

RPGObjects Presents:

Artifacts of the Ancients

by Dominic Covey



ARTIFACTS OF THE ANCIENTS

A Darwin's World Source Book v1.0

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From Dominic: Special Thanks to Chris Covey for numerous ideas and continued support of the Darwin's World project.

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PART I: INTRODUCTION

THE SRD, OGL, AND D20 SYSTEM

DARWIN'S WORLD utilizes the System Reference Document (SRD) released Under the Open Game License (OGL) by Wizards of the Coast®. DARWIN'S WORLD is a d20 System product and requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

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BOOK VERSIONING

Darwin's World books are published in an electronic format rather than the traditional paper format. We at RPGObjects® feel that there are several advantages to publishing role-playing games in an electronic format, one of which is that we can update the books with no cost to you. Thus we can avoid the hated errata! We regularly update our products to correct typos, errors, and game mechanic issues. We are always seeking to improve our existing books with each new version. Often we will include additional content and art in newer versions. You can get the latest version of this book at the Darwin's World website, <http://www.darwinrpg.com>. There you will find instructions on how to receive an updated version. If you find an error or feel that a game mechanic needs adjusting, please let us know. We want Darwin's World to be the best post

apocalyptic d20 game available and your help is greatly appreciated.

ARTIFACTS OF THE ANCIENTS

Every scav, raider, and trader knows that the scarred lands of the Twisted Earth, though seemingly desolate and broken to the untrained eye, are anything but "empty". Though a wild, unchecked wind howls mercilessly by day and night in some regions, and the sun is unfettered in torturing the earth with its searing blaze, hidden among the sands, lost hills, and naked mountains are jewels of a sort. Even the dark smudges of fused glass and molten metal once known as cities, which often sprout like unexpected flowers in the sand, bear treasures worth searching for.

Artifacts Of The Ancients is a sourcebook for the post-apocalyptic d20 role-playing game DARWIN'S WORLD. Within these pages you will find a collection of useful, bizarre, and advanced technologies once utilized by the Ancients. Now, these relics are used once again by their most primitive ancestors. Treasure of a sort, these include lethal weapons, super-advanced personal armor, humming electronic devices, powerful and "magical" medicines, and other objects worthy of worship and wonder.

ARTIFACTS

This sourcebook introduces the various items of special interest that can be found among the ruined cities and lost settlements of the Twisted Earth, and their practical use in DARWIN'S WORLD.

Artifacts are, in essence, the finest goods of the post-holocaust world. Whenever characters in DARWIN'S WORLD comb an area in search of useful items, engage raiders or mutant armies, or plumb the depths of old sewers, ruined cities, or abandoned vaults and shelters, there is a chance that they will find something of a priceless nature.

Unlike in the fantasy Core Rules of the d20 system, artifacts in DARWIN'S WORLD are broken down into different categories. There are no "wands", "rods", "staffs", "scrolls", or "magic

weapon/armor”, per se. The categories generally include:

Junk Items: Junk items include a wide variety of variable objects and items of an almost unlimited number of uses. Some items (as detailed herein) are more useful and specific in their utilization.

Foodstuffs: Rarely an object of much interest beyond a single use, foodstuffs are the surviving meals and nutrients used in the resource-weakened world before the Fall. These include nutrient syrups and drinks, dehydrated “meal pills”, and rubber-wrapped ready-to-eat packaged foods. Super-advanced preservation techniques and chemicals have made such lost items edible even so far in the future.

Good Juju: To the primitive mind, the super-advanced medicines and drugs of the Ancients were nothing less than “magic”. Good juju items include miracle cures to diseases, poisons, and instant healing chemicals that help to repair damage done to man and mutant alike. Good juju, though highly prized for their medical applications, often have adverse effects on mutants.

Arcanum: Arcanum is a dwindling form of treasure, becoming less and less common as the years pass. Old books, writings, magazines, texts, films, and the like fade, decay, and rot with time.

Gizmos: “Gizmo” is a generic term for miscellaneous electronic or powered items, ranging from calculators to flashlights, autographnels to radiation-suppression sprays.

Advanced Weapons: These are by far the most coveted and recognizable remnants of the Ancients left among the ruins. Heavy plasma rifles, X-ray lasers, grenades, and mass driver automatic weapons are only a few example of these high-tech, high-powered and extremely lethal weapons.

Advanced Armor: Advanced armor types are exceptionally rare artifacts, since most were destroyed during the great wars. Still, every now and again a rare piece will turn up, giving credit to the technical skills and ingenious armorcraft of the Ancients.

Vehicles: Vehicles are among the most common artifacts scavenged from the wasteland and drawn back into use by the few surviving communities or individuals of the Fall. These include automobiles, motorcycles, trucks, etc. Vehicles are always highly prized not only as symbols of power and influence, but also for their

ability to carry heavy loads long distances and defending against or outrunning the common raider gangs and armies of the wastes.

Certain pieces of equipment (including weapons) require a power source to operate. This will be listed at the end of an item’s description as *Power Source*.

ARTIFACTS AS TREASURE

Again, artifacts are the equivalent of “treasure” in the non-magical, post-apocalyptic world. Though there are no wands or scrolls to be found, there are instead particle-beam weapons, advanced curative chems, and useful electronic devices lost among radiated ruins or used to lethal effects by bandit-princes.

Just like in fantasy-based games, artifacts are generally the real, tangible rewards to facing the dangers of the mutant world. Artifacts are rare and few, their numbers decreasing with each passing year as more and more advanced devices break, run out of power, or simply vanish to the stockpiles of secret societies.

When distributing artifacts as treasure, use the “Building a Treasure” rules (Encounter Level dictating the treasure per encounter) presented in the d20 Core Rules.

TABLE 1-1: RANDOM ARTIFACT GENERATION

Minor	Moderate	Major	Item
01-20	01-15	01-10	Junk Items
21-30	16-25	-	Foodstuffs
31-60	26-45	11-25	Good Juju
61-65	46-55	26-30	Arcanum
66-80	56-70	31-60	Gizmos
81-00	71-85	61-80	Advanced Weapons
-	86-90	81-90	Advanced Armor
-	91-00	91-00	Vehicles

FIGURING OUT TECH ITEMS

On the Twisted Earth, few people remain who can use, let alone recognize, the technology of the Ancients. Theirs was a way of life intertwined with technology and electricity, detached from the honest, earthy, and savage way of their mutant descendants today.

Using complex items of a technological nature, beyond the most basic of items, is a major challenge for most characters. In DARWIN’S WORLD, all advanced items have a DC corresponding to how difficult it is to figure out its operation. When a character finds a new item, he must make a Knowledge (technology) roll to understand how the item is used. Success indicates the character understands the item and

can operate it normally. Failure indicates its use eludes him. *Also, if the item has charges, a single charge is used up per attempt (successful or otherwise).*

Determining the DC for an item is left to GM. DARWIN'S WORLD offers a wide range of character and campaign types. A character's ability to understand technology can be subject to his background, past experiences, and skill set. Below are some guidelines. Items found in the *World Rules* (Firearms, melee weapons, and primitive jujitsu), do not require technology checks. A character may take 10 when trying to figure out items and can only try once per level per item.

Table 1-2: Base Technology DC

Item Type:	DC
Simple	10
Standard	15
Advanced	20
Highly Advanced	25

Table 1-3: Technology DC Modifiers

Related Skill (of 5 ranks)	+5
Related Feat	+5
Experience with similar item	+3
Advanced Society	+5
Manual or Instructions	+10

PART II: JUNK ITEMS

There are various items of minor interest to the characters and creatures of DARWIN'S WORLD, the majority of which are called "junk". Items of this kind are typically non-combative in nature, and their use is generally limited as novelty or trivial niches (to say the least). Some may simply be inert objects, others mechanical toys and contraptions, while still others may be electronically powered with flashing lights and impressive colors. All in all, however, they are ultimately best discarded for more important finds (like food and water). However, cunning traders can often find a way to sell even these items to the rubes convinced they need that odd resin object with the flashing lights.

Clothing: Some finds consist of rare and weird clothing that only harks back to a time when mankind was able to be frivolous and wasteful. Rare and exotic textiles were used to create fantastic and futuristic clothing in the years leading up to the Fall; from fancy three-piece suits made of black shimmer velvet to liquid gold gowns for the ladies. Other textiles included *Synthisilk* (just like the real thing, all but impossible to get after Red China spread the Silk Plague), *SexySatin* (a cross between satin and crushed velvet), *Luminessence* (glowing and color-shifting fabric), and *Neosamite* (synthesized gold thread intertwined with real fur follicles – the latter a real rarity prior to the Fall).

Hologram Projector: This item appears similar to a flat black trophy stand, with a button or dial concealed inconspicuously on the front, back, or bottom. When the button is pressed an emitter creates a 3D holographic-image, floating roughly three inches to a foot above the unit. The image created rotates a full 360 degrees over the course of thirty seconds. The image programmed into the hologram projector can be virtually anything; a commemorative image of a popular movie star, medical diagrams, flashy advertisements, an American flag billowing in the wind, etc. A small port on the side permits a different

image card to be inserted if desired, but such cards are exceedingly rare finds so long after the Fall. *Power Source:* Cell.

Identity Card: The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems. Variations of these types were known, and thus their usage is not always universal.

Example uses: *White* cards were used for front-door access to almost all private residences, from houses to apartments. *Yellow* cards were reserved for access to underground storage, maintenance tunnels, etc. *Lead* cards were limited to soldiers in the field, permitting the holder to bypass security locks and enter abandoned households during the fighting.

Keep in mind that keycards will only work on doors and portals that still have electric power.



TABLE 2-1: IDENTITY CARDS

Color	Rank	Notes	Access
White	Stage IC	Typical citizen's ID card	IC
Yellow	Stage IIC	Technician's access card	IIC
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC
Red	Stage VC	Regional Governor's access card	VC
Black	Stage VIC	Presidential access card	VC, VIC
Lead	Stage IM	Enlisted Military ID card	IM/C
Copper	Stage IIM	NCO access card	IM/C, IIM/C
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM
Silver	Stage IVM	Base Armory access card	IVM
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM
Platinum	Stage VIM	Military Research access card	VIM

Ion Bonding Tape: This is a super-advanced form of binding material that bonds easily to most surfaces, even slippery metal. A typical roll has about 2,000 feet of tape. Ion Bonding Tape requires a Strength check (DC 20) to tear or detach.

Instant Pillow: This item is often packaged in a "high-tech" looking silver package, no larger than a pack of sealed baseball cards (the kind with bubblegum inside). When torn, the slip of pink material inside is cast on the ground, where a chemical reaction (the stuff is made of a material that foams on contact with simple atmospheric nitrogen) turns it into a good-sized pillow. The pillow only opens up once, however, and cannot be re-packaged. The item was, obviously, ideal for weekend camping trips for the whole family.

Light Rod: These are rigid plastic rods (three feet in length), filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely (colors range from vibrant orange to fluorescent blue). The glow provides general illumination (but no heat), up to 50 feet, for eight hours. A light rod can only be used once.

Light Stick: A chemically-activated, hand-held stick (six inches long) of luminous liquid, these safety-lights glow intensely and can be seen through smoky, cloudy, and hazy weather. The light cannot be detected with infrared, and thus make ideal non-signature road flares or

nightlights. Lightsticks come in a variety of fluorescent colors. A stick will provide 10 ft illumination for up to 30 minutes (thereafter being useless).

Magnesium Firestarter: These are high quality magnesium starters, operable in even the wettest conditions. The starter consists of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable (a built-in sparking rod is included).

Portable Stove: For individual use while camping or for survival in the wilderness, this is a small rectangular device with two burners attached to it, adequate to heat two small pots or pans. Foldout metal utensils are stored in a compartment in the device's side. There are many versions of this item available; some older models are powered by gas cylinders, but the majority are powered by electric cells. A portable stove weighs 5 lbs. *Power Source:* Cell.

Survival Kit: This type of item was generally only issued to soldiers in the field, but many types are available. The typical kit contains a water-purification bag (holds one Water Unit of moisture), four halazone tablets (see *Good Juju*), a simple sewing kit, a book of 20 waterproof matches, a compass, four gobs of chewing gum, eight pieces of sweet candy (no nutrition, but raises energy level due to sugar content), a razor blade and holder, 30 pieces of HEVE candy, and a single ten-dose canister of *Medi-Spray* (wound healing). A survival kit weighs 10 lbs.



TABLE 2-2: JUNK ITEMS (MARKET PRICES)				
Minor	Moderate	Major	Junk Items	Market Price
01-15	-	-	Light Stick	5 cp
16-20	-	-	Instant Pillow	25 cp
21-30	-	-	Light Rod	25 cp
31-40	-	-	Hologram Projector (image card)	50 cp
41-45	-	-	Web Belt	100 cp
46-50	-	-	Clothing (Ancient)	150 cp
51-60	01-20	-	Survival Kit	200 cp
61-70	21-30	-	Magnesium Firestarter	350 cp
71-80	31-50	-	Portable Stove	500 cp
81-85	51-55	-	Ion Bonding Tape	800 cp
86-95	56-65	-	Hologram Projector	1,000 cp
96-00	66-85	01-40	Identity Card (White)	1,000 cp
-	86-95	41-45	Identity Card (Lead)	2,000 cp
-	96-00	46-75	Identity Card (Yellow)	4,000 cp
-	-	76-86	Identity Card (Copper)	6,000 cp
-	-	87-88	Identity Card (Blue)	7,000 cp
-	-	89-90	Identity Card (Purple)	10,000 cp
-	-	91-92	Identity Card (Bronze)	10,000 cp
-	-	93-94	Identity Card (Silver)	14,000 cp
-	-	95-96	Identity Card (Red)	25,000 cp
-	-	97	Identity Card (Black)	30,000 cp
-	-	98-99	Identity Card (Gold)	32,000 cp
-	-	00	Identity Card (Platinum)	42,000 cp

Web Belt: This is an efficiently designed belt used by military, police, or technicians for tools and other equipment. The typical web belt has six to eight clip-sized pockets (as well as a pistol holster for military and police versions). Drawing a clip or other Small object from a web belt does not provoke an attack of opportunity.

PART III: FOODSTUFFS

What Ancient foodstuffs that exist in DARWIN'S WORLD are, in general, those products that were made mostly with preservatives to withstand the years since civilization's fall. As a result, the value of certain food items may vary considerably. For example, even though a certain food has the same nutritional value as another, the fact that it is canned (and thus less likely to have been tampered with) may increase its appeal.

Canned Foods: Super-advanced food preservation techniques developed years prior to the Fall (even beyond modern methods) permitted the canning of perishable and non-perishable goods alike. Though so far in the future such delectable foods are increasingly rare, they are nonetheless valued as a commodity and as trade goods everywhere. Canned foods, if intact, are almost impervious to outside contamination, the effects of age, and tampering. In addition, they contain *real* food, fruit, etc. – considered a luxury by most wasteland communities. A single can of food provides for about one meal's worth of nutrition.

Dehydrated Pills: Developed for use in long-range space missions, these food items are small colored pills that are simply meals reduced in size due to the extraction of all moisture. Although they are tasty and quite good (they come in various flavors, such as french fries, hamburger, etc), these meals are not very filling, and provide no moisture nutrition.

Goo Tube: A so-called "goo tube" is a disposable plastic container filled with a nutrient-rich "mush". This mush comes in one of three flavors – green, red, yellow, and white (though what these flavors were once meant to duplicate, one can only guess). The product of super-advanced food-processing techniques, the goo tube is only the size of a roll of quarters but is enough to feed a man for an entire day. Goo tubes also have the benefit of never spoiling, and their packaging protects them fully from chemical contamination. Goo tubes were an increasingly-common food item during the latter years of civilization as food resources worldwide became more and more scarce, replacing Rendi-Meals as real food grew rare.

HEVE Candy: The name stands for "high-energy vitamin-enriched", but was also a

common nickname used by soldiers to describe what the taste made them want to do. This candy supplements nutrition intake (each candy cube provides for one full meal).

Power Bars: These large candy bars are packaged in silver wrapping, and can remain preserved for a great deal of time. Although the taste is far from delicious, these bars are full of protein and vitamins (much like HEVE candy); each provides for about one-half a meal's worth of nutrients.

Rendi-Meal: These excellent items come in either tray, envelope, or cylinder form, and are the ultimate in preserved foods. At one end of the package (regardless of shape and size) is a pull ring, which when peeled off creates a chemical reaction in the package that either heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a "spork" (a spoon-like utensil with fork-like serration, allowing it to be used both as a fork and a spoon - in effect, a universal utensil) is usually attached to the package. Rendi-Meals remain preserved for centuries due to space-age packaging, and are actually quite tasty and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements.

Salt Pills: These pills increase the salt content in the body, which helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by *one half* for 1 weeks.

Soup Mixes: A variety of soup mixes (most from Oriental companies) are available even so long after the Fall. Dehydrated and vacuum-packed, these mixes are hearty and nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water.

Synthihol: Synthihol was all the rage in the United States before the Fall. Synthihol comprises a variety of synthetic and engineered

TABLE 3-1: FOODSTUFFS (MARKET PRICES)

Minor	Moderate	Foodstuffs	Market Price
01-10	-	Soup Mix	1 cp
11-50	01-20	Canned Food	5 cp
51-65	21-25	Dehydrated Food Pill	5 cp
66-00	26-40	Goo Tube	5 cp
-	41-45	Power Bars	5 cp
-	46-50	HEVE Candy	10 cp
-	51-80	Rendi-Meal	10 cp
-	81-90	Synthihol (Bottle)	10 cp
-	91-00	Salt Pill	10 cp

alcoholic products; the effect was to allow the manufacturer to create an astounding variety of taste, scent, richness, features, etc. heretofore alien to traditional alcoholic beverages. Synthihol products were being manufactured to possess weird and eye-catching colors, each being different than the next, and thus they are now prized in the wasteland like exotic elixirs. Examples include liquor in which are suspended flecks of shimmering color, or striking blue drinks that glow unnaturally under ultraviolet light. In effect, however, they are little more than exotic beers or wines.



PART IV: GOOD JUJU

Medicines are known by many names in the post-holocaust world. To primitive wasteland dwellers, they are "good juju", or "good magic", while to those who hold some semblance of civilization they are known as drugs or simply "meds."

Medicine, though vastly misunderstood by the witless survivors of the great holocaust, are still considered priceless because of their "magic" - they are some of the few things that maintain their value over time (due to futuristic preservation techniques), and cannot generally be fabricated with the few remaining tools available.

INCOMPATABILITY

It is important to note that the medicines of the Ancients were made for *humans* - not *mutants*. As a result, medicines will have a different effect on mutants, depending on their "generation" (i.e. the closeness of the mutant to the unaltered human form; non-mutants will always be affected by drugs and medicines as they were supposed to, while those of successively varying genetic dispositions may only receive diluted effects or even toxic consequences).

Whenever medicine is taken by a character in DARWIN'S WORLD, she must make an immediate Fortitude check or suffer an Incompatibility result (DC depends on the medicine being taken). If the check is successful, the medicine works as normal. Incompatibility results are rolled randomly (see **table 4-1**).

Advanced Drugs And Chemicals

Numerous drugs and chemicals were devised by

the Ancients, some capable of saving lives, others capable of enhancing mankind's inherited abilities - impinging upon what was once the sole domain of God. These items, though limited in uses (i.e. they are consumed) are among the greatest treasures.

Taking any kind of medication requires a full-round action, unless administered through a Ready Syringe (see below), in which case the administration only requires a standard action.

Antitox (Immune Booster Alpha): This drug, usually found in a *Ready Syringe* (see below), completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Antitox does not remove Incompatibility effects. DC 20.

Filter-Dose (Immune Booster Beta): This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like Antitox (above), but also works against biological agents as well (including parasites). DC 30.

Halazone Tablets: One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily-contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

Hemochem (Hemoglobin Regenerative Supplement A): This injected drug affects the spleen and liver, accelerating blood production. The chemical itself is a catalyst, acting to duplicate and multiply produced blood geometrically. When administered, hemochem

heals all hit point lost due to *bleeding* effects (e.g. "wounding"), and automatically stabilizes any victim at -1 or fewer hit points. Bleeding effects include all slashing, piercing, and bludgeoning weapons - but not subdual damage, mental attacks, burns, acids, or energy weapons. DC 10.

Hercurin (Adrenaline Tap A): This drug found in capsule or shot form increases

TABLE 4-1: MEDICINAL INCOMPATABILITY

D20	Effect
1	Death (character is killed by the improper use of the chemical)
2	Major nerve system damage (initial damage paralysis *, secondary damage 0)
3	Brain damage (initial damage 1 Int *, secondary damage 2d6 Con)
4-5	Nerve system damage (initial damage 1 Str *, secondary damage paralysis)
6-7	Muscular damage (initial damage 1 Str *, secondary damage 2d6 Str)
8-9	Muscle spasms (initial damage 3d6 Dex, secondary damage 1d2 Str)
10-14	Dizziness and nausea (initial damage 1d2 Dex, secondary damage 1d2 Dex)
15-19	Ineffective (medicine has no effect)
20	Diluted effect (normal effect is halved)

* Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes unless marked with an asterisk (*), in which case it is permanent.



muscle output - a character injected with this drug receives an increase of +1d4 Strength and Constitution for a full 1d8 hours. There are no side-effects once the effects wear off. DC 30.

K-O Shot (Super Sodium Thiopental III):

This potent drug (akin to sodium thiopental, morphine, codeine, and opiates), forces the victim to make a Fortitude check (DC 30) or be knocked right out for a full 2d8 rounds. Originally made to keep patients "under" during operations, it makes an effective subdual weapon as well! DC 10.

Medi-Spray (Polyregenerative Serum I, II): This magnificent miracle drug is dispensed in small hand-held canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes (depending on the company that manufactured it), but there are two main medical

variations of the basic drug available - *wound healing* and *spore neutralization*. The first kind sprays a liquid-form artificial "flesh" onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness. All Medi-Sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. DC 12.

Proton Energy Pill (Adrenaline Tap B): This advanced stimulant gives the user the strength of "20 atom bombs for 20 seconds". Use of a proton energy pill increases the Strength of the user by +2d10 for two consecutive rounds. After the effect wears off *all* ability scores are at -4 for 48 hours. DC 35.

Rad-Purge Shot (Purge Serum I): This is a chemical that purges radiation from the beneficiary's system each time it is injected. One shot is enough to purge 200 Rads of gamma radiation. DC 22.

Stimshot A (Polyregenerative Supplement A): This drug, usually found in individual Ready Syringes, provides instant accelerated healing. One dose of Stimshot A will heal 2d8+10 hits points instantly. DC 15.

Stimshot B (Polyregenerative Supplement B): This drug, usually found in individual Ready Syringes, is an improved version of the universal healing drug, Stimshot A. It provides instant accelerated healing; one dose of Stimshot B will heal 2d8+15 points of damage. DC 18.

Superegen (Periodic Polyregenerative Supplement A): This is a drug that accelerates the healing process; this *doubles* the natural healing rate of the beneficiary's wounds (e.g. a 2nd level character heals four hit points per day instead of two) as well as temporary ability damage (e.g. 2 points per day instead of 1). The chemical remains active for 1d4+4 days. DC 25.

Sustainer Shot (Stasis Dose Alpha): This type of miracle drug acts to sustain the body; chemicals immediately increase the ability of the blood to clot (reducing bleeding), drastically lowers body temperature (to reduce the need to breathe and the heart to beat), and decreases the brain's oxygen intake - in effect, it preserves the body from dying. When used on a dying character (including poisoned, diseased, bleeding, etc., but not those suffering from massive physical injuries), the sustainer shot will keep the character barely alive for 1d4 days until the proper healing can be performed. DC 10.

Tailored Narcotics: Advanced engineers in the philanthropic pre-war United States produced "tailored narcotics" - drugs designed to effect only the brain cells of a specific buyer. Such drugs were well-regulated, and the fact that they are incompatible if taken by anyone other than the designated user (causing diarrhea, but little else) made them safe for widespread public use. Such products were widely supported by the government; as the world around the isolated States began to deteriorate, the government sought many ways to

maintain the illusion of paradise the citizens of the nation enjoyed, to stave off inevitable civil unrest and suspicion. Tailored narcotics came in a number of "flavors" - sensory trips, orgasm inducers, delusion enhancers, etc. but today they are all but useless (since they only affected the specific buyer's cells). DC -.

Truth Serum (Amobarbital III): Actually a variety of available drugs (amobarbital, scopolamine, etc), "truth serums" often cause delirium, confusion, and the laxness of inhibitions. As a result, anyone injected by such a serum must make a Will (DC 25) or succumb to interrogations. DC 25.

Medical Devices

In addition to actual chemicals, there are other medical devices in DARWIN'S WORLD that can be employed to improve health and heal injury.

Diagnostic Scanner: This hand-held electronic device, when used within 10 ft. of a given subject (the scanner must be directed towards the target), will scan it's bloodstream, electric impulses, and general chemical content with a variety of sophisticated sensors. The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with it's memory bank to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases,

TABLE 4-2: GOOD JUJU (MARKET PRICES)

Minor	Moderate	Major	Good Juju	Market Price
01-25	-	-	Ready Syringe	5 cp
26-35	-	-	Halazone Tablets	50 cp
36-40	-	-	Tailored Narcotics	50 cp
41-45	01-05	-	Hemochem	100 cp
46-55	06-10	-	Hercurin	150 cp
56-60	11-15	-	K-O Shot	150 cp
61-80	16-30	-	Stimshot A	150 cp
81-85	31-35	-	Superegen	150 cp
86-90	36-50	01-10	Medi-Spray (Healing)	250 cp
91-95	51-55	11-15	Sustainer Shot	250 cp
96-00	56-60	16-20	Truth Serum	250 cp
-	61-70	21-40	Stimshot B	300 cp
-	71-80	41-45	Antitox	375 cp
-	81-90	46-55	Rad-Purge Shot	375 cp
-	91-95	56-65	Filter-Dose	400 cp
-	96-00	66-70	Medi-Spray (Spore Neutralization)	450 cp
-	-	71	Proton Energy Pill	450 cp
-	-	72-81	Medical Kit (Civilian)	4,650 cp
-	-	82-86	Medical Kit (Military)	6,150 cp
-	-	87-91	Pocket Nurse	8,000 cp
-	-	92-97	Diagnostic Scanner	10,500 cp
-	-	98-99	Healing Pack	70,000 cp
-	-	00	Regen Tank	175,000 cp

chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc. It also grants a +10 enhancement bonus to Pathology checks. *Power Source:* Beltpack.

Healing Pack: This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. The pack, when held over a serious wound and activated, begins to beep and blink, and almost "magically" heals the wound (in fact, it emits a specialized radiation wave that accelerates cellular regeneration activity); it sutures open cuts, mends bones, replaces tissue, etc. A single discharge of energy heals the subject 3d10 hit points *instantly*. The device requires power, however, and it cannot cure disease, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of mutant, instead *inflicting* 1d10 points of damage from its use. Using a healing pack is a full-round action. A Healing pack weighs 2 lbs. *Power Source:* Minifusion cell.

Medical Kit: This is simply a man-portable kit, usually no larger than a fanny pack, for carrying emergency medicines. A fully stocked medical kit will carry Ready Syringes with 1d4 doses of Antitox, 1d4 doses of Stimshot A, a single ten-dose wound healing Medi-Spray, and plenty of rolls of bandages. A medical kit weight 3 lbs. *Military versions often include 1d4 doses of Rad-Purge shot as well.*

Pocket Nurse: This is a flat, rectangular metal device fixed to an adjustable belt, attached either to the hip or worn around the waist. Three cylindrical ports line the top of the device, where special "drug cylinders" can be inserted. The "pocket nurse" is a marvel of advanced technology that monitors the vital functions of the wearer, injecting one of three chemicals into his system as needed. The pack can carry a maximum of three drugs of any kind, injecting these as needed, one at a time, once per round, immediately following an injury, poisoning, etc. The pack will always use the most potent chemical first to remedy the threat (such as in the case of loading Stimshot A and B, it will use the B first). Since the pack itself does all the work, this is considered a free action. The pack can be reloaded, one drug at a time, as a standard action. *Power Source:* Cell.

Ready Syringe: These items are light plastic syringes, easily disposable. The syringe holds a

single dose of any drug; some are empty (and can be used to draw drugs from a bottle), while others are packaged with the drug within, ready-to-use. Using a Ready Syringe to apply medicine in combat reduces the effort from a full-round action to a standard action that does not provoke an attack of opportunity.

Regen Tank: This most advanced of all Ancient medical devices is a large immovable tank, filled with a special chemical fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the regen tank is sustained by the chemical (the body is kept alive in much the same manner as it was when it first developed in the womb, relying on umbilical support from the tank's machinery), while the fluid in the tank causes wounds to heal and ruptured or damaged organs to literally regenerate. Such devices require a great deal of power to operate effectively, and the patient is effectively unconscious and vulnerable while immersed in the tank. The tank requires 2d12 hours to fully regenerate any and all lost limbs or body organs, as well as lost hit points (though fatal injuries are not reversed, those with potentially fatal consequences, such as diseases, are). *Power Source:* Pack.

PART V: ARCANUM

The books, propaganda, and other educational devices of the Ancients are called "arcanum" and are as revered as firearms, fancy armor, and other gizmos. Some cults actually worship old books and readings - "Archie" comics and Disney storybooks have spawned a number of odd cults in the wasteland.

Books: Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. Books can range from comics to classic literature, and their value can range widely from community to community depending on literacy, interest, or pure curiosity. Still, books are widely considered rare and eccentric finds, and generally fetch a handsome value among the wasteland communities and trade centers. An average book weighs about 5-10 lbs.

Cerebral Bioelectronic Implants: Cerebral Bioelectronic Implants, or "CBIs", were advanced forms of educational implants used with moderation just prior to the fall of civilization. Other CBIs were also made to enhance physical and mental performance. CBIs appear as small half-or quarter-spherical electronic boards, complete with insulated processor chips encased in non-reactive bioelectronic-compliant gels and coatings. CBIs were used by literally implanting them on the exterior of the brain, with electrodes connecting with the brain at key points to stimulate certain brain functions; in effect, the CBI prompts the brain to react at a higher level to certain situations. The kinds of CBIs are as follows:

Agility Implant: This type of CBI is typically colored green, and fits snugly around the motor cortex, the part of the

brain that controls basic and skilled movements of the body. The coordination implant stimulates the brain to prompt advanced and complex agility and dexterity. This CBI provides a permanent +1 to Dexterity while installed.

Coordination Implant: Restricted to military use before the Fall, this type of CBI is typically colored red, and fits around the upper-forward part of the cerebrum, connecting to the center of the brain controlling emotion and behavior. This type of implant acts to dull certain electric impulses originating in the brain arising from danger situations, in effect controlling and diffusing fear and terror, allowing the creature to operate without inhibition in combat. The CBI gives the character a +2 bonus to his Initiative rolls, and a +4 enhancement bonus to saves vs. fear.

Education Implant: The widely-employed "education implant" is color-coded white, and

TABLE 5-1: ARCANUM (MARKET PRICES)

Minor	Moderate	Major	Arcanum	Market Price
01-90	-	-	Book (any subject)	250 cp
91-00	01-15	-	Map	1,000 cp
-	16-20	-	Manual (Climb)	3,000 cp
-	21-25	-	Manual (Disguise)	3,000 cp
-	26-30	-	Manual (Forgery)	3,000 cp
-	31-40	-	Manual (Perform)	3,000 cp
-	41-45	-	Manual (Swim)	3,000 cp
-	46-50	-	Manual (Use Rope)	3,000 cp
-	51-55	-	Manual (Decipher Script)	5,000 cp
-	56-70	-	Manual (Heal)	5,000 cp
-	71-85	01-15	Manual (Knowledge, Vehicle Operations)	5,000 cp
-	86-90	16-20	Manual (Open Locks)	5,000 cp
-	91-00	21-25	Manual (Wilderness Lore)	5,000 cp
-	-	26-30	Manual (Craft, Electrician)	7,500 cp
-	-	31-35	Manual (Craft, Mechanics)	7,500 cp
-	-	36-40	Manual (Craft, Weaponsmithing)	7,500 cp
-	-	41-45	Manual (Disable Device)	7,500 cp
-	-	46-50	Manual (Knowledge, Ancient Lore)	7,500 cp
-	-	51-55	Manual (Knowledge, Computers)	7,500 cp
-	-	56-60	Manual (Knowledge, Medicine)	7,500 cp
-	-	61-62	Manual (Knowledge, Technology)	7,500 cp
-	-	63-67	Manual (Profession, any)	7,500 cp
-	-	68-72	Manual (Speak Language, Computer)	7,500 cp
-	-	73-74	Manual (Craft, Cybernetics)	10,000 cp
-	-	75-76	Manual (Craft, Robotics)	10,000 cp
-	-	77-81	Manual (Craft, Technician)	10,000 cp
-	-	82-83	Manual (Knowledge, Genetics)	10,000 cp
-	-	84-89	Manual (Knowledge, Pharmacy)	10,000 cp
-	-	90-91	Manual (Knowledge, Pathology)	10,000 cp
-	-	92-93	Cerebral Bioelectronic Implant (Education)	12,500 cp
-	-	94-95	Cerebral Bioelectronic Implant (Agility)	27,500 cp
-	-	96	Cerebral Bioelectronic Implant (Memory)	27,500 cp
-	-	97-98	Cerebral Bioelectronic Implant (Coordination)	30,000 cp
-	-	99	Cerebral Bioelectronic Implant (Brain Wipe)	36,000 cp
-	-	00	Cerebral Bioelectronic Implant (Preservation)	72,000 cp

was developed to provide quick learning in specific skills. Fitting partly around the memory center of the brain, the implant allows the human mind to unconsciously access its miniaturized memory cells. In effect, an education implant provides a +8 enhancement bonus to one random skill, allowing use in skills otherwise not possessed by the character. To determine an implant's particular skill, use the Manual Subjects table (TABLE 1-7).

Interface Implant: This type of CBI allows direct interfacing to computer terminals and other digital devices. Characters using a computer via an Interface Implant can increase their efficiency and gain a +5 circumstance bonus to their computer knowledge skill.

Memory Implant: This type of CBI is typically colored yellow, and fits around the frontal area of the cerebrum - the memory center of the brain. The memory implant stimulates the memory center of the brain, forcing it to record, access, and process data (even on a chemical level) much more efficiently. The memory implant provides a +6 enhancement bonus to all Int-based skill checks.

Memory Repression Implant: Highly illegal before the Fall, these advanced bioware (organically-grown machinery) implants literally erase and reprogram a person's mind. The manufacturer of the implant could thus re-invent a human's memory and personality. These devices were outlawed throughout the States, their use reserved for insidious military purposes. This type of implant, once installed, erases all practical memories (such as name, origin, etc.), as well as any and all experiences. This type of implant works only so long as it is implanted; if removed, all memories return in 1d4+3 days.

Preservation Implant: This type of CBI, typically color-coded purple, fits snugly around the brainstem (in particular, the thalamus). The implant magnifies the efforts of the brain stem to preserve the basic and instinctive functions of the body - keeping the heart pumping, maintaining breathing, etc., even when the brain has suffered serious shock or damage. This type of implant kicks in whenever the brain stops sending these vital signals to the body and will maintain all vital functions of the body indefinitely. This type of implant has very little use in DARWIN'S WORLD, however, as any damage so extensive to the brain is likely to be permanent, as the facilities for reviving the brain no longer exist.

Installing CBIs: CBIs are install by operating on the skull and implanting the device on the indicated part of the brain, a task that requires a Craft (cybernetics) check DC 30. Other than the process of brain surgery, this is actually an easy process, as CBIs are perfectly-shaped to fit the contours of the human brain. Implanting them is only a matter of lining up the right ridges with the right brain features and connecting the electrodes. Though there will be a scar where the CBI was installed, only a detailed scan (by a diagnostic scanner, for example) will reveal its presence. A Craft (cybernetics) check (DC 16), allows a character to identify any kind of CBI. CBIs will not work on creatures that have brains unlike non-mutated humans, as they will simply not fit. A CBI does not require a power source, as it runs off the body's natural electric impulses. Finally, only up to two CBIs can be used on a single individual, as they tax the electrical system of the body by their very presence.

Manuals: Instructive books, or "manuals", are extremely useful finds providing access to skills otherwise denied primitive or uneducated peoples (e.g. texts on cybernetics, robotic repair and the use of advanced technical skills). In game terms, the referee may permit the long-term owner of a manual to purchase its specific skill as a *class skill*, through study, even without a mentor or other source of training. If already a class skill, there is no benefit. Keep in mind that manuals are written in Ancient, requiring knowledge of that language to be used with any appreciable effect.

Table 5-2 is a listing of typical subjects covered by instructive

TABLE 5-2: MANUAL SUBJECTS

d%	Skill
01-03	Climb
04-06	Craft (Cybernetics)
07-11	Craft (Electrician)
12-16	Craft (Mechanics)
17-19	Craft (Robotics)
20-24	Craft (Technician)
25-27	Craft (Weaponsmithing)
28-30	Decipher Script
31-33	Disable Device
34-36	Disguise
37-39	Forgery
40-42	Heal
43-46	Knowledge (Ancient Lore)
47-51	Knowledge (Computers)
52-54	Knowledge (Genetics)
55-59	Knowledge (Medicine)
60-62	Knowledge (Pharmacy)
63-65	Knowledge (Pathology)
66-69	Knowledge (Technology)
70-72	Knowledge (Vehicle Operations)
73-75	Open Locks
76-79	Perform
80-84	Profession (any)
85-89	Speak Language (Computer)
90-92	Swim
93-95	Use Rope
96-00	Wilderness Lore

manuals. An average manual weighs about 5-10 lbs.

The degree to which a character can learn from a manual is usually quite limited, however, since even the best manual cannot cover everything that might come up. A character can learn up to a maximum of 5 ranks from a manual. A character can only increase a given skill once from the use of manuals. A character must study the manual for a month before gaining any skill bonuses.

Maps: Maps, among other forms of arcanum, are often priceless finds in the post-holocaust world. Whether found in the form of a foldable travel map or as a small electronic map display device (a "computer map" so to speak), maps from before the Fall can provide an invaluable tool for the finding of Ancient storehouses - lost cities, military reserve depots, research facilities, or water sources (such as forgotten mountain lakes, reservoirs, etc). Almost all communities value pre-war (and even some post-war) maps like water.

PART VI: GIZMOS

The glory that was once the Ancients is now only a remnant, found in the few devices and electronic equipment that remains. These items, gizmos that work a strange magic understood by few, are among the greatest objects of worship by the survivors of the holocaust. *Note that all items that require power (cells, packs, etc) have a 50% chance of coming with one inside, with a random charge remaining, if discovered as part of a treasure horde.*

Advanced Breathing Apparatus: This is a generic term used to describe a variety of breathing-assistance devices, such as diver's air tanks, firefighter's oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack-mounted air tank (not always the case, as in the case of the most advanced - which employ oxygen recycling systems, negating the need for tanks), good for 1 hour of use (some are even good for up to 10 hours of use). Unlike a gas mask, which only filters air, the apparatus generates or carries it's own supply. The apparatus renders the wearer immune to gaseous toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

Advanced Weapon Parts: A number of advanced high-technology weapons may require special parts to repair in the case of being damaged or broken. Example parts include the following (these are generally considered rarer items, and are in themselves valuable finds):

- Power Bus (a power connector used in energy weapons)
- Refining Crystal (a high-chromium gemstone used in laser weapons)
- Flash Lamp (a high-luminosity flash bulb used in laser weapons)
- Flashtube (a tube filled with xenon that amplifies ion activity)
- Ion Injector (a high-speed ion injection device used in plasmas)
- Magnetic Field Generator (a device used in plasma weapons)
- Yttrium Target (a device bombarded by energy to emit X-rays)
- Magnetron Tube (a device that emits microwaves)
- Synchroton (subatomic particle accelerator)

- Betatron (electron accelerator)

Using one of these parts to repair a damaged item requires either a Craft (weaponsmithing) check at DC 18, a Craft (electrician) check at DC 20, or a Knowledge (technology) check at DC 25.

Astronaut Pen: This is a fantastic pocket pen made from high-durability titanium, with a 1,000 year guarantee of operation. An astronaut pen can write on wet surfaces (even underwater), upside down, and for an unlimited period of time.

Autograpnel: This piece of equipment appears to be a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel (which draws the rope with it) up to 75 ft. straight into the air; the device may be used to slowly retract 5 ft. per round (it can, for example, be used to draw a person up into the air after the grapnel; the rope is strong enough to support the weight of roughly two Medium-sized beings). An autograpnel weighs 6 lbs. *Power Source:* Cell.

Biomechanical Targeter: This advanced piece of electronic equipment was used to augment the soldiers of the Ancients during the Fall. The *biomechanical targeter* is a bodily modification that requires one eye of the recipient to be surgically removed and replaced with an advanced optical lens that acts as a miniaturized computer targeting system. The biomechanical targeter requires no power (it runs off an ingenious power system fed by natural electric impulses), and acts to increase accuracy at a range.

A biomech targeter gives the user +20 in bonuses, divisible as she wishes among any and all ranged attacks each round (rounded down). For instance, one attack at +20, two attacks at +10, three attacks at +6, etc. The targeter can only be applied to existing attacks; it cannot *give* additional attacks.

Installation of these devices is difficult, requiring a Knowledge (Cybernetics) check at DC 30 (and in any case, one of the recipient's natural eyes is forever lost).

Bollix Pack: The "bollix pack" is a small, super-advanced device that can be worn on a special belt, or detached and re-attached to a *stealth pack* to make an effective combination.

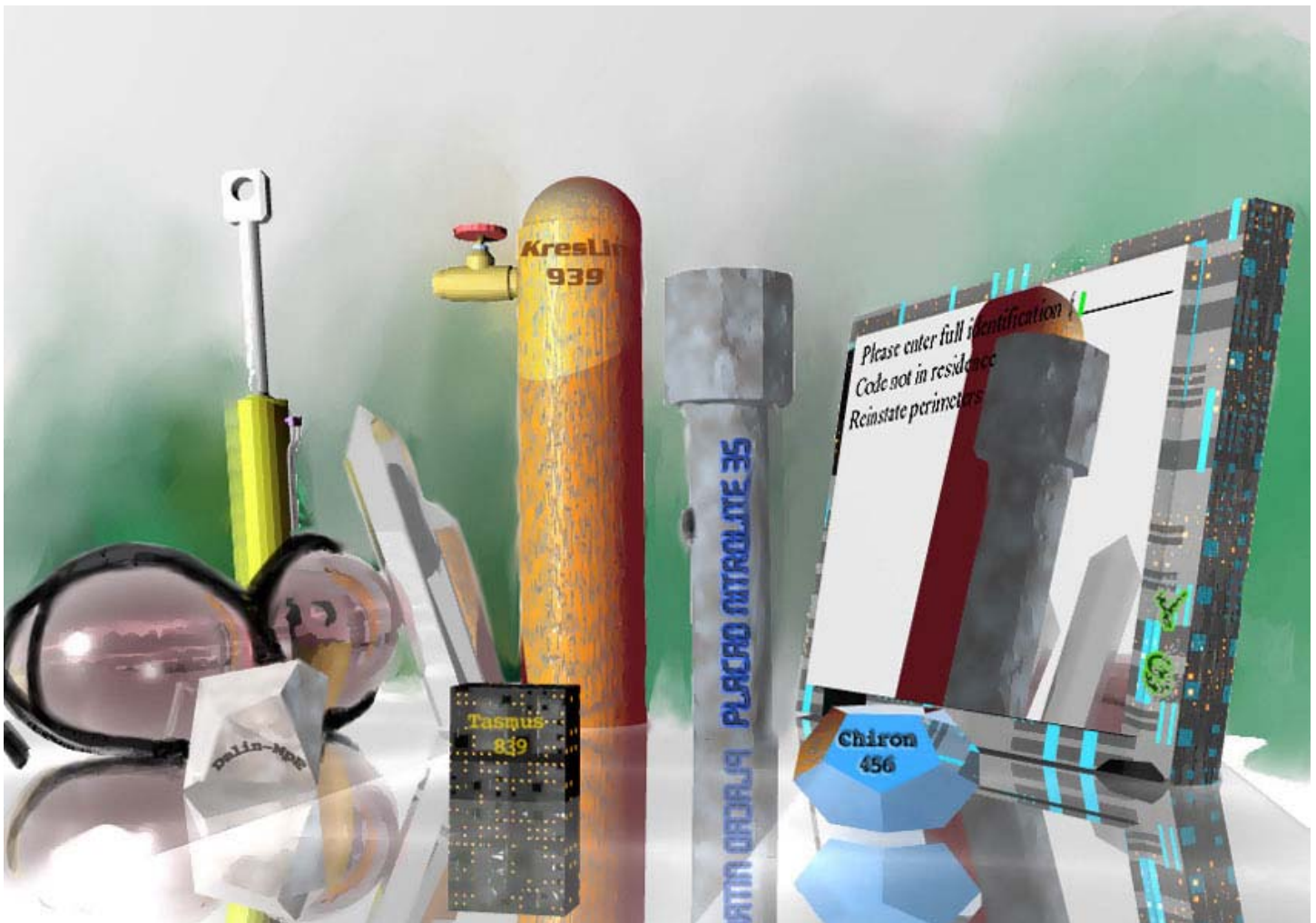
In any event, the bollix pack acts to confuse and deceive all kinds of electronic sensors, effectively turning the wearer "invisible" to scans and biosensors. The bollix has no effect on visual or audio sensors, however. The bollix eats up energy at an immense rate (one discharge per round of operation). *Power Source:* Beltpack or backpack.

Boron Solution Spray: This advanced tool looks just like a portable fire extinguisher, except that it contains a special chemical mixture (primarily of boron powder) used to dampen and inhibit neutron activity (in other words, it reduces radioactivity). When the solution is sprayed on any radiating source (a cracked power cell, nuclear waste, anything emitting radiation), it cuts the emitted Rads by 1/2 for each application (thus, applying two charges of spray on a 1000 Rad source would bring it first down to 500, then 250 for the second use). Each boron spray container generally contains 1d10 spray charges.

Cigarette Lighter: This tiny, priceless object

creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 "charges".

Clones: A common service provided widely throughout the United States prior to the fall of the Ancients, was the creation of *clones*. Clones were human beings grown artificially in a "vat", using genetic codes gleaned from samples (hair, blood, skin, etc) given by their owners. In addition, the clone bank (the clone manufacturer) recorded the memories and personality of the client, and stored this as well in the form of a tailored "virus". Clones, when fully grown (taking some 1-4 weeks), exactly resembled the client, but were kept inactive until "needed" - clones were only activated when the clone bank got word that the owner had died. When activated, the memory virus was injected into the clone, which quickly adhered to the human tissue and integrated itself in the clone's brain - implanting the exact memories, skills, and proficiencies of



the client. In effect, the client was "reborn" as the clone. Clone services were rather expensive, but were obviously well worth it for those who risked their lives on a daily basis. Clone technology is all but lost in DARWIN'S WORLD, however.

Communicator: The Ancients used a wide variety of portable communications devices, from those similar to walkie-talkies, to headset communicators or hand-held gizmos with similar parameters. A typical communicator uses either radio or microwave emitters/receivers, giving a range from 1 to 10 km and weighs about 1-2 lbs. *Power Source:* Power cell.

Electronic Notepad ("Biodome Buddy"): A kind of portable computer, this device appears to be a metal box, often with a logo of some sort on the face. A small plastic or glass screen takes up most of the device, along with a few buttons. The device can be programmed (through use of the buttons or a keypad) to hold various messages and notes. The device has a clock and can display messages at certain times (as a reminder of time left to do a job, for example). The device has a fair-sized memory bank, and can be used to store all manner of messages, notes, diary entries, and even basic maps. An electronic notepad weighs 2 lbs. *Power Source:* Cell.

Electronic Skeleton Key: This type of device was highly illegal before the Fall, and are thus very, VERY rare. Used by safecrackers and burglars, the electronic skeleton key looks like a small metal box with a computer chip sticking out of one end. This end is inserted into keycard slots, and the device automatically attempts to duplicate the electric signal produced by the required card. Using the key, a normally invincible keycard lock can be bypassed (using Disable Device; DC shown in **Table 6-1**):

TABLE 6-1: ELECTRONIC KEY SUCCESS	
Stage	Chance
Stage I	DC 8
Stage II	DC 10
Stage III	DC 13
Stage IV	DC 15
Stage V	DC 20
Stage VI	DC 25

Attempting to bypass military access codes increases the DC by +5; military cards of IV and above cannot be bypassed with this device in any event. An electronic skeleton key weighs 2 lbs. *Power Source:* Cell.

Emergency Raft: This is essentially a bright orange plastic container (cylindrical or box-shaped) with a thick rubbery shoulder strap for easy carrying. When opened and a tab pulled, an auto-inflating raft literally "pops" out. The raft is generally large enough to support eight Medium-sized people steadily on all but the roughest seas, remaining buoyant for about 1-2 weeks. A fold-out tent top can be deployed to protect against cold and high winds. It can be used only once, however, and cannot be re-packaged.

Table 6-2: Shield Type	
Type	Damage Reduction
A	5
B	10
C	15

Energy Shield: With the development of new energy-based weaponry in the final years of humanity's reign of Earth, new forms of lightweight shields needed to be developed. Energy shields, like earlier magnetic shields, are harness-like devices that project a powerful energy-dampening field, reducing the effects of directed energy attacks (such as lasers) against the wearer, in the form of damage reduction. The actual amount reduced depends on the model of shield (**table 1-10**).

The energy shield protects against directed energy attacks, including lasers, masers, sonic weapons, particle beam weapons, and electricity. Normal projectile weapons, mass drivers, and radiation attacks are not affected. Power is only used when and if the wearer is struck (one discharge per hit). *Power Source:* Backpack or backpack.

Fire Extinguisher: There are various models of this type of device available. Chemical extinguishers usually work poorly because of years of chemical settling, but some surviving examples so far in the future still perform their function admirably. Treat such a device as a *rod of flame extinguishing*. A fire extinguisher weighs 4 lbs.

Firestarter Cube: A clear plastic cube, 1 in x 1 in; when the side tabs are pulled, the cube heats chemically to ignite flammable materials within contact, even in extreme dampness or high winds. Ideal for starting a campfire in a storm.

Flashlight: This wand-sized light source typically illuminates a cone 60 feet long and 20 feet wide at the end. A flashlight weighs 2 lbs. *Power Source:* Cell.

Force Field Belt: This priceless artifact creates a reactive force field around the wearer.

While energized, the shimmering force field resists all forms of damage, elemental and physical, providing the wearer with basic resistance of 20 against all attacks (it absorbs the first 20 points of damage per round). In addition, the force field belt also gives the wearer a +4 deflection bonus to AC. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user. *Power Source:* Plutonium clip.

Gas Mask: Old-style gas masks are found in a wide variety of styles, shapes, and colors, from military to police issue, and even some colorful (and stylish) ones of civilian manufacture (used extensively during civilization's final years). Gas masks, in general, work to filter out biological and chemical agents that work through inhalation (they have no effect against skin-affecting agents), but not radiation. The masks work to absorb all inhaled agents, for up to four hours of continuous use, before the filter must be replaced.

Gas Mask Filter: Gas mask filters appear in a number of varieties, from cylinders to "hockey pucks". In the later stages of civilization, most were made to a universal specification. As stated under the gas mask, such items work for up to four hours at a time before becoming clogged and useless. All filters are disposable (they cannot be re-used).

Gravity Boots: These items appear to be thick plastic boots; they can be voice- or button-activated to allow the wearer to float slowly into the air, walk up most unsure surfaces, etc., as if *levitating*. The boots do not, of course, allow the wearer to climb sheer surfaces and the like. In cases where a check is required, the boots are considered to give a +20 enhancement bonus to Climb and Jump checks. A single charge powers the boots for 10 minutes. *Power Source:* Beltpack or backpack.

Hazard Detection Devices: There are various types of chemical/biological/nuclear detection devices available; some are hand-held devices, some are worked into clothing, others are mounted on helmets and gloves. The numerous models, produced during the final stages of civilization's wars, vary in size, shape, color, and name, but pretty much work the same. The three main types are as follows:

Chemical Sensor. These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item

detects only chemical agents (not radiation). Includes hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 ft and weighs 1 lbs. *Power Source:* Beltpack.

Geiger Counter. This type of item can be hand-held, mounted on a shoulder harness, or even installed in some advanced infantry combat suits like a modified "HUD". Such an item detects the exact Rad level in an area, displaying it on a numbered dial (sometimes digital), emitting a high-pitched whine when the user gets close to the source of radiation. A Geiger counter has a range of 75 ft and weighs 3 lbs. *Power Source:* Beltpack.

Rad Tab. Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous (50+ Rads) radiation level areas. Such an item changes from black to yellow at 50+ Rads, yellow to orange at 150+ Rads, and orange to red at 300+ Rads or more. After exposure to radiation, a Rad Tab cannot be used again. Range is *immediate*. *Power Source:* NA.

Infra-Red Goggles: These appear as heavy silvered goggles. The lenses are filled with a glycine coating, filtering out all light except for that produced by infra-red. IR goggles allow the wearer to clearly discern heat sources in the dark (bodies, fires, etc.) as *darkvision* 240 ft. These goggles weigh 2 lbs.

Jetpack: The jetpack is a heavy device worn on the back providing flight with a speed of 120 feet (90 feet if the user wears medium or heavy armor). The jet output can be altered to fly at half speed, and descend at double speed, and otherwise acts as a *fly* spell; maneuverability is *poor*, with the exception that the jetpack wearer can choose to hover for two full rounds before being required to maintain speed. Using a jetpack does not require the use of hands, and thus the wearer can use weapons normally while flying. A jetpack can generally carry only one hour's worth of fuel and weighs 25 lbs.

Language Translator: A special device, testament to the genius of the Ancients before the fall of mankind, a language translator consists merely of a small angular box, often with a leather or rubber strap allowing it to be slung over the shoulder or strapped to the arm. A translator listens to any vocal emissions in the area (i.e. talking), taking 3d10 minutes to

analyze the vocal emissions fully. Once a comparison with its memory banks can be made the translator translates any spoken communication into the language it was programmed (for instance, an American-made translator translates anything spoken nearby into English). The translator can either display the translation on a screen or can emit the translation through its speakers. The translator translates the closest or loudest speaker in its range of 25 ft. The translator works on all forms of verbal communication, including "alien" languages (such as post-apocalyptic languages). However, it only translates into a known language from before the Fall. *Power Source:* Beltpack.

Magnetic Shield: These forms of personal shielding appear to be a kind of metal "harness" with a central circular device that fits in the center of the chest when worn. The device, when activated, generates a field of magnetic energy around the wearer's entire body (but only affecting one person, the wearer) that slows and deflects incoming kinetic attacks. The actual amount reduced depends on the model of shield (**Table 1-10**).

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers). Power is only used up if the wearer is struck by an attack. *Power Source:* Beltpack or backpack.

Memory Chips, Android: These devices appear to be small, slender chips of delicate silicon, often color-coded (but not always so; some are coated in a protective black rubber sheath to prevent erosion over time). Memory chips store entire volumes of knowledge on a certain subject (metallurgy, robotics, etc), like an encyclopedia, which can be accessed only by robotic brains. When installed in an android, a memory chip gives the android a number of ranks in that skill. The degree of the chip's extensiveness (i.e. the rank gained) depends on the chip's quality rating (**Table 6-3**).

If the android already has the skill at a higher level, the memory chip has no effect, but

Table 6-3: Chip Quality	
Chip Rating	Skill Rank Given
Grade A	6
Grade B	12
Grade C	18

otherwise the android receives the new skill at the stated level. An android can only benefit from a maximum of two such chips. If removed or in some way damaged, the rank bonus is lost.

Metal Detector: This appears to be a long metal staff with a circular or donut-shaped pad at one end. The device chirps and whines as it nears any source of metal within 10 feet (getting stronger as one gets closer). Operating a metal detector is a full-round action. *Power Source:* Cell.

Motion Detector: This item appears to be a fanciful metal device, with a glass T.V. tube on it's topside. The device, when activated and pointed in a certain direction, detects all motion in a cone (at 30 degrees) some 50 ft long. Things that are moving appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things Tiny or larger. A motion detector weighs 4 lbs. *Power Source:* Beltpack.

Optic Scanner: An alternative security lock is the "optic scanner", which guards computer terminals, doorways, and buildings in the manner of ID cards. Mutants with aberrant eye deformities (including albinism, photosensitivity, mongoloid, bilirubin imbalance, etc) are not recognized by such scanners and will not be granted admission by them.

Such security systems can be bypassed through normal means (Disable Device, DC 22; Knowledge (computers), DC 25; Craft (electronics), DC 27).

Portable Computer: This appears to be a suitcase or attaché case, openable and containing a computer screen, keyboard, and mouse attachment. The computer can be used for a variety of purposes, but mainly acts as an input device (it can be linked up to larger computer terminals to provide access). A portable computer weighs 4 lbs. *Power Source:* Pack.

Portable Detection Radar: This appears to be a plastic screen on a metal backing, attached to a small tripod-mounted radar dish. The radar is lightweight, can be carried easily, and can detect movement by Medium-sized or larger creatures within 3 miles. The radar detects in a 120-degree arc, and monitors general size, distance, and speed. It weighs 5 lbs. *Power Source:* Pack.

Portable Petrol Power Generator: This appears to be a heavy machine with plastic or metal carrying bars (it's the size of maybe two or three car batteries, very heavy, but still man-portable). This type of miracle device uses petrol (25% of these devices use *alcohol* instead) to generate a steady current of electricity. The

generator produces 1 Megawatt per half liter of petrol, per hour. The tank in the generator generally holds two liters. It can generally only be linked to household devices (not weapons), but it's flow is enough to power most devices in a small community. It weighs 100 lbs.

Portable Up-Link Communicator: This appears to be a small metal box (a portable computer of sorts), with a telemetry dish and plexiglass screen. When activated, the communicator makes a direct link to one of several orbital platforms around the planet. Since none of these platforms are still operable, however, the effects of using this device will vary depending on the referee's whim. The up-link communicator weighs 4 lbs. *Power Source:* Pack.

Power Fist: This appears to be a single heavy black metal glove, perhaps spiked or studded with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion. This weapon acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer's Strength. If two power fists are used, the bonus increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 lbs. *Power Source:* Beltpack or backpack.

Power Sources: Various items of this type were created to supply power to the various technological devices of mankind's creation, just prior to the end of civilization. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells made in pre-holocaust America used hydrogen as a fuel. The various types of power sources in DARWIN'S WORLD are as follows:

Power Cell. This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of

power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack. The power pack was created to give power to almost everything in mankind's world just prior to the fall of civilization - ultra-modern blenders, computers, even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook. A power pack weights about 3 lbs.

Power Clip. The power clip, created for use with portable weapons, is a small black "battery." When slid into any acceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon.

Power Beltpack. The power beltpack was a development for the military, and consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it. A power beltpack weighs 2 lbs.

Power Backpack. The ultimate personal power source, this type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it). A power backpack weighs 4 lbs.

Minifusion Cell. This device (a small silver clip with an orange or red radiation symbol) was the ultimate in military development. The cell continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

Plutonium Clip. This military development was used to power the various advanced portable nuclear weapons (such as atom guns, fusion rifles, etc). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium within is drawn from the clip as the weapon fires, draining

TABLE 6-4: POWER SOURCES

Power Source	Uses	Power
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges*
Power Beltpack	Energy weapons	25 discharges*
Power Backpack	Energy weapons	50 discharges*
Minifusion Cell	Powerful energy weapons	10 discharges*
Plutonium Clip	Powerful energy weapons	10 discharges*
Harmonic Cell	Unknown	Unlimited (20 per day)*

* When used to power non-discharged items, these power sources will provide indefinite use.

it just like "charges."

Harmonic Cell. This super-advanced form of power generation relies on cultured crystal formations that reflect sound waves in a complex web-like fashion. The sound waves grow in intensity each time they reflect, causing a cascading chain of vibrations that power internal generators. Harmonic cells, roughly the size of a human hand, are VERY rare (perhaps they are remnants of a bizarre alien technology), and generate an infinite stream of strong current. Though the harmonic cell must "rest" after 20 discharges, it is recharged after 24 hours. A harmonic cell is interchangeable with any other power pack, military or civilian.

Different weapons/devices use different power sources. Certain weapons are restricted to using minifusion cells or plutonium clips, for instance. Power cells and packs are for civilian electronic items only, and cannot power weapons. A single source can power only once device at a time.

Power sources cannot be recharged with the diminished resources of most post-holocaust communities. Only the most advanced (which might well be considered out of the scope of player involvement) have this ability.

Stealth Pack: This type of item appears to be a black rectangular "pack", covered in blinking green lights. The device, when activated, creates a light-distorting field around the user, making him effectively *invisible* to those around him. As soon as he moves, however, the uneven distortion of the light waves (one can see the distortion moving) gives a better chance of spotting him, instead acting as *displacement* (50% miss chance). The pack uses up one discharge per round of use. A stealth pack weighs 3 lbs. *Power Source:* Beltpack or backpack.

UV Sterilizer: This electronic device was used for scientific and medical research before the fall of civilization. The device appears to be a small hand-held "television" or flash screen, used much like a hand-held scanner. The UV sterilizer emits a continuous pulse of UV-C (at a short wavelength from 2800A to 150A), a strong

TABLE 6-5: GIZMOS (MARKET PRICES)

Minor	Moderate	Major	Gizmos Market	Price
01-10	-	-	Firestarter Cube	25 cp
11-15	-	-	Astronaut Pen	90 cp
16-25	-	-	Flashlight	90 cp
26-35	-	-	Power Cell	90 cp
36-45	-	-	Cigarette Lighter	250 cp
46-50	-	-	Gas Mask Filter	250 cp
51-55	-	-	Hazard Detection Device (Rad Tab)	300 cp
56-65	01-15	-	Power Clip	500 cp
66-70	16-18	-	Communicator	500-2000cp
70-75	19-20	-	Fire Extinguisher	600 cp
76-80	21-25	-	Boron Solution Spray	750 cp
81-90	26-31	-	Power Pack	750 cp
91-95	32-36	-	Advanced Weapon Part	1,000 cp
96-00	37-38	-	Emergency Raft	1,000 cp
-	39-43	-	Minifusion Cell	1,000 cp
-	44-48	-	Power Beltpack	1,250 cp
-	49-50	01-05	Plutonium Clip	1,500 cp
-	51-55	06-07	Electronic Notepad	1,800 cp
-	56-60	08-12	Power Backpack	2,500 cp
-	61-62	13-14	Language Translator	2,600 cp
-	63-67	15-16	Autographnel	3,000 cp
-	68-72	17-21	Infra-Red Goggles	3,500 cp
-	73-74	22-23	Power Fist	4,000 cp
-	75-76	24-25	Metal Detector	5,000 cp
-	77-81	26-30	Portable Computer	5,000 cp
-	82	31	Motion Detector	7,000 cp
-	83	32	Portable Up-Link Communicator	7,000 cp
-	84	33	Gravity Boots	7,500 cp
-	85-89	34-38	Water Purifier	7,500 cp
-	90	39-43	Biomechanical Targeter	8,000 cp
-	91	44	UV Sterilizer	8,000 cp
-	92	45	Optic Scanner	10,000 cp
-	93-94	46-48	Hazard Detection Device (Chemical Sensor)	10,500 cp
-	95-97	49-53	Gas Mask	12,000 cp
-	98-00	54-58	Hazard Detection Device (Geiger Counter)	12,000 cp
-	-	59	Portable Detection Radar	14,000 cp
-	-	60-62	Magnetic Shield A	16,000 cp
-	-	63-65	Energy Shield A	17,500 cp
-	-	66	Memory Chip, Android (+6)	18,000 cp
-	-	67-70	Advanced Breathing Apparatus	19,000 cp
-	-	71-75	Portable Petrol Power Generator	20,000 cp
-	-	76	Harmonic Cell	24,000 cp
-	-	77-78	X-Ray Goggles	25,000 cp
-	-	79	Bollix Pack	30,000 cp
-	-	80-81	Magnetic Shield B	36,000 cp
-	-	82	Memory Chip, Android (+12)	36,000 cp
-	-	83-84	Energy Shield B	37,500 cp
-	-	85	Jetpack	40,000 cp
-	-	86	Stealth Pack	52,000 cp
-	-	87	Memory Chip, Android (+18)	54,000 cp
-	-	88-89	Magnetic Shield C	56,000 cp
-	-	90-91	Energy Shield C	57,500 cp
-	-	92-99	Electronic Skeleton Key	62,000 cp
-	-	00	Force Field Belt	110,000 cp

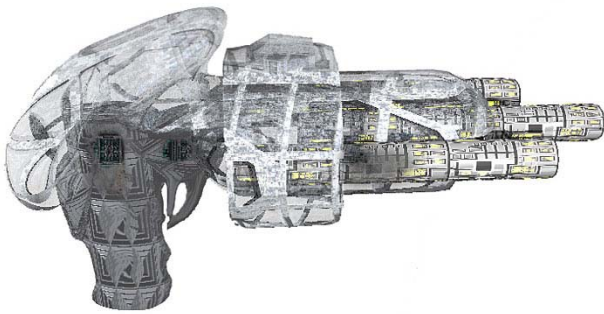
enough radiation to sterilize surfaces, killing all known viruses and bacteria. Whatever the UV ray passes over is totally "cleansed" in a matter of 1d2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d6 in heat damage for every two rounds of direct exposure; 3d6 vs. fungi and plant-like creatures). One discharge is used for each round of operation. A UV sterilizer weighs 3 lbs. *Power Source:* Backpack.

Water Purifier: A variety of models of this device exists, but in use, it operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day's water requirement for a medium size creature. The average water purifier weighs 2 lbs. *Power Source:* Pack.

X-Ray Goggles: This form of super-advanced eyewear permits the wearer to see into and through solid matter. The item works exactly as a *ring of x-ray vision*, without the Con drain of that item. *Power Source:* Cell.

PART VII: ADVANCED WEAPONS

Advanced weapons comprise a broad category of rare and precious articles of war – the implements of destruction used on a mass scale by the arrogant Ancients in their insane wars that led to the inevitable Fall. Most weapons survive though finding them is certainly a difficult and dangerous undertaking. Most have long been held as heirlooms or prizes by warlike communities or raider gangs, while others remain buried in dust, sand, or rubble among the ruins of Ancient cities and installations.



*The rest of this section is OGL.

ADVANCED WEAPONS

These weapons were the finest America had to offer before the fall of civilization - lasers, gauss weaponry, and special devices mostly used for military applications. They are the most priceless of artifacts in DARWIN'S WORLD.

Chainsaw: Not exactly an “advanced” weapon, the chainsaw is nonetheless commonly found in a combative role in the post-apocalyptic world. Most models are bulky and cumbersome, prone to shorts or fuel failures, but their damage capability is nonetheless impressive. *Power*

Source: Clip, backpack, or backpack.

Chainsword: This type of device, simple but remarkably brutal in effect, is in essence a chainsaw/sword combination. It works just like a chainsaw, but has a narrower, razor-sharp blade, and a handle more receptive to swinging about in pitched combat. *Power Source:* Backpack or backpack.

Energy Pike: A very common weapon of the U.S. Army during the years of foreign invasion (especially useful in the spontaneous execution of prisoners of war), this appears to be a dull black or gray staff, universally 8’ long, but when activated (usually through pressing a button or switch on the pommel), the last three feet or so begins to glow brightly. The reason for this is that the pike has a powerful ion emitter that ionizes the air around the weapon, in effect creating a high-energy “power field” around it.

The weapon attacks like a regular melee weapon (base damage is as the normal melee weapon), but is far more deadly when it hits (increased critical range). In addition, it emits a *glow* up to 30 ft. around the user. As a type of polearm, the energy pike has reach of 10 feet, but cannot be used against an adjacent foe. *Power Source:* Backpack or backpack.

Power Sword: This item appears (and operates) much like an *energy pike*, except that it possesses a special charge-building device that causes the energy within to accumulate in a special power storage unit. Every few minutes this unit can be discharged, shooting the cycled power out in a *blast*. This type of weapon inflicts the listed damage in melee combat, but also once every five rounds the user may *discharge* a beam of energy (as a *ranged touch attack*) that duplicates the effects of a laser pistol Mk2.

TABLE 7-1: ADVANCED MELEE WEAPONS

Exotic Weapons - Melee

Weapon	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks					
Shock Gloves *	*	x2	-	1 lb.	*
Small					
Stun Baton §	2d6	x2	-	3 lb.	*
Medium-size					
Chainsaw	3d4	18-20/x2	-	12 lb.	Slashing
Chainsword	3d6	18-20/x2	-	8 lb.	Slashing
Power Sword *	2d6	19-20/x2	-	4 lb.	Slashing
Warp-Field Sword *	1d8	19-20/x2	-	15 lb.	Slashing
Large					
Energy Pike † a	2d8	18-20/x2	-	15 lb.	Slashing

Power Source: Beltpack or backpack.

Shock Gloves: These items were used in both close-quarters military action and in illegal boxing matches. Shock gloves appear to be metal gloves, but emit a strong visible electric field. Each time a hit is scored, in addition to regular punch damage, a powerful shock shoots through the target, inflicting an additional 1d8 points of damage. Shock gloves require the exotic weapon proficiency to use, but are otherwise treated as unarmed attacks in all ways, including attacks of opportunity. **Power Source:** Beltpack or backpack.

Stun Baton: This appears to be a metal baton, which emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that effectively stuns the target. **Power Source:** Beltpack or backpack.

Warp-Field Sword: This tremendously-advanced device was said to be a product of the infamous "Philadelphia Experiment" of the Ancients, a landmark event that allowed man to break through the dimensional barrier. The sword generates a field that causes the blade to "dance" between dimensions, allowing it to literally "pass" right through obstructions - specifically, *armor*. The sword is completely unaffected by armor (armor provides no bonus to AC). **Power Source:** Minifusion cell.

Special Firearms

These include a small number of special modern-era firearms not normally available to characters.

Cannon: Cannons are EXTREMELY rare weapons, and are almost all gone - the vehicles mounting them were all but lost long ago. Tanks

and other armored vehicles generally used cannons as their main armament, while lighter cannons were used in a man-portable role as heavy weapons (such as so-called "recoilless rifles"). A cannon can only be fired once per round, and must be reloaded after each shot, requiring a full-round action. Firing a cannon is also a full-round action.

Machinegun: A rare weapon in the wasteland (mainly because most were lost during the wars preceding the current time period), machineguns are heavy automatic weapons capable of dishing out a high volume of fire in seconds. Machineguns came in several forms, usually differing from light MGs (those easily carried by soldiers and propped during fire), and heavier ones (those mounted on armored vehicles, jeeps, etc). A machinegun can fire one hundred times before reloading and is considered a *rapid-fire* weapon. Reloading is a standard action; *firing* a machinegun is a full-round action. Machineguns use normal rifle cartridges, linked to a belt.

Projectile, Cannon: This is simply a heavy cannon round, fired from a cannon.

Shock-Field Glove: This item, used only by the military when first made, appears to be a metallic "hand" - which fits over the user's hand like a glove. The glove produces a strong electric charge with every power cycle, allowing the user to "zap" a nearby target without having to actually touch it (treat this as a *ranged touch attack* with a maximum range of 20 ft.; it can be used to shock in contact as well). Using the glove is considered a discharge. **Power Source:** Beltpack or backpack.

Shotgun, Automatic: Automatic shotguns have the rapid-fire capability of more advanced

TABLE 7-2: SPECIAL MODERN RANGED WEAPONS

Martial Weapons – Ranged (Special)

Weapon	Damage	Critical	Range Increment	Weight	Type**
Small					
Shock-Field Glove *	1d8	x3	20	1 lb.	Special
Medium-size					
Shotgun, automatic *	*	*	10 ft.	10 lb.	Piercing
Large					
Machinegun *	1d12	x3	500 ft.	75 lb.	Piercing
Huge					
Cannon	10d10	x3	1000 ft.	750 lb.	Piercing
Projectile, cannon	-	-	-	75 lb.	-

TABLE 7-3: ADVANCED AMMUNITION COSTS

Basic Type	Glazer	HC	HP	JHP	Rubber §	Slugs
Cartridge, pistol (10)	90 cp	60 cp	60 cp	80 cp	45 cp	-
Cartridge, carbine (10)	210 cp	105 cp	105 cp	140 cp	75 cp	-
Cartridge, rifle (10)	270 cp	135 cp	135 cp	180 cp	100 cp	-
Cartridge, SMG (10)	240 cp	120 cp	120 cp	160 cp	90 cp	-
Shotgun shells (20)	-	-	-	-	90 cp	160 cp

weapons, and the conical effect of shotguns. Automatic shotguns inflict 3d6 points of damage to a target in its first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An additional hit roll is required for each target in the blast area. An automatic shotgun can fire ten times before reloading and are considered *automatic* (providing one extra attack at the firer's highest attack bonus). Reloading up to two shells is a standard action. Reloading more shells than that (up to ten) is a full-round action.

Special Weapon Features

Certain weapons may benefit from added features or modifications, giving enhancements to damage, attack rolls, and other facets of combat. The bonuses given here, unless specified, can be stacked with other bonuses freely.

Market prices for these special modifications

and features can be found under **Table 7-7**.

Bipod: This is a lightweight aluminum or alloy accessory that can be added to any Medium-size or larger crossbow, firearm, or ranged energy weapon. A weapon so-equipped can be stabilized as a move-equivalent action. So long as the firer does not move, all shots fired from the weapon thereafter receive a +1 attack bonus.

Heavy Capacitor Unit: This type of device is attached to energy weapons much like an advanced "adapter" of sorts. Heavy capacitors are strengthened catalysts that allow more energy to be used when firing - in effect, increasing the "punch" of the weapon. The unit channels more power from the power source (be it a clip, belt-pack, etc) to bolster each shot. Use of the unit drains *double* the power for each shot (two discharges instead of one). The effect is to increase the damage of the weapon by +1 *per die*. However, any critical miss on to-hit (a natural roll of 1) indicates the heavy capacitor unit is *destroyed*, and there is a further 75%



chance that the weapon itself is also destroyed.

Hi-Powered Modifications: This can be purchased once for any existing firearm (and firearms only). The weapon is thereafter considered high-powered, giving it a certain damage bonus with all shots. The actual bonus depends on the degree of modification; +2, +4, or +6.

Improved Discharger: This add-on device, applied to energy weapons to improve their combat performance, improves the purity, stability, and cohesion of beams when they are fired, in effect providing greater range capability. The improved discharger increases the range increment of the weapon by x1.5. Any critical miss destroys the discharger unit.

Starlight Scope: This heavy, powered scope provides the firer with low light vision. This feature can be combined with a regular targeting scope. *Power Source:* Cell.

Targeting Scope: A scope of this kind is a computerized attachment to any firearm or ranged weapon, enhancing its to-hit ability. When used the scope gives a +2 bonus to attack rolls. *Power Source:* Cell.

Target Weapon Modifications: This denotes a custom-designed (or "masterwork") weapon, weighted and/or balanced, for super-accurate shooting. This can be applied to any ranged weapon (generally including bows, crossbows, firearms, and ranged energy weapons). This provides an attack bonus on all to-hit rolls with the weapon; either +1, +2, or +3.

Telescopic Sight: This item is attached to rifle-sized weapons, and enhances the ability to hit at long ranges. When in use, the sight gives the firer the feat, *Far Shot*, for free (but only while using the scope, requiring a move-equivalent action). If this feat is already possessed by the firer, the range increment increase is raised to double (instead of x1.5). A scope never affects thrown weapons.

Advanced Ammunition Types

Firearms may benefit from enhanced or improved ammunition types. Such ammo types are typically rare finds, but they potentially provide a definite edge in combat.

Glazer: Glazer ammunition effectively transforms a regular pistol/rifle cartridge into a concentrated scattergun blast on impact. Glazer rounds give a damage bonus of +2.

Hard Cast: Hard-cast (or "target") bullets retain their shape without deformation over long

distances – maintaining accuracy at range. HC rounds increase a weapon's range increment by one-half.

Hollow Point: These rounds include tumblers, dum-dums, squash-head, etc. HP rounds increase the critical range of the weapon by one step (i.e. turning 20 into 19-20).

Jacketed: This ammo type includes armor-piercing, teflon-coated, and other advanced armor-penetrating rounds. Jacketed hardpoint (JHP) rounds reduce the armor bonus of the target by 2.

Rubber: Rubber (or bean-bag) bullets inflict subdual damage. For shotguns, rubber slugs inflict only 3d6 points of subdual damage.

Shotgun Slugs: Slugs are only available for shotguns. They do not spread out over range like normal shotgun shells, but inflict 3d6+3 at all ranges to one target.

Directed Energy Weapons

Weapons of this type, widely used by the Ancients in their final wars, act to generate and concentrate powerful energy to incinerate, disintegrate, or otherwise destroy the tissue of opponents. Energy weapons solved the problem of varying calibers and munitions types by utilizing the universal power pack, making them infinitely more useful in those days. Directed energy weapons should be treated like other ranged projectile weapons.

Blaster: The most advanced kind of weapon in general service before the fall of civilization. The blaster appears to be a small metal box, sometimes with a small rectangular "T.V." screen or bulb set in its center. The blaster is made of connecting metal rods, and is most often shoulder-mounted on *powered armor* suits; with a touch of a button, the device folds itself up and out of the way (and can be just as easily deployed). The device is powered like any other energy weapon. The weapon, when fired, shoots a narrow beam that affects the air around the target, creating a field of energy that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disintegrates organic tissue and even inorganic substances - in effect, the blaster *disintegrates* its target from the bottom-up. A target hit by a blaster must make a Fortitude save (DC 25) to avoid being immediately disintegrated; even if she saves, she still suffers 5d6 points of damage from the physical disruption of her body. A

blaster can be fired only once per round, regardless. *Power Source:* Minifusion cell.

Dazzle Rifle: This appears to be a regular rifle, but instead of firing an injurious beam or projectile, the rifle emits a brilliant beam of *photons* (light) in a wide "pulse". The dazzle rifle is a ranged touch attack. The targeted creature must make Reflex save (DC of the attackers hit roll) or be *blinded* for 1d6 minutes. A blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. *Power Source:* Clip, beltpack or backpack.

EMP Rifle: The EMP rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-deployed due to the increasing numbers of robots and androids then making up the majority of the world's fighting armies (such was the result of a

dying humanity, having to replace it's own diminished numbers by AI surrogates). The EMP rifle generates a powerful electro-magnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause incredible damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation. The EMP rifle does full damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). It does minimum damage (5 points, 10 with a critical) against living creatures. An EMP rifle can fire only once per round, regardless of the user's number of attacks. It also attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Minifusion cell.

Fusion Rifle: This type of special rifle, often known as a "fusion incinerator", fires a crimson ray of aggravating radiation that causes molecular *fusion* at the impact point - the target's

TABLE 7-4: ADVANCED RANGED WEAPONS (ENERGY WEAPONS)

Exotic Weapons (Energy Weapons) - Ranged

Weapon	Damage	Critical	Range Increment	Weight	Type**
Tiny					
Hand Stunner §	2d4	x3	20 ft.	1 lb.	*
Small					
Blaster	*	*	20 ft.	2 lb.	Special
Laser Pistol Mk 1	2d8	x2	100 ft.	2 lb.	Special
Laser Pistol Mk 2	2d10	x2	100 ft.	2 lb.	Special
Maser Pistol *	2d8	x2	100 ft.	1 lb.	Special
Plasma Pistol	2d12	x3	100 ft.	5 lb.	Special
Stun Gun §	2d8	x3	50 ft.	2 lb.	*
Medium-size					
Dazzle Rifle	*	*	50 ft.	7 lb.	*
EMP Rifle *	5d8	x2	20 ft.	15 lb.	Special
Fusion Rifle	4d10	x3	100 ft.	15 lb.	Special
Hydrogen Laser Rifle	4d10	x2	200 ft.	5 lb.	Special
Infra-Red Laser *	2d10	x2	200 ft.	7 lb.	Special
Laser Rifle	3d10	x2	200 ft.	7 lb.	Special
Maser Rifle *	3d8	x2	200 ft.	5 lb.	Special
Plasma Rifle	4d12	x3	200 ft.	15 lb.	Special
Pulse Laser Rifle *	2d10	x2	100 ft.	5 lb.	Special
Radiation Rifle *	1d10	x2	20 ft.	15 lb.	Special
Sonic Rifle	2d6	x3	20 ft.	10 lb.	Special
X-Laser *	3d8	x2	100 ft.	10 lb.	Special
Large					
Laser LAW	6d10	x2	100 ft.	65 lb.	Special
Huge					
Laser Cannon	10d10	x2	500 ft.	1,000 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

cells are literally bonded together on a molecular scale, causing massive disruption and disintegration. The victim of such a weapon often has its features cave in and literally "melt away". A fusion rifle can be fired only once per round. *Power Source:* Minifusion cell.

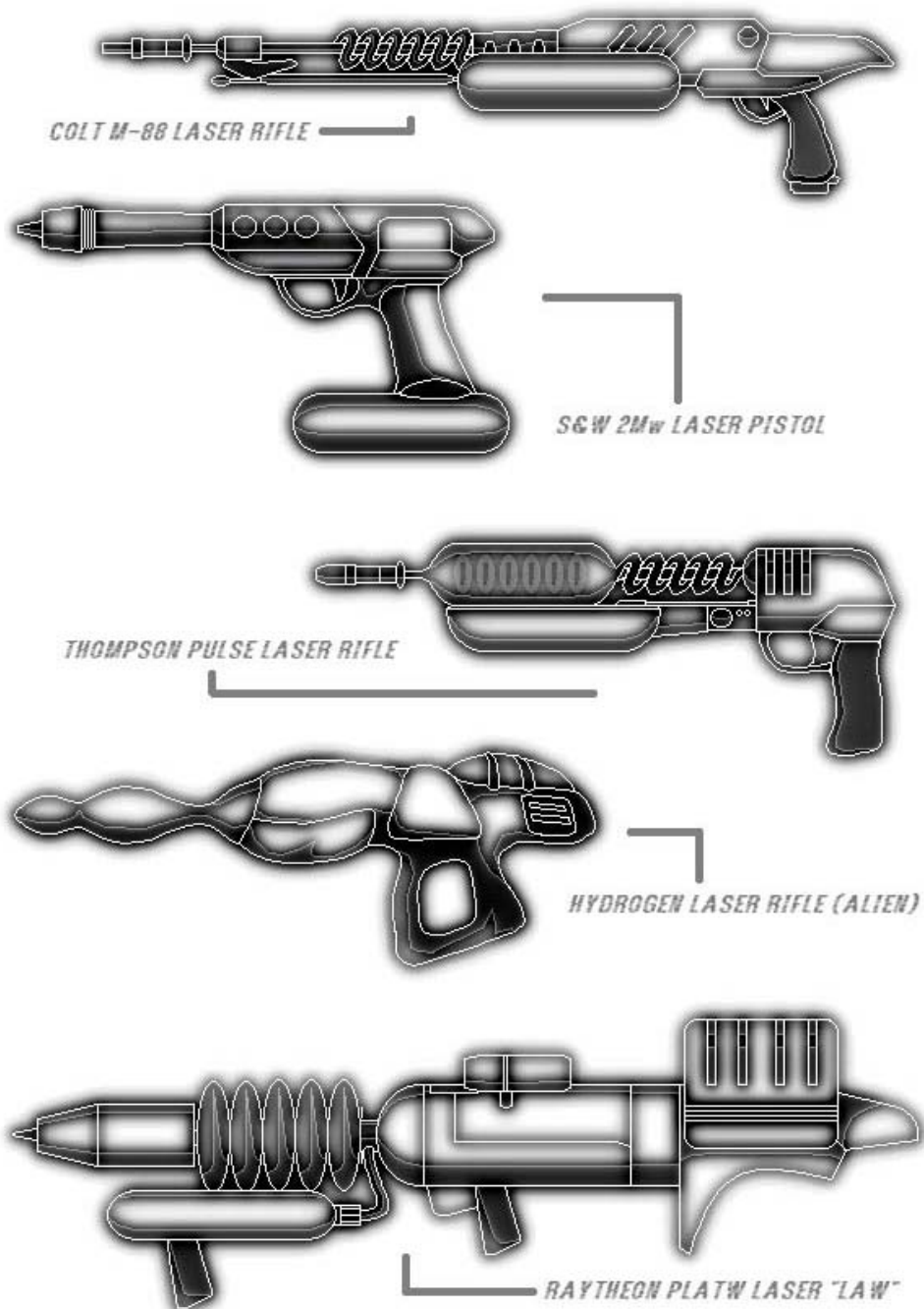
Hand Stunner: This type of weapon is a miniature stun gun, often no larger than a deck of cards (thus it can be held easily in the hand), possessing two buttons on the top surface. The item fires through the pressing of one button, ejecting the power cell with the other. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip.

Hydrogen Laser Rifle: This weapon is essentially a laser weapon, though instead of the typical medium of neodymium, it employs a pure refined hydrogen gas. This allows for a greater increase in the frequency and energy of the lasing atoms, exponentially increasing the power of the weapon. Some of suggested that this weapon is not native to planet earth, but an advanced weapon brought by alien invaders appearing at the end of humanity's war, who have since mysteriously disappeared from the face of the planet. It is said some examples of their equipment (such as this rifle) were left behind in haste. A hydrogen laser rifle can be fired more than once per round if the firer has the ability to make multiple attacks. *Power Source:* Harmonic cell.

Infra-Red Laser: This is a special laser with a coated discharge lens that filters out all light except for that emitted at .01 cm wavelength or greater, thus emitting only an infra-red beam. Though the IR laser is substantially low-powered when compared to other laser weapons (it has far less energy

than those of lower wavelengths), the IR laser is totally *invisible* (except if viewed by *IR goggles*, which will show the beam solidly), much like a maser, and thus unaffected by obstacles (such as glitter). An IR laser can be fired more than once per round if the firer has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Laser Cannon: The laser cannon is simply a



gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more powerful burst of lasing energy. These weapons are extraordinarily large (generally only mounted on tanks or in ground-based AA batteries, for instance), but are effective against almost all forms of heavy vehicles and fortifications. Firing a laser cannon is a full-round action. *Power Source:* Minifusion cell (one shot per cell only).

Laser LAW: This man-portable laser anti-tank weapon (or "laser LAW") is a shoulder-mounted laser weapon (so-made because the internal light generators are rather heavy, as they generate a far more powerful power pulse than the typical laser), used to destroy light armored vehicles - armored cars, attack skimmers, and light fortifications. Firing a laser LAW is a full-round action. *Power Source:* Minifusion cell (one shot per cell only).

Laser Pistol Mk1: The earliest forms of laser pistol, designed for a number of uses and widely sold throughout the world, the laser pistol Mark 1 appears to be a silvery slender pistol. Lasers in general work by colliding lasing atoms with electrically-accelerated electrons in an active medium (gas, liquid, or crystal). The laser Mk1 uses a ruby rod with a mirror on one end and a partially-silvered mirror on the other, surrounded by a coil of high-durability glass (a xenon flash tube). The light produced by the xenon flash tube excites the chromium atoms (of which there is a substantial amount in gemstones) in the ruby core; as the electrons begin to get excited, variations in the energy levels of these electrons cause an emission of photons (light particles). These photons bounce back and forth down the rod off of each of the two mirrors; as they collide they create more of the same as they strike each other, in effect amplifying the light, increasing the usable energy exponentially. This process occurs in a mere fraction of a second, the ordinary light pulse turning into a highly-concentrated and energized beam in the blink of an eye. A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks.

Laser Pistol Mk2: The laser pistol Mark 2 was designed for military service, and is generally more rugged, and various variants were made (some looking like black slender pistols, others almost the size of a small carbine). To make it more durable, the ruby rod is replaced by a more flexible medium, typically a neodymium gas tube

which has much the same effect as ruby chromium, but which cannot "shatter" under high stress - this allows it to discharge energy at much higher frequencies. A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, beltpack or backpack.

Laser Rifle: The laser rifle was the standard rifle of the American armed forces before the fall of civilization. The laser rifle is really just an extended laser pistol Mk2, but incorporating various features, not the least of which is larger and sturdier laser-generation equipment (requiring the larger and more extended shape and design). Also, superior artificial refining crystals and focus mirrors along the laser's length allow it to retain tighter photon-beam cohesion at greater distances - increasing the weapon's range. A laser rifle can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, beltpack or backpack.

Maser Pistol: Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor and a reduced magnetron tube. Although it does less damage, it's small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually very widespread as a civilian and police sidearm during the final years of the Fall, when cities were shrouded in thick smog from over-pollutive industry, and came in a number of models with varying appearances (from simply advanced pistols to hand-held "microwave lamps"). A maser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. *Power Source:* Clip, beltpack or backpack.

Maser Rifle: The "maser" is, in effect, a microwave laser, designed primarily to make the use of smoke and glitter as a countermeasure ineffective. The maser, as it operates using non-visual light, is not affected by such obstacles (which, of course, refract or obfuscate visual light). The maser consists primarily of a high-capacity magnetron tube (not unlike that found in a microwave oven), which fires a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules - in effect, boiling the target area in the fraction of a second. A maser rifle can be used to attack more than once per round if the user has the ability to



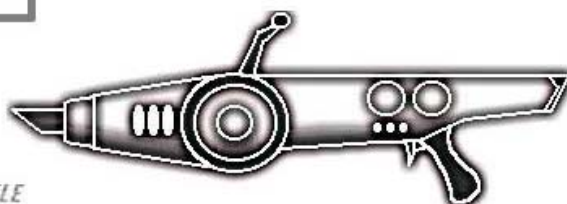
TELEFUNKEN Sw-90 SONIC RIFLE



AR-91 MICROWAVE (MASER) RIFLE



RAYTHEON X-RAY LASER



AK-2000 FUSION RIFLE

make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. *Power Source:* Clip, backpack or backpack.

Plasma Pistol: The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle in a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large (looking like a souped-up "ray-gun" with antenna and such), and the plasma generated was comparatively low-powered. Despite this, these weapons were showing promise before the Fall. A plasma pistol can be fired only once per round. *Power Source:* Minifusion cell.

Plasma Rifle: The plasma "rifle" (really a man-portable "cannon") is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is heated to nearly 180,000 degrees F by injecting it with high-speed ions (typically from a compact synchrotron or betatron in the weapon) that collide with the gas particles, increasing their

thermal energy to super-heated levels (to prevent the entire weapon from melting, the plasma chamber is contained within a magnetic field - of 50,000 gauss or more - generated by the weapon itself). This super-heated plasma spontaneously begins to vibrate and react as it excites, the atoms of which begin to create nuclear reactions as they collide. In effect, the ionization of the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy. The weapon is a heavy device with multitudes of knobs and things, carried on a harness that is supported by power suspensors (pocket gravity-field generators). A plasma rifle can be fired only once per round. *Power Source:* Minifusion cell.

Pulse Laser Rifle: This advanced energy weapon fires pulses of laser light, much like how an automatic rifle fires

multiple rounds in a stream. The weapon is, in basic principle, simply a Laser Rifle A with auto fire capability, this ability provided by a high-capacity xenon flash tube (providing a stream of flash pulses) instead of the normal single-pulse flash lamp (which only produces a single pulse). In addition, *argon* is typically used instead of the standard *neodymium*, as argon requires less energy to create a laser pulse (a more powerful series of pulses creates far more strain on the xenon flash tube). Although the pulse laser rifle does create a stream of laser fire like an automatic weapon, it does have two drawbacks - range is reduced because the laser pulses have less time to be refined (and are thus more short-lived), and the damage of the individual beams is less than a normal laser rifle because less energy is used per pulse. A pulse laser rifle is considered a *rapid-fire weapon*. *Power Source:* Clip, backpack or backpack.

Radiation Rifle: This kind of energy rifle generates a directed and controlled cloud of *uranium hexafluoride*, a corrosive gas, by

breaking down the plutonium in its clip. This gas is shot from the rifle much like a flamethrower. In addition to doing damage, the radiation rifle also inflicts intense 1d4 x 100 Rads of *radiation* on the target. A radiation rifle can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Plutonium clip.

Sonic Rifle: This kind of weapon appears to be a heavy rifle with a special dish or microphone on one end. The sonic rifle creates strong literally shaking apart the target with tremendous sonic forces. A sonic rifle can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip, backpack or backpack.

Stun Gun: These widely-found weapons were the standard armament of civil authorities; they come in a variety of forms and shapes (such as the real-life "taser"), but are usually pistol-sized. In general, the stun gun transforms power from its source into a low-voltage field, ray, or emission that stuns the nervous system of the target. A stun gun can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip.

X-Laser: The "x-laser" is a heavy energy rifle that fires an *invisible* beam, much like the maser, so as to ignore smoke and other countermeasures. The principle behind the x-laser is shared by the common x-ray device; a tungsten or yttrium "target" inside the weapon is bombarded by high-speed electrons, creating an emission of x-rays, potent radiations that penetrate a far greater amount of tissue, materials, etc. than most radiations. Unlike the typical x-ray machine, however, the x-laser emits x-rays at a shorter wavelength, causing a more violent effect. X-rays cause damage mainly by breaking down and disintegrating the tissue they contact. An X-laser can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). In addition, the X-laser can fire through walls and other obstructions no more than 6" thick without reduced effect against targets concealed *behind* them. Any thicker and the beam has no effect. Often an X-laser will be mated with X-ray goggles to allow the firer to see what he is firing at. *Power Source:* Minifusion cell.

Mass Drivers

Mass-driving weapons (or simply "mass-drivers") are weapons that operate on a simple principle - a force (usually gravity) is used to drive a mass to dangerously-high velocities to punch through armor, metal, tissue, whatever. Such weapons are a bridge between traditional ballistic weapons and energy weapons; they fire ballistic missiles but require an energy charge or field to build up the required force. Mass-drivers are almost universally known as "gauss weapons", and come in a number of forms. Mass drivers should be treated like other ranged projectile weapons.

Gauss weapons use special gauss projectiles as well as power discharges from a regular power source when fired. Gauss weapons cannot benefit from advanced ammunition types.

Electro-Saw Thrower: This appears to be a light rifle with a broad flat barrel, throwing forth energized monofilament circular saws that are propelled at high speed. A drum-like clip holds the saws, feeding them into the EST, while an energizer unit charges each saw with an electric field just prior to firing. An EST can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Backpack or backpack.

Gauss ATG: This weapon appears to be a huge shoulder-mounted "railgun", like an advanced anti-tank weapon. The weapon fires a large (10 mm) *depleted-uranium* ("depleted uranium" is uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid) mushrooming sliver, which was primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus to AC of a target by *one half (round down)*. Firing a gauss ATG is a full-round action. *Power Source:* Minifusion cell.

Gauss Auto Rifle (GAR): This is a special gauss rifle that is capable of full auto fire. Like the gauss SMG, the cyclic rate of fire of the weapon reduces the momentum and punch of each fired round, as less time is allowed to build up the magnetic force of the shot. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss auto rifle is considered an *automatic weapon*. *Power Source:* Clip, backpack or backpack.

TABLE 7-5: ADVANCED WEAPONS-RANGED (MASS DRIVERS)**Exotic Weapons (Mass Drivers) - Ranged**

Weapon	Damage	Critical	Range Increment	Weight	Type**
Small					
Gauss Pistol Mk 1 *	1d6	x2	100 ft.	4 lb.	Piercing
Gauss Pistol Mk 2 *	2d6	x2	100 ft.	4 lb.	Piercing
Gauss SMG *	1d6	x2	100 ft.	4 lb.	Piercing
Projectiles, gauss (10)	-	-	-	2 lb.	-
Medium-size					
Electro-Saw Thrower	3d4	x3	80 ft.	7 lb.	Slashing
Gauss Rifle Mk 1 *	3d6	x2	200 ft.	10 lb.	Piercing
Gauss Rifle Mk 2 *	4d6	x2	200 ft.	14 lb.	Piercing
Gauss Auto Rifle (GAR) * 3d6	x2	100 ft.	12 lb.	Piercing	
Projectiles, EST (10)	-	-	-	3 lb.	-
Projectiles, gauss (30)	-	-	-	6 lb.	-
Large					
Gauss ATG *	6d6	x2	200 ft.	50 lb.	Piercing
Projectiles, gauss ATG (10)	-	-	-	10 lb.	-
Huge					
Gauss Cannon *	10d6	x2	500 ft.	1,500 lb.	Piercing
Projectile, gauss cannon	-	-	-	50 lb.	-

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Gauss Cannon: This is a gigantic version of the basic gauss weapon, typically mounted on tanks or in heavy gun emplacements. Most of these weapons were destroyed long ago during the wars of the Ancients, but some few examples are said to still remain operational. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. Firing a gauss cannon is a full-round action. *Power Source:* Minifusion cell (one shot only per cell).

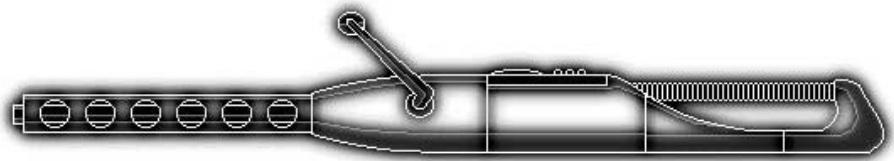
Gauss Pistol Mk1: This type of weapon (and all other gauss weapons) works on magnetic principles; the projectile (a sliver of depleted uranium or any other alloyed metal, ranging typically in size from 1mm to 5mm) is held by extreme opposing magnetic forces in the magnetic chamber, being fired when one magnetic field is dropped - propelling it outwards. At various points along the barrel, magnetic "rails" boost the projectile with additional force at each stage, increasing the momentum exponentially. Such weapons are virtually noiseless, but require a great deal of energy (a typical rail generates 10,000 gauss of force; to put this in perspective, the earth's gravitational force is only equal to 1 gauss). Propelled at high velocity, gauss flechettes pierce armor

extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

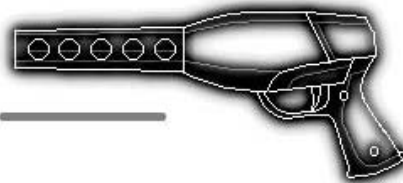
Gauss Pistol Mk2 (Heavy Gauss Pistol):

This appears to be a heavier, longer-barreled version of the original gauss pistol, employing four gauss accelerators (instead of the regular two or three of the Mk1). This increases the velocity and "punch" of the gauss round, directly translating into a deadlier weapon. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss pistol Mk2 can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

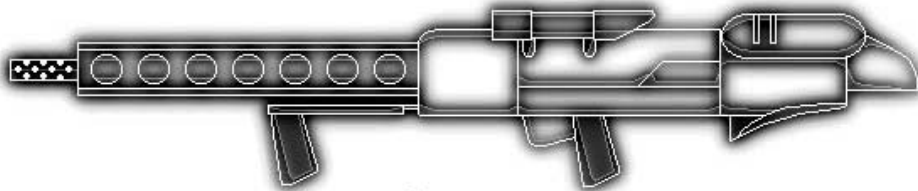
Gauss Rifle Mk1: A larger version of the basic gauss weapon, this incorporates a larger and longer barrel (permitting more rails, and thus increased momentum for the gauss round), a folding stock, and more powerful magnetic generators. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss rifle can be used to



WINCHESTER ARMS M-1999 GAUSS AUTO RIFLE



DERRINGER GAUSS PISTOL MODEL 99



"ARMBRUST" GAUSS ATG

attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss Rifle Mk2 (Heavy Gauss Rifle): This gauss rifle is similar to the Mk1, but has a larger barrel to accommodate larger rounds. It looks like a portable hand-vacuum, but with an extended nozzle. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss rifle Mk2 can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss SMG: This is a compact but high rate of fire gauss weapon - literally a "gauss machine pistol". The weapons works just like a regular gauss weapon, but with a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a high rate - permitting a continuous stream of fire. However, the drawback is that this lessens the magnetic buildup of each shot, reducing the momentum and damage. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss SMG is considered an *automatic weapon*. *Power Source:* Clip, backpack or backpack.

Projectiles, EST: EST ammunition is a series of paper-thin, razor-sharp circular saw blades.

Projectiles, Gauss: All man-portable gauss weapons (except for the ATG) use the same kind of ammo, a "needle" of high-density metal.

Projectiles, Gauss ATG: This is a larger "needle" for use in the gauss "anti-tank gun".

Projectile, Gauss Cannon: This is a large "needle" for use in the gauss cannon.

Particle-Beam Weapons

Particle-beam weapons typically emit a single charged particle or stream of particles to inflict damage. Ions, mesons, or other subatomic particles are propelled by these weapons at colossal speeds to achieve the desired effects. They are often very deadly.

Particle-beam weapons should be treated like other ranged projectile weapons.

Atom Gun: This weapon is a "miniature nuclear reactor" of sorts. Atomic particles in a central reactor in the weapon collide and split, the energy of the reaction being channeled out the barrel. The atom gun can also be made to fire several atomic particles at colossal speeds, throwing out a spread of these radiating atoms at a high rate and over a wide area, just like a "shotgun". The atom gun deals 6d6 damage to a target in the first range increment, 4d6 to a target in the second range increment, and 2d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An additional hit roll is required for each target in the blast area. An atom gun can be fired only once per round. Since this was intended as a close-range weapon, damper coils on the barrel reduce the emission of radiation from the weapon's internal reaction to an insignificant amount. *Power Source:* Plutonium clip.

NP Cannon: This weapon appears to be a heavy rifle-like weapon. Central to the device is a *neutrino collector*, an advanced piece of technology that manages to collect neutrinos and hold them in a powerful but contained magnetic

TABLE 7-6: ADVANCED WEAPONS-RANGED (PARTICLE BEAM WEAPONS)

Exotic Weapons (Particle Beam Weapons) - Ranged

Weapon	Damage	Critical	Range Increment	Weight	Type**
Medium-size					
Atom Gun *	*	*	10 ft.	10 lb.	Special
Ion Ray *	2d6	x2	100 ft.	8 lb.	Special
Meson Cannon	4d6	x2	200 ft.	10 lb.	Special
Large					
NP Cannon *	2d4	x3	500 ft.	20 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

† Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

field until used. These minute particles, compacted to the point of instability, when fired from the collection chamber spread out with intense violence from each other due to an unknown repulsion effect, their minute size ripping through any matter in the way. By spending a full-round action, the NP performs a *coup-de-grace* attack when it fires. The NP cannon is also unimpeded by obstacles, and can thus be fired through most walls, doors, etc. A

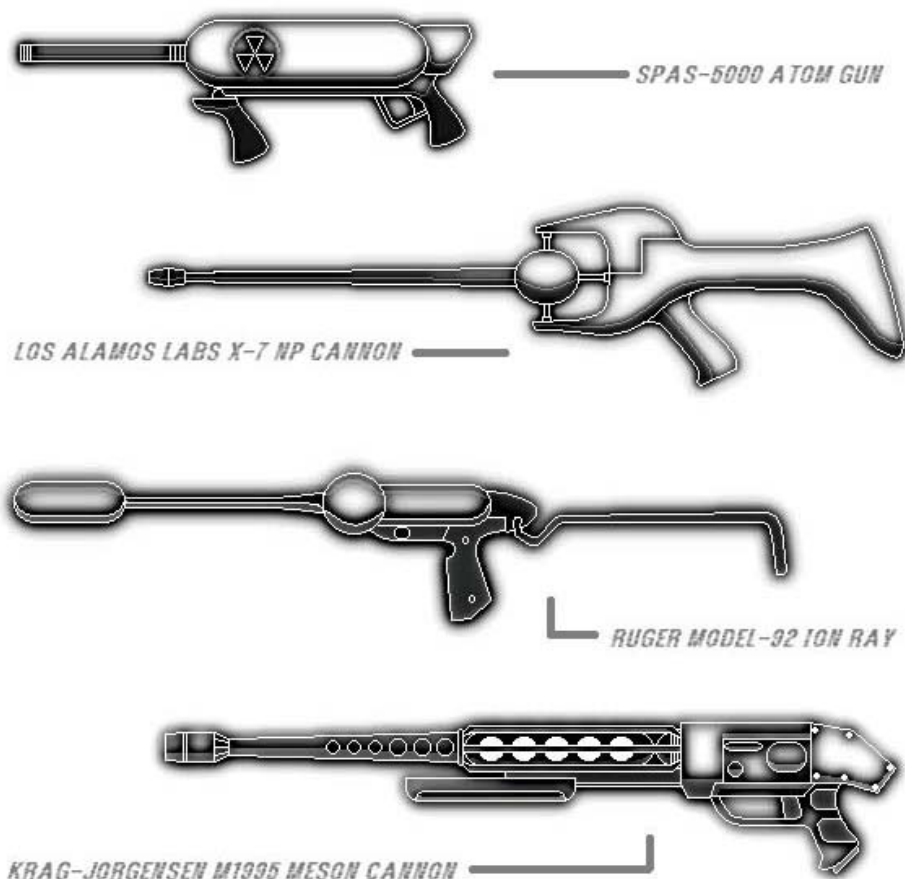
weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Minifusion cell.

Due to the unbalancing power of this weapon, and its dubious "sci-fi" mechanics, the NP cannon is considered an optional device the GM can remove if he deems appropriate.

Ion Ray: This advanced energy weapon fires a beam (or stream, in rapid-fire mode) of ions that electrify the target's cellular structure. The ion

ray is actually a rather simple device, utilizing an advanced *synchrotron* (a subatomic-particle accelerator) to generate a concentrated burst of ions that are directed towards the target's tissue. This pulse is extremely rapid, causing intense damage to obstructions (organic or otherwise) as it literally "bombards" the target area with excited ions. Flash burns and spontaneous incineration usually result from such a concentrated strike. An ion ray is considered a *rapid-fire weapon*. *Power Source:* Minifusion cell.

Meson Cannon: The meson cannon is a powerful energy weapon that fires a narrow stream of positively-charged mesons at the target, causing a disruptive effect on tissue and obstructions. These are often referred to as "particle-projectors". A meson cannon can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:*



Minifusion cell.

Grenades, Explosives, and Detonation Charges

Explosives inflict damage similar to scatter weapons (though they are not directed, like a shotgun blast), covering an area of effect. Grenade like weapons require no proficiency to use, and are *ranged touch attacks*. A direct hit with a grenade or explosive means that the weapon has hit the creature it was aimed at and everyone within the blast radius, including that creature, takes the indicated damage. A miss requires a roll for deviation for a regular grenade like weapon, but rather than dealing splash damage to all creatures within 5 feet, the weapon

deals the same damage to all creatures within the blast radius of where it actually lands.

Grenades, if thrown, use the listed range increment, but if launched from a grenade launcher, it uses that weapon's range increment. Reloading any form of explosive or grenade-throwing device is a full-round action.

All explosives operate like *poisons*, in that there is a 5% chance per use of accidentally setting it off immediately and unintentionally. This applies to set explosives, grenades, and even ranged explosive weapons.

Anti-Tank Grenade: This type of grenade appears to be a heavy black metal canister with a dial or two on top, allowing it to be set for a certain designated time (up to 60 seconds after

TABLE 7-6: ADVANCED WEAPONS-RANGED (Explosives)
Exotic Weapons (Explosives) Ranged

Weapon	Damage	Critical	Range Increment	Weight	Type**
Tiny					
Blood agent grenade *	1d6	-	10 ft.	1 lb.	Special
Concussion grenade §	3d6	-	10 ft.	1 lb.	*
Dynamite	3d6	-	10 ft.	1 lb.	*
Energy grenade	8d6	-	10 ft.	1 lb.	Special
Frag grenade	6d6	-	10 ft.	1 lb.	Special
Glitter grenade *	*	-	10 ft.	1 lb.	*
Inferno grenade *	5d6	-	10 ft.	1 lb.	Special
Irritant gas grenade *	*	-	10 ft.	1 lb.	*
Molotov cocktail	2d6	-	10 ft.	1 lb.	Special
Mutation grenade *	*	-	10 ft.	1 lb.	*
Negation grenade *	*	-	10 ft.	1 lb.	*
Nerve gas grenade *	*	-	10 ft.	1 lb.	*
Photon grenade *	*	-	10 ft.	1 lb.	*
Plasma grenade *	9d6	-	10 ft.	1 lb.	Special
Radiation grenade *	1d6	-	10 ft.	1 lb.	Special
Satchel charge A	4d6	-	-	1 lb.	Special
Shock grenade *	3d6	-	10 ft.	1 lb.	Special
Smoke grenade *	*	-	10 ft.	1 lb.	*
Stun grenade *§	5d6	-	10 ft.	1 lb.	*
Small					
Anti-tank grenade	10d6	-	10 ft.	2 lb.	Special
Flame pistol *	2d4	-	5 ft.	4 lb.	Special
Grenade launcher *	*	-	200 ft.	12 lb.	*
Mine *	*	-	-	2 lb.	*
Satchel charge B	6d6	-	-	1 lb.	Special
Medium-size					
Flamethrower *	3d6	-	20 ft.	8 lb.	Special
Micro-missile launcher *	1d6	x2	40 ft.	12 lb.	Special
Satchel charge C	8d6	-	-	1 lb.	Special
Large					
LAW	5d10	x3	80 ft.	10 lb.	Special
Mini-missile launcher	4d8	x2	100 ft.	80 lb.	Special
Missile launcher	6d10	x2	200 ft.	120 lb.	Special
RPG *	*	*	100 ft.	20 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

being armed). The grenade uses highly-explosive and violent chemicals to blast straight through armor plate. This type of grenade has a blast radius of 5 feet and deals 10d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Blood Agent Grenade: This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the smoke is limited to 2 feet. Everything within the cloud has 90% concealment. In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or suffer 1d6 in acid damage.

Concussion Grenade: This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of grenade has a blast radius of 5 feet and deals 3d6 points of subdual damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Dynamite: Includes TNT, nitroglycerin demo packs, and other common demolition explosives. Such items usually come in stick form, and are detonated either through a twist cap, fuse, or electronically-activated time detonator. Lighting dynamite is a standard action. The explosive has a blast radius of 5 feet and deals 3d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Energy Grenade: This type of grenade generally utilizes plutonium or uranium in a solid and stable "chip" form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of a powerful energy burst. This type of grenade has a blast radius of 20 feet and deals 8d6 points of damage (*special* damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Flame Pistol: The flame pistol is a rather remarkable little assault weapon; it is, in essence, a compact flamethrower the size of a heavy pistol. Made of durable heat-resistant metal, the flame pistol is capable of shooting a burst of flame in the same manner of as the

normal flamethrower, though its compact size allows it to be held in only one hand. The pistol can fire from small canisters (attached to the weapon like a "clip"), or can be hooked up to a regular flamethrower tank to use flamethrower fuel. A typical canister holds only three shots of fuel (if a flamethrower tank is used, 16 shots). The flame pistol can be fired only once per round. Damage is dealt in a 2-foot-wide stream extending to the maximum range. A separate attack role is required to each target in the stream.

Flamethrower: This kind of item appears to be a wire-frame weapon with a cord attaching it to a heavy tank that is worn on the back. There are various items of this type, but all have the same general effect. The flamethrower excretes a jet of flaming "jelly" in a wide cone, affecting all within for the stated damage. A typical flamethrower's fuel tank holds enough napalm jelly to provide for 8 bursts of flame. Flamethrowers can be fired only once per round. Damage is dealt in a 5-foot-wide stream extending to the maximum range. A separate attack role is required to each target in the stream.

Fragmentation Grenade: This type of grenade, by far the most common of grenade types, explodes into a shower of white-hot metal fragments. The casing of the grenade, generally perforated, produces the majority of the fragments, wasting nothing. This type of grenade has a blast radius of 20 feet and deals 6d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Glitter Grenade: This type of grenade utilizes a sheath of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud (20 feet radius) of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoky glitter in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). Lasers will not affect targets in glitter cloud.

Grenade Launcher: Items of this type come in a wide variety of forms, from SMG-like weapons to pistols (much like a flare gun), to grenade mortars, shoulder-mounted pack launchers, etc. These weapons can be used to fire special grenades (the kind of grenades are the same as thrown types) – but they cannot fire grenades made to be thrown. Grenade launchers can be fired only once per round, and must be reloaded each time it fires, requiring a standard action (unless propelled integrally from a powered armor suit, in which case reloading is a free action). Reloading a launcher causes an attack of opportunity.

Inferno Grenade: This type of grenade (napalm or white phosphorous being the primary chemical agent) starts a chemical reaction to create a raging fire. One round after a grenade of this type lands, it emits a cloud of vapor (20 feet in radius) that spontaneously ignites on the following round. Those still within the cloud (or entering into the cloud) suffer 5d6 in fire damage. The cloud continues to grow outwards by 5 feet for the remainder of its life (1d3+6 rounds in still conditions, 1d3+1 rounds in windy).

Irritant Gas Grenade: This type of grenade creates a cloud of irritant gas (such as tear or retch gas), like a smoke grenade, but the gas causes gagging, choking, and nausea to those in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 20) or suffer from *blindness*. A gas mask or other filtering device will protect against such gas.

Light Anti-Tank Weapon (LAW): Various weapons of this type were made by the various nations of the world before the fall of the Ancients. The LAW is a disposable anti-tank rocket - in effect, a one-shot man-portable missile. LAWs can be fired only once per round. Damage is half piercing, half fire. A LAW has a blast radius of 10 feet.

Micro-Missile Launcher: Micro-missiles are the smallest type of missile, usually no more than four or five inches long; they were used primarily only in suits of powered or power-assisted armor,

and are fired from this special 30-tube launcher. A micro-missile launcher is considered a *rapid-fire weapon* and has a blast radius of 5 ft.

Mines: These types of explosives were incredibly common throughout the world, and remain as a deadly threat to survivors in the aftermath of the nuclear holocaust. Capable of being hidden for decades and still work (plastic parts not only make them impossible to detect, but also ensure their long life), mines are among mankind's most tragic testament to strife. Mines typically do the damage of a Fragmentation Grenade, but special munitions (duplicating the effects of other grenades) are not at all unknown. A Disable Device check is required to disarm a mine for later use (typical DC is 16; this may increase if set by a Demolitions Expert; see Prestige Classes).

Mini-Missile Launcher: Also known as a "rocket", mini-missiles (12" to 24" long) were most often mounted in packs on helicopters, aircraft, and attack spacecraft. Most varieties could be re-equipped to hold different warheads (these act just like regular grenades, with the same variety of types). A mini-missile launcher has a rate of fire equal to the attacker's number of attacks and has a blast radius of 10 feet.

Missile Launcher: This type of weapon, sometimes up to four or five feet in length (but usually no more than 36" long), was mounted on helicopters, attack air cars, combat walker androids, and tanks, for attacking other armored vehicles or emplacements. Missile launchers can be fired only once per round and have a blast radius of 15 feet.

Molotov Cocktail: This device, which is still commonly made even in the wasteland, is merely a glass bottle of wine, whiskey, or other alcohol with a wick inserted. The cocktail is lit and thrown, exploding into flames on landing. The cocktail has a blast radius of 5 feet and deals 2d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Mutation Grenade: This type of grenade, created during the brutal and inhuman final months of the Final War, emits a powerful field of mutative radiation in its area of effect. One round after a grenade of this type lands, it emits a burst of gamma radiation affecting all within a 20 foot radius with 2000 Rads. Those caught within the blast radius can make a Reflex save (DC 20) to receive only 1000 Rads.

Negation Grenade: This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic equipment (including powered weapons and armor, as well as robots of all kinds) for 2d4 rounds.

Nerve Gas Grenade: This type of grenade emits nerve gas, which destroys the central nervous system. Colorless and odorless, it kills. This acts like a normal gas grenade, but in addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or die. A gas mask will not protect against such gas (it is transferred through skin contact as easily as through breathing), though a complete protective suit will. Nerve gas grenades have a 20 foot radius and persists 1d3+6/1d3+1 rounds, depending on still or windy weather.

Photon Grenade: This type of grenade lets off a powerful burst of photons (in effect, charged light beams), which damage or destroy optical nerve endings. Those within 30ft radius and facing the grenade when it detonates must make a Reflex save (DC 20) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save incurs *blindness* for 1d4 hours.

Plasma Grenade: The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated gas (i.e. "plasma"). When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease. This type of grenade has a blast radius of 20 feet and deals 9d6 points of damage (*special damage*). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage. *These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).*

Radiation Grenade: This type of insidious grenade, when detonated, emits a cloud of quickly-expanding *uranium hexafluoride* - creating a radioactive cloud of acid gas in the

area of effect. One round after a grenade of this type lands, it emits a cloud of greenish vapor in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the vapor is limited to 2 feet. Everything within the cloud has 90% concealment. In addition, each round a target remains in the smoke, he automatically suffers 1d6 in acid damage as well as accumulating 100 Rads.

Rocket-Propelled Grenade Launcher (RPG): This item, commonly called an "RPG", is a missile launcher that fires special rocket-propelled grenade rounds. Such rounds can duplicate the effects of any standard grenade type, but are propelled to a greater range. The weapon can be reloaded, unlike the LAW. An RPG can be fired only once per round.

Satchel Charge A: The smallest type of "damage pack", this weapon is roughly the size of a remote control. They were used primarily for covert detonation, but are still highly useful. The A charge has a blast radius of 10 feet and deals 4d6 points of damage (half fire, half piercing). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Satchel Charge B: The standard explosive charge, still easily transportable by the foot soldier, the B charge is roughly the size of a small portable radio. The B charge has a blast radius of 20 feet and deals 6d6 points of damage (half fire, half piercing). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Satchel Charge C: This type of detonation charge is the largest, being roughly the size of an attaché case. The C charge has a blast radius of 30 feet and deals 8d6 points of damage (half fire, half piercing). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Shock Grenade: This type of grenade lets off a blast of electricity in it's area of effect - this causes regular damage but protection and cover is not afforded by metal obstacles (the charge passes right through, so the area of effect stays the same even in close quarters). This type of grenade has a blast radius of 10 feet and deals 3d6 points of damage (bludgeoning damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Smoke Grenade: This type of grenade uses chambered chemicals that, when combined, emit

a thick obscuring smoke (such as hexachloroethane) wherever the grenade lands. One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance).

Stun Grenade: This type of grenade emits a powerful stunning electric field when the internal power generator (a one-shot power magnifier that burns itself out reaching the detonation energy level) detonates, affecting not only living things, but electronics (including robots) as well. This type of grenade has a blast radius of 10 feet and deals 5d6 points of subdual damage (effective even against androids and warbots). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

TABLE 7-7: WEAPONS (MARKET PRICES)

Minor	Moderate	Major	Advanced Weapons	Market Price
01-05	-	-	Molotov Cocktail	15 cp
06-10	-	-	Smoke Grenade	25 cp
11-12	-	-	Projectiles, EST (10)	50 cp
13-14	-	-	Glitter Grenade	50 cp
15-16	-	-	Rubber Cartridges, Pistol (10)	60 cp
17-18	-	-	HC Cartridges, Pistol (10)	60 cp
19-23	-	-	HP Cartridges, Pistol (10)	60 cp
24-25	-	-	Rubber Cartridges, Carbine (10)	75 cp
26-30	-	-	JHP Cartridges, Pistol (10)	80 cp
31-32	-	-	Projectiles, Gauss (10)	80 cp
33-34	-	-	Concussion Grenade	90 cp
35-36	-	-	Glazer Cartridges, Pistol (10)	90 cp
37-38	-	-	Rubber Cartridges, SMG (10)	90 cp
39-40	-	-	Rubber Shotgun Slugs (20)	90 cp
41-45	-	-	Dynamite	100 cp
46-47	-	-	Rubber Cartridges, Rifle (10)	100 cp
48-49	-	-	HC Cartridges, Carbine (10)	105 cp
50-51	-	-	HP Cartridges, Carbine (10)	105 cp
52-53	-	-	HC Cartridges, SMG (10)	120 cp
54-58	-	-	HP Cartridges, SMG (10)	120 cp
59-60	-	-	HC Cartridges, Rifle (10)	135 cp
61-62	-	-	HP Cartridges, Rifle (10)	135 cp
63-64	-	-	JHP Cartridges, Carbine (10)	140 cp
65-69	-	-	Fragmentation Grenade	150 cp
70-71	-	-	Inferno Grenade	150 cp
72-73	-	-	Photon Grenade	150 cp
74-75	-	-	Stun Grenade	150 cp
76-80	-	-	JHP Cartridges, SMG (10)	160 cp
81-85	-	-	Shotgun Slugs (20)	160 cp
86-87	-	-	JHP Cartridges, Rifle (10)	180 cp
88-89	-	-	Glazer Cartridges, Carbine (10)	210 cp
90-94	-	-	Irritant Gas Grenade	225 cp
95-96	-	-	Negation Grenade	225 cp
97-98	-	-	Glazer Cartridges, SMG (10)	240 cp
99-00	-	-	Glazer Cartridges, Rifle (10)	270 cp
-	01	-	Projectiles, Gauss ATG (10)	350 cp
-	02	-	Anti-Tank Grenade	375 cp
-	03	-	Energy Grenade	375 cp
-	04	-	Shock Grenade	375 cp
-	05-06	-	Hand Stunner	450 cp
-	07-08	-	Bipod	500 cp
-	09	-	Plasma Grenade	500 cp
-	10-14	-	Satchel Charge A	700 cp
*	*	*	Target Weapon Modifications (+1)	1,000 cp
-	15	-	Projectile, Cannon	1,000 cp
-	16-20	-	Stun Baton	1,050 cp
-	21	-	Radiation Grenade	1,650 cp
-	22-26	-	Satchel Charge B	1,650 cp
-	27-28	-	Blood Agent Grenade	1,900 cp
-	29	-	Heavy Capacitor Unit	2,000 cp
*	*	*	Target Weapon Modifications (+2)	2,000 cp
*	*	*	Hi-Powered Modifications (+2)	2,000 cp
-	30	-	Improved Discharger	2,000 cp
-	31	-	Projectile, Gauss Cannon	2,000 cp
-	32	-	Shock Gloves	2,050 cp
-	33-34	-	Stun Gun	2,150 cp
-	35-39	-	Light Anti-Tank Weapon	2,275 cp
-	40-41	-	Nerve Gas Grenade	2,275 cp
-	42	-	Dazzle Rifle	2,300 cp
-	43	-	Starlight Scope	2,500 cp
-	44-45	-	Satchel Charge C	3,000 cp
-	46	-	Mutation Grenade	3,825 cp
-	47-48	-	Flame Pistol	4,000 cp

*	*	*	Hi-Powered Modifications (+4)	4,000 cp
*	*	*	Target Weapon Modifications (+3)	4,000 cp
-	49-50	-	Grenade Launcher	4,500 cp
-	51-52	-	Rocket-Propelled Grenade Launcher	4,500 cp
-	53-54	-	Shotgun, Automatic	4,750 cp
*	*	*	Telescopic Sight	5,500 cp
-	55-61	-	Maser Pistol	6,500 cp
-	62-66	-	Targeting Scope	7,500 cp
*	*	*	Hi-Powered Modifications (+6)	8,000 cp
-	67	-	Shock-Field Glove	8,050 cp
-	68-69	-	Power Sword	8,300 cp
-	70-74	-	Laser Pistol Mk1	8,500 cp
-	75-79	-	Chainsaw	9,000 cp
-	80-84	-	Laser Pistol Mk2	16,500 cp
-	85-86	-	Maser Rifle	16,500 cp
-	87	-	Sonic Rifle	16,500 cp
-	88-92	-	Flamethrower	18,000 cp
-	93-94	01-02	Chainsword	18,300 cp
-	95	03	Freeze Ray	18,300 cp
-	96-00	04-08	Laser Rifle	18,500 cp
-	-	09	Plasma Pistol	18,500 cp
-	-	11-12	Electro-Saw Thrower	18,750 cp
-	-	13-17	Gauss Pistol Mk1	18,750 cp
-	-	18-22	Machinegun	19,500 cp
-	-	23-24	Laser LAW	20,725 cp
-	-	25-29	Gauss Pistol Mk2	20,750 cp
-	-	30-31	Gauss ATG	22,275 cp
-	-	32	Energy Pike	32,300 cp
-	-	33-34	Infra-Red Laser	32,500 cp
-	-	35-39	Pulse Laser Rifle	32,500 cp
-	-	40-41	X-Laser	32,500 cp
-	-	42-46	Gauss Rifle Mk1	32,750 cp
-	-	47-51	Ion Ray	32,750 cp
-	-	52-56	Gauss SMG	32,900 cp
-	-	57-61	Gauss Rifle Mk2	34,750 cp
-	-	62-66	EMP Rifle	50,000 cp
-	-	67	Warp-Field Sword	50,000 cp
-	-	68	Hydrogen Laser Rifle	50,500 cp
-	-	69-70	Plasma Rifle	50,500 cp
-	-	71-75	Gauss Auto Rifle	50,750 cp
-	-	76-80	Atom Gun	50,750 cp
-	-	81-85	Meson Cannon	50,750 cp
-	-	86-87	Fusion Rifle	51,500 cp
-	-	88	Radiation Rifle	51,500 cp
-	-	89-90	Micro-Missile Launcher	72,000 cp
-	-	91	Blaster	73,000 cp
-	-	92-93	Mini-Missile Launcher	98,000 cp
-	-	94	NP Cannon	98,750 cp
-	-	95-96	Missile Launcher	128,000 cp
-	-	97-98	Cannon	200,000 cp
-	-	99	Laser Cannon	218,000 cp
-	-	00	Gauss Cannon	232,000 cp

* These features are purchased for an existing weapon, and not items that can be found alone, per se.

PART VIII: ADVANCED ARMOR

Advanced armor types include the fanciful protective devices of civil and military agencies, as well as the advanced and foreboding military-issue powered armors that were used in mankind's final wars with itself. Since none remember the events that drove original man extinct, these items stand only as silent reminders of his former greatness.

**The rest of this section is OGL.*

Advanced Metal: Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc, covering the body not unlike a suit of medieval plate armor.

Ballistic Nylon: This kind of armor usually consists of a vest, but sometimes involves an entire body suit (vest, gorget, leg armor, and arm gauntlets). The armor itself is made of advanced Kevlar fibers, woven to create an impact-resistant armor. Ballistic nylon provides damage reduction 10 against projectiles and ranged ballistic attacks, but not energy or elemental (acid, cold, electricity, fire, and sonic) attacks.

LazAb: Short for "laser ablative", this type of experimental armor appears to be a highly-reflective form of metallic plate. LazAb is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), LazAb provides damage reduction 10.

Metal-Insert: Metal insert armor sandwiches metal plates behind a layer of simple ballistic cloth or leather, creating a near-bulletproof layer

of armor protection. It is, however, very bulky. Metal-insert armor provides damage reduction of 5 against projectiles and ranged ballistic attacks, but not energy or elemental attacks.

NBC Suit: These precious suits protect against a wide variety of biochemical agents and most low-levels of gamma and UV radiation. They come in a variety of types, from rugged special military suits to thin military pull-over suits, to heavy and cumbersome civilian suits used in industry and power-plant maintenance. Some are simply overalls, while others have an internal framework of light aluminum to keep the suit rigid, while advanced forms also have internal and external lighting (like flashlight beams from the side of the head). Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own air supply) and an interior pressure system which causes the suit to "inflate" - the higher pressure inside keeping chemical and biological particles out (hence the bulkiness of the suit). Most protect against all agents, others only one or two. In general, however, a NBC suit found by characters will likely be suited for exploration of all three environments (just to make things easy), with a maximum protection of up to 1000 Rads.

Plastex: Plastex is an advanced form of armor that was developed just months before the Fall. It was a development of cheaply-made plastic armor that far exceeded most basic armor types, but at a fraction of the cost of powered armor suits. Plastex is relatively lightweight, however, giving it a definite advantage even over powered armors. Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm guards, etc. Unfortunately, plastex suits were

TABLE 8-1: ADVANCED ARMOR TYPES

Armor	Armor Bonus	Max Dex Bonus	Check Penalty	Speed 30ft.	20 ft.	Weight
Medium armor						
Metal insert *	+5 *	+2	-5	20 ft.	15 ft.	30 lb.
Ballistic nylon *	+5 *	+3	-4	20 ft.	15 ft.	20 lb.
Heavy armor						
NBC suit *	+4	+1	-6	20 ft.	15 ft.	50 lb.
LazAb *	+7 *	+0	-7	20 ft.	15 ft.	50 lb.
Plastic plate	+7	+1	-6	20 ft.	15 ft.	25 lb.
Advanced metal	+9	+0	-6	20 ft.	15 ft.	50 lb.
Plastex	+10	+2	-5	20 ft.	15 ft.	30 lb.
Scout armor *	+12 *	+1	-6	50 ft.*	35 ft.*	500 lb.*
Powered armor	+14 *	+1	-6	20 ft.	15 ft.	750 lb.*

fitted to each soldier's personal measurements, and thus suits found so far in the future are seldom usable except in rare cases.

When a suit of plastex armor is found as treasure, roll its dimensions randomly as if rolling a character's height and weight. A character can only wear armor of this type if it is suited to his dimensions.

Plastic Plate: Armor of this type is made of reinforced plastic plate, usually used in light infantry armors. It is like metal plate in strength and shape, but much lighter.

Powered Armor: Duraplate powered armor is a heavy futuristic metal armor combining metal fiber-weaving construction and super-advanced elements. Powered armor, and power-"assisted" armor (suits that employ electronic assistance in the limbs, allowing the human body to support tremendous weights) are the only kinds of armor made of duraplate. Such armor is by far the most advanced, though it was in widespread use among surviving military forces just prior to the Fall. Powered armor provides elemental resistance against heat, cold, acid, electricity, etc of 10 (absorbs the first 10 points of elemental damage). It also supports its own weight when worn. *Power Source:* Minifusion cell or plutonium clip.

Scout Armor: Scout armor is a development of basic powered armor, utilizing lighter body construction materials to permit greater movement and speed. A power-assisted leg framework permits the wearer to literally run at speeds in excess of 40 kph for unlimited periods. Scout armor, like regular powered armor, provides an elemental resistance of 10. It also supports its own weight when worn. *Power Source:* Minifusion cell or plutonium clip.

SPECIFIC ARMORS

The following specific suits of armor usually are preconstructed with exactly the qualities described here (these can only be encountered as special finds).

Civil Security Suit (Civ Sec Suit): During the final years of mankind's degenerating dominance of the world, civilization began to break down. Suits such as this were issued to all police officers. The armor consists of a plastic plate breastplate, leg guards, and helmet, and are generally fashioned to mimic a uniform of some kind - indicating the officer's number and the words "MetPol" or "LAPD" blatantly evident on the armor panels. Generally a web belt is also

included for the placement of a sidearm, irritant gas grenades or photon grenades, and a portable hand radio set (1 km range). There is only a small chance that any of these items will be found with an intact suit (their cost is not included in the listed price). The Civ Sec Suit protects as plastic plate armor.



Military Combat Suit (Mil Com Suit): This kind of armor was employed by the majority of the world's armed forces during the war. The suit consists of a ballistic nylon vest and arm greaves, with a helmet as well - it was meant to protect the vitals only. The suit will always be camouflaged to the particular environment it is found. The helmet is also usually equipped with a built-in headset communicator (1 km range)

and IR goggle face-plate or visor/shield. The Mil Com Suit is treated as ballistic nylon armor.

Mk1 Ares Armor (Heavy Combat Suit):

This armor was the first-generation of powered armor, used only by the military and then only for a short time (though many eventually found their way to national guard units). The suit is simply powered duraplate armor, including an advanced breathing apparatus in the helmet (good for 10 hours, after which time it must rest and recharge for 1d2 hours) and a view screen that can be polarized to serve in an infra-red capacity. This suit protects as powered armor, with an integral advanced breathing apparatus and IR goggles. *Power Source:* Minifusion cell.

Mk1 Hermes Armor (Light Infantry Armor):

This kind of armor was designed for special forces and scout units during the war, allowing for greater protection while maintaining personal flexibility and mobility. The armor consists of a ballistic nylon helmet and vest, along with thick arm and leg greaves. A compact, watch-sized Geiger counter/chemical sensor was often fixed to the suit's waist or on the vest. The face-plate can be electrically polarized to provide IR capability, and a flip-down X-ray filter permits x-ray vision. The LIA suit is treated as ballistic nylon armor, with an integral Geiger counter/chem sensor and IR/X-ray goggles. *Power Source:* Backpack or backpack.

Mk2 Ares Armor (Battle Armor): This type of armor was by far the most effective (and tactically valuable) of the powered types. The armor has a miniature headset radio (1 km range) in the helmet, a *laser pistol Mk1* built into each wrist (leaving hands free), and an optional

shoulder-mounted *grenade launcher*. A pack on the back, alongside the power backpack attachment, holds up to twelve grenades of different types, which are fed directly to the launcher. Firing any of these weapons is a standard action. An *Energy Shield A* is commonly found as part of the suit. Has full gamma radiation protection (up to 1000 rads) and a digital Geiger counter display, as well as IR capability. The Mk2 Ares protects as powered armor, with the additional features noted above. *Power Source:* Minifusion cell.

Mk2 Hermes Armor (Scout Armor Plus):

This suit of power-assisted armor increases the wearer's movement to 40+ kph, allowing the soldier to cover great distances in a constant run. It possesses no built-in weaponry, however, unlike heavier suits of powered armor, since the focus of the Mk2 Hermes was recon work. The suit combines a miniature headset radio (1 km range) in the helmet, full protection against radiation (up to 1000 Rads), a digital Geiger counter display on the helmet's thick IR-capable visor, flip-down *X-ray goggles*, a built-in *Energy Shield A*, a *bollix pack*, and a detachable shoulder-mounted *motion detector* unit. A replaceable power backpack is usually attached to provide power to it's various systems (50% chance it is found with one), and provision is made to permit the wearer to also carry a *portable detection radar* on his back (though this radar is seldom present; it is not included in the basic price). This suit otherwise protects as scout armor. *Power Source:* Minifusion cell.

Mk3 Ares Armor (Heavy Battle Armor):

This type of armor was used to supplement

TABLE 8-2: ARMOR (MARKET PRICES)

Moderate	Major	Advanced Armor	Market Price
01-10	-	Plastic Plate	4,900 cp
11-25	-	Civil Security Suit	5,500 cp
26-35	-	Advanced Metal	5,800 cp
36-40	-	Metal Insert	9,400 cp
41-45	01-10	Plastex	9,900 cp
46-60	11-25	Ballistic Nylon	16,400 cp
61-65	26-40	Laz-Ab	16,500 cp
66-70	41-45	Special Security Suit	17,000 cp
71-85	46-60	Military Combat Suit	20,400 cp
86-00	61-78	NBC Suit	21,800 cp
-	79-83	Scout Armor	37,800 cp
-	84-88	Powered Armor	50,800 cp
-	89-90	Mk1 Hermes Armor	67,400 cp
-	91-92	Mk1 Ares Armor	73,300 cp
-	93-94	Mk2 Ares Armor	106,800 cp
-	95-96	Mk2 Hermes Armor	135,300 cp
-	97-99	Mk3 Ares Armor	183,800 cp
-	00	Zeus Suit	294,800 cp

regular battle armored forces in the field. The armor has a miniature headset radio (1 km range) in the helmet, a *blaster* built into the left wrist, and an optional shoulder-mounted *grenade launcher*. A pack on the back, alongside the power backpack attachment, holds up to twelve grenades of different types, which are fed directly to the launcher. Firing any of these weapons is a standard action. An *Energy Shield B* is commonly found as part of the suit. Has full gamma radiation protection (up to 1000 Rads) and a digital Geiger counter display, as well as variable IR polarization (giving it infra-red visual capability). This suit protects as powered armor, with the additional features noted above. *Power Source*: Minifusion cell.

Special Security Suit (Spec Sec Suit): This kind of protective armor was issued to special police security teams before the Fall, units such as SWAT, food riot control, etc. The armor consists of rigid plastic plates on the arms and legs, and a ballistic nylon vest and helmet (with clear or mirrored faceguard). A filter mask (*gas mask*) is integral to the helmet, allowing the trooper to operate in tear gas or other irritant agents unimpeded. The Spec Sec Suit is treated as plastic plate armor, with a web-belt for riot gear and a built-in gas mask with accommodation for 1-2 disposable filters.

Zeus Suit (Assault Armor): This mother of all powered armor is menacing in appearance, and rightly so. It is bristling with features to give the individual soldier maximum firepower and survivability on the nuclear battlefield. The armor has a miniature headset radio (1 km range) in the helmet, a *blaster* in the right arm (appearing like a thin rectangular orange "screen" projecting from the wrist), and a heavy *mini-missile launcher* in the left (the arm appears to have no hand, just a bullet-shaped rocket launcher with a dozen small holes). The arm holds three salvos for this launcher. Firing any of these weapons is a standard action. An *Energy Shield B* is commonly found as part of the suit. This true "assault armor" has full gamma radiation protection (up to 1000 Rads), a digital Geiger counter/chem sensor display, IR capability, and even a shoulder-mounted *motion detector*. The "Zeus Suit" otherwise acts as powered armor. *Power Source*: Minifusion cell.

PART IX: VEHICLES

Before the fall of civilization, America was at the forefront of car manufacturing - Cadillac, Chevy, and Ford were all still big names. Ground cars, chugging gasoline or powered with super-advanced electric cells, were prevalent but sleek air and hover cars were also increasingly common on the great American highways before the bombs began to drop.

Vehicles in the wasteland are somewhat of a rarity and are generally considered highly-valuable weapons of war - entire bandit armies mounted on motorcycles and souped-up cars roam the deserts looking for more to add to their collections. Merchants who can afford to use them as high-speed "fortresses on wheels", crossing huge distances of country along the few operable roadways. Others - scavengers, rogues, and vagabonds - sometimes take possession of a single vehicle and use it to roam the world like castaways on a turbulent sea.

There are various types of vehicles in DARWIN'S WORLD, most of which are generally self-explanatory. Vehicles are pretty useful to PCs in the wasteland because fuel is still an existing commodity and thus they remain as an excellent means of getting around the desert.

**The rest of this section is OGL.*

VEHICLES IN COMBAT

Vehicular combat should be handled like regular combat. Vehicles are only mounts for mounted warriors. In some cases they can be made to ram, run over opponents, or even mount weapons for car-to-car skirmishes.

The unconventional nature of vehicular battles, especially in large numbers and at high speeds, often warrants the use of miniatures, cardboard counters, and grid maps. The use of grid maps is especially convenient concerning movement, range calculations, and attacks.

Attacking A Vehicle: Firing at a vehicle is like attacking a held, carried, or worn object (including half damage from acid, fire, and electricity attacks), but doing so does not provoke attacks of opportunity.

When his vehicle is being targeted, the driver applies his own Dex bonus to the vehicle's total AC for determining the difficulty to hit.

If a vehicle is struck, all damage must overcome its Hardness (just like a normal object), but then it goes straight to the vehicle's hit points.

Vehicle Destruction: A vehicle reduced to zero hit points or lower quickly comes to a stop, though passengers and crew are unharmed. It decreases speed by 25 feet per round until its speed reaches 0 feet per round; during this time it can only move in a straight line. If the vehicle is prohibited from going straight during its deceleration (for instance, an obstacle is in the way), it *crashes*.

If a vehicle is ever reduced to -10 or less it is immediately *destroyed*, without slowing to a stop.

Vehicle Crashes: If a vehicle is *destroyed* (or *crashes*) while in motion, all within must make a Reflex save (DC 30). Failure indicates catastrophic damage; success indicates injury to a lesser degree. Unless otherwise specified, all damage incurred is half-fire, half-bludgeoning. If the vehicle is moving double or quadruple speed, the damage is also doubled or quadrupled.

Flanking A Vehicle: Vehicles can only be *flanked* if there are no passengers on board (if there are, a vehicle's crew is considered to be warned of any side or rear attacks).

Targeting The Crew: Attackers can attempt to target the driver, crew, or passengers of a vehicle instead of attacking the vehicle itself. Doing so is difficult, however, since a driver receives his normal AC bonuses (though he can't

dodge in his seat, he can make the entire vehicle slip aside, and thus he retains any

Table 9-1: Vehicle Crashes

Crashed Vehicle	Failed Save	Successful Save
Motorcycle	15d6	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Racer	15d6	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Small Car	12d6	6d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Medium Car	10d6	5d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Large Car	9d6	5d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Pickup	7d6	4d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Truck	5d6	3d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)

dodge bonus; the only exception is if he's been flanked), and both driver and passengers receive a cover bonus (see individual vehicle

description for this bonus). If a hit is rolled but the result is a miss due to concealment, the hit instead strikes the vehicle itself.

Firing A Weapon While Driving: The driver of any vehicle can both manipulate the wheel and use a one-handed weapon at the same time, but doing so is treated as using a second weapon (without Ambidexterity/Two-Weapon Fighting).

Dead Driver (and Wresting Control): If a driver is killed while his vehicle is still in motion, special rules apply. The vehicle will continue to move straight, but will decelerate at a speed of 5 feet per round. If an obstacle prevents the vehicle from moving straight, it *crashes*.

If a driver is killed/incapacitated and there is another passenger, crewman, or boarder inside the vehicle, the passenger(s) may attempt to wrest control of the vehicle before it crashes. Wrestling control is a full-round action (provoking an attack of opportunity if others are present), requiring two hands and a successful Knowledge (vehicle operations) check at DC 16.

One attempt can be made, per round, no matter how many people are inside the vehicle. Failure to gain control means the vehicle continues to move straight, decelerating 5 feet per round.

Boarding Actions: Attackers can leap from one vehicle to another in combat, even when their vehicles are in motion, by making a Jump check. This is considered a full-round action on the boarder's part (he does, not however, provoke attacks of opportunity when boarding). The DC of the Jump check depends on the speed of the opposing vehicles and their relative height difference. The **Table 1-27** lists the most common circumstances in boarding attempts.

For example, a character is attempting to board a truck from the back of a souped-up racer. The truck is moving 100 feet per round, the racer 80 feet per round. Since the difference in speed is exactly 20 ft, and the difference between a racer's size (Huge) and a truck's size (Gargantuan) is one step, the DC of the boarding attempt is 22.

Table 9-2: Boarding DC Circumstances

16	Speeds equal; and vehicle size difference no greater than one step
18	Speeds equal; and vehicle size difference is greater than one step
22	Speed difference is within 20 ft per round; and vehicle size difference no greater than one step
24	Speed difference is within 20 ft per round; and vehicle size difference is greater than one step
28	Speed difference is over 20 ft per round; and vehicle size difference no greater than one step
32	Speed difference is over 20 ft per round; and vehicle size difference is greater than one step
36	Attempting to board a moving vehicle from a stationary stance

Note that the distance of the vehicle to be boarded must be within the limits of the character's Jump capability. If the boarder cannot reach it through jumping, he falls short.

Once a character has successfully boarded a vehicle, he is considered part of the crew (in terms of attempting to hit him from outside, and his chances of surviving a crash), and may attack those inside the vehicle normally.

Falling From A Vehicle: If a boarder fails his Jump check, or if at any time a passenger or boarder is thrown from a moving vehicle, he faces serious injury. The damage incurred is always 2d6, +1d6 per 20 ft of current speed. All damage suffered is considered bludgeoning damage.

Ramming (or Running Over): Ramming is a typical offensive action taken in vehicular combat. Ramming itself is a standard action taken by the driver, and is considered an attack. The damage inflicted is *similar* to that of falling objects (page 89 of the *DMG*), based on the size of the vehicle and it's moving speed (see **Table 1-28**).

Ramming another vehicle requires the vehicle to end its movement in base-to-base contact with the target. In specific, the *front end* of the ramming vehicle must be in base-to-base contact with the target.

A vehicle that rams successfully automatically drops to a speed of 0 feet after it's attack is made. It may resume moving on the following turn. The only exception is when a vehicle strikes a Large or smaller creature (running it over); in this case, the vehicle's speed is halved for the following turn, but the vehicle otherwise continues moving.

TABLE 9-3: RAMMING AND SIDE-SWIPE DAMAGE

Vehicle	Ram	Side-Swipe
Motorcycle	2d6 +1d6 per 20 ft of speed	2d6
Racer	3d6 +1d6 per 20 ft of speed	2d6
Small Car	4d6 +1d6 per 20 ft of speed	2d6
Medium Car	4d6 +1d6 per 20 ft of speed	3d6
Large Car	5d6 +1d6 per 20 ft of speed	3d6
Pickup	6d6 +1d6 per 20 ft of speed	3d6
Truck	10d6 +1d6 per 20 ft of speed	5d6

Side Swipes: As an alternative to ramming, a vehicle can also be used in a *side-swipe* bash attack against other vehicles or dismounted foes. Bashing in this sense is a driver's standard action.

To side swipe, the vehicle must come into base-to-base contact with the enemy, but either side (but not front or rear) must be used for the contact. There is no reduction of speed in a side swipe attack. Damage inflicted depends on the size of the vehicle (see **Table 1-28**), but in a side-swipe attack, speed is irrelevant.

TYPES OF VEHICLES

Large Car: Large cars include stretch sedans, station wagons, etc. A large car permits the carrying of one driver and five passengers. A large car provides three-quarters cover for passengers and drive.

Medium Car: Medium cars include a variety of common automobiles, and carry a single driver and up to three passengers. A medium car provides three-quarters cover for passengers and driver.

Motorcycle: The typical raider mount, the motorcycle is piloted by one driver, but may also mount a single passenger. The driver of a motorcycle has one-half cover. A passenger on the back of a cycle has only one-quarter cover. Motorcycles cannot be *flanked*.

Pickup: A wide variety of rugged, off-road capable vehicles with an open bed for carrying cargo or armed boarders. A pickup has two cabin crew (including driver) and up to six passengers in it's bed. A pickup provides three-quarters cover for its cabin crew, but only one-quarter cover for any passengers in back.

Racer: A dune buggy or stripped-down auto designed for speed and off-road capability. Usually such a vehicle carries a single driver and crewman. The driver and passenger of a racer have only one-half cover.

Small Car: Any typical compact or subcompact auto. A small car carries a driver and three passengers, tops. A small car provides three-quarters cover for passengers and driver.

TABLE 9-4: VEHICLES

Vehicle	Size	Face	AC	Hardness	Hit Points *	Speed
Motorcycle	Large	5 x 10 ft	19	5	4d8+10 (35 hp)	40 ft.
Racer	Huge	10 x 10 ft	18	5	5d8+10 (40 hp)	40 ft.
Small Car	Huge	10 x 10 ft	18	5	5d8+15 (45 hp)	50 ft.
Medium Car	Huge	10 x 10 ft	18	5	6d8+30 (65 hp)	50 ft.
Large Car	Huge	10 x 15 ft	18	5	8d8+30 (75 hp)	50 ft.
Pickup	Huge	10 x 20 ft	18	5	8d8+50 (95 hp)	50 ft.
Truck	Gargantuan	10 x 40 ft	16	10	12d8+50 (120 hp)	50 ft.

* A vehicle's hit points can be determined randomly, reflecting different models of varying condition when first found. A vehicle's damage can be repaired only with a Craft (mechanics) check, DC 20. A successful roll indicates a reduction of damage by 1d8, +1 per two levels of the mechanic (max. +20). In this manner, the skill roll can be made only once per 1d3 days.

Truck: The titans of the open road, used by some merchant groups to transport entire stockpiles (a caravan's fuel, for instance, or food shipments for a dozen desert communities). A truck generally has one driver and up to four "passengers" in niches, turrets, or cupolas along it's trailer. A truck provides three-quarters cover for it's entire complement.

TABLE 9-5: VEHICLES (Market Prices)

Moderate	Major	Vehicles	Market Price
01-25	-	Motorcycle	2,500 cp
26-50	-	Racer	2,850 cp
51-65	-	Small Car	5,200 cp
66-00	01-39	Medium Car	5,550 cp
-	40-64	Large Car	5,900 cp
-	65-90	Pickup	7,250 cp
-	91-00	Truck	15,600 cp

VEHICLE MOVEMENT

Straight-moving vehicles are always considered to be moving, allowing *double movement* each round regardless of the driver's actions. The only exceptions are a vehicle that is being used to *ram* or *side-swipe* (with armor spikes), in which case it moves at regular speed (as it slows) due to the standard action required for this offensive maneuver. Also, a vehicle can be pushed just like "flat-out" running for characters, permitting *quadruple* movement, but to do so requires the driver's full attention (no other actions) to maintain control.

The referee should arbitrate special vehicle maneuvers using miniatures or cardboard pieces during vehicular combat.

Irregular Speed: As stated above, a driver can move his vehicle with *double movement* freely. A driver can speed up by pushing his car, taking up all his actions for that round, speeding up to *quadruple speed*.

A vehicle, unlike a character, must move at or close to it's current speed each round. This

prevents unrealistic “starting and stopping” each and every round.

Instead, a driver may only opt to move his vehicle at it’s base speed, double speed, or quadruple speed in a given round. To slow, he may decrease his speed by 10 ft per round freely (no action required).

Turning: Turning while vehicles are at speed is handled much like the maneuverability of flying creatures. The rate of turn (in degrees) depends on the type of vehicle.

Vehicles also have the option of *drifting* instead of making full facing changes. Whenever a vehicle is able to turn, the driver may alternatively choose to drift his vehicle over to either the left or right by 5 feet. A drift can only be performed when a vehicle is able to turn (i.e. limited to distance between turns); the distance slipped with a drift cannot be increased through “turning in place”.

Table 9-6: TURNING

Vehicle	Turn	Turn In Place *
Motorcycle	45°/10 ft	45°/-10 ft
Racer	45°/15 ft	45°/-20 ft
Small Car	45°/15 ft	-
Medium Car	45°/20 ft	-
Large Car	45°/20 ft	-
Pickup	45°/30 ft	-
Truck	45°/60 ft	-

* Motorcycles and racers can swap speed for an increase in their ability to turn. The most a vehicle can turn is 180° in any event.

Passing Through: Vehicles can never pass *safely* through an area occupied by another vehicle or person, friendly or otherwise.

Road Hazards: In certain circumstances the roadways of the Twisted Earth are less than ideal for high-speed chases and vehicular combat. The wrecks of ancient vehicles, the encroachment of sand dunes, and expanses of cracked and broken asphalt all provide common but treacherous hazards to driving.

Obstacles should be treated as terrain features, with proper measurements (for instance, a wrecked truck takes up 10 ft x 40 ft of roadway). It is usually a simple matter just to turn and avoid an obstacle, but in certain circumstances (if the vehicle has turned too frequently to allow another maneuver, for example, or if boxed in by enemies on all sides) hitting the obstacle will occur.

When any kind of road hazard threatens a vehicle, the driver must make a Knowledge

(vehicle operations) check or suffer a *crash*. If the save is made, there is no effect; the vehicle rams through it, rolls over it, or otherwise is unharmed. The DC of checks involving road hazards generally rely on the speed of the vehicle (**Table 9-7**).

Table 9-7:

Speed	DC
0-39 ft	*
40-59 ft	15
60-79 ft	20
80-119 ft	30
120+	40

*A vehicle moving this slow does not crash when it strikes a hazard; instead, it’s movement is halved for the entire round following the botched check.

The GM can freely rule that an obstacle poses a greater threat than merely a chance roll; for instance, a collapsed overpass blocks an entire roadway, and even a good driver can’t avoid hitting it if he continues to go straight towards it.

Vehicle Modifications

Certain gangs, road-oriented communities (e.g. “nomads”), and even individuals commonly modify their vehicles to maximize their performance not only on the road but in battle.

For the purpose of modifying vehicles, the type and number of features added increases the cost in the manner of magical weapon and armor features in the Core Rules.

Armor Spikes: The vehicle sports all manner of spikes and scythe blades, making it deadly in fast-paced, toe-to-toe racing. A car with armor spikes does x1.5 damage in *side swipe* attacks (x3 with a critical), though collateral damage from the attack is not increased against the spiked vehicle. In addition, any vehicle ramming or striking the spiked vehicle takes an automatic hit as if swiped. Finally, any character or creature attempting to board a spiked vehicle while in motion (successful or not) takes an automatic hit for 2d6 points of damage. This damage can be avoid with a successful Reflex save (DC 15).

Armored: Armor plating surrounds the exterior of the car and protects the vital machinery within. An armored vehicle’s Hardness increases by +5.

Driver-Controlled Weapon: As *mounted weaponry*, the weapon can be toggled by the driver as a free action, once per round. In

TABLE 9-8: MARKET PRICES FOR VEHICLE MODS

Moderate	Major	Equivalent	Market Price
01-20	01-10	+1	+1,000 cp
21-40	11-20	+2	+4,000 cp
41-60	21-40	+3	+9,000 cp
61-80	41-70	+4	+16,000 cp
81-00	71-00	+5	+25,000 cp
-	-	+6	+36,000 cp
-	-	+7	+49,000 cp
-	-	+8	+64,000 cp
-	-	+9	+81,000 cp
-	-	+10 *	+100,000 cp

* No single vehicle can have more than +10 in bonuses added to it, regardless of the money and effort spent in the attempt.

TABLE 1-34: VEHICLE MODIFICATIONS

Moderate	Major	Special Feature	Market Price Modifier *
01-10	01-10	Armor Spikes	+1 bonus
11-20	11-15	Light Frame	+1 bonus
21-45	16-35	Mounted Weaponry	+1 bonus
46-50	36-40	Driver-Controlled Weapon	+2 bonus
51-70	41-45	Kicker	+2 bonus
71-80	46-50	Ram Plate	+2 bonus
81-00	51-70	Armored	+3 bonus
-	71-75	Smoke Screen	+4 bonus
-	76-90	Supercharged	+4 bonus
-	91-00	Hoverfan	+5 bonus

* Add up modifiers for vehicle modifications to determine a vehicle's total market price.

addition, the weapon is confined to a single facing ("front", "rear", "left side", or "right side"), and can only fire in a 90 degree arc outward. Normal modifiers for mounted combat also apply.

Hoverfan: The vehicle employs a high-speed hoverfan, replacing wheels and ground movement with the ability to "skim". A vehicle with a hoverfan ignores the effects of ground terrain, as it hovers anywhere from one to five feet above the surface. In certain circumstances it is also unaffected by road hazards (though larger obstacles and hazards still threaten, such as vehicle wrecks, walls, etc).

Kicker: The vehicle has a special turbocharger or nitrous oxide intake valve that gives it extra juice at the driver's command. A vehicle with this feature can be made to increase its movement by +20 ft per round, but only for up to five rounds of total operation. The speed gain is not cumulative if used consecutively.

Recharging a kicker requires a Craft (mechanics) roll, DC 18, and an hour's effort.

Light Frame: The vehicle has been stripped down to the bare essentials. A lightly armored vehicle suffers a reduction in its Hardness of -5, but its base speed is increased by *one half* (if

combined with another feature that increases speed by a half, the base speed is doubled).

Light Frame cannot be combined with the *Armored* feature.

Mounted Weaponry:

The vehicle has a weapon mounted in it (the weapon's cost must be added), either set on a pivoting mount or in a ring-turret. A passenger ("gunner") can fire the mounted weapon as a standard action, but not the driver, in any desired direction. Mounted weapons can include all forms of weapons of Medium-size or larger, without restriction on the firer's size. Normal modifiers for mounted combat still apply, however.

If the weapon is powered, it must have a normal power supply (clip, backpack, etc).

Ram Plate: The vehicle is equipped with reinforcing plates or a huge dozer-blade for ramming at high speed. When used to ram, the vehicle inflicts x1.5 regular damage (x3 with a critical), though collateral damage from the ram is not increased against the ramming vehicle.

Smoke Screen: The vehicle injects fuel directly into the exhaust, creating a thick billowing screen of smoke behind it. A vehicle with a smoke screen feature can create a cloud, 10 ft wide and 20 ft long, from it's rear when moving. It can continue to generate smoke for up to five rounds (leaving an elongated cloud 10 ft wide and 100 ft long). The cloud persists for 1d6+5 rounds even at high speeds. Visibility is limited to 5 feet in the smoke, making pursuit or attacks almost impossible. Creatures within 5 feet have one half concealment (20% miss chance), and targets beyond 5 feet have total concealment (50% miss chance). In addition, those within must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing (a driver unable to act as a result of smoke continues to drive straight). A character that chokes for two

consecutive rounds takes 1d6 points of subdual damage.

Supercharged: A souped-up engine that permits the driver to push the limits of performance. A supercharged vehicle increases its base movement by *one half* (if combined with another feature that increases speed by a half, the base speed is doubled).

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