]

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected. Needless to say, this feat does not affect bullets much.

Diagnosis 1 [Medical]

Your skills at diagnosing the sick are complete enough that you can often catch your own errors.

Prerequisite: Seven ranks in Medical - Investigation

Benefit: Normally, the Judge must make all diagnosis rolls in secret. Those who know this feat may, once per day, make one of their own diagnosis rolls. This will allow them to know whether that diagnosis is correct or false before acting on it.

Diagnosis 2 [Medical]

Your skills at diagnosing the sick are so perfected that you always catch your own errors.

Prerequisite: Ten ranks in

Medical - Investigation, five ranks in Medical - Treat Illness, Diagnosis 1

Benefit: Normally, the Judge must make all diagnosis rolls in secret. Those who know this feat may always make their own diagnosis rolls. This will allow them to know whether that diagnosis is correct or false before acting on it.

Dodge [Combat]

Prerequisite: Dex 13+.

Benefit: During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Endurance [General]

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Exotic Melee Weapon Proficiency [Combat - Melee]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character makes

attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time a character takes the feat, it applies to a new weapon.

Expertise [Combat - Melee]

Prerequisite: Int 13+.

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack and add the same number (up to +5) to the character's Armor Class. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to the character's Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

Eyeball Measurements [Knowledge]

At times, you seem to just have that magic touch when it comes to throwing some chemicals together in an effective way.

Prerequisite: Science - Chemistry 10

Benefit: By accepting a -8 cir-

cumstance penalty you may perform any Science - Chemistry check in a single round. This feat may only be three times per day.

Far Shot [Combat]

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled. This feat cannot be used with shotguns. A character can use Far Shot when firing slugs from a shotgun.

Firearm Proficiency - Pistol [Combat - Firearms]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Firearm Proficiency - Rifle [Combat - Firearms]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this

feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Firearm Proficiency - Shotgun [Combat - Firearms]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Firearm Proficiency - Military [Combat - Firearms]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Great Cleave [Combat - Melee]

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

Great Fortitude [General]

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Harvest Power [Knowledge]

You have learned how to harvest power from power lines, power plants, and old generators.

Prerequisite: Science electrical 9

Benefit: You know how to harvest power, given the appropriate supplies. You gain a +8 circumstance bonus to all electrical checks for harvesting power from existing power sources. You may perform these tasks in one half the normal amount of time.

Improved Bull Rush

[Combat - Melee]

Prerequisites: Str 13+, Power Attack.

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Improved Critical

[Combat - Melee]

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Improved Disarm

[Combat - Melee]

Prerequisites: Int 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

Improved Initiative [Combat]

Benefit: The character gets a +4 bonus on initiative checks.

Improved Treatment 1

[Medical]

You are a specialist at treating wounds.

Prerequisite: Seven ranks in Medical - Treat Wounds

Benefit: Twice per day you may use this feat to modify any Medical - Treat Wounds check that you perform. When employing this feat you may apply a +3 circumstance bonus to your skill check. Further, when this feat is used the maximum health that can be restored climbs from five hit points to ten. This feat can not normally be used in conjunction with other feats.

Special: Doctors may use this feat in conjunction with the Combat Medic 1, and Combat Medic 2 feats.

Improved Treatment 2

[Medical]

You are a specialist at treating wounds.

Prerequisite: Twelve ranks in

Medical - Treat Wounds, improved treatment 1

Benefit: Once per day you may use this feat to modify any Medical - Treat Wounds check that you perform. When employing this feat you may apply a +6 circumstance bonus to your skill check. Further, when this feat is used the maximum health that can be restored climbs from five hit points to fifteen hit points. This feat can not normally be used in conjunction with other feats.

Special: Doctors may use this feat in conjunction with the Combat Medic 1, and Combat Medic 2 feats.

Improved Trip [Combat - Melee]

Prerequisites: Int 13+, Expertise.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

Improved Two-Weapon Fighting [Combat]

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a second attack with the off-hand weapon, albeit at a -5 penalty. A firearm that weighs more than 5 pounds may not be used as an off hand weapon.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

Improved Unarmed Strike [Combat - Melee]

Benefit: The character is considered to be armed even when unarmed-that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

Intensive Care [Medical]

You are an expert at treating the symptoms of sickness and disease.

Prerequisite: Ten ranks in Medical - Treat Illnesses, cure illness

Benefit: By spending three times the required time involved in a Medical - Treat Illnesses check you will, if successful, restore three times the normal number of points. As the Medical - Treat Illnesses skill may only be used periodically on any individual, and requires medicine, this feat virtually triples a doctor's efficiency.

Intrigue Animal [General]

You may confuse or intrigue an otherwise hostile animal enough that it may pause and reconsider its course of action.

Prerequisite: Animal Empathy 5

Benefit: By spending one combat round and making a successful

Animal Empathy check against the normal DC for that animal and demeanor, you will cause a hostile animal to pause in its attack long enough for you attempt to calm it down with a normal Animal Empathy check. This feat must be used before the target animal makes an attack, or is attacked by someone else. Further, all characters in the vicinity of the one performing the feat must remain relatively motionless for the entire duration of the action.

Iron Will [General]

Benefit: The character gets a +2 bonus to all Will saving throws.

Lightning Reflexes [General]

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Magic Touch Repair [Knowledge]

At times, you seem to just have that magic touch when it comes to making things work correctly.

Prerequisite: Mechanical 5

Benefit: By accepting a -10 circumstance penalty you may perform any non-sabotage related mechanical check in a single round. This feat may only be used once per day.

Make Light Source [Knowledge]

You have performed the studies and activities necessary to understand how to build electric lights.

Prerequisite: Science electrical 6

Benefit: As long as sufficient supplies are on hand, you are able to build electric lights of all sizes and varieties. This ability is not available to general students of Science - Electrical. Rather, it is only available to those who purchase this feat. The DC for manufacturing electric lights should vary between 20 and 30, depending on the size, and intensity of the light. The time required to make such a check is two hours.

Make Medicine [Medical]

You know of where to find, how to extract, and how to mix chemicals in order to synthesize basic medicines.

Prerequisite: Medical - Investigation 7, Science - Chemistry 7

Benefit: You are specialized at making medicines. Only those who possess this feat are capable of manufacturing medicines in The End. Doing so will require two separate Science - Chemistry checks, both at a DC ranging from 16-24, and two separate Medical - Investigation checks, both at a DC ranging from 16-24. The more complicated the medicine, the higher the DC should be. Each skill check involved in using this feat should take three times as long as it normally would to complete.

Make Motor [Knowledge]

You have mastered the tasks involved in making electric motors.

Prerequisite: Science - Electrical 6

Benefit: You know how to make motors, given the appropriate supplies. You gain a +8 circumstance bonus to all electrical checks for making electric motors. You may perform these tasks in one half the normal amount of time.

Make Magnet [Knowledge]

You have mastered the specific tasks involved in making magnets.

Prerequisite: Science - Electrical 6

Benefit: You know how to make magnets, given the appropriate supplies. You gain a +8 circumstance bonus to all electrical checks for making magnets. You may perform these tasks in one half the normal amount of time.

Make Poison [Medical]

You know of where to find, how to extract, and how to mix chemicals in order to make a number of different lethal poisons.

Prerequisite: Science - Chemistry 6

Benefit: You are specialized at making poisons. Doing so will require two separate Science - Chemistry checks, both at a DC ranging from 16-24. The more complicated the poison, the higher the DC should be. This feat does encompass making poisons transferable through skin contact.

Normal: A chemist without this feat may make poisons by engaging

in three tests instead of two. The DC on each of these tests should be 3 higher than it would normally be.

Make Explosives [Knowledge]

You know of where to find, how to extract, and how to mix chemicals in order to make a number of damaging explosives.

Prerequisite: Science - Chemistry 8

Benefit: You are specialized at making explosives. Doing so will require three separate Science - Chemistry checks, all at a DC ranging from 16-24. The more potent the explosive, the higher the DC should be.

Normal: A chemist without this feat may make explosives by engaging in four tests instead of three. The DC on each of these tests should be 5 higher than it would normally be.

Martial Weapon Proficiency [Combat - Melee]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Mobility [Combat]

Prerequisites: Dex 13+, Dodge.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Mounted Archery [Combat]

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Mounted Combat
[Combat - Melee]

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Point Blank Shot [Combat]

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack
[Combat - Melee]

Prerequisite: Str 13+.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot [Combat]

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Quick Draw [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

Quick Work (Carpentry)

[Knowledge]

When necessary, you can cut corners and work much faster.

Prerequisite: Carpentry 5

Benefit: By accepting a -4 circumstance penalty you may perform any carpentry check in one tenth the time.

Quick Work (Electrical)

[Knowledge]

When necessary, you can cut corners and work much faster.

Prerequisite: Science - Electrical 5

Benefit: By accepting a -4 circumstance penalty you may perform any electrical check in one tenth the time.

Quick Work (Mechanical)

[Knowledge]

When necessary, you can cut corners and work much faster.

Prerequisite: Mechanical 5

Benefit: By accepting a -4 circumstance penalty you may perform any mechanical check in one tenth the time.

Rapid Shot [Combat]

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use

the full attack action to use this feat.

Ride-By Attack

[Combat - Melee]

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

Run [General]

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Scare Animal [General]

You may scare a hostile animal to such a degree that it will quickly flee the scene.

Prerequisite: Animal Empathy 5, Handle Animal 5

Benefit: You may spend one combat round to attempt to scare a hostile animal away. Using this feat requires a successful Animal Empathy check against the normal DC for that animal and demeanor, but you must apply a -3 circum-

stance modifier to your roll. If you are successful, the animal will flee the scene. If you fail, the animal will attack you, ignoring all others.

Shield Proficiency [Combat - Melee]

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character 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 rolls that involve moving, including Ride.

Shot on the Run [Combat]

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

Simple Weapon Proficiency [Combat]

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Skill Focus [General]

Benefit: The character gets a +2 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Spirited Charge [General]

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

Spring Attack [General]

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor.

Stabilize [Medical]

You can quickly stabilize the condition of another.

Prerequisite: Three ranks in

Medical - Treat Wounds

Benefit: Individuals who are knocked below zero hit points lose one hit point each round until they are either stabilized or they die. By spending a single combat round you may automatically stabilize a wounded individual, and thus prevent them from losing any additional hit points.

Normal: A person without this feat must spend two rounds in order to make a Medical - Treat Wounds check against a DC of 13 in order to stabilize a critically wounded individual.

Stop Poison [Medical]

You greatly slow down the rate at which a poison harms or kills its victim.

Prerequisite: Counter Poison 1

Benefit: By spending one combat round and making a successful Medical - Treat Illnesses check against a DC of 12 you may reduce a poison's speed by 90%. This feat may only be applied against toxins that are introduced into the bloodstream via a wound.

Normal: A person without this feat must spend three combat rounds to attempt a Medical - Treat Illnesses check against a DC of 15 in order to reduce a poison's speed by 80%. Again, only poisons that are introduced into the bloodstream via a wound can be effectively slowed.

Stunning Fist [Combat]

Prerequisites: Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher.

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Sunder [Combat]

Prerequisites: Str 13+, Power Attack.

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

Surgery [Medical]

You have the ability to restore massive amounts of health to the wounded.

Prerequisite: Improved treatment 2, Stabilize

Tracking Table

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or vehicle being tracked*:	
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility**:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

Benefit: Once per day you may use this feat to modify any Medical - Treat Wounds check that you perform. When employing this feat you may apply a +10 circumstance bonus to your skill check, but that skill check will take three times as long as it normally would. There is no limit to the maximum number of hit points that can be restored when this feat is used.

Toughness [General]

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

Track [General]

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions: Very soft, DC 5; Soft, DC 10; Firm, DC 15; Hard, DC 20.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Trample [Combat]

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Fighting [Combat]

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Vehicle Proficiency - Construction [Knowledge]

Your character knows the basic operation of construction vehicles such as large backhoes and dumptrucks. He can drive them, and perform basic functions such as replacing a tread.

Prerequisite: Driving (Automobiles)

Benefit: Your character may use his Driving skill with construction vehicles without incurring a non-proficiency penalty.

Normal: Characters driving heavy trucks without this feat incur a -4 non-proficiency penalty.

Vehicle Proficiency - Military [Knowledge]

Your character knows the basic operation of military vehicles such as halftracks, APCs and tanks. He can drive them, and perform basic functions such as replacing treads.

Prerequisite: Driving (Automobiles)

Benefit: Your character may use his Driving skill with military vehicles without incurring a non-proficiency penalty.

Normal: Characters driving heavy military trucks without this feat incur a -4 non-proficiency penalty. Characters may not drive tanks or similarly complex military vehicles without this feat.

**Vehicle Proficiency -
Military Aircraft** [Knowledge]

Your character knows the basic operation of military aircraft such as F-14 Tomcats. He can fly them, and perform basic functions such as pre-flight checks.

Prerequisite: Driving (Aircraft)

Benefit: Your character may fly military aircraft.

Normal: Characters may not fly military aircraft without this feat.

Weapon Finesse
[Combat - Melee]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Choose one light weapon. Alternatively, the character can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

Benefit: With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Weapon Focus [Combat]

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

The character can choose "unarmed strike" or "grapple" for

the character's weapon for purposes of this feat.

Benefit: The character adds +1 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Weapon Specialization
[Special]

Prerequisite: Must be a Thug.

Choose one type of weapon. The character is especially good at inflicting damage with this weapon. For firearms, this skill applies to a particular gun model (i.e., a Browning 1911, not "pistols")

Benefit: The character adds +2 to all damage inflicted with the weapon the character has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Whirlwind Attack
[Combat - Melee]

Prerequisites: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.





Chapter Six: Book of Lamentations

Welcome, once again, to The End. This chapter, Lamentations, contains many of the basic rules applicable to role-playing the end of the world. The first part of Lamentations describes the game effects of the Blues (the return of the forces of entropy now that the word of God has left the world). The second part of Lamentations describes the game effects of Ennui (the psychological impact of loneliness and isolation on the survivors of The End). The third part of Lamentations describes other basic game rules that relate to surviving in the world of The End.

THE BLUES (Entropy, The Dessication)

The strangest, and most obvious difference, between Before and after The End is the rate of decay. Anything that is man-made, and not in use by someone, is being reclaimed by the Earth. Houses constructed only three years ago are now beginning to fall apart. Roads that have sat unmaintained for dozens of years crack and grow over in a few short weeks. Cars less than two years old are rusting through.

Mother Nature is taking it all back.

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This phenomenon, called "The Blues," "The Rot" or "Lost Age Decay" strikes everything.... Everything except those things which people use regularly. A house that is inhabited may stand strong, while its neighbor, identical in every way, decays to dust in under a year. It seems, to those who pay enough attention to notice, that anything that humans are using is able to resist this effect.

This is bad. Most of the Meek are scavengers, depending on leftovers from the Lost Age for their survival. Soon, there will be no food left to scavenge. While this does not bother the major colonies or the small communities, this means that it will be far more difficult to live on one's own.

It is estimated by some of the more scholarly Scraps that all remains of the old world will be gone within 30 years. Vines will overgrow Lady Liberty and she will fall into the harbor, the Capitol building will collapse like a modern day Parthenon, the Sears Tower will be pulled from the heavens and the Golden Gate will twist apart like confetti.

No one really knows why the world is returning to a virgin state, but theories abound. The world is starting over and is being reset to Eden. God is eradicating every last monument, leaving no stone upon stone as final punishment for our disbelief. Our collective unconscious is removing those things that we do not need in the new world and saving that which we do. Everyone has a theory, but God

alone knows...and, of course, He won't tell us.

Condition Rules

Ever since The End, the world of nature has been asserting itself while the world of man slowly decays. These phenomena, called "the Greens" and "the Blues" have a dramatic effect upon the items encountered by characters in The End. The combination of this rapid growth of nature and accelerated decay of man-made items makes the use of these items a uncertain proposition. For the purposes of these rules, "man-made items" refers to any man-made tool, weapon, or product. However, items which are made of naturally occurring substances may decay more slowly or not at all. For example, a sword, wrench, car, airplane, blowdryer, iron pipes, gasoline, cardboard boxes, and plastic container would all be considered man-made items. Wood planks, crushed stone, carved rocks would not be considered man-made items. Non-man-made portions of items may not decay while the man-made portions fall away around them. In The End, every man-made item which players possess or come across has a "Condition" which reflects the usefulness and quality of the item. Condition is the relative level of decay of an item. There are six levels of Condition in The End:

THE END

LAMENTATIONS

Brittle: The item is badly decayed and probably useless. The item will be destroyed on its next use or the next hit it takes or inflicts. Any item with a Sophistication of higher than Complex will not function. Example: Camcorder (Brittle). The Camcorder will not work and will be impossible to effectively repair or restore if further damaged or used.

Damaged: The item is clearly decayed and suffering the Blues. Upon use or when it suffers a hit, the item must make a check against DC 15 or be destroyed. Damaged items have 50% of the hit points of a good item. Any item with a Sophistication level of Complex or higher will not function. This is the default Condition for items untouched since the Last Days. Example: Batteries (Damaged). Item has been sitting in a storage shed since The End. If a character does not use Repair to restore the item's condition to Good, the item must save against DC 15 or be destroyed when used.

Worn: The item has suffered some decay and hard use. Upon use or when it suffers a hit, the item must make a check against DC 10 or be destroyed. Worn items have 75% of the hit points of a good item. Example: The gas pump at a station is clearly weatherbeaten and has suffered some wear and tear. If a character does not restore it through a thorough cleaning, the item must save against DC 10 or be

destroyed when used.

Good: The item has been significantly used or cared for since The End. Assuming power sources are available, the item will function properly. Example: .45 Caliber Pistol (Good). Item has been carried and fired by one of the Meek since The End. Assuming the character has ammunition, this pistol will fire properly.

Excellent: Item has been lovingly cared for and properly used and maintained since The End. Item has +2 hit points over normal. Example: Palm Pilot (Excellent). Item has been carried, used, and maintained constantly by one of the Meek since The End. Item has been kept juiced and used on a daily basis. As long as the Palm Pilot is kept charged and character maintains it, it will work well.

Masterwork: Item has been Created or restored (see Repair Skill) since The End to a masterwork level. Item gains +5 hit points and can damage magical characters. Item is NOT a magical weapon. Example: M-16A Rifle (Masterwork). This rifle was lovingly Restored piece by piece by its owner after The End.

Generally, if an item is "destroyed when used," it does not malfunction and may be used once without penalty unless the save is missed by more than 10. Firearms effects are specifically discussed in the Firearms section. In simple

terms, the less complex a firearm is, the more likely it is to work.

Sophistication

All man-made items also have a Sophistication or Complexity level. The more sophisticated the item, the more susceptible it is to the Blues. Thus, sophisticated items that are not cared for are less likely to function. The level of Sophistication or Complexity is set on an item by item basis by the Judge in the Judge's sole discretion but some general guidelines are given below:

Simple: Few or no moving parts. Item can be easily manufactured at almost any level of civilization. Example: basic sword, axe, screwdriver, saw, shield, wrench, etc. These items are less likely to break or fail when in poor condition (Condition Modifier: +7 to roll against DC).

Advanced: Interrelated moving parts or advanced manufacturing skills required to produce item. Item could be produced by 14th century or better civilization. Example: cannon, flintlock, coal, furnace, steam furnace, printing press, etc. These items are less likely to break or fail when in poor condition (Condition Modifier: +3 to roll against DC).

Complex: Electricity or Gas powered items or items that require electricity or gas for production typical of late 19th century or better

civilizations. Example: automobiles, refrigeration, airplanes, calculators, ham radio, etc. These items are more likely to break or fail when in poor condition (Condition Modifier: -3 to roll against DC).

Computer Age: Late 1970s through modern day computer powered or engineered items. Example: personal computers, lasers, cell phones, internet technology, video recorders, digital cameras, jet airplanes, fuel-injected engines, etc. These items are more likely to break or fail when in poor condition (Condition Modifier: -6 to roll against DC).

ENNUI

Humans are social animals. Without companionship, we rapidly lose control of our emotions and mental faculties. Ask any person who has ever been in solitary confinement and you will see that this is the case. To reflect this, every character in The End has an Ennui Rating. A character's Ennui Rating reflects the amount of humanity left within a survivor of The End. Ennui increases as a result of time spent outside of human companionship, actions which are contrary to or devalue human life, and experience with the supernatural. In The End, due to massive depopulation, almost everyone has been in solitary confinement. To reflect this, all new characters begin with Ennui equal to 25 minus their Wisdom. When a character's Ennui Rating reaches 25, the character goes mad

Ennui Modifiers

Condition	Modifier
Ennui for every day a character spends alone	+1
Ennui for each week character spends outside a Colony	+1d4
Ennui for every day a character spends in a Colony	-2
Ennui for each life taken by a character	+1
Ennui for each life taken by a character in self defense	-1
Ennui for encountering a supernatural monster or phenomenon	+1
Ennui for use of Magic	+1-up
Ennui for each life saved by a character	-3
Ennui for achieving a Goal as set out by the Judge	-1-up

of loneliness and boredom. When it is at 0 you have a mentally healthy, well-adjusted individual. A player's Ennui Rating is constantly adjusted based on the frequency and amount of human contact. For example, if the character has been traveling alone for a week, his Ennui Rating will increase. However, if he is traveling with another person or, better yet, a group of people, his Ennui Rating will increase more slowly. Characters may also improve their Ennui Rating through achieving their goals or interacting with other humans in a Colony. Increases or decreases in Ennui Rating are completely within the Judge's discretion, but typical modifiers are listed in the following table.

ENNUI CHECK PROCESS:

- Step 1:** Triggering Event Occurs
- Step 2:** Ennui Check (Will Save DC 6 plus Ennui Rating Modifiers)
- Step 3:** Choose Ennui Effect (If Failed Save in Step 2)

Step 1: Triggering Events

A Triggering Event occurs when a character faces the following events-

Injury: any time a character loses 50% of his or her hit points to any single attack.

Death: Any time a character witnesses the death of a party member or loved one.

Supernatural: any time a character encounters a supernatural phenomenon or monster.

Temptation: any time a character is faced with a temptation associated with his or her Sin.

Judges should feel free to designate other events as triggering events as they wish.

Step 2: Ennui Check

As Ennui builds up a character becomes more susceptible to the hopelessness of the world of The End. This hopelessness can lead to a number of game effects and, at extreme levels, will cause a player to lose control of his character. Each time a character is faced with

a triggering event, the character must make an Ennui Check. An Ennui Check consists of a Will Save against a DC level of 6 plus any modifiers assigned by the Judge or provided by the Ennui Ratings table. If the character succeeds, there is no effect. If the character fails the Ennui Check, he or she suffers an Ennui Effect. Each time a character loses 3 Ennui, he or she may remove the most recent Ennui Effect.

The Ennui Check is modified by the current Ennui Rating of a character (see table on next page). Characters with High Ennui Ratings are more likely to fail an Ennui Check than characters with low Ennui because they are further along the path to oblivion.

Ennui Rating: This column shows the total Ennui Gain and subdivides it into Categories. These

Categories are important because they relate to the modifiers in the rest of the table.

Ennui Check Modifier: This column reflects the disadvantage of a high Ennui Rating in reacting to Triggering Events.

Step 3: Ennui Effects

Ennui Effects are the physical and mental damage sustained by a character that has failed a check after a triggering event. Ennui Effects are often evidenced by the appearance of certain symptoms or behaviors. Typical Ennui symptoms are edginess, a worn appearance, irritability, lethargy, distracted behavior, poor hygiene, slowed speech, muttering, delusions, and wandering. All of these symptoms reflect a growing detachment from humanity. Characters may exhibit



Ennui Rating	Ennui Check Modifier
0-2	+4
3-5	+2
6-8	+1
9-10	0
11-12	-2
13-14	-4
15-17	-6
17-19	-8
20-21	-10
22-24	-12
25+	n/a

any or all of the typical Ennui symptoms as they advance. Any time a character fails on Ennui Check, he suffers an Ennui Effect. Judges and players should view this as an opportunity to roleplay. It is suggested that the Judge provide this information to an affected character in secret so as to encourage the party to role play the result.

A character who has succumbed to Ennui must choose (or, at the Judge's discretion, create) an Ennui Effect to apply to his character (a Judge may of course designate the effect if he or she chooses). These effects are only removed when the character's Ennui Rating drops to the previous lower level. Ennui Effects are cumulative. Also, as a character's Ennui Rating climbs, his susceptibility to Magic increases. This modifier applies to any Magic generated save, including those made by those who use Magic in the process of using that Magic. Characters have a cumulative -2 penalty to saves against Magic for each Ennui Effect in effect for the character.

The following example Ennui Effects have varying consequences

and a Judge should tailor the Effect to the Triggering Event whenever possible.

Freeze or Combat Shock

Character Freezes. At the beginning of every stressful situation or combat, character freezes and is treated as Dazed for 1d4 rounds. Typical Symptom: Edginess.

Ability Reduction

Character loses 1d4 Charisma. Typical Symptom: Poor Hygiene. This could apply to other ability scores at the Judge's option.

Suspicious

Character is paranoid and suspicious of everyone. Character loses 1d4 Charisma and often acts contrary to any request by another character or individual. Typical Symptom: Muttering.

Delusion

Character loses 1d4 Charisma and suffers from delusions (for example, that supernatural forces are stalking him or that hidden enemies are slinking in the shadows). Character prone to irrational behavior such as kleptomania, outbursts, and lashing out at strangers. Typical Symptoms: Irritability.

Withdrawal

Character loses 1d4 Charisma and lapses into a sullen withdrawal from which he or she will only rouse themselves if personally, physically threatened. Typical Symptom: Slowed Speech.

Wandering

Character cannot sleep through the night without wandering off, usually without personal belongings. Character loses 1d4 points of Constitution. Typical Symptom: Daydreaming.

Worn

Character is tired and slow to react. Character always starts combat flat-footed and has a -6 penalty to any Search, Alertness, or similar check. Typical Symptom: Worn Appearance.

Lethargy.

Character loses 1d4 points of Constitution and is unable to care for themselves. They cannot move without constant prodding and are generally ineffective. Typical Symptom: Inability to get up in the morning.

Panic

Character loses 1d4 Wisdom and becomes afraid of their shadow and unable to act in stressful situations or combat. Treat character as stunned. Typical Symptom: Edginess.

Aggression

Character loses 1d4 Charisma and randomly lashes out in stressful situations. Character will attack closest other being. Typical Symptom: Irritable.

Catatonia

Character loses 1d4 Charisma. Character must make a DC 17 Will Save or become Catatonic until properly cared for and fully

restored (Ennui Rating 5 or less). This one is for the risk takers. This is a one time shot- either the character drops into Catatonia or functions relatively normally.

The ability loss effects of Ennui are cumulative, but not permanent. All ability losses last until a character drops a Category. Each time a character drops a Category, he or she may regain 1d4 lost ability points. Characters whose Ennui is reduced to zero, recover lost ability points at a rate of one per day of total rest. If at any time, a character's Charisma drops to 0, the character becomes a non-player character Mind Dead under the Judges control. Extensive treatment from friends or trained medical personnel may heal someone with as high as 24 Ennui. Nothing short of a miracle can bring a character back from total Ennui (25+).

Example:

Jeff's character Tommy Two Tone has Wisdom of 13 and thus starts the game with 12 Ennui (25-12=13). After wandering the wastes of Nebraska alone for a week, he gains 8 points of Ennui (1 for each day alone plus a roll of "1" on his d4 roll for spending a full week alone) for a new total of 20. Tommy witnesses a supernatural event (he sees a devil) which forces him to make a check. His Check Modifier is -10 and he has no ability or other bonus. Thus, he makes his check on a 16 or better. Tommy rolls a 9 and suffers an Ennui Effect. Jeff chooses Lethargy as Tommy's Ennui Effect (alternative-

ly, the Judge indicates this result). Tommy loses 2 points of Constitution and (without telling the other players), Jeff must role-play his Lethargy.

DISEASES OF THE END

In addition to the normal diseases of the world, Pestilence has introduced a number of new plagues. Some are fatal, some are debilitating, but all have achieved legend status. Fortunately, the more deadly are also quite rare. Judges should consider these diseases possible bases for adventures or use them as threats or inconveniences to the players (ahem, characters) who fail to pay attention to hygiene.

Lyon's Plague ("Creeping Death")

History: First appearing in New England within the Boston colony, Lyon's Plague quickly swept through the east coast, carried by refugees and travelers moving southward from colony to colony. Named after the first recognized victim, the plague's spread is largely due to the relative health of the victim soon after infection. It is not until the disease fully blossoms a short time later that its debilitating and deadly effects are felt.

Symptoms: After an incubation period of a few days to a few weeks, depending on the victim, the disease first causes exhaustion and other symptoms common to many diseases, such as clogged mucus membranes, headaches, mild fever, loss of appetite or gastro-intestinal difficulties. Once that stage has

passed, however, the disease quickly escalates, first causing wracking coughing fits and then beginning to fill the lungs with blood. Eventually the victim drowns in their own blood.

Vectors: It is not entirely clear how the plague is transmitted, although a great deal of evidence points towards bodily contact, especially exposure to infected fluids such as blood or saliva.

Treatment: Whether or not Lyon's Plague is curable or even treatable is still unclear, but a few different concoctions of various plant extracts seem to have had some success in curbing the suffering of infected patients, at least, and some rumors exist of survivors.

Game Data: Judges should adjust this disease as needed. Players exposed to Lyon's Plague (and the Judge shall decide how such exposure occurs) should make a Fortitude Save (DC 18) to avoid developing the disease. Characters with Concoction or Treat Illness can make a check (DC 25) to successfully make a poultice, but this may only be attempted once per attempting character.

Growth ("Swamp Thing")

History: One of the most disturbing and unnatural diseases to surface since the end of the world, a case of Growth is almost like the Greens affecting the human body itself - not just the wilderness. Although the first thoroughly documented case was in the deep south, victims have popped up all across the nation with seemingly no connection or link, which is perhaps even more worrisome. There is also



no known cure for this affliction. All attempts at treatment have met with complete failure, leading many to claim this is another curse from God. Thankfully, Growth is also extraordinarily rare.

Symptoms: As silly or harmless as it may sound, the disease is a supernatural, track-like, spread of plant growth across the victim. Beginning with a mild case of moss across a patch of skin, causing no more than an annoying itch, the victim later sprouts a collection of small, soft plants. The feeling of roots digging and growing through one's flesh is excruciating and eventually the victim dies, providing fertilizer for the very plants that killed them.

Vector: Methods of infection remain a complete mystery, as cases seem to appear at extreme distances with no concern for contact or exposure time.

Treatment: As of yet, there are no known cures or even treatments for this disease.

Game Data: This legendary disease transmission is entirely at the discretion of the Judge. Only a Physician with Concoction shall be allowed to attempt to cure this disease (DC 28).

The Deep Blues ("Decay")

History: Feared by those who spend a great deal of time traveling through areas particularly afflicted with the wasting effects of the Blues, this is another apparently supernatural disease. Like Growth, the Deep Blues is almost like the environmental conditions affecting the human body itself, although with much more subtlety. It is diffi-

cult to pinpoint the origin or spread of this disease for that very reason, as it may take years or more to make itself readily apparent.

Symptoms: The Deep Blues makes it seem like the victim is aging at an accelerated rate. This is often hard to notice at first, with the signs of the affliction not becoming clear for a year in some cases. Skin begins to sag, hair turns white, muscles fade away, bones become brittle. It is important to note, however, that while the victim suffers the effects of aging, they do not actually age. That is to say, infected children do not quickly become adults and hair simply turns white, it does not also grow longer. Eventually the victim collapses as their body fails them, but the disease is whispered to not stop there either, continuing to accelerate the decomposition process as well.

Vectors: The vectors remain unclear, but it is established that continual exposure to extreme cases of the Blues or extended travel through areas afflicted by the Blues greatly increase the risk.

Treatments: There are none at the moment, but exposure to the rest of mankind and immersion within a colony seem to slow its progression. Similarly, the lower a victim's Ennui, the longer it takes to suffer the disease's most debilitating effects.

Game Data: Players exposed to the Deep Blues should make a Fortitude Save (DC 10) to avoid developing the disease. Exposure usually occurs in the heart or center of abandoned cities or industrial sites- and then only those who are digging through particularly blighted locations. Diggers gain a +5 to

any save against contracting this disease due to their knowledge of the best places to dig. Character who contract the disease age 1d6 years for day the disease goes untreated. Characters with Concoction of Treat Illness can make a check (DC 15) to successfully treat the symptoms (prevent the aging) once per day, but this may only be attempted once per attempting character. A roll of 25 or better cures the disease.

Rust ("Blue Fingers" or "The Divine Plague")

History: A number of people claim that Rust is a manufactured disease, left over from some pre-apocalypse military lab, but there is no real evidence for that. Appearing recently in the south, the disease has slowly spread to the rest of the continent. Thankfully, the disease's short incubation period, obvious symptoms and survivability with medical care have kept it from becoming an epidemic.

Symptoms: Rust causes the blood to begin to clot and dry out, especially in the extremities like fingers and toes, within a day or two of infection. This is a rather painful process, and veins become very prominent before the afflicted areas take on a faint bluish tint and eventually die off. Left unattended, this is ultimately fatal within a week as blood clots spread to the brain and other vital organs.

Vectors: Bodily contact spreads the disease quite readily.

Treatments: Blood transfusions performed by a doctor familiar with the disease within a few days of infection almost guarantee survival.

Barring that, antibiotics and other standard medical supplies greatly increase the chance of survival.

Game Data: Players exposed to the Rust should make a Fortitude Save (DC 15) to avoid developing the disease. Exposure usually occurs when a diseased person makes a successful touch attack against a character. A character who contract the disease suffer 1d4 points of temporary Constitution damage per day until they reach zero (and die). Characters with Concoction or Treat Illness can make a check (DC 10) to successfully treat the symptoms once per day, but this may only be attempted once per attempting character. A roll of 25 or better cures the disease. The use of antibiotics gives a +10 to any check. A successful blood transfusion cures the disease.

The American Dream

History: Responsible for completely wiping out a small colony near the ruins of Detroit, this disease gets its name from the journal of the last survivor, who had watched her fellows all drift into sleep and never awaken, poetically (if perhaps melodramatically) writing that "The American Dream" had claimed them. Eventually she too succumbed to the disease, only to be discovered, along with the journal describing her ordeal, by a digger searching for supplies. He too became a victim of the disease, but not before passing it on to a number of other colonies.

Symptoms: The Dream is marked by an increasing lethargy among its victims within a week of their infection. This exhaustion

increases to the point where they simply spend all of their time sleeping. Without someone to care for them, victims will starve to death or die of thirst.

Vectors: Bodily contact spreads the disease quite readily.

Treatment: The first colony fell prey to the disease because it lacked the basic medical supplies necessary to keep victims alive while the disease runs its course over a span of a month. After the Dream had been spread to other colonies, many not only developed systems to keep victims alive and relatively healthy until they recovered, but rudimentary inoculation techniques.

Game Data: Players exposed to American Dream should make a Fortitude Save (DC 15) to avoid developing the disease. Exposure usually occurs when a diseased person makes a successful touch attack against a character. A character who contracts the disease must make a Fortitude Save (DC 20) each day or suffer 1 point of temporary Constitution and 1 point of temporary Charisma damage until they reach zero in either (and die). Characters with Concoction or Treat Illness can make a check (DC 15) to successfully treat the symptoms once per day, but this may only be attempted once per attempting character. A roll of 25 or better cures the disease. The use of antibiotics gives a +10 to any check. This disease is especially devastating to those with high Ennui because of the Charisma loss.

God Fever

History: This disease's habit of popping up in isolated epidemics at

isolated locations has lead many to hold it as another ailment with a supernatural element, but many dispute that claim, pointing instead of tainted food or water supplies and providing a chemical explanation. Either way, the fever is an unpredictable and unnerving disease striking all across the continent with little pattern. Thankfully, it is also rarely fatal, though many survivors suffer significant impairment of vision or hearing.

Symptoms: Starting with a mild fever after a week, the victim is completely immobilized by a raging fever after two. Virtually all victims also suffer frightening and surreal hallucinations during their bouts of fever as well, giving the disease its common name.

Vector: The fever is transmitted through ingestion of tainted water, readily infecting those exposed to

it.

Treatment: While not usually fatal, God Fever does call for treatment similar to any other fever, otherwise serious side-effects, such as hearing loss or blindness, may occur.

Game Data: Players exposed to American Dream should make a Fortitude Save (DC 18) to avoid developing the disease. Exposure usually occurs when a character drinks bad water or eats bad food. A character who contracts the disease must make a Fortitude Save (DC 18) each day or be wracked with fever and unable to do more than walk and weakly defend oneself (-4 to all rolls). A successful save cures the disease. Failing to save by more than 10 causes a character to suffer from Deafness or Blindness.



DENIZENS OF
THE END

Some of the supernatural still remains in the world of The End. Not all the servants of Heaven and Hell retired to their domains and the wreckage of the world and its subsequent rebirth has given rise to some strange and disturbing phenomena. A word of caution: These supernatural creatures should not be overused. The End is a story of humanity tinged with the supernatural, not an adventure in monster slaying.

Please note that the Challenge Ratings for these monsters is somewhat higher than the monsters would have in a typical heroic campaign because the Meek are not as powerful as "heroes" in a typical campaign.

LOCUSTS (scorpion tailed)
(Medium Sized Beast)

"And there came out of the smoke locusts upon the earth: and unto them was given power, as the scorpions of the earth have power." Rev 9:3

Hit Dice: 2d8+4 (13hp)

Initiative: +0

Speed: 10ft, 60ft flying (good)

Armor Class: 16 (+2 Dex, +4 natural)

Attacks: 2 claws +0 melee, bite +2 melee, sting -3 melee

Damage: Claw 1d4-1, bite 1d4, sting 1d6 and poison

Face/Reach: 5 ft.

Special Attacks: Poison

Special Qualities: Vermin

Saves: Fort +5, Ref +3, Will +0

Abilities: Str 13, Dex 14, Con 14, Int 6, Wis 10, Cha 2

Skills: Climb +6, Hide +2, Spot +10

Feats: None



Climate/Terrain: any

Organization: Solitary, Group (2-5), Swarm (15-20)

Challenge rating: 3

Advancement: None

Combat Actions:

Swarm and dive bomb.

Description: Giant Flying locusts with scorpion tails, Famine's locusts still roam the world searching for new meals. Although their numbers are greatly reduced, they are still a threat to colonies and there are rumors that they are settling down into ranges and forming permanent enclaves. Whether this is Famine's doing or some new intelligence is unknown.

Poison(Ex). The Locusts carry a mild poison sting that is universally feared. Targets struck by the sting must make a Fortitude save (DC13) or lose 1d4 Dexterity for 1 hour.

FAMINE GHOULS

(Medium Sized Undead)

"And the fruits that thy soul lusted after are departed from thee, and all things which are dainty and goodly are departed from thee, and thou shalt find them no more at all."
Rev. 18:14.

Ghouls are humans who succumbed to the Horseman Famine's depredations during the Revelations and began to feed off of their fellow human beings. They now stalk the cities of The End searching for human flesh and serving as the eyes

and ears of the Famine.

Hit Dice: 1d12+5 (12hps)

Initiative: +2 (Dex)

Speed: 30 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Bite +3 melee; 2 claws +0 melee

Damage: Bite 1d6+1, Claw 1d3

Face/Reach: 5 ft.

Special Attacks: Stench

Special Qualities: Undead

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7

Feats: Multiattack, Weapon Finesse (Bite)

Climate/Terrain: Cities, Towns, Villages

Organization: Solitary, gang (2-4), or pack (7-12)

Challenge rating: 2

Treasure: None

Advancement: 5HD

Description:

Famine's Ghouls appear as emaciated feral humans.

Combat Actions:

Generally, they attack immediately unless clearly outnumbered. Ghouls in The End do not have the ability to Paralyze or Create Spawn, but are treated as Undead for game purposes. Rather, they gain *Stench (Ex)*. The smell of death and decay surrounding these creatures cause



all those within 15' to be wracked with nausea and suffer a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6 minutes.

DEATH VAMPIRES
(Medium Sized Undead)

"And I saw the woman, drunken with the blood of the saints, and with the blood of the martyrs." Rev. 17:6.

When the gates of Heaven closed and Hell's fiery pits were shut, Death realized that his job was done...and that his very existence was at stake. Death's job became self-defeating. If he continued his success, he would destroy himself. Thus, Death decided to create a new kingdom on earth where he would harness the power of the Meek's souls to one day challenge his old master. To this end, he created the Vampires. Based on the Vampires of the Before (which may exist, Death does not know and does not care), Death Vampires are Meek whose souls have become trapped in their bodies at death. Whether this initially occurred through dedication to Death or some other manner, Death's Vampires serve out their Undead life as the lieutenants of the darkest of the Horsemen.

Hit Dice: 3d12 (20hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 18 (+2 Dex)

Attacks: Slam +5 melee

Damage: Slam 1d6+4 plus energy drain

Face/Reach: 5 ft.

Special Attacks: Charm, Energy Drain, Blood Drain

Special Qualities: Undead, Damage

Reduction 10, Fast healing 2

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14

Skills: Bluff +8, Climb +8, Craft(any, cumulative max +10), Profession (any, cumulative max +10), Knowledge (any, cumulative max +10), Hide +10, Jump +8, Listen +11, Move Silently +11, Scavenge +3, Search +8, Sense Motive +8, Spot +8

Feats: Alertness, Improved Initiative, Lightning Reflexes, Firearms(any)

Climate/Terrain: any

Organization: Solitary or Pack (2-5)

Challenge rating: 7+

Advancement: 8HD

Description:

Death Vampires appear as normal humans, although extraordinarily pale. They are not bound to their coffins or restricted by daylight.

Combat Actions:

Death's vampires tend to operate from the shadows and attempt to control or manipulate. The attempt to avoid combat whenever possible. When forced into combat, they look to inflict energy drain attacks and retreat, slowly weakening their opponents.

Dominance (Su). The Death Vampire can crush an opponent's will by looking into his eyes as a standard action. Anyone the vampire targets must succeed at a Will Save (DC14) or fall instantly under the vampire's influence. An affected character may take no actions unless commanded by the vampire. This ability has a range of thirty feet.

Energy Drain (Su). Living creatures

struck by a Death Vampire's slam attack suffer 1 negative level.

Blood Drain(Ex). Death's Vampires may drain the blood from a victim with its fangs by making a successful Grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. If the target is reduced to zero Constitution, the target must make a Will Save (DC10) or become a Death's Vampire.

Undead. Death Vampires are considered Undead.

Fast Healing(Su). A Death Vampire heals 2 hit points per round so long as it has 1 hit point.

Skills: Death's vampires receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.



Weaknesses: Death's vampires are not subject to the typical Vampire weaknesses but may not assume gaseous form and suffer double damage from silvered weapons or bullets.

BIRDS OF PREY (Large Beast)

"And I saw an angel standing in the sun; and he cried with a loud voice, saying to all the fowls that fly in the midst of heaven, come and gather yourselves together unto the supper of the great God; that ye may eat the flesh of kings and the flesh of captains, and the flesh of mighty men, and the flesh of horses, and of them that sit on them, and the flesh of all men, both free and bond, both small and great...and all the fowls were filled with their flesh." Rev. 19:17-18, 21.

These holdovers from The End roam free or serve the Horsemen all over North America. They are especially fond of human flesh.

Hit Dice: 4d10+4

Initiative: +3 (Dex)

Speed: 10ft, fly 80 ft.

Armor Class: 14 (-1 size, +3 Dex,

+4 natural)

Attacks: 2 Claws +6 melee, Bite +2 melee

Damage: Claws 1d6+4, Bite 1d8 +2

Face/Reach: 5 ft.

Special Attacks: None.

Special Qualities: Evasion

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Listen +5, Sense Motive +8, Spot +12, Wilderness Lore +8

Feats: Alertness

Climate/Terrain: Any

Organization: None

Challenge rating: 3

Advancement: None

Description:

Large black ravens, these servants of the Horsemen are constantly keeping tabs on the new world for the masters. They have also developed a liking for human flesh.

Combat Actions:

These birds tend to dive and slash as their typical method of combat. They will not land unless an opponent appears helpless. If a battle turns against them, they will always attempt to flee.



THE END

LAMENTATIONS

MIND DEAD

(Freaks, Ennui Lost, Beast Slaves, Soulless) (Medium Size)

"These have one mind and shall give their power and strength unto the Beast."

Rev. 17:13

Those who succumb to the loneliness and the madness of Ennui often become mindless lunatics and wanderers or fall into the slavery of the Beast.

Hit Dice: 2d12+3 (15hp)

Initiative: -1 (Dex)

Speed: 30 ft.

Armor Class: 11 (-1 Dex, +2 natural)

Attacks: Slam +2 melee

Damage: Slam 1d6+1, plus gain of 1 Ennui.

Face/Reach: 5 ft.

Special Attacks: Ennui Touch

Special Qualities: Treat as Undead

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1

Skills: None

Feats: Toughness

Climate/Terrain: any

Organization: None, although they can be controlled by the Beast and his agents.

Challenge rating: 2

Advancement: None

Combat Actions:

Mind Dead have little in the way of tactics. They resent the living and seek to destroy them at any opportunity and have no care for their existence.

Description:

Mind Dead appear as decrepit, unkempt feral humans with numerous lesions and infected wounds as

well as torn clothing. They are incapable of using anything but simple tools or weapons.

Ennui Touch(Su). On a successful Slam, Mind Dead increase the Ennui of the target creature by one (1) due to the horror imparted by desperation and madness.

ANGELS, DEMONS & DEVILS

A variety of Demons, Devils, and Angels reside in the world of The End. Typically, they stayed on to attend to some unfinished business or address some perceived opportunity. All of them have lost much of their power due to being cut off from their source, but are still extremely powerful in game terms. Any of the Demons, Devils, or Angels (Celestials) may be used with the following modifications:

ANGEL(CELESTIAL), Forsaken-

Celestials only have the Celestial Qualities Aura of Menace, Tongues, Immunities, Resistances, and Keen Vision. They no longer have spell like abilities that restore life or affect alignment, access to positive energy, or magical weapons. They no longer have damage reduction greater than 10 and magical weapons are not required to hit them. They also may not summon any assistance from other outsiders or creatures.

DEMON, FORSAKEN-

Demons may no longer summon other demons or creatures, but retain their Immunities, Resistances, and Telepathy. They no longer have damage reduction

greater than 10 and magical weapons are not required to hit them. They no longer have spell like abilities that affect alignment or access to magical weapons.

DEVIL, FORSAKEN-

Devils may no longer summon other demons or creatures, but retain their Immunities, Resistances, Telepathy, and ability to See in Darkness. They no longer have damage reduction greater than 10 and magical weapons are not required to hit them. They no longer have spell like abilities that affect alignment or access to magical weapons.

LEGENDARY DENIZENS OF THE END

Although we recommend against using these creatures except in the highest level campaign, other possibilities for supernatural creatures roaming the wastes exist:

Horsemen of the Apocalypse

"And the number of the army of the Horsemen were two hundred thousand thousand: and I heard the number of them. And thus I saw the horses in the vision, and them that sat on them, having breastplates of fire, and of jacinth, and brimstone, and the heads of the horses were as the heads of lions; and out of their mouths issued fire and smoke and brimstone... for their tails were like unto serpents, and had heads, and with them they do hurt." Rev. 9:16-17,19

The Great Beast

"And they had a king over them, which is the angel of the bottomless pit, whose name in the Hebrew tongue is Abaddon, but in the Greek tongue has his name Apollyon." Rev. 9:11.

The Great Red Dragon

"Behold a great red dragon, having seven heads, and ten horns, and seven crowns upon his heads." Rev 12:3

Beast from the Sea

"And I stood upon the sand of the sea, and saw a beast rise up out of the sea, having seven heads and ten horns, and upon his horns, ten crowns, and upon his heads the name of blasphemy. And the beast which I saw was like unto a leopard and his feet were as the feet of a bear, and his mouth as of the mouth of a lion" Rev:13:1-2

Beast from the Earth

"And I beheld another beast coming up out of the earth; and he had two horns like a lamb, and he spake as a dragon." Rev: 13:11

Frog Demon Spirits

"And I saw three unclean spirits like frogs come out of the mouth of the dragon, and out of the mouth of the beast, and out of the mouth of the false prophet." Rev. 16:13.

THE END

LAMENTATIONS

CREATURES OF THE END

Animals are one of the most constant threats that the characters will have to contend with. Without the lordship over the beasts that God gave to mankind, they are more hostile, more menacing and just plain nastier. Moreover, the animals have been affected by the

Greens and are starting to grow larger and stronger. Snakes, especially, have become larger, more intelligent, and more common. The animals listed on the next page and their "Dire" variants may be encountered in North America in The End. They are broken into three groups- Common, Uncommon, and Rare. Common animals may be found almost anywhere in North

COMMON

Badger
Badger, Dire
Bat
Bat Dire (Special- Bite causes disease, Fort Save DC 5 or suffer 1d4 Con for four days)
Boar
Boar, Dire
Cat
Cat, Feral (as Cat but add 1 Hit Die)
Dog
Dog, Feral (As Dog but add 1 Hit Die)
Donkey
Eagle
Hawk
Horses
Mule
Owl
Rat,
Rat, Dire
Snakes
Viper
Weasel
Weasel, Dire
Wolf
Wolf, Dire
Wolverine
Wolverine, Dire

UNCOMMON

Bear, Black
Bear, Brown
Bear, Dire
Bison
Crocodile
Orca
Porpoise
Pony
Sea Lion
Shark
Shark, Dire
Squid
Whale

RARE

Ape
Ape, Dire
Bear, Polar
Camel
Cheetah
Constrictor Snake
Elephant
Leopard
Lion
Lizard
Monkey
Tiger
Tiger, Dire

America. Uncommon animals may be limited to a particular geographic area or have low population density. Rare animals will usually be non-native species that have escaped from a zoo, animal collector, or deceased pet owner. A Judge should feel free to create his own statistics for an animal or use published material such as the MM for guidelines. In general, Judges should consider increasing the Challenge Rating by one, given the relative lack of power of the Meek when compared with typical fantasy heroes.

MAGIC AND THE END

With the closing of Heaven and Hell, traditional black and white Magic has declined and/or become unstable. In this basic version of The End we will explore two areas of magic- The Word of God and Shamanistic Ritual. These two classes of magic represent either end of the spectrum in terms of new and old magic. magic in general will be given more substantial treatment in The Dark Arts (the upcoming supplement devoted to The Dark Arts).

The two types of magic discussed below utilize Feat driven as opposed to spell driven magic. Characters in The End must learn the particular rituals and patterns necessary to tap into the raw Magic of The End. Of course, as certain types of magic develop, this could change.

SHAMANISTIC MAGIC

In contrast to Word Magic, the magic of Shamans is waxing with the resurgence of the Savage Gods. No longer held in check by Heaven or co-opted by Hell, the Savage Gods are tapping into the renewed vigor of nature. The Meek are surrounded by this energy and those that are receptive are learning the rituals necessary to tap into it.

Shamanistic Magic is by its nature ritualistic. Practitioners of Shamanistic Magic generally spend substantial amounts of time communing the power of the natural world and learning its ways. This of course leaves them open to disruption. A Ritual is disrupted if the Shaman fails a concentration check (DC 10). If a Ritual is disrupted, a Shaman suffers 1d4 Ennui and must begin the Ritual again (and its Ennui Cost). Typically, a Shaman focuses on a totem or location. Their focus on this item or location eventually draws the attention of one of the Savage Gods who seeks a channel through which to direct his power into the world.

Those who practice Shamanistic Magic must designate a totem or location (or both) that will be the focus of their rituals (Location Foci are more powerful but are usually limited to a small area). This Focus shall be particular to the Shaman and shall be the basis of all of the Shaman's rituals. Without access to a Focus, the Shaman may not embark on a Ritual. A Shaman may have more than one Focus, but each Focus costs a Shamanistic Feat slot.

If a Focus is lost or destroyed, it may only be replaced by using another Shamanistic Feat.

Shamanistic Magic does have a drawback, however. The Rituals tap into the essence of the Savage God and correspondingly reduce the humanity of the ritual performer. Therefore, a Shaman suffers Ennui Gain each time he performs a Ritual, some of which may be permanent. Permanent Ennui Gains are added to a character's Ennui score and may not be reduced. For example, if Tom Shannon the Shaman had 15 permanent Ennui Points. His base Ennui would be 15 as opposed to a normal character whose base Ennui would be zero.

Shaman Focus

Prerequisites: Shaman, Meek level 8+, or Preacher level 3+ and the character must spend 500xp to create or designate a Focus.

Ennui Gain: 1 permanent point

Benefit: Character may use Shamanistic Magic Rituals by centering on their Focus. A totem Focus may be any item or location. Characters who choose a Totem Focus (item) gain a +2 Fort save due to the favor of their patron. Characters who choose a location gain a +2 to all saves and +2 to any checks while within a mile of their Location Focus. The benefits are removed if the Focus is destroyed.

Special: A Shaman receives this Feat automatically at first level. A Shaman may have more than one Focus. The effects are cumulative.

Savage Sight Ritual (Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: 1

Benefit: The Shaman must perform a 1 hour ritual requiring fire and shadow dancing. At the conclusion of the ritual, the Shaman or the target gains the ability to see in total darkness. This benefit lasts for 24 hours.

Special: A Shaman may take this feat multiple times and grant the Savage Sight to one target for each Savage Sight Feat.

Soul Shield Ritual (Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: 1d4 plus 1 for each target above one.

Benefit: The Shaman (and any targets) must perform a ritual of contemplation and quiet for 2 hours. At the conclusion of this ritual, the Shaman (and any targets) will become immune to any Ennui Gain for a period of 24 hours.

Special: This immunity does not apply to other Shaman Rituals. If a Shaman participates in another Ritual during this 24 hour period, the Ennui Gain from this Ritual will become permanent. This ritual cannot be used more than once a week.

Cooperation Ritual (Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: See below

Benefit: The Shaman may attune

his or her focus to other Shaman and spread the Ennui Gain from a second Ritual among the participating Shamans. When the second Ritual is performed, each Shaman must make a Will Save (DC 15) to successfully divide (rounded down) any Ennui Gain among the participating Shamans. Each Shaman shall save and the Ennui shall be divided among the successful Shamans. Shamans who fail the save suffer no Ennui Gain, but must make an additional Will Save (DC 15) or suffer 4 permanent points of Ennui Gain.

Special: None

Dark Compulsion Ritual

(Shaman Feat)

Prerequisites: Shaman Focus, Shaman 3+

Ennui Gain: 1d8 (1 permanent if Shaman fails Will Save DC 15)

Benefit: The Shaman must obtain a piece of hair, clothing, or other personal item from the target and perform a six- hour ritual. For the next twenty-four hours, the target of the Ritual will regard the Shaman as his trusted advisor or confidant. They will believe everything they are told and will follow all orders unless suicidal or harmful to the target. Orders which are suicidal or harmful will allow the target a Will Save against DC 4 plus the Shaman's level. There is no range limitation.

Special: None.

Soul Trace Ritual

(Shaman Feat)

Prerequisites: Shaman Focus, a personal item from the target

Ennui Gain: 1

Benefit: The Shaman must perform a thirty minute ritual using a personal item of the target after which the Shaman can track the target over any distance for a period of twenty four hours.

Special: If this feat is used on successive days, the Shaman suffers one point a permanent Ennui Gain.

Green Growth Ritual

(Shaman Feat)

Prerequisites: Shaman Focus, Shaman 4+

Ennui Gain: 1d4 per day of Ritual

Benefit: The Shaman must perform a fertility ritual for one day for each acre affected. The Ritual causes an area to experience rapid growth. Blighted areas become restored, natural areas grow aggressively, and man made items worsen one condition. This Ritual cannot be done on the same ground twice. Shamans of level 7+ also cause animals in the affected area to become Dire or grow to their maximum hit points.

Special: None.

Elemental Fury Ritual

(Shaman Feat)

Prerequisites: Shaman Focus, Open Flame, Shaman 3+

Ennui Gain: 1d8

Benefit: By performing this half

hour long ritual, the Shaman infuses an elemental with the power of a Savage God. The elemental so affected becomes a spirit (AC 15, HD 10, hp 50, Mv 10 ft. from source, Att: energy strike 1d10, SQ: incorporeal, reach 10 ft, immune to magic). This spirit exists for one hour per point of Ennui expended when the ritual is performed.
Special: None.

Wind Storm Ritual (Shaman Feat)

Prerequisites: Shaman Focus, Shaman 2+

Ennui Gain: 1d6

Benefit: After completion of this three hour Ritual, a Shaman has the ability to raise a swirling wind once in the next 24 hours. This swirling wind affects a twenty by twenty foot area which can begin as far as forty feet from the Shaman. Within the area, visibility is zero, all creatures suffer 2d10 hit points damage and 1d4 Ennui Gain, and Movement is reduced to 5 ft per round.

Special: None.

Savage Strength Ritual (Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: 2

Benefit: After performing this one hour ritual, the Shaman gains the ability to invoke the name of his Savage God to give himself or a target +2 to all Fortitude Saves and +3 to Strength and Dexterity for the next ten rounds.

Special: Use of this Ritual more

than once in a 12 hour period causes 1 point of permanent Ennui Gain.

Animal Trait Ritual (Shaman Feat)

Prerequisites: Shaman Focus, Hair, Fur or Feather of Animal

Ennui Gain: 1d4 points of permanent Ennui Gain

Benefit: The Shaman has tapped his Savage God's power to gain an animal benefit. A few are listed here, but the Judge may add others as he feels appropriate.

Strength of Bear: +1 Str, +2 to all Climb checks

Nimble Feet of Deer: +1 Dex, +2 to Hide checks

Heart of the Mountain Lion: +1 Con, +2 to Jump checks

Owl's Wisdom: +1 Wis, +2 to Spot Checks

Wolf Pack Leader: +1 Cha, +2 to Intimidate checks

Clever as a Cat: +1 Int, +2 to Escape Artist checks

Special: The Shaman may take this feat multiple times but may never the same ability twice.

Smoke Vision Ritual (Shaman Feat)

Prerequisites: Shaman Focus, personal belonging or item of target

Ennui Gain: 1

Benefit: After this half hour ritual, A Shaman will receive a vision of the immediate surroundings of the target. This vision will last for four rounds.

Special: This ritual can be used repeatedly. Shamans of 3rd level or

higher may send short messages to the target (10 words or less).

Curse Ritual

(Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: 1d4

Benefit: After completing this three hour ritual, a Shaman may designate a target creature to suffer a -3 Luck penalty to all rolls for the next 24 hours.

Special: If the creature makes a successful Will Save (DC 15 plus Shaman level), the Shaman will suffer 1 point of permanent Ennui Gain. The Shaman's appearance will take on characteristics of the animal.

Sympathy Ritual

(Shaman Feat)

Prerequisites: Shaman Focus, Open Flame

Ennui Gain: See Below

Benefit: After a 12 hour ritual, the Shaman may channel his Savage God's power through him to ease the pain of another. The Ennui Gain is based on the pain alleviated by the Shaman.

Heal 1d12 hit points: Gain 1

Ennui per 3 hit points healed (round down).

Restore temporarily lost ability scores: Gain 1 point Ennui per ability point restored.

Remove negative energy level: Gain 3 Ennui per level restored.

Neutralize Poison: Gain 5

Ennui Points.

Special: Each time a Shaman Eases Pain, he must make a Fortitude Save (DC8) or Gain 1 permanent Ennui Point.

Pain Focus Ritual

(Shaman Feat)

Prerequisites: Shaman Focus

Ennui Gain: 1

Benefit: After this half hour ritual is completed, the Shaman or his target will do maximum die damage (6 on a d6, 8 on a d8) on his next successful hit.

Special: None.

THE WORD OF GOD

("Word Magic")

A word of caution here- Word of God Magic is exceedingly powerful as it can be shaped to do almost anything. Judges should make using and discovering this Magic very difficult. They should also remember that use of this sometimes decaying Magic is uncertain and unpredictable with dramatic consequences for all involved, especially the user. Also, Word Magic is very difficult to Judge. It is a free flowing system in which the characters can use the Words to achieve any goal they wish within the confines of the Word and their imagination. A Judge must be prepared to be creative and firm. He or she must always maintain control.

Word of God Magic is the foundation of the black and white Magic that existed Before and flowed from the conflict between Heaven and Hell. For centuries prior to The End, black and white Magic had been in decline. This decline was primarily due to the rise of technology and a lack of practitioners. Both Heaven and Hell had adapted their strategies for wooing mortals

to environment that humanity crafted for itself. Black and white Magic were archaic compared to the power of the internet and television and both powers knew it. The closure of Heaven and Hell further sealed the collapse of such traditional Magic as most of its practitioners were taken. However, the foundation of such power still remains, waiting to be tapped and much more accessible know that the bones of the world have been

laid bare.

Word of God Magic is a feat based system which is driven by discovery. In order to use Word of God Magic, a character must discover and comprehend a Word of God. This is no easy task. The Words of God are not written. They are not even necessarily spoken. They must be comprehended -and then controlled.

Words of God should be VERY difficult to obtain. They cannot eas-



ily be taught and they are not readily identifiable. Discovery of the Words should only be allowed after substantial effort has been extended by a player and fully at the discretion of the Judge.

Word of God Magic has three basic feats: Comprehension, Manipulation, and Control. Each Word that is discovered by a character also costs a feat.

Comprehension (Word of God Feat)

Prerequisites: Int 13+, Preacher 3+, Meek 8+, Scientist 10+

Ennui Gain: None.

Benefit: The character has studied the crumbling of the old world and the birth of the new and has gained insight into the very making of the world. Characters with this feat may attempt to comprehend a newly discovered Word of God. Under normal circumstances, characters may only attempt this feat once per discovered Word of God. In order to comprehend, a character must first discover a Word and then study it for 1d10 days. At the conclusion of this time, the character must make a successful check (DC 15 or as modified by the Judge). This is only modified by a character's Intelligence bonus and, if available, the presence of a teacher who already knows the Word which the character is attempting to comprehend (+10 to check).

Special: Characters may take this feat multiple times. Each additional feat grants them +2 bonus on Comprehension checks.

Manipulation (Word of God Feat)

Prerequisites: Int 13+, Comprehension

Ennui Gain: None.

Benefit: A character who has the Manipulation Feat has learned how to manipulate the forces of the Word to achieve a certain effect inherent in the word. Use of a Word without the Manipulation feat is treated as an automatic failure. Each time a character uses a Word, he must use the Manipulation Feat to successfully achieve his will. A character must declare the Word and his proposed use. He or she must then make a check modified only by his or her Intelligence Bonus against a DC set by the Judge to achieve the goal (suggested base DC is 17). For example, a character (Int 13) knows the Word for fire. He states that he wishes to create a circle of fire for the party to ward off the cold and wolves. The Judge rules that he must beat a 12 to successfully start a fire. The player rolls a 15 plus his +1 Int Bonus for a 16. The fire starts. Now, he has to control it.

Special: Characters may take this feat multiple times. Each additional feat grants them +2 bonus on Manipulation checks.

Control (Word of God Feat)

Prerequisites: Int 13+, Comprehension, Manipulation

Ennui Gain: None.

Benefit: A character who has the Control Feat can successfully con-

trol the Word Magic which he uses and manipulates on a successful check (modified only by Int Bonus). Use of a Word without the Control feat is treated as an automatic failure. Control can be a specific or general as the players decide. The Judge should be particularly difficult about forcing them to be precise and should exploit any failures to state goals clearly. The Judge must set each base check with regards to the players goal (suggested base DC is 17). Using our example from above, the character successfully used the Word to create a circle of fire, but rolls a 6 +1 (for Int Bonus) = 7 on his control check. The Judge had assigned a DC of 10 so this result is a failure. The Fire encircling the party leaps out of its bounds burning both inward and outward causing damage to all within the circle and all without who were not fast enough to avoid the flame as it burns out to a distance of 100 feet (if this seems harsh, it should. Word Magic can bring the fires of Heaven down, but uncontrolled it is indiscriminate and players should fear it as such). Loss of control can also result in the opposite effect of the Word as words are often merely reflections of each other.

Special: Characters may take this feat multiple times. Each additional feat grants them +2 bonus on Control checks.

Word Magic can be used if only the Comprehension Feat or only Comprehension or Manipulation Feats are known, but the conse-

quences should be powerful, twisted, and perverse. Use of a Word without the Manipulation or Control feat is treated as an automatic failure. Still, as a last ditch effort, the unmanipulated or uncontrolled Word of God could achieve a player's goals.

Word Magic has varying effects on human targets. If a player targets a living creature with any Word Magic, the target must make a Will Save subtracting the caster's level and any Ennui Effects but adding all applicable Will Save bonuses.

Words Known to be Discovered

These Words have been reported as in use. This does not mean they will be readily taught, only that they exist. Of course, they are not written.

These brief Word descriptions are meant to only convey the basic parameters for the effects. They are guidelines not rules set in stone.

Simple Manifestation: This is the simplest, basic evidence that the Word has been used. It usually appears just briefly surrounding the user as the Word is used.

Examples: These are examples of uses and their difficulties. A player may use the Word in any manner the Judge allows. The Judge should pay close attention to players use of the Words and the appropriate DC levels. Penalties should be aggressively assessed for range, distance, and any other factors a Judge feels are appropriate.

Failure Result: These are examples of the result of failures to Control or Manipulate the Words. These are not exhaustive. Judges are encouraged to be clever and vicious.

Fire

Simple Manifestation: A small flame appears consuming a nearby flammable material.

Examples: The Fire Word can be used to light a cigarette (Manipulation DC 8, Control DC 12) or call fire from the sky to blast opponents (Manipulation DC 7, Control DC 18 +2 for each opponent + any other modifiers the Judge feel appropriate for range, distance, area, etc.).

Failure Results: Out of control fire, no effect.

Water

Simple Manifestation: Water wells up from the earth. **Examples:** The Water Word can be used to cause small amounts of water to well up from the earth or fall from the sky (Manipulation DC 14, Control DC 16 plus any modifiers for location) or to cause a rainstorm (Manipulation DC 19, Control DC 18).

Failure Results: Flood, drought, no effect.

Wind

Simple Manifestation: A light breeze blows.

Examples: The Wind Word can be used to kick up a slight breeze or large storm (Manipulation DC 7, Control DC 10 to 18).- or creatively to listen to conversations far off (Manipulation DC 17, Control DC 12).

Failure Results: Hurricane, no effect.

Growth

Simple Manifestation: Life grows at an accelerated pace.

Examples: Make a flower bloom (Manipulation DC 4, Control DC 8). Overgrow a Building (Manipulation DC 5, Control DC 18). Failure results: Plant life dies, no effect.

Decay

Simple Manifestation: Something decays, a smell permeates the area.

Examples: Rot a small wood log (Manipulation DC 10, Control DC 12). Undermine a building (Manipulation DC 14, Control DC 16).

Failure Result: No effect, rampant rot.



Vision

Simple Manifestation: A reflection reveals a far away scene.

Examples: View small area (Manipulation DC 18, Control DC 10). View large scene and pan around. (Manipulation DC 20, Control DC 14).

Failure Result: No effect, warped vision.

Light

Simple Manifestation: A twinkle of light appears.

Examples: A short burst of light (Manipulation DC 10, Control DC 14). A sustained beam or lighting of an area (Manipulation DC 19, Control DC 16).

Failure Result: Blinding brightness, no effect.

Darkness

Simple Manifestation: A mote of darkness hangs.

Examples: Cover a small lens. Manipulation DC 16, Control DC 12). Create a 10' sphere of darkness (Manipulation DC 16, Control DC 17).

Failure Result: No effect, incorrect target area.

Love

Simple Manifestation: The scent of spring lingers.

Examples: A slight infatuation (Manipulation DC 15, Control DC 15). Having everyone in a room love a target (Manipulation DC 19, Control DC 20 plus one for every person in the room).

Failure Result: Target hates user, no effect.

Honesty

Simple Manifestation: A truth revealed.

Example: Sense lie (Manipulation DC 15, Control DC 12). Force someone to reveal the truth (Manipulation DC 18, Control DC 18).

Failure Result: Too much information, no effect.

Players should be allowed to be very creative, but Judges should also be creative in twisting their intent. For example, if a character is successful in using the Love Word to force everyone in the room to Love him, make sure to have a jealous rage affect one person, lovesickness another, and so on. Be tough. Force the players to be precise and judicious in their use of the power. Word Magic shapes the world and it should be treated that way.







Chapter Seven: Book of Numbers

Every game has a system, or set of rules, that govern the way the game is played (to help speed things along). Where most role-playing games are rather complex, The End has been kept extremely simple. You should read this entire section before playing. If you are the Judge for your particular group, it is recommended that you become extremely familiar with this chapter, so that game play is not slowed down while you look for a particular rule.

Hit Points

All characters (and some items) have a certain number of hit points. Hit points represent a character's luck, health, and basic physical condition.

If a character's Constitution changes, modify that character's hit point total immediately.

Death, Dying, & Healing

As a character takes damage, subtract that damage from the character's hit points.

Effects of Hit Point Damage:

At 1+ hit points, a character is able to act normally.

At 0 hit points, a character is disabled.

At from -1 to -9 hit points, a character is dying.

At -10 or lower, a character is dead.

Massive Damage

If a character ever sustains damage so massive that 30 points of damage or more are inflicted in one deduction, and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this saving throw fails, the character dies regardless of current hit points.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not uncon-

scious, but is close to it. The character can only take a partial action each round, and if the character performs any strenuous activity, the character takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. If the character takes a strenuous action, the character's hit points drop to -1, and the character is dying.

Dying (-1 to -9 Hit Points)

When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

If the character's hit points drop to -10 (or lower), the character is dead.

A character can keep a dying character from losing any more hit points and make the dying character stable with a successful Heal check (DC 15).

If any sort of healing cures the dying character of even 1 point of damage, the dying character stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes the character conscious and disabled. Healing that raises the character's hit points to 1 or more makes the character fully functional again, just as if the character had never been reduced to 0 or less (this is subject to the recovery rules described in the Book of Acts).

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, or if the character takes massive damage and fails the saving throw (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.

Stable characters and Recovery

An hour after a tended, dying character becomes stable, roll d%. The character has a 10% chance of becoming conscious, at which point the character is disabled (as if the character had 0 hit points). If the character remains unconscious, the character has the same chance to revive and become disabled every hour. Even if unconscious, the character recovers hit points naturally. The character is back to normal when its hit points rise to 1 or higher.

A character who stabilizes on its own (by making the 10% roll while dying) and who has no one to tend for it still loses hit points, just at a slower rate. The character has a 10% chance each hour of becoming conscious. Each time the character misses the hourly roll to become conscious, the character loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, the character loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing hit points (even if the character's current hit point total is negative).

Healing

A character can never get back more hit points than the character lost.

Natural Healing

A character recovers 1 hit point per day of rest. If the character undergoes complete bed rest (doing nothing for an entire day), the character recovers two hit points per day.

Medical Healing

Various medical skills can give a character back hit points. Each use of such skills restores a different amount of hit points. The primary skill for this purpose is Medical - Treat Wounds. Hit Points restored through medical healing can be lost if the character does not rest adequately following a medical procedure (see the Book of Acts).

Healing Ability Damage

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day. The Medical -Treat Illness skill may be used to restore lost ability points.

SUBDUAL DAMAGE

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock a character out or make a character faint.

Nonlethal damage is subdual damage. If a character takes sufficient subdual damage, the character falls unconscious, but the character doesn't die.

Dealing Subdual Damage

Certain attacks deal subdual damage. Other stresses, such as

heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much that has accumulated. Do not deduct the subdual damage number from a character's current hit points. It is not "real" damage. Instead, when a character's subdual damage equals a character's current hit points, the character is staggered, and when it exceeds a character's current hit points, the character goes unconscious. It doesn't matter whether the subdual damage equals or exceeds a character's current hit points because the subdual damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to deal subdual damage instead, but the character suffer a -4 penalty on the attack roll.

A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but the character suffers a -4 penalty on the attack roll.

A character may never use a firearm for subdual damage purposes except as provided with respect to Kevlar and Body Armor.

Staggered and Unconscious

When a character's subdual damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's subdual damage again.

When a character's subdual damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's subdual damage again. Nothing bad happens to a character if the character misses this roll.

Healing Subdual Damage

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a medical healing cures hit point damage, it also removes an equal amount of subdual damage, if any.

COMBAT

Combat in *The End* is Dangerous and Deadly. Combat should not be entered into lightly, and any group should expect to take casualties. Combat in *The End* uses the d20 system, but requires one primary modification: the post apocalyptic modern world contains everything from broken bottles to weapons of mass destruction.

FIREARMS

Firearms will quickly become every player's most indispensable item. As such we have included a list of common firearms in a wide variety of shapes and sizes (this is by no means an exhaustive list of firearms and we encourage Judges to draw from other sources).

As a starting point for the firearms used in *The End*, we would like to make it clear that we think a gun is better than a knife. A gun in the hands of an unskilled user can drop a martial arts master faster than you can say "Kiaaa!". In addition, if you are shot, expect to die.

Firearms have several special

traits that make them different from other weapons, particularly muscle-powered weapons, like the cross-bow and sword. These traits are discussed below.

Firearms and Armor

Suits of armor went out of style when guns were created. Why? Because armor does not stop bullets. The only exceptions to this are the rules for kevlar and body armor. In terms of d20 combat, this means that armor and shield bonuses do not apply to AC against guns (a leather jacket won't deflect a bullet).

Kevlar and Body Armor

Kevlar and Body Armor are the only forms of armor that will regularly effect the likelihood of taking serious damage from a bullet. Accordingly, unlike normal armor and shields, the AC bonus attributable to Kevlar and Body Armor does apply to modern firearms. In general, with respect to melee weapons and non-firearm projectile weapons, the AC bonus of Kevlar is reduced by one-half (rounded up).

Although Kevlar and Body Armor provide protection from the piercing damage and the gaping wounds generally associated with being hit by a bullet, they do not protect the wearer from the blunt trauma of a 1 ounce peice of lead decelerating from a speed of 500 feet per second to a dead stop upon impact. In other words, it still hurts, alot. In *The End*, this reality is dealt with as follows.

Since Kevlar and Body Armor do not cover the entire body, the wearer can still be hit, as normal.

Any successful to hit roll taking into account the AC bonus provided by the Kevlar or Body Armor is considered to have hit the wearer of body armor in an area not fully protected by the armor (i.e., you are hit in the arm, not the chest).

If a bullet would have hit someone wearing Kevlar or Body Armor but for the AC bonus attributable to the Body Armor, that person must make a Fortitude Save or be stunned for 1d2 rounds. The difficulty of the Fortitude Save is 6 plus the amount of damage that the wearer would have taken had the bullet not hit the Armor. In addition, all damage that would have been dealt but for such armor is taken as subdual damage.

For example, if John Tainquist, who has a Dexterity of 18 (AC bonus +4), is wearing Kevlar which grants an AC bonus of +2 against guns, his combined AC is 16. John's enemies corner him in a dark alley and begin firing. John's first opponent rolls a modified 17, for a hit. Fortunately, John only takes 13 points of damage, and is still alive. John's second opponent rolls a modified 15, which would normally be considered a miss. However, since John's AC is 16 only because of the Kevlar, John's second opponent's bullet is considered to have hit John's Kevlar. John

would have taken 10 points of damage, but because of the Kevlar, he takes this damage as subdual damage. However, the subdual damage does not exceed his remaining hit points. Although his life is saved by his Kevlar, John must also make his Fortitude save, DC 16 (base 6 + 10 points of Damage). John fails his save and rolls a 1 for number of rounds stunned. John's enemies proceed to make quick work of him. John now knows what actually happened to God after the events of the Book of Revelation. Unfortunately, he cannot communicate his discovery to the rest of the Meek.

The existence of Kevlar and Body Armor following the end of the world should be considered very rare. In addition, most body armor is made of synthetic materials which are particularly subject to the Blues. As the Blues effects Kevlar, its AC bonus should be reduced accordingly.

Chemically Propelled

Unlike bows, slings, and crossbows that use mechanical, muscle-based force to hurl a projectile, firearms rely on simple chemical combustion. The propellant detonates, transforming into a gaseous state. The gas expands, forcing the bullet down the barrel of the weapon. The

Kevlar and Body Armor

	<u>Armor Bonus</u>	<u>Max Dex Bonus</u>	<u>Armor Check</u> <u>Penalty</u>
Kevlar Vest	+1	+6	0
Kevlar Jacket	+2	+4	0
Soft Body Armor	+3	+3	-2
Hard Body Armor	+4	+2	-2
Full Body Armor	+5	+0	-4
Tactical Armor (and Helmet)	+6	+0	-6

bullet (and some of the gas) escapes the end of the barrel in excess of the speed of sound, with a loud crack and flash. The only practical limit to the velocity of the bullet is the rate at which gases can expand. This is quite unlike more "primitive" muscle-powered weapons that are limited by the strength and skill of the user. Regardless of who wields the firearm - from a withered crone to an Austrian bodybuilder - the bullets come out with the same force and inflict the same damage. What does this mean for a d20 game? A character does not apply his Strength bonus to the damage inflicted by a firearm.

Accuracy

The bullet fired from a gun travels far faster than an arrow, sling stone, crossbow bolt, or hurled knife. In comparison to these weapons, it has less need to "lead" a target (i.e., aim in front of it) at long ranges. To all practical means, a bullet is invisible because of its speed and moves so fast as to be impossible to dodge. Firearms are easy to aim and are capable of precise targeting at relatively long ranges. Wind, rain, and other environmental effects do less to spoil a bullet's trajectory in comparison to more primitive weapons. The game impact of these realities is best demonstrated by the fact that traditional armor does not effect Armor Class against firearms.

Recoil

When a gun is fired, it is pushed backwards, towards the shooter, and the muzzle pitches upward. This is called recoil or "kick." Recoil is the gun's reaction to its action of propelling a bullet.

Generally speaking, the lighter the firearm, the more it kicks. The more powerful a round fired by a gun, the more the recoil. The shorter the barrel - which causes more propellant gas to be wasted - the greater the recoil. The more powerful a firearm's recoil, the less accurate the firearm. When fired rapidly, recoil spoils the aim of the shooter, driving the barrel up and off target. In this system, a single number designates Recoil. The caliber of the round, the size of the propellant, and size of the firearm determine it. The effects of the Recoil attribute are described below.

Recoil and Rapid Fire

In this system's simplified model of firearms, Recoil applies a negative penalty to your attack rolls when you attempt to fire a gun rapidly. When you fire faster than single fire, you're going to suffer the effects of recoil. The exact effects are described on the Firearms Chart (later in this Chapter).

Types and Rates of Fire

With a modern, self-loading firearm, you can fire off several shots during the time of a typical sword swing or thrust. Pumping out a veritable cloud of lead is nothing more difficult than rapidly pulling the weapon's trigger. To simulate this in d20 play, several new Rates of Fire have been created. Using a weapon with a special Rate of Fire lets you shoot several times with a single attack action.

Certainly there are more types of burst-fire in the "real world," but for purposes of this system, only three, ten, and fifty round bursts are included in The End.

FIREARMS

	Damage	Rates of Fire	Ammunition	Capacity	Recoil	Weight (lbs)	Range Increment	Weapon Class
PISTOLS								
SUPER REDHAWK	2d6+1	SF, DF	.44 MAG	6	-3	4.5	20	COMPLEX
S&W 38 SPECIAL	1d6+2	SF, DF	.38	6	-2	2.5	10	ADVANCED
COLT "PYTHON"	1d6+1	SF, DF	.357	6	-1	2.5	20	ADVANCED
COLT M1911A1	2d6+1	SF, DF	.45	7	-3	4	20	COMPLEX
TAURUS PT 99	2d6	SF, DF	9MM	10	-2	2.5	30	COMPLEX
GLOCK 22, .40	2d6	SF, DF	.40	10	-2	3.5	30	COMPLEX
MR DESERT EAGLE	2d6+2	SF, DF	.50 AE	4	-4	4	20	COMPLEX
ASSAULT RIFLES / MACHINEGUNS								
STEYR STG.77 / AUG	2d6	SF, DF, 3B	5.56MM	30	-2	7	150	CA
AK-47	2d6+1	SF, DF, 3B	7.62MM	30	-2	10	120	COMPLEX
COLT M16	2d6	SF, DF, 3B	5.56MM	30	-2	8.5	120	COMPLEX
FN FAL	2d6+1	SF, 3B, 10B	7.62MM	20	-3	10.5	90	COMPLEX
BROWNING M2HB	3d6	10B, 50B	.50BMG	100	-5	80	60	COMPLEX
M60	2d6+1	10B, 50B	7.62MM	100	-5	22	90	COMPLEX
STEYR SCOUT TACTICAL	2d6+1	SF, DF	7.62MM	10	-2	7	300	ADVANCED
ARCTIC WARFARE-50	3d6	SF, DF	.50BMG	5	-5	35	360	COMPLEX
SUBMACHINEGUNS								
RUGER MP9	2d6	SF, DF, 10B	9x19MM	32	-4	8	15	COMPLEX
HK MP-5	2d6	SF, DF, 10B	9x19MM	30	-4	7	30	COMPLEX
THOMPSON	2d6+1	SF, DF, 10B	.45ACP	50	-5	18	15	ADVANCED
FN P90	2d6-1	10B, 50B	5.7x28MM	50	-5	6.5	10	COMPLEX
SKORPION VZ 61	1d6+2	10B	.32ACP	20	-3	4	10	COMPLEX
SHOTGUNS								
WINCHESTER 1300	**	(SB) SF, DF	12 GAUGE	2	-2	8	30	ADVANCED
REMINGTON 870	**	(SB) SF, DF	12 GAUGE	8	-2	8.5	30	ADVANCED
BENELLI SUPER 90	**	(SB) SF, DF	12 GAUGE	7	-4	8.5	30	ADVANCED
HK / OLIN CAWS	**	(SB) SF, DF, 3B	12x76MM	10	-8	10	10	CA
SAWED OFF SHOTGUN	**	•	*	*	-8	•	10	*

GRENADES AND EXPLOSIVES	Damage	Burst Radius	Flux Level	Shock Time
EXPLOSIVE (STICK OF DYNAMITE)	4d6	5 FT	FORT DC 9	1d2
EXPLOSIVE (MILITARY GRADE C-4)	6d6	15 FT	FORT DC 12	1d4
FRAGMENTATION	4d6	15 FT	FORT DC 12	1d2
CONCUSSION	2d6	10 FT	FORT DC 15	1d4
INCENDIARY	3d6	10 FT	FORT DC 5	1
NUCLEAR EXPLOSION	112d6	1 MILE	FORT DC 36	PERMANENT

CRITICALS: The Critical for all firearms is 19-20/x2

Damage Type: The Damage Type for all firearms is piercing

• The statistics for a sawed off shotgun match those of the original shotgun except where otherwise noted.

** See Shotgun Table.

**Standard Fire (SF)**

Standard Fire allows you to attack with a firearm as many times as you have attacks per round. The Recoil modifier does not apply to Single Fire shooting.

Almost every firearm permits you to perform Standard fire. However, certain machineguns and submachineguns only let you fire bursts.

Double Fire (DF)

Double Fire lets you fire two shots with each attack. Each shot suffers a penalty to hit equal to the weapon's recoil penalty.

Double Fire may be directed at two separate targets. This imposes a -4 penalty to hit both targets. Damage bonuses for specialization and the like apply to each shot you perform with Double Fire.

Shotgun Blast (SB)

Shotguns and sawed-off shotguns fire a shell that normally contains around a dozen pellets. This shot spreads out rapidly after it leaves the barrel, covering a larger area the further it travels from the gun.

As you might guess, this makes it easier for even a relatively unskilled character armed with one of these weapons to hit the target. On the other hand, it also means that the further from the target the attacker is, the less shot actually hits the target.

In game terms, any character using a shotgun gains a +2 bonus to her ranged attack roll, and an additional +1 bonus for each range increment beyond the first; up to a

maximum bonus of +5. This represents the widening of the shot pattern. Normal range modifiers still apply.

On the other hand, the damage caused by the shotgun is reduced the further the target is from the attacker. This is summarized in the Shotgun Table.

Note that Sawed Off Shotguns are ineffective following the fifth range increment.

Some shotguns allow for double fire and three round burst. The modifiers described in those sections apply in addition to the modifiers described here.

Shotguns Slugs (SS)

Shotguns can fire large, rifled hunks of lead called "slugs." A slug is fairly inaccurate, despite its rifling, so a character firing one suffers a -2 penalty to his attack roll. Since the slug doesn't spread like normal shotgun pellets, it doesn't grant any sort of attack bonus.

A slug is still a big hunk of lead and packs a wallop, so it does 4d6 damage regardless of range and has a critical of 19-20/x3.

Some shotguns allow for double fire and three round burst. The modifiers described in those sections apply in addition to the modifiers described here.

3-round Burst (B3)

A burst occurs when several bullets are rapidly and automatically fired with a single pull of a firearm's trigger. The advantages of a Burst: it is easier to hit your target, and it is possible that you might hit your target with more than one bullet, inflicting more damage. A 3-round Burst counts as one attack; three bullets are fired with a single pull of the trigger. If you perform a Standard Attack Action, you can do one burst. If you perform a Full Attack Action, you can perform one burst for each attack. Whether each bullet hits must be determined independently. The recoil penalty applies normally to the first bullet, double to the second bullet and triple to the third bullet. Thus, depending on the recoil penalty, one, two, or three bullets can hit the target. Resolve the to hit and damage of each bullet separately.

You cannot direct a three round burst at multiple targets.

Damage bonuses for specialization and similar abilities apply to the first bullet in a burst, but not any others.

Point Blank Burst: If you fire at Burst at a target within 5' and hit, the recoil penalty does not apply to the first two bullets (but the close combat penalties apply).

Shotgun Blast Table

<u>Range</u>	<u>Shotgun Damage</u>	<u>Sawed Off Damage</u>	<u>Bonus</u>
Touching	4d6	5d6	+2
First Increment	3d6	4d6	+3
Second Increment	2d6	2d6	+4
Third Increment +	1d6	1d6	+5

**10-round Burst (B10)**

A 10-round Burst is an extended burst intended to spray an area with a hail of bullets. With a single pull of the trigger (one attack), 10 rounds are automatically fired from the weapon. For all practical purposes, a 10-round burst is rock-n-roll, fully automatic fire. It affects a 5' wide path in a straight line out to 5 times the weapon's range increment (this is the "damage path"). Everything within the damage path is subject to being hit.

When executing a 10-round burst the player must make a normal attack roll. This roll will apply to resolving whether each target in the damage path is hit, and by how many bullets. The recoil penalty of the weapon applies to this roll. The result of this attack roll is used to determine whether or not each target in the damage path is hit based on each target's AC.

For every 5 points you roll over the number needed to hit each target, an additional bullet hits and inflicts normal damage, up to a maximum of 3 bullets per target.

More than 10 targets in the damage path may be effected (bullets do pass through people). However, the maximum number of people hit is subject to the Judge's discretion.

50-round Burst (B50)

Some self-loading fully automatic weapons are capable of 50-round bursts. A 50-round Burst is similar to a 10-round burst in mechanics, except it affects a 10' wide damage path.

For every 3 points you roll over

the number needed to hit each target, an additional bullet hits and inflicts normal damage, up to a maximum of 5 bullets per target.

Report and Muzzle Flash

Firearms are more conspicuous than muscle-powered, primitive weapons. Where a crossbow makes no more than a "twang" when fired, a gun makes a loud, resounding "crack" and spits a ball of fire. Two things cause the loud crack when a gun is shot. One is the chemical combustion that propels the round; the expanding gases make a loud pop. The other is the bullet breaking the speed of sound and causing a small sonic boom. The loud noise of a gun firing is its report.

The ball of fire spit from the muzzle of a gun when it fires is called muzzle flash. Muzzle flash is the burning of wasted propellant. In

some guns, it is so bright that it can be seen in broad daylight. Report and muzzle flash makes it easy to detect a firearm when it is shot. A Spot check against DC 0 detects muzzle flash at night, DC 10 during the day. The sound of a firearm shooting can be heard about half a mile away in open country and about two hundred yards in urban areas. You do not need to make Listen checks to hear it. However, if you wish to pinpoint the direction from which the sound came, you must make a Listen check against DC 0 (modified normally for distance).

Ammunition, Capacity and Reloading

Ammunition is not interchangeable. The ammunition listed on the Firearms chart is listed primarily to demonstrate which





weapons have compatible ammunition. If the ammunition listing for 2 weapons is different in any way, the ammunition is not interchangeable.

Reloading a weapon varies greatly from gun to gun. Without going into painful detail, we have described the basic types of reloading and timing requirements.

Individually Loaded

This type of firearm holds only one to six rounds of ammunition. Each time you wish to reload, you must manually load new rounds into the firearm. This category covers everything from six-shooters to sniper rifles to over-under and pump shotguns.

Reloading an individually loaded weapon that holds one or two bullets or shells is a move equivalent action. Reloading a revolver or a pump shotgun requires an action (for up to 10 bullets or shells). Loading more than six shells or bullets for higher capacity individually loaded weapons requires a full-round action.

Clip or Magazine

A clip is a thin piece of metal that holds several (usually 8 to 10) rounds together. The clip is pushed into the receiver of the firearm and stored in an internal magazine space. When the clip is emptied, it is ejected from the weapon and discarded. With a move equivalent action, you can load a clip or magazine into a weapon. However, loading bullets into a clip or magazine takes an action. If a clip holds more

than 10 bullets, fully loading the clip takes an Action for every ten bullets. A quick loader for a revolver is considered a clip for the purposes of these rules.

Chain Fed Weapons

Reloading a Chain-Fed gun of any sort is generally a very complex activity. Accordingly, reloading a Chain Fed weapon always takes a full-round action.

OTHER COMBAT RULES

Weapon Class

There are multiple weapon classes. The classes are used to determine the simplicity of each weapon and the level of knowledge required to proficiently use such a weapon.

There are three different descriptions for a firearm's simplicity: Advanced, Complex, and Computer Age (CA). These correspond with a firearm's treatment for purposes of dealing with the effects of the Blues.

Misfires (and the Blues)

The phenomenon known as The Blues has increased the inci-

dents of misfire among firearms. However, even under the worst conditions firearms have a very low incidence of serious misfire. If you are using a firearm and you roll an attack roll of a natural 1, something has gone wrong. More often than not, this merely reflects the fact that you flinched in anticipation of firing the gun. Every once in a while, this means the gun has suffered a minor, or even a major misfire. In the world of The End, the possibility of a misfire is considerably higher than normal. Prior to The End, most guns suffered a minor misfire once every 10,000 rounds, and some never suffered a misfire. With the resurgence of The Blues, guns tend to misfire more often. The Misfire Chart must be consulted whenever a character rolls a natural 1 while using a firearm. The chart compares the weapon's complexity with the weapon's condition. Conditions are described in greater detail in Lamentations.

There are three possible misfire results: Minor Misfire, Major Misfire, and Catastrophic Misfire. The most common result is a minor misfire. A Minor Misfire means that a shell fails to fire or the action of the weapon is briefly jammed. On a minor misfire, a character

Misfire Chart

Weapon		Weapon Condition	
<u>Sophistication</u>	<u>Computer Age</u>	<u>Complex</u>	<u>Advanced</u>
Brittle	Catastrophic	Catastrophic	Catastrophic
Damaged	Major	Major	Major
Worn	Major	Major	Minor
Good	Minor	Minor	Minor
Excellent	Minor	No Effect	No Effect
Masterwork	No Effect	No Effect	No Effect

must take a full round action to clear the weapon. On a major misfire, the weapon loses one condition category, must be fixed before it can be used again, and is subject to a catastrophic misfire check. A catastrophic misfire check is a roll against DC 7 (failure results in a catastrophic misfire). On a catastrophic misfire the weapon explodes. The user of the weapon suffers damage equivalent to the weapon's damage multiplied by two (Reflex save -8 for ½ damage). Each character within 10 feet of the character suffers the weapon's damage (Reflex save for ½ damage).

Cover

Since traditional armor is ineffective against bullets, the idea of diving for cover and taking partial cover behind various object is very important. The miscellaneous Firearms Modifiers Chart gives some guidelines for Cover.

Miscellaneous Firearms Modifiers

Numerous situations will come up when using firearms that are not dealt with in this book. In an effort to anticipate some of those situations, we have created a chart of common modifiers.

Miscellaneous Firearms Modifiers Charts

Condition

Modifier

Shooting from a moving vehicle

Cautious Speed

-2

Cruising Speed

-3

High Speed

-4

Top Speed

-6

Bracing Weapon (on a tree or a wall, etc.)

+2

Shooting while walking

-1

Shooting while running

-4

Shooting at walking target

-1

Shooting at running target

-2

Telescopc Sight

See telescopic sight rules

Range Increment Penalty

-1 per range increment

Other Situational Modifiers

Judges discretion

Cover

Example

Reflex Save Bonus

AC Bonus

One quarter

Behind a short wall

+1

+2

One half

Fighting from around a corner or behind a truck

+2

+4

Three quarters

Looking around a corner or crouching behind a window

+3

+7

Nine-tenths

Shooting through a narrow window or mail slot

+4

+10

Gun Size (yes, size matters)

Guns that weigh less than five pounds do not pose problems in most combat situations (pistols, small sub machine guns, sawed off shotguns). Guns that weigh more than five pounds (large sub machine guns, shotguns, and rifles) can be hard to wield or maneuver. If you are using a gun that weighs more than five pounds against targets within five feet you suffer a -8 penalty to your attack bonus. If you are using a gun that weighs less than five pounds in a melee combat situation, you will suffer a -3 penalty to your attack bonus.

Guns that weigh more than five pounds may not be used for two handed combat.

Telescopic Sights

Snipers and other sharpshooters sometimes use weapons with telescopic sights. A scope reduces any penalties due to range by an amount equal to its power, i.e. a 4x scope reduces the range penalty by 4.

Note that this is not a bonus to hit. It simply reduces the penalty. If the DC of a shot is raised by 2 due to range, a 4x scope would simply reduce this modifier to +0, not give a +2 to hit.

A telescopic sight only grants this ability to Single Fire attacks. If the attacker does not make a Single Fire attack with a scope-equipped weapon, the power of the scope is actually applied to the attack roll as a penalty. A 4x scope, for example, would inflict a -4 penalty to hit on the second shot of any Double Fire attack. This is in addition to the normal recoil penalty. This is because a scope's narrow field of vision makes it difficult to reacquire a target after the weapon recoils. The more powerful the scope, the more pronounced this effect is.

Grenades

The base DC to hit with a grenade is 10 plus modifiers for range. The range increment for grenades is 15 feet with a max



range equal to 5 range increments. Rifle grenades have an increment of 30 feet and a maximum range of 10 increments. In situations where a character can't see the target area - lobbing the grenade over a wall or around a corner - the base DC is raised by 5.

If the attacker is trying to throw or fire a grenade through a small opening, apply a modifier to the DC equal to the size of the opening. Below are some examples:

Grenade Attack Modifiers

<u>Opening</u>	<u>Modifier</u>
Doorway	+2
Window	+4
Open Tank Hatch	+6
Bunker Firing Slit	+8

Returning Grenades

Hand grenades do not explode on impact; they have a fuse that must burn down. This can give a defender time to scoop up the grenade and throw it back. Whenever a hand grenade lands within 5 feet of a character, he may declare that he is attempting to throw it back. To do this, he must make a successful Reflex save versus a DC of 20. If the save is made, the character can throw the grenade as a normal attack. A returned grenade explodes as soon as it reaches the target.

If the would-be character fails his save, the grenade explodes as normal and the character does not get a Reflex save versus the damage.

Rifle grenades are fused to explode on impact and may not be

thrown back.

Explosions

All explosive weapons (including grenades) have a primary burst radius listed in feet. All targets within this radius must make a Reflex save (DC15) or take full damage. Those who save take only half damage.

Targets within twice the listed burst radius for an explosive weapon take only half damage. If they make a successful Reflex (DC15) save, they take no damage.

Stun

The blast from an explosion can have a stunning effect on those caught within it. All characters within an explosion's primary blast radius must make a Fortitude save (the DC is listed on the Firearms chart for each type of explosive).

Shock

Most people in our culture are unused to the idea of being shot at or otherwise attacked. These people, (i.e. the characters and other human beings) must roll to see if they can adjust to a hazardous situation. Once initiative is established, all characters in combat must make a Will save against DC 12. If the character saves, it can act as the player sees fit. If the character does not save, the character acts like a deer caught in a car's oncoming headlights. (This is the most natural reaction for an average human being; soldiers and policemen must be specially trained to dive for

cover at the first sign of danger).

Once a character succeeds on a shock roll, no further shock rolls are made for the duration of that combat. If a character does not succeed, he must roll for shock again each turn until he does succeed.

A character in shock can take no action whatsoever. This is where you had better hope your friends are good enough to tackle your character out of the action.

VEHICLES

Those who want to drive need the Driving skill to properly handle most vehicles. Those who don't are in for some nasty bumps and bruises if they try to do anything tricky.

Note that in The End most roads are damaged and reduced to dirt or gravel or a paved surface that quickly crumbles under the passage of heavy or armored vehicles.

All vehicles have the statistics listed below.

Armor Class: A vehicle's armor class reflects its size, the slope of its design, and the ability of any armor to turn aside attacks.

Hit Points: Vehicles have hit points just like people and creatures. Attacks against the vehicle cause normal damage, and when a vehicle runs out of hit points it is effectively destroyed. The Judge must decide what it takes to fix the vehicle.

Hardness: Most vehicles have Hardness values as well. This is subtracted from any damage done to the vehicle. Open-topped vehi-



cles don't get their Hardness protection if the attack comes from above or inside it.

Critical Hits: Critical hits against vehicles cause additional damage as usual.

Speed: The listed Speed is the vehicle's Cruising Speed in Miles Per hour. This is the normal pace the contraption was built to handle.

Movement

Vehicles move on their driver's initiative. Any passengers act on their own initiative as usual.

The listed Speed of each vehicle is its "cruising speed."

Cautious speed is half or less of cruising speed.

High speed is up to twice the vehicle's cruising speed, and is equivalent to a character taking a double move.

Top speed is up to four times the vehicle's cruising speed, and is the same as a character running.

Once a vehicle starts moving, it moves at the same speed each round (on its driver's initiative) unless the driver changes the speed.

The driver can increase or decrease the vehicle's speed by one category per round.

Reverse

The maximum speed a vehicle can move in reverse is cruising speed. While moving in reverse, all penalties to driving checks are doubled.

Turning

Unless otherwise stated, a vehicle may only be turned up to a total of 60 degrees in a single round without performing a maneuver (see below). The Judge must decide just how cantankerous he wants to be about turning. Going down a windy road with multiple turns is a Driving roll in itself, so don't get picky about turning.

Bogging

Certain types of terrain (as noted on the Driving Conditions table) may cause a vehicle to bog down and become stuck. Whenever a driver fails a maneuver check when driving on any of these sur-



faces, he must take a second check against a DC of 15. If this check is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another check against the same DC, but should he roll a 1, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious digging.

Driving Checks

Driving does not normally require a skill check. The driver simply maneuvers his vehicle as desired within its current speed category. There are a few exceptions to this however. The following situations call for a Driving check: poor driving conditions, damage to the vehicle or driver, performing repeated maneuvers, and performing and extreme maneuver.

Condition Checks

Whenever a vehicle is moving under conditions that impose a negative modifier to maneuver checks, the driver must make a check against a DC of 5 (plus modifiers) to maintain control of the vehicle each turn.

Damage to Vehicle or Driver

Whenever an attack damages the vehicle or its driver, the operator must perform a Driving skill check. The DC for such a Driving skill check is equal to the amount of damage taken by the driver.

Repeated Maneuvers

Zippering over round ground or through a forest is called a "repeat-

ed maneuver." if this must be done in a stressful situation (such as being shot at!), the driver must make a DC 10 Driving check (or more if the obstacles are really tricky), plus or minus any relevant modifiers.

Normal Maneuvers

The maneuvers listed below can be performed under normal conditions without requiring a skill check.

Accelerate/Decelerate

The driver can increase or decrease the vehicle's speed by one category (accelerating from cruising speed to fast speed, for instance). This is a simple task (DC0). A vehicle can never accelerate more than one speed category per round.

Turn in Place

This maneuver may only be performed by fully-tracked vehicles moving at cautious speed or less. The vehicle may turn to face any direction.

Extreme Maneuvers

Attempting any of the following maneuvers requires a driving skill check. See the Speed and Maneuver Table on the following pages for the DC of each maneuver.

Quick Turn: The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Brake Hard: A driver may decelerate by more than one speed category per round. Each additional category by which the vehicle's

speed is reduced increases the DC of the maneuver by 5.

Extreme Turn: The vehicle moves its full speed and turns 60 to 90 degrees.

Bootlegger Turn: The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Move and Act: If the driver wishes to make an action of his own while driving (such as firing a weapon out the window), he may make a Driving check (DC 5 for cruising speed, 10 at high speed, and 20 at top speed). Failure indicates the action cannot be taken. Failure by 5 points or more causes a loss of control as with any other failed maneuver (see Failed Maneuvers).

Ram: Intentionally hitting an obstacle requires the driver to make

a driving check versus a DC equal to the target's Defense (medium to large-sized stationary objects are automatically hit). See Wrecks for details.

Regain Control: Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action. The driver may not perform any other maneuver until he has succeeded at regaining control. The vehicle continues to move with its current speed and direction until control is reestablished.

Breach: In combat, survival is more important than preserving property values. This maneuver allows a vehicle to bash its way through an obstacle like a wall or tree.

Both the vehicle and the obstacle take normal collision damage

Speed and Maneuvers

<u>Speed</u>	<u>Driving</u>	<u>Attack</u>	<u>Defense</u>
Stationary	+2	0	0
Cautious Speed	+2	-2	0
Cruising Speed	0	-4	+1
High Speed	-2	-6	+2
Top Speed	-4	-8	+4

<u>Maneuver</u>	<u>DC</u>
Battle damage	20
Brake Hard	5+
Quick Turn	25
Extreme Turn	15
Move and Act	5, 10, or 20
Ram	Special
Regain Control	10

<u>Maneuver Failed By</u>	<u>Effect</u>	<u>Penalty</u>
4 or less	No Effect	0
5-7	Minor Slip	-2
8-10	Slip	-4
11-13	Skid	-6
15+	Spin/Tracked	-10

(although certain obstacles may inflict more or less damage, see the Breaching Table below), and the driver must make a driving check. To breach an obstacle, the driver must succeed at his check and the vehicle must cause at least the minimum damage listed in the Breach Table. When this happens, the vehicle smashes through the obstacle and continues its movement.

If the check is failed, but sufficient damage is caused, the vehicle is temporarily held up by the obstacle. The driver may continue to make checks on each of his actions, at the original DC, to free his vehicle. Failing one of these checks by 5 or more means the vehicle is trapped in the wreckage and cannot be freed under combat conditions.

If the vehicle fails to inflict suf-

ficient damage to breach the obstacle, it halts immediately.

Some care should be taken when using this maneuver because it can have unexpected consequences. Ramming through the wall of a building may bring the entire structure down on the vehicle, or the building may have a basement that the vehicle falls into. There is no way to give complete rules for these situations, so it is up to the Judge to determine when these conditions are present.

Driving Condition Modifiers

<u>Obstruction</u>	<u>Driving</u>	<u>Attack</u>	<u>Move</u>
Moderate undergrowth	-2	0	3/4
Thick undergrowth	-4	-2	1/2
Narrow streets	-4	-0	1/2
<u>Surface</u>	<u>Driving</u>	<u>Attack</u>	<u>Move</u>
Mud*	-4	0	1/2
Ice	-6	0	1/2
Light Snow*	-2	-2	3/4
Heavy Snow*	-4	-4	1/2
Paved Road	0	0	+50%
Rutted Road	-2	-4	1/2
Steep Slope	-2	0	1/2
Plowed Field*	-2	-2	3/4
Cratered Field	-2	-2	3/4
Rocky	-4	-4	1/2
<u>Visibility</u>	<u>Driving</u>	<u>Attack</u>	<u>Move</u>
Darkness	-4	-4	Full
Fog	-4	-6	Full

*The vehicle may become bogged down.

Failed Maneuvers

Failing a maneuver check can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than a few points, it can also mean that his vehicle goes out of control.

Whenever a maneuver check is failed, consult the Failed Maneuver Table to see what ill consequences this has, if any. Note that some maneuver descriptions specify the effects of a failed check. In these cases, these effects supersede effects from the table. The effects from the table are described below.

Minor Slip: The vehicle is slightly out of control and moving erratically. All operators of the vehicle (including drivers, gunners, and anyone else operating a vehicle system) suffer -2 penalties to checks relating to operating the vehicle until the driver regains control.

Slip: The vehicle slides, moving five feet to the right or left (determined by the Judge) for every 60 feet it moved this round (round down). If this brings it into contact with another object, see Wrecks, below. This continues each round until the driver regains control.

Skid: The vehicle goes into a skid, moving five feet right or left for every 30 feet it moved this round. If this brings it into contact with another object, see Collisions, below. This continues each round until the driver regains control.

Spin/Tracked: A wheeled vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each round until the driver regains control or it collides with another object.

A tracked vehicle throws a track and comes to a stop. The vehicle throws a track and comes to a stop. The vehicle may no longer move, but it may still perform the Turn in the Place maneuver.

Wrecks

When a vehicle hits something, both it and whatever it hits takes 1d6 damage for every 20 feet of Speed it was moving. Don't forget to subtract the vehicle's Hardness from its damage first. A vehicle that last moved at 100 feet per round, for example, takes 5d6 damage if it sideswipes another vehicle.

Speed is relative, so a vehicle

Sample Vehicles

<u>Vehicle</u>	<u>Speed</u>	<u>Hardness</u>	<u>AC</u>	<u>HP</u>
Buick Park Avenue	50	4	7	80
Thunderbird	70	2	7	60
Toyota Camry	55	2	8	60
Ford Explorer (SUV)	50	3	7	90
Dodge Ram (Truck)	60	5	8	100
Mack Truck (18-Wheeler)	45	7	5	140
Half Track (Military)	35	12	5	160
M-1Abrams (Tank)	25	24	7	250

that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, apply damage from both contraptions' Speeds. Thus a car moving at 100 feet per round that hits a steam wagon moving at 60 feet per round causes 8d6 to both vehicles.

Driverless Vehicles

If a moving vehicle is without a driver, it continues to move in a straight line at the end of each round until it collides with something or comes to a stop. Its speed drops by one category each round. Any driving checks required are automatically failed by the maximum amount possible.



Collision Damage and Modifiers

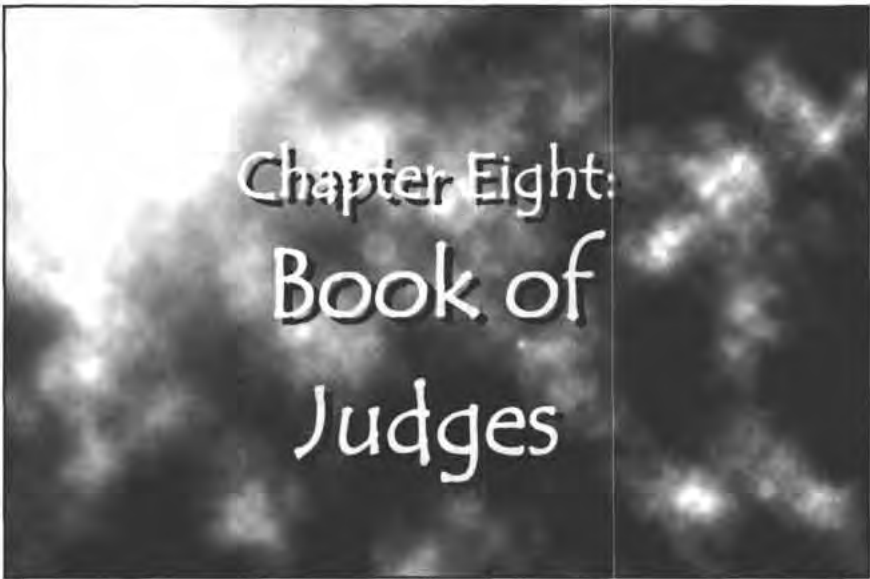
Collision Damage

Speed (Feet/Rd.)	PV Modifier	Damage	Speed (Mph)
0-30	1/8	1d4	0-3
31-60	1/4	1d6	4-7
61-120	1/2	2d6	8-14
121-240	1	3d6	15-27
241-480	2	4d6	28-55
481-960	4	5d6	56-110
961+	8	6d6	110+

Collision Size Modifiers

Size	Damage Modifier
Colossal	X16
Gargantuan	X8
Huge	X4
Large	X2
Medium	X1
Small	X1/2
Tiny	X1/4
Diminutive	X1/8-1/16





Chapter Eight: Book of Judges

The player who takes on the role of Judge in any game of The End has taken on a singular responsibility.

Whereas the players need only immerse themselves in one role, the Judge will take on dozens of different roles during each game session, and will have to roleplay everyone that the characters meet, befriend, fall in love with or try to kill. The Judge will need to be the inclement weather, the beasts that crawl upon the earth and all the birds of the air. It is a very challenging job, but it is also the most rewarding. Many players won't try to Judge a game because the responsibility of playing so many characters is daunting, but

they will never create a campaign to live in the legends of your particular gaming group.

We have included as much information in this section as we thought possible to expedite your Judging, but some of it will fall painfully short since there are no real hard and fast rules here. We don't want to leave you Judges out in the cold, but it is your decisions, not what we write in this rule book, that make a game truly great. This section consists of guidelines and background information that you will need to know before Judging a game of The End.

The text in this chapter is designated Open Game Content with the exception of such text as is specifically identified as Product Identity in the Designation section of the Open Game License compliance section at the beginning of this book.

THE PRE-GAME

There are a few duties that you will have before you ever get the players involved in your new game. Here is a short list of things you should decide before the players begin character creation. The best games are ones where the characters are designed to fit the theme and mood. A guns-blazing Rambo type of character would not play well in a production of Hamlet. Know what your theme and mood are going to be so that you can guide your players into making appropriate characters.

SCOPE

The first thing that you will need to decide is what kind of scope to give to your game. Is it going to be a great war, with thousands of characters interacting over the landscape of continents, with generals moving their pawns into position to strike at their foes, a la War and Peace. Or is it going to be a small, personal game about three people who are trapped with one another in a small town, a la Sartre's No Exit.

Once you have made this decision, you will find that many of the other questions presented in this chapter answer themselves. The themes and conflict will tailor themselves to the scope that you have chosen.

There are a few advantages and disadvantages inherent in each scope. In order to prepare you for them we have prepared a few guidelines and warnings about them.

Epic in Scope: The epic scope requires the Judge to have a great deal of information on hand at all times. The Judge must know what is happening throughout the conflict, no matter how far removed, as each action taken by the movers and shakers will have an effect on our heroes.

Consider The Lord of the Rings trilogy. What happens in Mordor, where the shadows lie, affects Bilbo and his friends half a world away. As a Judge of an epic game, you will have to keep tabs on all of the major players to formulate their responses to your players actions.

On the upside, epic adventures always provide lots of action and motivation for the characters. Let's face it, we play these games to be involved in events that are larger than life, and an epic game will provide that quite nicely.

The majesty of the epic game also means that you need not go into a great deal of detail with most of the NPCs, since there will be so many of them. You need only develop those NPCs that will be associating directly with the characters on a regular basis. The people that will become their leaders, friends, lovers, enemies and betrayers are the only characters that will represent any effort for you.

Good examples of epic scope can be found in Stephen King's The Stand, Leo Tolstoy's War & Peace, C.B. DeMille's The Ten Commandments and (as has already been mentioned) J.R.R. Tolkien's Lord of the Rings.

Small in Scope: This kind of game is usually better suited to an experienced judge. It contains very few NPCs and very small conflicts. While the Introduction that you will run for each character is technically a small-scope game, it is not the kind of thing that you will want to do constantly.

The small scope games are best used to explore intra-personal conflict and motivations. They are more conducive to deep, meaningful roleplaying, since events a world away are not at all important compared to the effect that the other characters have upon your life.

Conflict in a small scope game is likely to be very tense and bloody when it occurs, which should not be often. Due to the few characters involved in this type of game, it is more likely that the fighting will break out between two people who know each other well, or between the main characters and unknown forces.

Small scope games usually center around tight, linear goals. Get from point A to point B, drive off the thing that should not be, rebuild this town, protect the women from the Indians, etc.

A few examples of adventures with a small scope are Jean-Paul Sartre's *No Exit*, Ann Rice's *Interview with the Vampire*, almost anything by H.P. Lovecraft and the Clint Eastwood movie *High Plains Drifter*.

THEME

The next thing that you, as Judge, will need to do is decide what kind of theme to insert into

your game. The overall theme of *The End* is one of confusion and decision. The world as we all know it is gone. God has abandoned his children to punish them for being indecisive. Congress is not in session, Big Brother is not watching you, gas is free, China is not planning to attack us, the Middle East is not divided by religion anymore...you get the point.

This, however, is only the overall theme in *The End*. Now you have to find a theme for your particular campaign. We have built in one that is easy to start with, the characters' search for a home. This could be the foundation for an extremely long campaign as they move back and forth around the country, or it could be a one-session quickie. You decide.

After this minor point is established, you will have to provide the players with a more long-term theme. This could be political, military, romantic or studious in nature. Most of this will depend on what kind of colony the characters choose to settle in. Is that colony at war? Do they have enough food? Are the characters discriminated against inside the colony? Are strange things happening to the citizens in the dead of night at the dark of the moon? These things will often generate a theme much more vividly than you can by sitting down and deciding which one to follow.

For the most part, the questions of theme and mood are rhetorical. You are to ask yourself these things to draw your attention to what has developed. If your characters are killing everything that comes into

their path, that generates one theme. If the characters are terminally gun shy, that generates another. Make a routine of asking yourself, "What is the theme of my campaign?" If you don't like the answer, get to work to change it.

Here is a list of sample themes. Feel free to use any or all of these during the course of your game.

Ideology vs. Ideology: The characters are interacting with followers of one or more powerful ideologies. The characters will be believers in one of the ideologies and enemies of the other. Perhaps the characters are being recruited by two different groups with opposing ideologies. This, like most things religious or political, is a very emotional theme, punctuated with bouts of tremendous, tension-filled violence. Holy wars and intra-colony disputes are conflicts that go very well with this theme.

Man vs. Nature: The characters are working to be safe from the ravages of Post-Revelation nature (the Blues, the Greens). The characters are attempting to rebuild civilization with all of its protections and comforts. This is one of the more violent of possible themes, since the Judge must play the great threat of the animals and the decay to an exaggerated extent. Wolves and bears must be a constant threat. No peace of mind should be allowed the characters until their rebuilding is complete. This can lead to an extremely grim campaign, but it is exciting.

Man vs. Man: The characters are at war with another group, not for ideological reasons, but because you have cast the other group as the "bad guys". This is the most common theme in role-playing games, with the characters playing the heroes fighting the orcs, street gangs, Cthulhu cultists, vampire-hunters, etc. It is designed for high-conflict, action-packed games. Good role-playing can also be found in these games, but the characters must want to go a little farther to insert it.

Man vs. Unknown: This is an extremely simple theme to Judge. Simply do not let the characters know what exactly is out there, and let them begin to fear. The Introduction that you run for each character (see The Introduction, later in this chapter) will inevitably begin with this theme as the lonely character strikes out to find other people.

Sacrifice vs. Comfort: The characters must make a decision between their own comfort and sacrifice for an ideal that they believe in. Do they claim responsibility and go off to war, possibly to die, or do they accept the shame of shirking their duty. This is a very cerebral theme, and should be used in conjunction with one of the other, more action oriented, themes so that it doesn't get bogged down in melodrama.

Law vs. Anarchy: The characters must decide whether they will attempt to restore law to the post-Revelation world or whether they will take advantage of the lawless-

ness. This is a very moralistic theme, and it works very well with The End. It is up to the characters to decide the laws that they will live by, and to decide what laws they intend to impose upon others. Ideally, using this theme, the characters should make contact with several of the colonies, all of whom have different ideas about what the laws should be.

Sanity vs. Insanity: Insanity is a very real threat to the characters, thanks to Ennui. Occasionally the characters will become so desperate for human companionship that they find themselves throwing away their most deeply held beliefs just for acceptance. The real conflict comes later, when you point out to the characters just what they have become in their desperation to avoid loneliness.

Life vs. Death: This is a theme that underlies The End by its very nature. Since there is no afterlife, the Meek are more terrified by death than any other group in history. Unless the characters are utter nihilists, this is a theme that will motivate them throughout a campaign. This theme will come into play particularly hard anytime anyone asks the characters to put themselves into danger. Risking their lives raises a difficult question: Is the ideal I am risking my life and soul for worth it? This question will inspire more heartfelt roleplaying than you, as Judge, ever will.

MOOD

The mood of your game is somewhat more demanding than the theme. While the theme is something that usually arises quite naturally, the mood is something that you must develop.

It must be stated at this point that the mood is probably the most vital aspect in any game session of The End. The apocalypse is not an event that any of the characters can not be bothered by. It's simply not enough to say to a character "you're feeling particularly lonely- gain 6 Ennui." The method you use to describe the world should have a dramatic effect upon the players, and upon how the decimated world motivates their characters.

Any mood that is well-cultivated will do great things for your game, provided that it is used consistently and often. If the players are looking at their watches or reading sourcebooks for another game, it is time to pay a little more attention the the mood that you are inflicting upon them.

Example #1

42nd Street is choked with rusted cars and rotting bodies. The three corpses in front of you were probably once happy old women, walking out of the movie theater, not even seeing Pestilence's Rats before they attacked. A maggot ridden corpse of a rat is still wedged between the tall one's teeth, probably just a little too eager for the tender meat of her tongue. A taxi, wearing the bumper sticker "Honk if you love Jesus," is blaring its horn against the dark, the drivers

body slumped limply on the wheel.

Example #2

Michigan Avenue glitters before you. The Midwest shoppers paradise is shining and clean in the crisp summer twilight. You peer in the windows, so unmarked that you almost forget that you can break them and take whatever you want. \$9,000 dollar solid gold Rolex anyone? How about a pair of Gucci alligator skin boots? The smell of death lingers near the dressing rooms, but if you want to you can strip and change right in the front window. After all, there's no one within twenty miles, is there?

So you see, the Judge can set any mood he cares to on any scene he chooses. Furthermore, he must set the mood on these scenes, since it is these scenes, as pictured by the players, that make the game memorable.

Don't forget to put the players' imaginations to good use. One practice that works very well in The End is to describe the scene as what it used to be. That building that the characters are searching may be a bar, but hearing you describe it as "a building that was once the hottest nightclub in town with ladies' night every Thursday" serves as a good reminder of the desolation that surrounds them. Be suggestive about it. Tell them that they can almost hear the clinking glasses and cat-calls, and describe to them the dusty, moldering scene in front of them. Their imaginations will work overtime trying to reconcile these two images, and be much more vivid for the effort.

Varying the mood can make a game very memorable as well. Describing a beautiful country scene with lowing cattle, chirping crickets, barking dogs and rattling gunfire is a sure way to get the



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player's attention. If you are sticking predominantly with one mood, take one session and vary it. If you run a dark and frightening horror-based game, take one session and introduce a little adventure, or a little black comedy. It's usually very rewarding.

Remember, the mood vastly affects the player's vision of the world that you are playing in. The proper mood can be far more important than the enemies you choose to give the players. Use the mood wisely.

Horror: The world that the characters are living in is filled with the stuff of horror, from the Horsemen to the Beast that roams the wastes. Using this mood requires that you stress the unnatural and the uncomfortable. Follow the conventions of any good horror book or movie and you really can't go wrong.

Mystery: Everything is unknown. This is the idea that you have to drill into the players head while using this mood. Are those glowing eyes just a cat, or something far worse. What is beyond that ridge, and do you really want to find out? Curiosity killed...

Intrigue: Everyone has a hidden agenda, and the characters are the pawns of choice. This could be someone recruiting them to assist a coup, throwing them against their enemies as a distraction, etc. Everyone is trying to use everyone else. This works best once the characters have established themselves as citizens of a colony. If you have

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no flair for politics it may be best to avoid this one, but it is very rewarding, if done properly.

Excitement: Non-stop action and dramatic tension are the hallmarks of an excitement based game: blazing guns, speeding cars and unexpected plot twists abound. Positively charge each moment. If the characters are facing down a motorcycle gang, stare at them. Twitch your fingers over an imaginary gun. While this makes a fun game, it is hard to maintain over a long periods of play.

Hope: The world is being turned back into a clean slate, thanks to the Blues and Greens. Fewer people means fewer opposing viewpoints that an ambitious person needs to overcome to remake the world in any image that they choose. This is an extremely optimistic way of looking at the world of The End, and can be used as a good counterbalance to any of the other moods should they become too morose.

SETTING

Now you must decide where to set the game. While the characters will all begin in different places, it is important that you decide where to send them. Read over the colonies found in the Book of Kings. See which one of them grabs your imagination. Make it or its rival colony the setting for the game. You will need to know where you want the characters to end up before you run the first game ses-

sion, since you will want to prod them into going that way during their Introductions.

The setting you choose will drastically affect the theme and mood of your game. The Southeast is a region of violent ideological clashes, while the Pacific Northwest is a relatively peaceful area. Make sure that you pick a setting that will enhance your game.

For you new Judges out there, we have included an adventure placed in a fully developed colony in the last chapter of this book. Try starting out with that one and then moving on to one of the other major colonies. This should provide you with a fair amount of on the job training, as well as let you ease into your new role as Judge.

PACE

Another major decision the Judge must make on a regular basis is what pace the game will take. One tip: faster is better. This is not to say that a slow buildup to the major action is a bad thing, but it should be just that, buildup. A slow game, with slow action, slow decisions and slow interaction will lead your campaign to a slow death. Keep it moving.

There are two ways to pace a game. There are player-paced games and Judge-paced games. If your players are the highly motivated type, you can feel free to allow a player-paced game. While this may require you to light a fire under them once in a while to get them moving, it is far more satisfying to the players.

The player-paced game gives

the characters more of a say in their character's life, which is a good thing. However, if you do not have players who are self-starters, like most groups, you will have to set the pace.

While this may sound difficult to a new Judge, it really isn't. If the characters get mired down in minutiae, as all gamers eventually will, give them something to do. If they insist on debating who shoots at who and at what range during combat, give them a five second countdown when their action comes. They are there to have fun. Fast-paced and energetic is usually fun.

If you have no real skill at pacing the game, don't despair. We have included a statistic in every character sheet called Ennui just so the characters will not become layabouts. If you need to get things going, but the characters simply can not get motivated, assign some Ennui points. Since a character acquiring too much Ennui quickly goes mad or dies, it is an excellent way of getting them moving and keeping them moving.

As with mood, variation in the game's pace can be extremely rewarding. Think of a murder mystery. There is slow buildup and tension for the first 90% of the story, but when the murderer is found out they don't just give up without an exciting and extremely dangerous chase.

A slow, even pace works best for building up to a tense situation, but the opposite can work as well. This technique is called an anti-climax. The characters have just chased the villain for miles at 110 miles an hour, exchanging gunfire,

only to end up at the airport watching that same villain fly slowly away. Adding a slow scene at the end of a fast-paced adventure is a sure way of motivating your players to get moving again. These slow spots are usually disappointing, in that the action did not grow to a fever pitch and burst...it just stopped.

Don't ignore the pace of your game, it is a large part of what makes a game great.

THE INTRODUCTION

The first, and most demanding, job the Judge of any game will have is to assist the players in generating their characters. The process is simple enough that the players could do it on their own, but it is important, when planning a game, that you know what kind of people that they are making.

Allow them to make their character any way they like and then take a good hard look at it. If it is a combat monster, a callous con man, a dangerous desperado, veto it. The people who were like that before the end of the world are in Hell now. Rubber stamp such undesirables as unplayable. (We toyed about with the idea of making and distributing a rubber stamp that said, "Go to Hell. Go directly to Hell." but the cost was prohibitive).

Once they have a character that you can both agree upon, run the Introduction. This consists of how the character coped with the last days of civilization. Get the player to answer some of the following questions:

*Where is the character from?
What did they do for a living?
Were they married?
Did they have children?
Which way did the spouse and kids go?
Were they seeing someone?
What was their religious denomination?
What is their favorite color?
What is their favorite food?
Who did they admire?
How do they dress?
Why do they want to go on?
What frightens them?
Are they a leader or a follower?
What is their sexual orientation?
Do they have any nervous habits?
Why weren't they judged?
Do they trust or mistrust people in general?
Are they self-conscious?
What are they intolerant of?
Do they like this new world?*

By designing and running a short adventure to put the character's feet on the road, both the player and the Judge will get a better idea of who this character is. It is best if these are done in private, so all of your attention and all of the player's creative energy can be spent on this character and this character alone.

By its nature, this introduction should center on how the character survived the end of the world, and finish when the character sets out to find other people. Before you actually run the introduction read Revelation (that's chapter 2 in this book, not the Bible) extensively. Put the character in danger from the threats in that chapter: force the



character to flee from the "Hand of God," make the character kill for food or resort to cannibalism when Famine destroys the world's food sources, make them run and try to find a safe place when God's Wrath is poured out. The more the player gets into the end of the world part of the introduction, the better they will define their character. One of these introductions should be run for each character before play begins.

Some judicious shepherding should be done at this point. Eventually the characters have to bump into one another so that play can begin in earnest. These meetings can and should be highly charged events, and as such are usually reserved for the first game session. The character's first meeting and getting to know one another should take place during game time in order to avoid that "you all meet in a bar" cliché. Once the introductory session for each player is done, and the first session is over, this responsibility is over. At least until another person wants to join your little group of merry roleplayers.

TIME

One thing that experienced gamers will notice is that we did not incorporate a strict system of time into *The End*. You are the Judge, when they ask you how long something will take, make it up. You are in charge.

The only concession to time that we have given is the action. If it is a short action (shooting a gun) the action lasts 6 seconds. If it is a long action (fixing a car) the action

lasts 10 minutes. There is a rule of thumb for you, change it if you like.

EXPERIENCE

Your players will want their characters to grow and advance, both through adventures and over time. That function is handled using experience points. Here it is, the reason why your players will both love and hate you. It is up to you to judge how well their characters are doing in the brave new world of The End.

You can feel free to vary the rate at which you give out experience if you want the characters to advance slowly or quickly. We also recommend giving the player who did the best job of roleplaying an additional experience. In our in-house games this usually motivated the other players into trying harder, and consequently, made the game better overall.

Give out award for good play. Choose the player who was most entertaining, insightful or clever and give them a bonus. (This can also be given to the player who buys the pizza as long as it doesn't become a regular occurrence). As is no doubt apparent, The End is a very brutal world. Character parties which attempt to make combat their main vehicle for overcoming obstacles in The End will be sorely pressed to survive. Experienced characters will be those who have used every means at their disposal to survive, including bribery, intimidation, violence, manipulation, charm, logic, and a host of other levers and strengths. Encounters in

The End will not all be solved by resorting to violence. In fact, resorting to violence may result in complete failure or death.

Although it is possible to award experience on a per encounter basis, it is recommended Judges do not focus on the Challenge Ratings for the monsters or opponents overcome by the characters. Rather, Judges should focus on awarding experience for clever application of a character's skills, achieving mission goals, skillfully maneuvering an encounter or otherwise taking the steps necessary to overcome the difficult challenges of the world of The End. A clever Judge will map out his adventure and, using Challenge Ratings as a guideline, develop experience point awards for each encounter, mission, or challenge faced by the characters. This award could be modified by the level of success by which the Judge feels the characters achieved. For example, the party has encountered a fledgling colony which has been unable to get food shipments passed a blockade of Black Spike Bikers. The party decides the help the colony in exchange for a portion of the food. The party removes the blockade by successfully negotiating a "tribute" to the Bikers which allows the majority of the food to pass. Everyone gets what they want and no one is killed. The Judge could award the party an experience award based on the Judge's view of the overall difficulty of the encounter or how well they achieved their goal. This is a very subjective system, but you are the JUDGE! Of course, a Judge will have to be careful not to be too gen-

erous. It may be wise for the Judge to pick a Challenge Rating equivalent for the encounter as an award guideline.

DEUS EX MACHINA

It has become a standard convention in roleplaying games to include a short essay on "How to deal with problem players" which usually advises the Judge to come down heavy on these over enthusiastic and opinionated players who are, ostensibly, fairly close personal friends.

While occasionally necessary, this does make the life of the poor Judge a little difficult. To avoid this unfortunate occurrence, The End has a few failsafes built into it, one for each of the most common types of problem players. Use them wisely and in moderation.

REALISTIC COMBAT

One of the most common problems in role-playing games is that combat goes incredibly slowly in comparison to the rest of the game. This is only natural, since each character is doing his or her level best to decide what their best course of action would be to insure their own survival. While this response is a natural reaction of most players, a ten second combat that takes three hours to resolve is no fun. To end this undesirable practice we have devised the combat system for The End. The combat system for this game is very realistic. During playtesting several things have come to light that you should know.

1) The person who shoots first,

wins. Any handgun or large melee weapon which hits its intended target is going to do massive amounts of tissue damage. To reflect this fact, weapons do a tremendous amount of damage. Weapons are designed to kill people, so that is what they do. Most characters will not live through two bullet wounds, nor will they live through one solid hit with a machete.

While this may seem like overkill and an attempt to get you to buy lots of our character sheets, this is not our goal. The End is a roleplaying game, not a combat simulation. The characters should be nervous and edgy if it looks like combat is about to break out. After all, they are risking their lives here.

An average soldier will be in two or three engagements before they are wounded. Battlefield casualties are usually one-third dead, two-thirds wounded. Only the wildest gamblers in Vegas would take those odds, and they aren't betting their lives. Furthermore, the characters know that there is no afterlife. They should be even less inclined to risk their lives now than they would have been before the world ended. The characters should only get into combat because of serious philosophical reasons or because they are under attack.

2) There are no expendable crewmen. Since all of the Meek start on the same ground, and they have all been through the same experiences at the end of the world, anyone who attacks the characters should be every bit as good as the characters are themselves. When we say that only the toughest, smartest and most cunning survived

the Revelation, we meant the character's enemies too.

3) Hollywood fighting will get you killed. Ambushes, sniping and firing from behind heavy cover is the best way to win a fight. Rushing the enemy will get anyone stupid enough to try it an early grave. While combat has, for many years, been the resort of the player who does not want to think too deeply into a problem; our combat system will kill any character who does not think about what he is doing while he is in combat.

4) Players who play this game for combat will be disappointed. In general, it only takes one or two hits with a lethal weapon to put a character out of the combat. It is up to you, as Judge, to carefully select the combat level to keep the characters from getting unnecessarily wiped out, or letting them become heroes who fight off armies with their trusty pen-knife.

5) If the combat system is still too deadly for your tastes, simply increase the Meek's Hit Dice from d4 to d8 or make a similar change elsewhere. This will allow a character to last a lot longer than they should in reality.

6) The lethality of this combat system is perfect for defusing the sort of players who always confront a problem with their guns blazing. Any character who thinks that combat is an easy way to resolve all their difficulties with violence is destined not to live for too long. Eventually, even the best of gun-fighters runs into someone who is faster.

SCARCITY

Since it wasn't a nuclear exchange that destroyed the world, almost everything that humanity had made before the end of the world is still lying around waiting to be picked up. Everything from toenail clippers to nuclear warheads are out there somewhere, just waiting to be found. This should concern any Judge worth his salt, since most judges won't want the characters running around threatening every colony in the new world with



an A-Bomb.

This is where each individual judge must exercise discretion. During the chaos that started when civilization started to go to hell, many things got used up for good. Odd caliber bullets, canned food, medicinal drugs, gasoline, etc, were very hot items. While it may seem easy for a character to pick up a Desert Eagle .50 cal handgun anywhere, it is probably impossible to find a full clip of ammunition. The same applies to large weapons that require a lot of ammo, like M-16s and Uzis. While they may be able to find a Ferrari, they may find it impossible to find spare parts to fix it or gasoline to put in the tank.

What was not used up in the days of chaos, has probably fallen victim to the Blues. In essence, whenever a character looks for something, it is up to you to decide

whether or not it is reasonable for the character to have that item. If it isn't reasonable, don't let them have it. If they have a good reason, then, by all means, let them have it.

Scarcity will allow you to defuse the number cruncher who gathers together any equipment that might give him a mathematical advantage in combat. Hollow point rounds for a .50 cal Desert Eagle will kill a target most of the time, hence, they are very scarce. Ammunition for an M-16 may be more common, but still not common enough for the characters to fire on full-auto each and every round of combat.

ENNUI

One of the hardest things that you will have to enforce is the character's accumulation of Ennui. This is a direct threat to a character's life that you are inflicting with frightening regularity. Often, the players will resent you for forcing this terrible handicap on them, but it is necessary.

First of all, many games that center upon heavy roleplaying do not give a character a clear-cut goal early in the game. Since all characters start with 6-25 points in Ennui, it is imperative that they find other people immediately. If they do not, then they are risking their sanity and their lives. Ennui is a vital part of the theme of this game. The twin themes of despair and hope are mirrored in the world. Ennui is a part of the despair and desolation of our destroyed civilization. The colonies and people that heal the scars of Ennui are the hope for the future. A



character with a high Ennui rating has obviously given in to the despair of the outside world. A character with no Ennui has accepted the past for what it was and has moved on to work with other survivors, filled with hope for the future.

Ennui will also weed out "the Loner." These players delight in going off on missions all on their own, causing the rest of the players to sit around impatiently while the Judge devotes tremendous amounts of time to just to him. If a player of this type plagues your gaming group, just wait for him to go off on his own and assign him full Ennui penalties. The world, outside the colonies, is a cold and lonely place. One threat of being stranded in it should be enough for any character.

Ennui also works to neuter the "bad-ass" player. These players play the most reprehensibly evil and vile people ever known to mankind. While, in this game, there is no empirical good or evil; no one wants to live with a character that may turn on them and kill or betray them simply because one character looked at him wrong. These characters should find themselves turned out into the Wastes by his fearful party members. Even the most evil cretin in the world is still subject to loneliness.

THE ULTIMATE RULE

There are no rules in this game. All of the material that is in this book is subject to change based upon the personal decision of the Judge. If you do not like the combat system, you are free to make what-

ever modifications that you feel are necessary. If something in the background information bothers you, change it. If you find a rule inconvenient for a particular die roll, throw it out the window for a moment. The ultimate, and only real, rule in this book is this: You are the Judge, you are in charge.

It may happen that a player may not like the way that you are making a particular roll or ruling on a particular interpretation of what is contained in this book. If a player is constantly pointing out that the rules in an attempt to change your mind show them this section. We will even put in in big type for you.

ALL OF THE MATERIAL CONTAINED IN THIS BOOK IS SUBJECT TO CHANGE AT THE WHIM OF THE JUDGE.

Two can play at the rules lawyer game, after all.

SOURCE MATERIAL

While The End is a highly specialized world, it is a subset of a much more common theme, the post-apocalypse world. There is an incredible amount of material set in this genre, from bad B movies to classic science fiction. In case you find yourself in need of some good inspirational material, we have compiled this list to assist you. After each there will be a grade, with A denoting the entry as an excellent source of inspiration and an F to tell you not to waste your time. Good reading!

BOOKS

The Bible by various authors:

What else do we need to say? The best sources are Genesis, the major prophetic works (Isaiah, Jerimiah, Ezekiel and Daniel) in the Old Testament and Revelation in the New Testament. We heartily recommend the King James and Oxford English editions. A+

The Koran, The Torah, Bhagavad Gita and any non-Judeo Christian holy texts that you can find:

All of these will be excellent resources, provided you find them in a Theology/Religion section of a bookstore rather than a New Age section. Grade varies.

The Stand by Stephen King:

The early chapters are an excellent look at what 99% of the population suddenly dying would look like, while the middle chapters go into detail on rebuilding civilization after a non-nuclear apocalypse. The characters are excellent and the theological basis is inspiring. This could even be an alternate campaign setting. A+

Good Omens by Neil Gaiman and Terry Pratchett:

A hilarious look at the apocalypse, featuring motorcycle-riding Horsemen who get lost on the way to end the world. Not an excellent source of inspiration, unless your campaign has gotten far too serious and could use a little levity. C

A Canticle for Liebowitz by Walter Miller:

Classic science fiction cen-

tering around a bizarre religious order after the destruction of civilization. Not strictly in the same genre as The End, but guaranteed to give a good Judge a wealth of ideas. B+

Apocalypse by D. H. Lawrence: A scathing criticism of Christianity, Apocalypse is nonetheless a book to get the mind working. It is a little dry in parts, but contains a lot of good black comedy. C-

Danse Macabre by Stephen King:

A very thorough look at the horror genre, Danse Macabre will teach even the most experienced Judge how to better terrify his players. While it never directly addresses the post-apocalypse genre, most of King's observations of human psychology will hold true in this genre. A-

Leviathan by Thomas Hobbes, The Prince by Nicolo Machiavelli and The Social Contract by Jean-Jacques Rousseau:

Unless you are a philosophy student, avoid these. If you are philosophically inclined, these texts will give excellent insights into the foundation of political and social systems. Not for light reading. C-

The Masks of God by Joseph Campbell:

Excellent reading. To someone who has the time they are also a good source of inspiration. If you have about three months before you begin playing, we highly recommend them. A

The complete works of Friedrich Nietzsche: The single best philosophy if you want to understand the

Meek's mindset. Thus Spake Zarathustra is an excellent starting point and is not very difficult reading for the unschooled in philosophy. A-

The complete works of William Shakespeare: Everyone should read Shakespeare. A+

Paradise Lost or the Divine Comedy: Okay, they aren't exactly easy reading, but if you can't get ideas from these two books, you may as well go back to Monopoly. Milton's interpretation of the Devil is especially worth the effort. A

The Postman by David Brin. An excellent view of a post collapse of civilization earth. A very similar feel to The End. (The book, not the movie) A

FILMS

The Stand: This ABC miniseries, adapted from King's book, is extremely faithful to the original. While many of the parts based on rebuilding society were cut for reasons of length, it still has many parts that are sure to spur the imagination. It also goes a lot quicker than a 1200 page book. B

The Postman: Kevin Costner aside, a good look at colony vs. colony issues. B

The Seventh Sign: An interesting take on the Christian apocalypse, this movie focuses on several apocryphal stories and Christian folklore. Guaranteed to give any Judge worth his salt a feel for the grandeur of the end of the world. B

The Rapture: While the actual apocalypse does not play as large a part in the movie as the title implies, this is a fascinating look at religious mania among the uninitiated. If you want to delve into the characters pre-Judgment Day life, this movie will give you a few ideas. C-

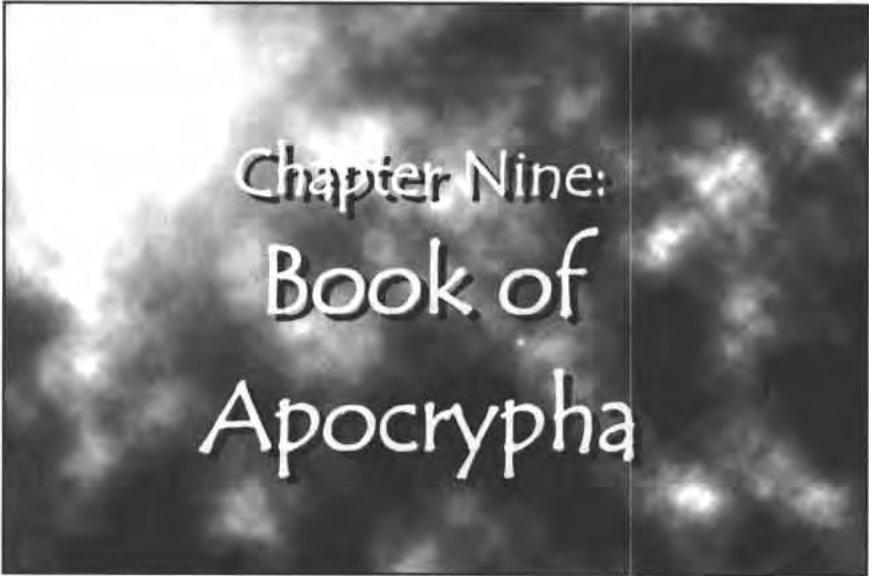
The Day After: While not religious in nature, this terrifying miniseries will give just about anyone nightmares. The single best example of exactly what it means for civilization to collapse. It is highly recommended that, if you can find a copy, you and your players watch it before sitting down to generate characters. A+

The Prophecy: A thoroughly interesting take on angels and the rebellion in Heaven. Christopher Walken and Eric Stoltz both play excellent, if slightly jaded, angels. The story is simplistic, but the special effects will get the mind working. B

The Ten Commandments: God kicks some Egyptian ass. Grandeur, excellent special effects for the time and Charlton Heston, what else could you possibly ask for? A







Chapter Nine: Book of Apocrypha

The following characters would be considered by many to be the stuff of modern legend, but unfortunately they are all too real. These are the people whose reputation reaches from the fallen Lady Liberty to the new coastline of California. They are spoken of in hushed whispers, as though the Meek are afraid that they may materialize out of the night air if their names are spoken too loudly. They give form to all that is evil in The End, and sometimes, just sometimes, they embody all that humanity should fight to preserve. Many will tell you not to believe in these people, that the stories

about them are only good to frighten children and simpletons. The dictators fear them, wise men are wary of them, the canny do not provoke them.

They are Legends. Know their names.

THE REVEREND TOMMY THRILLKILL

"The Reverend? I never used to believe in him. I thought it was all something that Jesse had made up to scare us. I was wrong. The morning that I drove by the boat and saw those two poor girls hung up there on the side with their intestines hanging all the way down into the water (my God it looked like some kind of grisly crepe paper)...I signed on to be one of Jesse's deputies. I

The text in this chapter that is contained in boxes made of three lines is designated Open Game Content with the exception of such text as is specifically identified as Product Identity in the Designation section of the Open Game License compliance section at the beginning of this book.

guess I should have listened."

"I started locking my door again that night. When I lay in bed I see his collar and teeth in the shadows. It's probably just my imagination, but I'm scared. I even got a gun out of a pawn shop downtown, just in case. They say that he scares his victims to death, that he can't be stopped. If he could do that to those two girls...maybe he can't. I just know that I can't sleep anymore."

"If he comes for me, I know I'm going to die, but maybe I can get the son of a bitch first. I have no reason to believe he's after me, but deep down I'm sure of it. I won't live much longer; I'm sure of that too. If I have to go, please God if you're still up there, don't let me go alone."

-From the diary of Emma Winters, missing since July 3, 2007

Tommy Threadgill had been born into money. It was not a fortune that had been passed down from generation to generation, but one his parents had earned it through decades of hard work. The fact that their son would never have to work offended his puritanical parents and they resolved not to raise a slothful child. When he was slow to finish his chores, he was beaten with a switch. When his room was not immaculate, he was burned with a hot iron. If Tommy stayed home from school due to sickness, he wasn't allowed to eat for a week. No matter what punishment he underwent, he had to hold his father's crucifix and pray for forgiveness for his laziness.

By the time he was sixteen, Tommy's prayers had changed. He still prayed for deliverance, but no longer from his parents. Tommy

knew that he could endure anything that they had done before, and he knew that they weren't smart enough to come up with anything worse...not like the Reverend.

The Reverend came to him in the dark of night and told Tommy that he could punish his parents for their sins. He told Tommy about punishment, and torture, and justice. At first Tommy wouldn't listen, but as time passed he could feel himself giving in to the Reverend's message. Each night, Tommy prayed that the Reverend would never come again.

The beatings and punishments ended when Tommy began attending college and joined a non-denominational seminary. His parents were at last sure that they had not raised an indolent layabout, so the mistreatment abated... at least from them. The seminary was good to Tommy, it gave him all the time to pray that he needed. He pushed his prayers, desperate, supplicating things that they were, towards his God with furious intensity. He prayed for absolution and forgiveness for what he had done on each night that the Reverend came to him. He prayed that he would never again wake up to the smell of death and the feel of a blood-soaked chef's knife. He prayed for the Reverend's death.

Tommy did not watch the news or read the paper for fear that he might find out what had happened on the nights that he had no memory. It was not until the Second Seal had been broken that Tommy finally found out what the Reverend had been doing. He made the mistake of watching television coverage of the war in Saudi Arabia when the news reported the brutal slaying of a Catholic nun and several grade

school students. They had been stabbed in each hand, in each foot and finally in the side, piercing the heart. Another wound was made around the top of the head, such as might be caused by a crown of thorns. The killer had also been kind enough to leave his name, "The Reverend Tommy Thrillkill," written in the blood of his victims.

Tommy was calling the police to turn himself in when the Reverend stopped him.

By the time Tommy came back to his senses, several months had passed. The world had ended, and he found himself sitting in his father's easy chair on top of the neatly butchered corpses of his mother and father. There were at least 5 other corpses in the house, all of clergy or children, all hung meticulously from the ceiling like marionettes. Tommy was wearing a priest's cassock and holding a 10" chef's knife with crusted blood on the blade.

Tommy, horribly abused as a child, developed one of the most extreme cases of Multiple Personality Disorder that had ever existed. While Tommy Threadgill saw his crucifix as a deliverer, The Reverend saw it as the cause of all his pain. Tommy is still unaware that the Reverend is another personality in his bruised mind because when the Reverend speaks to him, Tommy can often see as well as hear him. He has only recently begun to suspect that the Reverend is another personality since he has become one of the Meek. He believed in God and was worthy of Heaven, but the Reverend deserved damnation and pain eternal. If they were, in fact, the same person, the actions of the other would keep them from their proper place in the

hereafter.

Tommy is an earnest and devout young man, but he is no longer in the driver's seat of his own body. Whenever he is threatened or frightened, the Reverend takes over. While Tommy was completely incapable of the acts that it would take to survive the Apocalypse, the Reverend was not. While Tommy would soon be prey for the hardcases that roam the world after the Revelation, The Reverend is a predator more than capable of handling himself.

Tommy found himself, upon awakening, in his hometown of Geneva, Illinois. He struck out to find other people and had arrived in Elgin within twelve hours. He was one of the first arrivals and he has made himself invaluable to the community. Since he does know the area extremely well, he serves as Jesse Williams' most able scout and scavenger. This suits Tommy just fine, since he does not trust himself around other people. This also suits the Reverend, who doesn't want anyone close enough to interfere when he stumbles on a new victim.

Jesse is aware of the killings that have been happening around Elgin, but has not connected this "Tommy Thrillkill" to Evan Chambers (which Tommy changed his name to when he arrived in Elgin). Anyone suggesting that Evan is The Reverend will be laughed at hysterically. Evan is the ideal citizen: hard-working, polite, respectful, intelligent and brave. While Jesse might be canny enough to sense something wrong with anyone else, Tommy suppresses the Reverend so intensely that even he forgets the Reverend even exists sometimes.

Tommy thinks that the



Reverend is simply a killer, but the Reverend is much more than that. The Reverend is every dark emotion that Tommy has ever had, every dark desire made flesh. He chooses his victims deliberately and strikes without mercy. The Reverend's victims are a long time in dying. He most often drugs them into unconsciousness and ties them to a cross, better to torture them at length. Tommy also thinks that the Reverend is simply violent, but he often rapes his victims before and after they die. His favorite victims are clergy and children, though he also enjoys killing authority figures and complete strangers.

His latest exploit has captured the imagination of, and instilled fear into the entire Elgin Law Community. Two young women were found nailed to the side of Jesse Williams' floating fortress. They had been disemboweled and all of the orifices of their bodies had been meticulously sewn closed. More incredible, they were nailed to the side of a steel boat...suggesting that the killer had time to drill holes for the nails, carefully winch the bodies up the side and leave his message: "the Reverend is coming for your souls".

Tommy hasn't noticed. He is too bothered by the fact that the Reverend has started to take pictures of his victims and leave them where he knows he Tommy will find them. Tommy is even beginning to worry that the Reverend has decided to torture Tommy himself. Tommy has decided to let the Reverend out from time to time to keep him happy even though he knows that each time he gets out, someone dies.

This is one seriously sick bastard.

**Evan Chambers/
Rev. Tommy Thrillkill**

Sin:	Sinner(Drugs)
Place of Birth:	Geneva, IL
Apparent Age:	24
Citizenship:	Elgin
Type/Class/Level:	Meek 6/Digger 5
Challenge Rating:	6
Size:	Medium Sized Human
Hit Dice:	36 Hit Points
Initiative:	+6
Speed:	30 ft.
Armor Class:	14
Attack(s):	+6/+1
Saves:	Fort +6 Ref +11 Will +9
Abilities:	S 15 (+2) I 17(+3) W 10(+0) D 18(+4) C 14(+2) CH 16(+3)
Skills:	Bluff +10, Climb +12, Concentration +8, Disable Device +9, Drive(automobile) +12, Gather Information +10, Hide +7, Innuendo +5, Intuit Direction +2, Jump +7, Knowledge (Chicago Geography) +8, Knowledge(religion) +13, Listen +2, Literacy +5, Swim +4, Scavenge +6, Search +8, Spot +8.
Feats:	Power Attack, Cleave, Firearms Proficiency-Pistol, Firearms Proficiency- Shotgun, Magic Touch Repair (Digger), Improved Critical, Quick Draw, Track
Special Abilities:	Survivor, Soul, Dig Down, Pack Rat, Wariness, Dig Down (2), Improved Magic Touch Repair
Possessions:	Large Masterwork Chef's Knife (Simple, MW), Shotgun (Advanced, Excellent) and almost any other equipment the Judge deems appropriate.

Disadvantage:

Multiple Personality Disorder.

Whenever Tommy is placed in any situation that would be considered extremely stressful (combat, extreme public embarrassment, hostile interrogation) his alter ego takes control. The Reverend is a cold-blooded killer and, while he can appear completely normal for a short time, all of his actions must focus on avoiding detection or locating and trapping a new victim.

In addition, Tommy can only use the skills found in brackets while the Reverend is in control. Tommy himself is not aware that he even has these skills, since he learned them during his Reverend-induced memory lapses.

Appearance: Tommy is a wiry young man with blond hair and blue eyes. He primarily dresses for comfort, favoring flannel shirts and blue jeans. He is an all-American boy next door with one of the most disarming smiles anyone could hope to

see.

Roleplaying Tommy: Speak softly and courteously, and compliment the people you meet regularly. Avoid any form of physical contact, but try to be outgoing and easy to talk to. Listen more than you speak. If you are forced to roleplay the Reverend, leer at the players a lot. Stare long enough to make them feel uncomfortable. Tell jokes that center around death, preferably the character's death. (For a great idea of what the Reverend would be like combine Hannibal Lechter and Christian Slater's character from *Heathers*).

THE VODOO QUEEN

"We trailed her to the Chatahoochee National Forest before we lost sight of her. It was late and the weather was starting to kick up so we decided to make camp just south of Carbondale. We saw her in a flash of lightning. She was dancing naked up on the roof of Charlie's True Value Hardware on Main Street.

"We started to rush the building when Terry got struck by lightning. It hit him square in the forehead, almost like someone aimed it. Joe and Sam went down about three seconds later, shit, Sam's head exploded it hit him so hard. When Bobby and Zed got it I took off. I kept running for a couple of hours. She never stopped dancing, up on that rooftop, like she wasn't worried about us at all. I tell you that she can call down the lightning. She's some kind of witch or something, you have to do something about her, she'll kill us all."

-Report to Dr. Jim Grant from

Leonard Johnson, executed for cowardice on June 23, 2007

Michelle was born in Port-au-Prince Haiti. The spirits had always spoken to her, even when she was a little girl. She was named a mambo on her sixteenth birthday, following her first possession by Legba, the spirit of the crossroads and of magic. Michelle's greatest joy in life came from helping the worshippers in any way she could. She was devout and humble and willing to help anyone, no matter how small the problem, and most of the problems were small, until Napoleon.

When a terrified mother brought Napoleon to Michelle, he was very near death. He had what the villagers called "the Wasting Sickness" and could not be expected to live out the week. Michelle began to work her magic. She called upon the Loa, she mixed the blood and herbs for healing potions and she prayed to the Christ. Nothing worked. Finally she stood beside the dying child to wait for Guede, the Loa of the dead.

The government got there first. They flew the child to America, where the CDC was studying a rash of diseases that had come in with immigrants from the Caribbean. Within a month, Napoleon was home and recovering nicely.

This was a turning point for Michelle. She had been wrong, the whites did have magic, and it was more powerful than Voodoo. She emigrated to America and was enrolled into one of the most prestigious medical schools in the country. Her mother begged her not to go, but she had already turned her back on the old ways. She finished medical school and began a practice

as one of the finest bacteriologists in America.

She had just received an appointment to the CDC when it was destroyed by Pestilence. Within a few months she had attached herself to a hospital trauma ward. The End brought with it epidemics that she was not prepared to handle, and she eventually cracked under the strain. She relocated to a shack in the Appalachians and stayed there until the world ended.

When she had finally run out of food, and the TV and radio stations went off the air, she ventured back out into the world. During her trip towards Atlanta, the Loa spoke to her. They had been made strong again, she would be their voice in this new world, they would take her back.

She closed her ears to their offers, sure that she could handle this new world on her own. She remained sure for almost three weeks, when she arrived back in Atlanta. She was the first woman

attacked and enslaved by Dr. Jim's slavers. During her first night in a crowded, stinking slave pen the Loa spoke to her again by possessing a fellow slave. By the time their conversation had ended, she realized that she was powerless in this new world without them. A powerful warrior Loa, Ogoun, entered her and gave her the power to batter down the walls of her prison while Shango covered her escape with blinding flashes of lightning.

Since then she has carried on a war with the Atlanta slavers. Atlanta does not know who is interfering with their operations, and does not even suspect anything more than bad luck. Any slaving party that travels north through Georgia will find that they world itself seems out to get them. Some are struck down by lightning, some by fire, others still by swarms of snakes. Most of them are never simply heard from again.

It was Michelle who gave the slaves that would eventually



become the Swamp Rats, the opportunity to escape. She also assists any woman who is attempting to avoid capture by the Atlanta slavers, often sending them towards Louisiana with a promise that someone will be watching them the whole way. She crafts rituals that strike down important members of the Atlanta Confederation, kills their agents and weakens their

power.

She is aware that something is very wrong in Washington DC, but the Loa have told her that she is powerless to stop it. Whatever is there, it is greater than all of the Loa. She is content to war with the slavers...for now.

Michelle is one of the rarest people on earth, a practitioner of Magick. While all practitioners of

Michelle Boviére

Sin: Lapsed
Place of Birth: Port-au-Prince
Apparent Age: 30
Citizenship: None

Type/Class/Level: Meek 4/Shaman 4/Physician 6
Challenge Rating: 7
Size: Medium Sized Human
Hit Dice: 38 Hit Points
Initiative: +5
Speed: 30 ft.
Armor Class: 11
Attack(s): +7/+1
Saves: Fort +9 Ref +5 Will +15
Abilities: Str 10 (+0) Int 19 (+4) Wis 17(+3) Dex 13(+1) Con 10(+0) Cha 16(+3)

Skills: Animal Empathy +8, Bluff +4, Science- Chemistry +10, Concentration +7, Decipher Script +5, Diplomacy +5, Heal +5, Hide +4, Innendo +5, Jump +2, Knowledge(ancient religion) +9, Knowledge(medical) +10, Knowledge(bacteria/disease) +10, Literacy +5, Medical- Treat Illness +17, Medical- Treat Wounds +17, Medical Investigation +16, Move Silently +6, Profession(Doctor) +14, Sense Motive +4, Spot +6, Wilderness +9.

Feats: Focus(Shaman), Elemental Fury Ritual(Shaman), Savage Sight Ritual (Shaman), Stabilize (Medical), Combat Medic 1 (Medical), Diagnosis 1 (Medical), Diagnosis 2 (Medical), Intensive Care (Medical), Make Medicine (Medical), Alertness, Dodge, Expertise, Firearm Proficiency- Pistol, Mobility, Improved Initiative, Improved Disarm.

Special Abilities: Survivor, Soul, Nature Sense, Restorative Touch, Shamanistic Magic, Favor of the Savage Gods.

Possessions: .45 Pistol (Complex, Good), Full medical lab and medical kit (Computer Age, Excellent)

black magic were thrown into the pit and the good and faithful practitioners of Voodoo were admitted, albeit reluctantly, into Heaven, Michelle was left here. She turned her back on her one true faith to practice medicine. Her faith only returned to her after the world ended and it was once again not sinful to practice magic.

She has remained humble in her victory however. She remains dedicated to helping the helpless, healing the sick and avenging the wronged. She is courteous, soft-spoken and wise. She is everything that the leaders of the Atlanta Confederation would fear, if only they were sure that she existed. She is content to remain in the shadows, in her little shack outside of Carbondale, deep in the Chatahoochee National Forest. She does not want to lead a crusade, since the power comes from the Loa and not from her. She does what she feels is right and just, and as yet the Loa have not disagreed.

She has begun to look for someone to train, both in medicine and in Voodoo. A person who embodies humility, faith, perceptiveness, compassion, intelligence and strength of character may be able to convince her to pass on her knowledge. This person does not have to be female, but he can not be from Atlanta. She would like to take Rachel Duvalier on as a student, but the Loa have told her that Rachel is meant for other things. She looks in on Rachel from time to time, and has made it her lot in life to be a guardian angel to this powerful young woman.

Michelle does not trust or like Mary Colwell, and is carefully considering taking direct action against her. If she does, Louisiana may be

torn apart as mystical power meets military force.

Notes: The statistics and skills given for Michelle assume that she is in control of her own body. When the Loa enter her, her statistics may be entirely different. For example, when Ogoun enters her, her physical statistics (Str, Dex, Con) all increase by three.

Further details on her magic will be available in The Dark Arts source book.

Appearance: Michelle is a slim black woman who impresses most people with her confident and professional bearing. She wears her hair in a neat ponytail and wears horn-rimmed glasses. She is fond of doctors surgery smocks and other equally utilitarian clothing.

Roleplaying Michelle: Look the characters in the eye a lot. Ask a lot of very forthright questions. If someone appears foolish or judgmental, ignore or dismiss them. Michelle has no time for bullies, and will quickly make her displeasure known to any who attempt to coerce her through threats. If someone is genuinely in need of help, offer assistance, but do not soften the attitude at all.

JEROME ABBEY

"There might be more to these 'Swamp Rats' than they let on. I thought that they were going to be a bunch of militant feminist man-haters (and they'd be justified considering what each of them went through) but Jerry is the stumper."

"Jerry, so you know, is the largest man that I have ever seen in my life. He practically screams



testosterone, but they all seem to accept him as one of them. These women practice their sharpshooting on any man that rolls down Highway 10, but they let this giant stay with them as a member of their colony. Apparently he was crucified by the dictator in Atlanta. When they found him, he had torn one of the nails out of the cross in an effort to free himself. (For the record, he also has some pretty gruesome scars on his wrists to confirm the story). I don't know why they made an exception for this man, but it would seem to mark him as a deadly adversary as well as giving the Swamp Rats some additional credibility."

"I would like to heartily recommend immediate alliance with the Swamp Rats. The extra man- (actually woman-) power couldn't hurt against the Injuns and it doesn't sound like Dr. Jim's boys could even scratch us. If they let someone this good get away, they're too stupid be considered a threat."

-Message from Scout First Class Sara Jones to Tom Harding, leader of the Waco Encampment

Jerome grew up in a run-down suburb of Pittsburgh, PA. He was well liked throughout high school and was nominated "Most Likely to Succeed" by his graduating class. He dated the prettiest girl in Washington High and received a full scholarship to Georgia Tech. He didn't have a problem in the world, or so everyone else thought.

While Jerry was dating the prettiest girl in his school, his heart wasn't in it. She was attractive, but Jerry had always been more attracted to other men than to women. While he realized this early in his life, he also realized what kind of

treatment he could expect from his peers if he were to make this known. In the end, Jerry was more willing to be lonely than he was to be an outcast. He suppressed his urges, until he went to school and met Mathias.

Mathias was from Germany studying Engineering and lived in the same dormitory as Jerry. They became inseparable friends for the next few months. Then Mathias told Jerry that he was homosexual. Instead of throwing him out, the reaction that Mathias expected, he and Mathias slept together. It was the first time that Jerry had ever felt comfortable during any form of sexual contact. After school (and Mathias), he and his long time lover, Bernie, settled down as a peace officer.

Jerry discovered Bernie's body towards the last days of The End. A group of vandals had broken in to "show these fags what real men were" and had shot Bernie over thirty times. Bernie killed three of them with one of Jerry's handguns and critically wounded a fourth. Upon entering the slaughterhouse that was his home, Jerry suffered a severe nervous breakdown. He abandoned his job and went to live in a small town fifty miles south of Atlanta.

Several weeks later, a recruiting party from the newly formed Atlanta Confederation found him and brought the half-mad Jerry back to "civilization". He was introduced to Dr. Jim, who immediately saw great value in a man who used to track down fugitives. He was named "Slavemaster General" and made the head of the Secret Police, second in rank only to Dr. Jim himself. He was given a palatial home and ten of the most attractive and

fertile slaves out of the pens.

Dr. Jim began to suspect that something was wrong when not one of Jerry's slaves turned out to be pregnant two months later. Furthermore, three had escaped and not been reported missing. Dwayne Washington investigated personally. Within three days, Dwayne had turned up evidence that Jerry and another citizen, Harry Schwiek, were homosexual and had been carrying on with "practices unlawful to the Atlanta Confederation". They were both arrested and were slated for crucifixion.

They nailed Jerry and Harry up to makeshift crosses and left them to die. Harry expired after only three hours, more from the beating than the crucifixion. Jerry lingered on for two more days before Fate showed her hand.

He was rescued, quite unexpectedly, when a Swamp Rat raiding party found him. Rachel, after reading the charges written above his head, ordered that he be taken down and given medical attention. It took several months, but at last, Jerry recovered. He was brought back to the Swamp Rats' base camp and was made a citizen. Mary Colwell immediately hated him, even nicknaming him "The Pink Commando", but Rachel was not going to back down. Anyone who hurt Jerry could count on exile or death. While everyone thinks that Rachel is saving him because she has a soft spot for the downtrodden, Jerry knows differently. He was the second most important man in Atlanta for over two months, and he has information that Rachel needs. He is happy to give the information to Rachel in hopes that Dr. Jim pays for attempting his execution, but he is also smart enough to give it out

Jerry Abbey "The Pink Commando"

Sin:	Bitter
Place of Birth:	Wilksburg, PA
Apparent Age:	27
Citizenship:	Swamp Rats
Type/Class/Level:	Meek 6/Thug 6
Challenge Rating:	9
Size:	Medium Sized Human
Hit Dice:	46 Hit Points
Initiative:	+7
Speed:	30 ft.
Armor Class:	19
Attack(s):	+9/+3
Saves:	Fort +4 Ref +7 Will +9
Abilities:	Str 18(+4) Int 12 (+1) Wis 10 (+0) Dex 17 (+3) Con 17 (+1) Cha 15 (+2)
Skills:	Balance +4, Bluff +7, Climb +7, Diplomacy +5, Drive (automobile) +7, Escape Artist +11, Hide +6, Intimidate +13, Jump +7, Literacy +2, Science- Chemistry +9, Science- Electrical +6, Swim +6, Tumble +6, Wilderness +4
Feats:	Weapon Specialization (Thug), Endurance (Thug), Toughness (Thug), Body Armor Proficiency (Combat), Dodge (Combat), Improved Initiative (Combat), Make Explosives, Power Attack, Cleave, Firearms Proficiency-Pistol, Firearms Proficiency-Automatic Weapons, Mobility, Point Blank Shot, Shot on the Run, Improved Bull Rush.
Special Abilities:	Survivor, Soul
Possessions:	Flak Jacket (+6 AC, Complex, Excellent), any weapon the Judge wishes; two-way radio(Computer Age, Excellent).

slowly, for fear of the day that it is more important to keep Colwell happy than to get Jerry's information.

Jerry has made himself indispensable to the Swamp Rats. However, even here is not safe. Several women, desperate for physical contact, have come to him for sexual favors despite the fact that they all know about his preferences. To have sex with any of them is to invite his own death at the hands of Mary Colwell, to refuse is to have the resentful anger of accepted members of the colony. He expects

to die at Mary Colwell's hands, but his fondest wish is to take her with him when he does.

Disadvantage: Trick Knee. During his capture, Dwayne Washington kicked Jerry in the knee to bring him down. It has not healed properly, and now acts up whenever Jerry is forced to run. Any time that Jerry breaks into a fast run all dexterity checks that relate to running, jumping or falling are made at -4.

Appearance: Jerry is a tremendous and rather imposing man. He was a body builder and martial artist before the Apocalypse and has had no problem keeping up his 270 pounds of raw muscle. While cheerful in disposition, he does not smile often.

Roleplaying Jerry: Be good natured and friendly until you are threatened in any way. Then drop all of the good naturedness and act like a cold-blooded killer. Jerry is a very able fighter in any environment and is not a good man to anger.

SINDY

"About 15 or so miles south of Dallas we came across a manor house that someone had recently renamed 'The Palace of Sin'. It seemed to be occupied so we went up to make contact. We were greeted at the door by a servant of the mistress of the house, a young girl named Sindy."

"We were led upstairs into a bedroom that was filled to bursting with naked men. She was laying across the laps of three naked men while others, like dutiful slaves, washed her naked body. She welcomed us and offered to let us stay the night...if we would 'serve her pleasure'. I politely refused, as did my two companions, when she ordered her slaves to attack. We mowed them down quickly, since they were unarmed, with no difficulty at all, but she escaped."

"I'm not sure what method she is using to control her slaves, but it seems effective enough. These men ran down the barrels of fully automatic weapons without batting an

eye. We didn't bring it to your attention while we were in your camp because it didn't seem important, what with them being decimated and all, but on our return trip we noticed several new slaves had been recruited and the house seemed to be back in excellent repair. Their exact location is attached to the rear of this message if you would care to do anything about it."

"Thank you again for your time and hospitality."

-Message from Jen Hutchinson, Ambassador from the Swamp Rats to Tom Harding, leader of the Waco Encampment.

During the last days, it had become clear to many demons that they had backed the wrong horse. The warriors of the Damned were being cut down in scores by Michael, Uriel and Raguel. The humans who had supported the hordes of evil were dying to the Horsemen by the millions. Shortly before the last martyr died, Caliaphon, a succubus, realized that Hell never had a chance.

She left her post as the President's favorite prostitute on the night that Gunther Hoelman was assassinated. She quickly located a young suicidal woman outside of Dallas and appeared to her in her last hour. The girl, Cynthia Colletti, had lost her entire family in the previous two weeks. She had just swallowed 25 codeine tablets when the woman appeared.

Caliaphon waited patiently while the young woman expired and quickly placed her essence in the newly deceased. Thus equipped with a new body, Caliaphon went



Sindy (Caliaphon)

Sin:	Not Applicable
Place of Birth:	Hell
Apparent Age:	17
Citizenship:	The Palace of Sin
Size:	Medium Sized Human
Hit Dice:	45 Hit Points
Initiative:	+1
Speed:	30 ft.
Armor Class:	20 (+1 Dex, +9 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d3+1.
Face/Reach:	5 ft.
Special Attacks:	Enslavement, Energy Drain
Special Abilities:	Damage Reduction 10/0, Alternate Form, Telepathy, Spell Like Abilities
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 13, Int 16, Wis 10, Dex 13, Con 13, Cha 20

Skills: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (religion) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16

Feats: Toughness, Dodge, Mobility

Climate/Terrain: Any

Organization: Solitary

Challenge rating: 9

Enslavement(Su). Anyone engaging in any form of consensual sexual contact with Sindy must make a Will Save (DC 18) to not be enslaved to her will. Enslavement means the character shall be treated as dominated. Note that her power is dependent on the sexual orientation of the target.

Energy Drain(Su). Sindy drains energy from any target with a Soul if it lures them into an act of passion or by simply planting a kiss on their cheek. If the target is not willing to be kissed, Sindy will attempt a grapple (which provokes an attack of opportunity). Sindy's successful kiss inflicts one negative level. Please note, the target must succeed at a Wisdom check (DC 15) to even notice. The Fortitude Save to remove the negative level has a DC of 18. Targets whose negative levels exceed their actual levels become Enslaved. If the negative levels which become permanent exceed their actual level, they become Mind Dead under Sindy's control.

Spell Like Abilities(Su). Darkness (Sindy can create a globe of Darkness in a 5' radius once per round. The Globe lasts for 5 rounds). Suggestion and Charm Person (Once per round, Sindy can use Suggestion or Charm Person as these spells are detailed in the Player's Handbook). For purposes of these spells, Sindy is considered 16th level.

out to find herself a protector. After weeks of searching she found a young man who had all the necessities of life. Food, shelter, weapons, blood and lust. She moved in with him and awaited the end.

When the sixth seal was broken, her protector was struck down by the fire. She was glad that he was gone, he just didn't have endurance enough for her. He had lost sixty pounds in under a month and had such severe exhaustion that he couldn't even breathe properly. Mortal men never did have enough stamina for Caliphon. She set out to discover the new world.

She quickly settled on a palatial home just outside of Dallas. The mansion sat on over forty acres of land and was in viewing distance of Highway 35. After cleaning the entire place, she set up her signal fire in the front yard and waited for her first arrival.

It didn't take long. A lone man wandered in after only a week. As he approached her signal fire, she came out of the house wearing a demure slip and silk stockings. He thought that she was every fantasy he had ever had come to life...and she was. They made love that night, and he forever surrendered his free will for this woman. She put him to work the next day. More arrived, and the next month even more. By the time that the colonies were being founded, Sindy had over thirty dutiful slaves working all day and all night to serve her pleasure. If they please her well she rewards them with sex. The ones who serve her well, consequently never live for very long. No mortal man is prepared to withstand the ravages of a demon made flesh.

Her first trial came unexpected-

ly. A delegation of Swamp Rats on their way to open negotiations with the Waco Encampment stumbled upon her little palace. Sindy attempted to seduce them, but to no avail. She ordered her slaves to destroy them, but she quickly discovered that her tired and beaten little minions were no match for these trained and able fighters. The three Swamp Rats left a day later having killed all but her and one of her slaves. To add insult to injury, the Rats also told Tom Harding about the little sex cult, sure that he would do something about it.

When the scouting parties from Waco arrived, Sindy used slightly different tactics towards them. She enticed them in and did seduce each one in turn. They gave up their minds as easily as did the others, but she did not have sex with them ever again. She decided to leave her soldiers alone, after all, they needed their strength. If someone came in from somewhere other than Waco, Sindy considered them a plaything. If they were from Waco, they were her personal guard.

Tom realizes what is happening. He did not send anyone else up to Dallas, furthermore, he forbade any of his citizens to travel through that area. He knows that he has just given Sindy ten capable, well-trained and well-equipped soldiers, but he does not know how to get them back. He has entered into negotiations with the Swamp Rats, with the sole intention of having them get rid of Sindy once and for all.

Sindy also knows the things she could accomplish if she could seduce the leader of the Waco Encampment, but she is not sure that she could. One of the captured

soldiers was of the, quite mistaken, opinion that Tom was probably homosexual. If that was the case, she would be powerless before him, since she is quite expressly female. She can not take steps to eliminate him, since he and his colony do keep back the raiding parties from the Indian Lands. Over all this is her newfound mortality. Sindy, through magickal experimentation, has discovered that her natural life span is about one thousand years and she wants to enjoy every one of them. She needs Tom, for now. It is not a natural state for her to need someone else, but she is ironically discovering that she enjoys it.

Appearance: The body that Sindy is using was absolutely beautiful, and her illusion has kept it looking the same as it did immediately before its' death. She is 5'6" with ash blonde hair and a stunning figure. She always dresses sparsely, taking great pains to show off her breasts and legs. If she knows someone is coming and has at least five minutes, she can attire herself to be that person's greatest fantasy.

Roleplaying Sindy: Smile, move and talk slowly. If you can pull it off without looking ridiculous, touch any man you are talking to or stroke your neck and legs in a suggestive manner while you talk. Fill your speech with double entendres. Go beyond the stereotypical tramp. Offer the characters their wildest dreams. If rejected, become a screeching hag and have them killed.

HUMBLE JOHN

"I confess, Chief Deertrack, the white makes me nervous. He spends all day reading from his musty Bible about his dead God. He prays any time that he isn't eating or on the toilet, and I can't even be sure that he isn't praying then. He often speaks to us about his God and while the things he says are wise and fair, he is scaring me."

"It got so bad last night that I placed my gun to his head and threatened to kill him. He looked at me and said, 'I understand, my son' and calmly waited for death. I didn't believe that the whites had such spirit, but this one must have been truly touched by his God."

"His strength is beginning to frighten the other warriors who are on guard detail. They worry that they might be destroyed by this God if they are to do anything wrong. I am writing to you on their behalf. They beg you to replace them with other warriors and let them go elsewhere, it does not matter to them where. It is fine with me, I will stay with the white, he has much to teach us and I would learn the source of his power. I hated the whites once, only now am I learning to respect them."

-Message from Tehautin to Edgar Deertrack and the Council of Tribal Elders

John Kimbrell was an ordinary guy. He was a drill press operator from Denver. He loved the Broncos and had season passes to the Rockies games. He had a sweet girlfriend and a third-floor walk-up. On Saturday nights he liked to go out to the bars and drink a little too

John Kimbrell "Humble John"

Sin:	Sinner
Place of Birth:	Aurora, Colorado
Apparent Age:	45
Citizenship:	The Indian Lands
Type/Class/Level:	Meek 6/Preacher 3
Challenge Rating:	6
Size:	Medium Sized Human
Hit Dice:	29
Initiative:	+3
Speed:	30 ft.
Armor Class:	13
Attack(s):	+7/+1
Saves:	Fort +6 Ref +3 Will +11
Abilities:	Str 11 (+0) Int 15 (+2) Wis 18 (+4) Dex 16 (+3) Con 11 (+0) Cha 13 (+1)

Skills: Bluff +4, Carpentry +5, Climb +6, Concentration +10, Diplomacy +8, Gather Information +7, Intimidate +3, Knowledge(American Indian Religion +7), Knowledge (Christian religions) +8, Medical-Treat Illness +7, Perform +3, Sense Motive +10, Wilderness +7.

Feats: Alertness, Counter Poison 1, Cure Illness, Dodge, Expertise, Intensive Care Shamanistic Focus, Smoke Vision Ritual, Stop Poison.

Special Abilities: Survivor, Soul, Faith Based Healing, Inspire, Miracles, Enemy (Gabriel)

Possessions: None specific

much. He was anyone you would meet on the street...until New Year's Day 2004.

John had a nightmare on New Year's Eve. God was angry, and he was coming back to punish the wicked. He ignored it as a tequila-induced hallucination. He had it again on the next night, and the next, and the next. Driven nearly mad with exhaustion, and unwilling to believe that God was giving him a personal message, he checked himself into a mental hospital. They drugged him so that he could sleep through the night, and for a while the dreams abated.

John was still in the hospital when The End came. He hardly noticed it at first, thanks to his sedatives, but after a while the hospital ran out of drugs. The nightmares did not return, but the waking world was just as he had always dreamed it would be. Then John realized his mistake. The Lord had given him a chance to become a prophet, and he had squandered it by doubting his sanity.

He left the hospital when the sixth seal was broken, took a gun from a dead policeman and prepared to end his own life. He sat beneath St. John the Divine's

steeple and placed the gun in his mouth. He pulled the trigger, and he died. His floated in the void between Earth and oblivion for only a moment. His eyes opened to see an angel, falling to earth. It was the most beautiful thing that he had ever seen, even though it was on fire and screaming the screams of the damned. Somehow, he knew its name...Gabriel.

He rose, unaware that his wound had been completely healed and began to walk south. This message was one he would deliver. God still had mercy upon his creations, and he had sent the angels to protect us. He traveled as far south as New Mexico and set up his home in the desert, waiting for a sign from the Lord on how to proceed.

The warriors of the Indian Lands found him, and took him back to the Tribal Elders for judgment. Edgar Deertrack saw something in this crazed man that the warriors did not. He was sure that John had been touched by a god, perhaps even the God of the whites. He did not know the lore of the whites' God, and he found himself unwilling to anger Him. He ordered that John be taken back to his dwelling in Truth or Consequences, NM until all the rest of the whites had been driven from the land. John would be the last white man taken by the Americans.

John returned to his humble shack and proceeded to fast, abstain from sex and pray. His simple life has been an inspiration to many of the Americans and some of the less hateful among them, several Tribal Elders included, come to him for counsel on particularly difficult issues. He does not mind sharing his wisdom and the word of God

with others. His sound advice has even earned him an informal advisory post to Edgar Deertrack himself. John is never without a squad of well-trained braves to protect him, despite his protests that the angels themselves protect him. He prays. He fasts. He has faith in the Lord of Hosts. He is Humble John.

Notes: Humble John is the reason that Gabriel fell. Just before the Seventh Seal was broken, signaling the closing of the gates of both Heaven and Hell, John shot himself. John's pain and suicide caused Gabriel to hesitate and thereby fall. As Gabriel fell to Earth, he passed directly over John's lifeless body. Whether he healed John intentionally or whether his resurrection was some sort of divine fallout, no one is really sure, including Gabriel.

Gabriel would dearly love to get his hands on John, who he sees as the source of all of his problems. Fortunately for John, Gabriel is not sure where John has gone. If Gabriel were to find him, the end of John's life would not be pleasant.

Appearance: John looks just like a stereotypical Old Testament prophet. He has wild hair, dirty unkempt clothing, foul breath and body odor. He is becoming emaciated from living on insects and lizards out in the desert. His eyes often make the biggest impact on people, as they radiate a light of inner peace and contentment.

Roleplaying Humble John: Offer the characters hospitality and friendship immediately. Answer any question they ask or problem they pose with an answer that sounds like it's from the Bible.

Don't worry if you don't know anything about the Bible, since John really doesn't know anything about it either. If he is called a "Geek" (see the Slang section) he will lose his concentration and his focus and will, for a short time, appear to be an ordinary, if troubled, young man.

HARRY LIEBOWITZ

"The poor little girl was dying from rabies that she had gotten from a rat bite and there wasn't a damn thing we could do for her. We had teams of men out searching for the shot, but hell we weren't even sure what drug it was. We looked for weeks but nothing turned up. We just sort of sat around and waited for this girl to die."

"Harry blew into town and asked around to see if there was anything that the town needed. He heard about Andrea and took off. Two hours later he had the cure. Doesn't that take the fuckin' cake. We looked for weeks and he found it in two hours. Asked what we could do to repay him and all he asked for was some friendly female companionship, not a bad price for saving a girls' life. Left town three days later without even saying goodbye. Hear tell that up in Lincoln he took out a motorcycle gang that the whole damn town couldn't even fight off, asked for a haircut and a homecooked meal. Ain't nothin' that son of a bitch can't do."

-Campfire story of Casey Howard, Davenport, Iowa

Harry was born and raised in one of the worst areas in St. Louis, the son of a factory worker and a

housewife. Since his family was poor, it fell to him to help out where ever he could. He avoided the money that could be made on the streets and got his first real job when he was 14 in the same plant as his father. He went to school days and worked nights whenever the plant could afford to take him on. His only real love was for football. He was the star defensive cornerback for his high school by the time he was a sophomore, and by his junior year scouts from around the country had come to look at him.

He finally decided to attend Florida State and happily threw himself into school. He studied Mechanical Engineering and English and had become a starting cornerback for the Seminoles by the time his first season was over. His life was damn near perfect. At the beginning of his junior year his fiancée dropped the bomb on him. She was pregnant.

Harry knew he couldn't play football, go to school and raise a family all at the same time. Ever mindful of his responsibilities, he dropped out of school to raise his family. He converted to Catholicism and married the woman he loved just one month later. They set up house in Helen's hometown in southern Florida. Harry, as usual, landed on his feet, immediately getting an apprenticeship to a local plumber. His boss had only taken Harry on as a favor to Helen's parents, but he quickly found out that Harry was one of the hardest working and most dependable people on Earth.

His household was happy, blessed as they were by a healthy daughter named Rachel. They never seemed to fight, Harry was a good

Harry Liebowitz

Sin:	Poor Conversion
Place of Birth:	St. Louis, Missouri
Apparent Age:	Late Thirties
Citizenship:	None
Type/Class/Level:	Meek 4/Digger 12
Challenge Rating:	10
Size:	Medium Sized Human
Hit Dice:	49 Hit Points
Initiative:	+9
Speed:	30 ft.
Armor Class:	20
Attack(s):	+11/+3/+1
Saves:	Fort +7 Ref +13 Will +12
Abilities:	Str 13 (+1) Int 17 (+3) Wis 16 (+3) Dex 18 (+4) Con 15 (+2) Cha 11 (+0)

Skills: Bluff +6, Disable Device +11, Drive +17, Gather Information +10, Intuit Direction +12, Knowledge(geography-midwest) +8, Listen +9, Open Lock +8, Mechanical +7, Medical- Treat Illness +8, Perform +2, Plumbing +13, Scavenge +14, Search +8, Spot +4, Swim +5, Wilderness +10

Feats: Body Armor Proficiency, Dodge, Firearm Proficiency- Pistol, Firearm Proficiency- Rifle, Improved Initiative, Magic Touch Repair (Digger), Iron Will, Mobility, Point Blank Shot, Rapid Shot.

Special Abilities: Survivor, Soul, Dig Down, Pack Rat, Wariness, Dig Down (2), Dig Down (3), Here it is! (2/day), Dig Down (4), Improved Magic Touch Repair.

Possessions: Flak Jacket (+6 AC, Complex, Excellent), any other Judge deems appropriate. Harry will always be well armed and provisioned.

husband and a great father. Money was occasionally tight, but never so much that Rachel had to go without or that Helen had to quit school. He happily shouldered any burden quietly and modestly. Helen eventually got her degree in English and began teaching at a local community col-

lege.

Life was again idyllic for Harry, who never seemed to ask for anything and was always happy with whatever life had in store for him. The only concession that he made to his previous life is that he never watched football again.



Nothing ever seemed to really shake Harry, except for the end of the world.

Harry was one of the first to realize that something had gone wrong. At his yearly New Year's Eve party, his wife and daughter vanished before his very eyes. He saw (or at least has never been able to convince himself that he didn't see) Helen and Rachel transform into beings of pure light and ascend towards Heaven. He left his job on bereavement leave and mourned.

He would have returned to work, but the Hand of God had struck down just about everyone in town by the time his savings were gone. There was always someone else to mourn: his in-laws, his best friend, his family and eventually the whole damn world. He stayed home and watched the news, watching the world fall apart. He had been through Catechism just a few years before while converting, and he quickly figured out what was going on. He wouldn't have to go back to work. God was coming for them all.

Several months later, after he had the dream for the first time, he knew that God wasn't coming for him. He placed whatever he could scavenge into a Jeep and struck out. He discovered that he was better suited for this new world than anyone else. He was accustomed to hard work, possessed a good degree of intelligence and common sense, was in excellent health and was just hard enough to kill anyone who posed a serious threat to his person.

He went from one colony to another, never finding one that suited him. The end had brought out a severe wanderlust in him. He was one of the few to never settle down

in one place, and, among the Meek, may be the most knowledgeable regarding the colonies from coast to coast. He is welcomed in all but the Indian Lands and Washington, but then again, he has never tried to go either of these places. He may or may not be welcome back in Atlanta, owing to several altercations that have lost Dr. Jim several of his best slaving parties.

Harry is known nationwide as "Digger" Liebowitz. The comment that usually follows is that "Harry isn't A digger, he's THE digger." His services as a scavenger are never declined.

Harry has been travelling with a young girl named Jessica almost since the beginning, and he is never seen without her. She is a plain little girl who has taken after Harry's lesson and is almost as able a scavenger as he is. She is also a very competent fighter and an expert shot, thanks to Harry's tutelage. Many of the Meek have commented that the quickest way into a pine box is to threaten either Harry or Jessica. They both take threats very seriously, if one doesn't get you the other one will.

Disadvantage: BAD BACK
Before the end, Harry slipped a disc in his back. If he is forced to lift something that weighs more than 10 times his strength in pounds, he rolls two less dice for the attempt.

Appearance: Harry is a large, well-built man. He often impresses people that he meets with his cleanliness and high standard of grooming, since he looks healthy while so many do not. Many of the people he meets are terrified by him because he usually appears to be well-fed

and well-cared for. Both are high status symbols in the post-Apocalypse world.

Roleplaying Harry: Calm, quiet and competent. Listen to people but don't talk much. Answer questions with as few words as possible. Don't share details about his personal life from before the end. Consider any answer you make or any question that you ask carefully before you actually give it.



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The End is only the Beginning...

THE END The Boston Massacre

The Boston Massacre

The sourcebook for the New England area, the Boston Massacre focuses on The Sons of Liberty desperate battle against a well armed but unnamed foe in the ruins of Boston. Soliders of this foe only refer to themselves as "Dogs" and often commit suicide when captured- the ultimate act of defiance in a world with no Heaven or Hell. Now, refugees from the New England area bring evidence of a new plague. Can the players aid the Sons in surviving this mysterious enemy? Is there a cure for this latest plague?

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THE END Salvation's Tears

THE END The Dogs of War Washington D.C.

The Dogs of War - Washington D.C.

The sourcebook for Washington D.C., The Dogs of War deals with the mystery of what happened to D.C. Often assumed to be the center of the military threat to the eastern seaboard, Washington D.C. is a place shrouded in mystery from which few ever return. Those who have escaped from D.C. tell of a towering six-sided fortress ripped from the ground and a strange and desperate colony in which the survivors engage in constant psychological and physical warfare for the grim amusement of a dark, pensive man and his new world order.

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THE END

NAME:
SIN:
RACE:
COLONY:
HEIGHT:
WEIGHT:

CLASS:
LEVEL:
Presitge Class:

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STRENGTH (STR)				
DEXTERITY (DEX)				
CONSTITUTION (CON)				
INTELLIGENCE (INT)				
WISDOM (WIS)				
CHARISMA (CHA)				

Current Ennui

Base Ennui

Hit Points

Current
Hit Points:

Subdual
Damage:

Armor Class

(10 + Armor + Dex.
Modifier + Misc. Modifiers)

Initiative

Dex Bonus + Misc. Modifiers

Base Attack Bonus

Melee:

(Str Bonus + Misc)

Ranged:

(Dex Bonus + Misc)

SKILLS

Skill

Ability Modifiers Ranks

FEATS

Eloi, Eloi, lama sabachthani?

Armor

Item

Complexity

Condition

Armor
Bonus

Max Dex
Bonus

Armor Check
Penalty

Speed

Weapons

Item

Complexity

Condition

Attack
Bonus

Damage

Range

Type

Size

Equipment

Saving Throws

Base

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Fortitude

Reflex

Will

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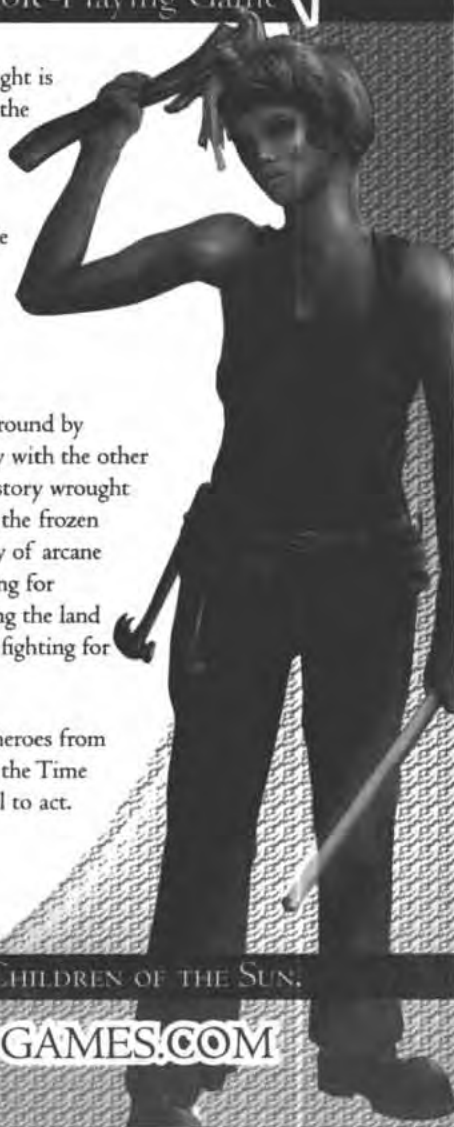
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My God, My God, Why Hast Thou Forsaken Me?

The year is 2006. The Day of Judgment has dawned and the Lord God did separate the wheat from the chaff, the sinners from the virtuous, the damned from the saved. One hundred forty thousand souls felt the Rapture and were assumed into Heaven.

Then came the Day of Reckoning. Those who had marked their heads, hands and hearts with the mark of the Beast were cast into the lake of fire. Mankind's lordship over the beasts was ripped from him. The four Horsemen of the Apocalypse were loosed upon the unrighteous. The great Beast was given free reign to roam the wastelands and a third of the stars were ripped from the Heavens by the wings of Michael the Archangel. In the end, Death claimed almost every human that lived.

Then things went horribly wrong. God's hand fell upon the dust that was neither wheat nor chaff... those in this brave age who had chosen neither God nor his Adversary. The Risen Christ could not damn them for their sins, but nor could he allow them to enter the Kingdom of Heaven.

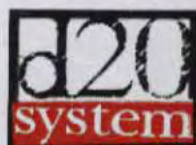
God's greatest creation, Mankind, was finally left to his own devices. They have many names, the Meek, the Lost Souls, the Forsaken, but they have all learned the same thing: *"The Meek shall inherit the Earth"* was not a promise... it was a warning.

The Meek Have Inherited the Earth... Poor Bastards.



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