



RPGObjects Presents:

Darwin's World

by Dominic Covey



DARWIN'S WORLD

World Rules v1.7

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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.

DARWIN'S WORLD

DARWIN'S WORLD is a role-playing game set in the wild inhospitable world of mankind's ruin, decades after a series of devastating wars that brought the human race to the brink of extinction. In a world where radiation altered the very course of nature, mankind ceased to exist in its current form. Mutations and genetic variations are the edge separating a species from life and death.

In DARWIN'S WORLD, only the fit shall survive!

THE TIME LINE

DARWIN'S WORLD is set in an alternate reality, a world where certain historical events did not occur, and where others did. In DARWIN'S WORLD, it all began at the close of World War II...

1945. World War II effectively ends with the detonation of the two atomic bombs on Hiroshima and Nagasaki. America, and much of the war-torn Western world, rejoices at the end of the long hard struggle for liberation.

1946-1952. Years of Regrowth. After World War II, the United States reverts to its isolationist policies, withdrawing from the rest of the world, which is desperately trying to rebuild after the war. During this period, the government of the United States tries to maintain a false facade through the years - the nuclear family, baseball and "Leave It To Beaver", good old Yankees, etc. Life at home becomes detached - no one knows Big Brother is twisting the truth about the outside world. Outside of America, the nations of the world are only slowly rebuilding, as countless minor wars are sparked over resources, division of the defeated German state, etc. Without America's presence (for better or worse) in world politics, the course of history proceeds down a much different path. A growing spite and jealousy of the average

American's naivety and splendid way of life is felt by most foreign nations, who during this period live in absolute squalor and oppression.

1953-1973. Years of Bliss. Isolated America grows in strange new ways; advanced in some, dwarfed in others. Technology advances at a phenomenal rate, but a dwarfed, insular culture shapes all products (it takes over 50 years for the culture of America to progress from the 40s to the 50s, though technology has advanced in leaps and bounds). Although the technology of the world has reached futuristic proportions, everything has a distinct "aged" cast to it. America clings desperately to the "good-old days", forever seeking to live in the bliss of its war victories and economic abundance.

1974-1999. The growing industry of the insulated United States, combined with the massively-pollutive industries of the fragmented world outside, begin to take their effect. The loss of much of the world ozone layer forces the creation of biodomes, entire domed cities, and underground shelters across the country as part of a growing national program for preserving the American way of life for future generations to come. Though largely inhabited at first by groups seeking to "start anew", these domed cities and shelters soon become home to larger and larger populations as the ecology gets progressively worse.

2000-2010. Years of Entropy ("when things begin to break down"). America's self-interest and exceedingly naive way of life draws the envy of nations devastated during WWII and in the many foreign wars following that nightmarish war. As a result, America is invaded by a coalition of nations, including a Purist-Regrowth Germany, Neo-Imperial England, and the Great Communist Union of Asia. Nuclear war ensues as America struggles to contain, then eradicate, the menace to their dreamy world. Millions of Americans retreat to the fallout shelters, domed cities, and other long-term retreats, hoping to wait out the war in their relatively safe isolation. Those communities already in isolation fight to retain their identity and individualism; many seal themselves in deliberately to avoid the masses of refugees. Civilization breaks down.

2011 and beyond. Massive biological and chemical strikes waged by both sides during the Last War devastate the ecology worldwide. Continued and escalating nuclear exchange causes unexpected earthquakes and subtle, then drastic climatic changes. The gradual rise in

world temperature causes the polar ice caps to slowly deteriorate, flooding massive areas of the earth in the coming years. Many domed cities along the coasts are soon destroyed in tidal waves. Earthquakes caused by colossal nuclear strikes decimate cities and entire regions. Many underground fallout shelters are simply swallowed by the earth. Those few secured shelters are now totally cut off from one another. Those hiding out within the complexes, afraid to emerge, remain within. As a result, many progress in strange directions - some advance, some crumble; some pockets give themselves over to hedonistic ways in their underground safety, while others wait quietly for the day they will return to the surface world.

The Present ... No one knows how long it has been since the fall of the "Ancients" - it could have been ten years ago, or over two hundred. No one is left to tell the tale. Although mankind's weapons didn't finish the job of exterminating the race directly, their lingering effects essentially did. The ruined world, unable to support mankind any longer, lets the race dwindle like a withered grape on a parched vine. The world is no longer man's domain. Those men and women who failed to reach the domes and fallout shelters are now long gone, their children having mutated over the generations, creating the various wild mutant races that now roam the earth.

A PHYSICAL OVERVIEW

Massive weapons of destruction - including but not limited to thermonuclear devices - were used in the final wars of mankind. These had the most immediate effect at first, devastating entire cities and states, not only igniting massive fires that burned for weeks but also spreading radiated clouds across the entire planet. This radiation would kill much of the life around the areas of impact, and retard or cause the eventual cancer-death of those even hundreds of miles from the impact areas.

Bioagents also played a role, being most effective after the nuclear strikes as humans (whose white blood cell count was drastically cut due to radiation poisoning) became weak and frail. The radiation also had the unfortunate side effect of mutating the biological strains used against each side, making their control impossible. New and deadly plagues ran rampant, killing millions on both sides.

Chemical weapons were likely the least effective, but played their role as well, poisoning natural resources (the rivers that the homeless ran to for shelter and nourishment from the radiation fever were undoubtedly stricken with chemical poisons that turned their innards to mush in minutes). These chemicals, like radiation (and the lingering effect of mutated bioagents) still remain as pollutants in DARWIN'S WORLD.

Nuclear detonations also served to literally blow holes in the atmosphere, incinerating moisture in the air and tearing entire rings in the ozone layer. Areas where more nukes were concentrated resulted in larger holes in the ozone, which further added to the ending of life in these areas and the mutation of what few beings managed to escape through ultraviolet radiation.

The increased UV radiation permeating the planet's ecosystem from the countless nuclear holes caused a diminishing of most plant life, turning the world into a vast desert with little or no diversity. The elimination of the vast forests and plains allowed the hot high winds (the temperature having increased geometrically with each cluster of nuclear strikes) to ravage the land, carrying dust and sand with them. Soon, almost the entire world was buried in shifting, radiated dust carried by continent-spanning sandstorms.

The UV (and the chemical) effect also served to destroy the fragile marine ecosystem of the planet, and the first "species" to suffer near total extinction were phytoplankton of all kinds. The result - a vast reduction in the oxygen recycling capability of the planet.

With an increased worldwide climatic temperature, numerous holes in the ozone layer, the destruction (by fire and radiation) of almost all the world's forests and phytoplankton, DARWIN'S WORLD can sustain only a heavy, sparse oxygen climate. This increased temperature also resulted in a worldwide diminishing of moisture, which dissipated the once ocean-covered surface to a handful of smaller poisoned seas which were forced to retreat to the lowest altitudes of the planet's surface. Evaporated water was not held in by the thinned and weakened atmospheric gravity, allowing minute quantities to escape into space over the decades. Former coastlines became the frontiers of vast deserts, and the seas that once provided life and sustenance are slowly vanishing

over the decades, leaving only dry brittle sand in their wake.

All sorts of strange life forms have arisen in the aftermath of the great apocalypse nonetheless. The drastic mutative effects of gamma and ultraviolet radiations, as well as mutated bioagents, have created vast aberrancies in man and animal. Mental diminishing and physical mutation seem most common, especially as survival has come to rely mostly on strength and the ability to thrive in the hostile clime of desert and ruin. The population of the world (the very size of which brought about their own downfall) is now drastically reduced - war, plague, and poisoned environs reduced the world population to 1/100 of its former size. The sterility caused by radiation has further helped to ensure all life is dwindling, and dwindling fast. Although every generation at least one "breeder" is born, their ability to reproduce and restock the populace is unable to cope with the threats and hazards of the world climate. It is truly a dying planet.

CORE RULE CHANGES

In DARWIN'S WORLD, there are a few changes to the core rules that better suit a more futuristic environment. The most notable changes to the basic format include:

- Race dictates the "breeding" of a basically human survivor in the wasteland. Race determines the number of mutations and defects (if any) a character can choose.
- Character background ("origins") provides ability adjustments, instead of race, as well as starting money.
- Character classes are more ideally suited for a post-holocaust setting. The basic classes are *Guardian*, *Raider*, *Scav*, *Thinker*, and *Trader*.
- A number of "prestige" classes unique to the Twisted Earth's communities and setting have been included to give new players ideas of what exclusive groups and societies this world has to offer. These classes are contained in the *Denizens of the Twisted Earth* supplement.
- A few new skills have been added, a few others phased out.
- A few new feats have been added.
- Instead of magic items and spells, characters in this much less magical world have the opportunity to find and utilize fantastic objects of futuristic technology - laser

weapons, plasma cannons, electronic gadgets, suits of powered armor, and batteries of non-magical drugs, chemicals, and explosives.

Combat rules have been altered only slightly from those specified in the Core Rules for futuristic campaigns. These adaptations are only suggestions, but basically claim the following:

- Basic weapons presented in the Core Rules are all *Simple Weapons*. This is done to better suit the basic format of the future-world, which puts stronger emphasis on more advanced weaponry.
- Modern-era weapons (such as firearms) are *Martial Weapons*.
- Advanced weapons (plasmas, lasers, etc) are *Exotic Weapons*.

In addition, certain weapons in these rules are categorized as *Normal*, *Automatic*, or *Rapid-Fire*. Specific rules apply to these special forms of weaponry.

- Unless specified, reloading any firearm or advanced weapon is a standard action.
- *Normal weapons* can, unless otherwise specified, attack more than once per round if the user has the ability to make multiple attacks.
- *Automatic weapons* permit the user to make an additional attack at her highest attack bonus, as if possessing the Two-Weapon Fighting feat (no modifier to the attack roll).
- *Rapid-fire weapons* permit the user to make two additional attacks at her highest attack bonus, as if possessing the Improved Two-Weapon Fighting feat (no modifier to the attack roll).



PART II: RACES

While the planet Earth is strictly a human world, the Fall of mankind and his ravaging wars of radiation have left numerous mutated species to rise and take over the reigns of conquest and dominance. Race is an extremely important feature of character identity in DARWIN'S WORLD, as race dictates a lot about a character – not only his physical appearance and capabilities, but also the degree to which he has been “altered” (i.e. *mutated*).

**OGC: all the racial traits of this section are OGC. Everything else is closed content.*

Level Adjustments: Both a character's race and background (chapter 3) have a Level Adjustment score. Level adjustments are designed to help balance level advanced. A Level Adjustment of +0 means a character advances levels normally. A Level Adjustment of +1 means a character advances more slowly. At +1, a character's effective level is one higher for the purpose of gaining experience. A character with a +1 level adjustment needs 3,000 experience to advanced to 2nd, 6,000 for 3rd level and so forth. A characters race and background are added together to determine the characters final Level Adjustment. A Level Adjustment may not be less than 0.

HUMANS (“NON-MUTANTS”, “PURISTS”, “HOMO SAPIEN SAPIEN”)

These fortunate souls are a rarity in the radiated lands of DARWIN'S WORLD - they are the few men and women who have somehow managed to avoid the slow curse of *mutation* over the decades. Communities secluded in forgotten biodomes, secured in sealed vaults, etc. come under this category. Having avoided the outside world in their sheltered communities, people from these areas start with no degeneration (or enhancement, for that matter) whatsoever.

Those players who chose to make humans should realize that these are people with *no mutations whatsoever*. In a world of rampant genetic modifications, degenerations, and enhancements, this is a potential weakness. Mutation allows the character an edge in surviving in the wasteland, while remaining “pure” has only limited gains. Still, unaltered

humans do exist (though certainly a rare breed), and their special abilities are subtle but effective.

Personality: While long ago humans were the only breed of man on the Twisted Earth, they have long since lost their foothold on the world and become the outnumbered minority. Pure human enclaves are extremely rare, their very existence often believed “mythical”. Most humans left alive are reclusive, seeking only to preserve their own genetic strength and stability through ruthless isolation. As such, most humans have a mind-set of wariness if not downright racism towards mutantkind. Due to their squandered numbers and dwindling presence in the world, human communities typically prefer secrecy to conquest, and pick their battles carefully, engaging only if they must.

Physical Description: Simply put, humans run the gamut from roughly 5 feet to 6 feet in height, with weight ranging from 125 to 150 pounds, though prolonged starvation often decreases both attributes. Skin shades run the entire natural range: nearly black, very pale, etc. Humans typically attempt to preserve the legacy of their forefathers (the Ancients) in manner and dress, fiercely clinging to customary clothing and mannerisms.

Relations: Humans are a widely feared and worshipped people. They are so rare that they are often believed to be no more than a “fairy tale”, having been replaced by rampant mutantkind the world over. Often, however, human communities are xenophobic or ruthlessly racist (attempting to re-take the world that was once theirs), so generally speaking humans are hated and not trusted throughout the Twisted Earth.

Alignment: In this day and age, humans tend to lean strongly towards lawful alignments, though the actual interpretation beyond this is often open for colorful interpretation. Almost universally humankind believes in the rule of law, and chaotic movements are often neatly dealt with to prevent the spread of anarchy. Persecuted and hated by mutantkind, their only strength is in their knowledge and organization.

Human Lands: Humans are not known to hold any traditional region of the Twisted Earth, though certainly once upon a time the entire planet was theirs to rule. Now, however, their

presence is all but erased, lost in the sand and dust of time and war.

Still, rumors persist that humans cling to some legendary sites, perhaps areas that were important to their people in ancient times. These include the hearts of old ruined cities, or the legendary "fallout shelters" and "domes" thought abandoned throughout the desert.

Language: Humans of the Twisted Earth typically speak Ancient, or at least a bastardization of that venerable tongue, hardly changed by their years of isolation from the savages of the world. Some groups are known to employ Trade for dealings with what few outsiders they contact, but this is uncommon.

Names: Human names generally resemble the names once used by the Ancients, since human groups almost universally attach themselves proudly to their lost heritage. Names such as "John", "Steve", "Robert", are typical of this race. Last names are also identical to those before the Fall, though some variations have been known (examples might include "John Far-Shot", or "John Mutantslayer").

Adventurers: Human "adventurers" are uncommon to say the least. Being weaker than the mutants outside their secret enclaves and hideouts, a lone human stands little to no chance of surviving in the Twisted Earth. Still, some humans do choose to leave, for any number of reasons; one might seek to find a new home for his people, or secure a new source of dwindling stocks, or she might be sent as a scout to keep tabs on the mutant communities in the area and ensure they pose no "threat" to her human brethren.

Human, Racial Traits

- Medium-size: As Medium-size creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- 1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable.
- Medical Compatibility: Humans never run the risk of complications with medicines or medical devices due to a changed body form.
- Fertile/Potent: Intact humans are considered priceless as slaves and concubines, since they maintain the ability to reproduce where so

many other mutants have lost this due to radiation exposure. Humans start with the *Fertile/Potent* feat for free.

- Level Adjustment: +0

FIRST GENERATION MUTANTS ("FIRST GEN")

The first generation of mutantkind is by far the worst off. Persons from the ranks of the "first generation" are most often mutants whose parents were non-mutants poisoned or radiated before or during the course of pregnancy. Radiation or chemical poisoning often results in useless and deformed mutations (i.e. *defects*), making life difficult for the fledgling mutant. In some cases, however, first generation mutants may develop mental mutations of the most basic nature (*telepathy*, *telekinesis*, etc).

Medicines of the Ancients were tailored to human bodies, and first gen mutants are pretty close - they will probably affect you the same as they would humans. This is a huge plus when healing meds are concerned. Those of successive generations will suffer odd effects from medicines and drugs tailored for human-kind ... sometimes incapacitating or even fatal!

Personality: First generation mutants, often as not, are outcasts of their own people. Generally speaking, mutants of this kind most likely originated from a pure human community, only to show (at birth, or later on in life) the beginnings of mutation in his physical body. Shunned as being "changed", the mutant is most often run-out (if not "mercifully" killed at birth) and left to fend for herself in the wilds. Such ostracism tends to leave characters of this type detached and hard-natured, prone to a ruthless and pragmatic demeanor. Survival becomes the key to her existence, not love of fellow man or loyalty to any given community. Oftentimes, the actual physical pain of her own mutated form turns the first generation outcast into an awful, vengeful villain...

Physical Description: First generation mutants typically resemble their forefathers in shape and size, though mutation often makes slight or subtle alterations - hard to distinguish from humans by more mutated specimens, but easily spotted by pure humans with disgust. Example features might include mottled or discolored skin, thin or patchy hair, additional digits (fingers or toes), etc.

Relations: Most mutants of the first order tend to be loners, drifters, and survivors, tending

to favor a solitary existence of reliable loneliness to the company of others, whether human or mutant.

Alignment: Virtually any, though neutral outlooks prevail among such alienated peoples, who typically hold no loyalty for any cause or community.

First Generation Mutant Lands: Certainly none. First generation mutants are never organized, since they are quite rare (as stated, most are killed at birth to prevent the spread of mutation through breeding), and their own demeanor usually prevents them from bonding for long with others.

Language: The language spoken by a first generation mutant can vary, depending on when and how he came to be excluded from the humans of his home society. Some possess a working knowledge of Ancient ways and customs (and language), while others only remember their birth-home with bitter memories and choose to start anew. These latter typically indulge in the Unislang or Gutter Talk of the wasteland to get by.

Names: A first generation mutant will typically carry a true human name, though terrible and hurtful nicknames are often tied to her as well. Examples might include "Jim The Hunchback", or "Ralph The Retard".

Adventurers: First generation mutants are typically scavengers, pure and simple, though sometimes one will find himself in a community where he will sell his services as a guide, hunter, or even bountyman. Since such mutants generally consider no one place "home", they are by far the most "adventurous" breed of all.

First Generation Mutant, Racial Traits

- Medium-size: As Medium-size creatures, first generation mutants have no special bonuses or penalties due to their size.
- First generation mutant base speed is 30 feet.
- Medical Incompatibility: First generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A first generation mutant must make a Fortitude save (DC depends on the drug taken) at no modifier to resist an Incompatibility result.
- Mutation: First generation mutants have 1 minor and 1 moderate mutation. They also have 1 minor and 1 moderate defect.
- All mutants receive Concentration as a class skill.

- Level Adjustment: +0

SECOND GENERATION MUTANTS ("MUTANTS")

The so-called "second generation" of mutants are those whose parents were early mutants themselves, whose deformities have now become useful, evolved *tools* (for example, a mother's limp, finger-less arm has evolved into a prehensile tentacle in her offspring). Mutants of this order are by far the most common in the wastes, their predecessors having survived against the odds to create a stronger, healthier generation. Second generation mutants run a wide range of shapes, sizes, and colors, combining all manner of bizarre, useful, or simple grotesque mutations and body changes.

Throughout the remains of the Twisted Earth, mutants have risen to retake what was once the world of a great and venerable species – humankind. Small settlements of wood and brick rise from the hollow shells of ancient cities, now populated by deformed and changed species of all kinds. The second generation has proved worthy and multiplies slowly, their numbers gradually increasing despite the retardation of reproductive ability in most of their kind.

Personality: The actual personality of a second generation mutant is by far the most open to player creation. Second generations are the majority species of this world, though they themselves compose a vast collage of types, forms, and aberrations. Some remain as outsiders and desperate survivors in the dry deserts and mountains, while others realize that their future is now and have come together to form communities, settlements, even cities. There are good among them, and certainly the bad, with mutants seeking to re-establish law and peace, or others wishing only to prey off the weak for all eternity.

Physical Description: The physical appearance of a second generation mutant is entirely dependent upon her mutations. Generally speaking, however, second generation mutants usually resemble their human ancestors at least in shape and size – though again, this also can vary.

Relations: Being the vast majority of peoples struggling for survival in the wastes, mutants of this order must learn to at tolerate each other, if not other races. Though one community of second generation mutants may look like an entirely different breed than the next, they often

work hard to put aside their prejudices, at least for the sake of trade and peace. Still others defy this general "law" of the wasteland, and instead seek to make their own race dominant among all the peoples of the earth.

Alignment: Any, though certainly influenced by origin and upbringing. Chaotic alignments certainly prevail, even in communities seeking a "lawful peace", since the survivors of the Fall have very little concept of stable rule beyond the most brutal and ruthless totalitarianism. Many are neutral, seeking peace only for the sake of trade (and the betterment of their own), while large masses are, in fact evil-natured (using their mutative abilities as predators to prey off the weaker specimens of the land).

Second Generation Mutant Lands: As said before, mutants of the so-called "second generation" persist throughout the Twisted Earth, wherever life has a chance to survive. Several famous communities exist where second generation mutants make up the majority populace; these include the legendary Free City of Styx, the brutal rabble-infested Barter Town, and the hub of desert trade, Free Water. Still many others are known (or rumored) to exist all over the desert, connected by fragile trade routes served by the rare water or food merchant plying the sands.

Language: Second generation species typically speak a tongue known as "Unislang", which is a badly degenerated form of Ancient (English). Such a language is kept fresh in the minds of these people in old road signs, highway markers, or billboards seen among the ruins they inhabit. Though a hodge-podge of slang and rhymes (to make it easier to remember, for the less intellectually-inclined mutant), the various forms of local Unislang can be deciphered by anyone with at least some patience.

Names: The second generation of mutantkind have, almost universally, cast off the raiments of their human ancestry and begun to invent their own names, nicknames, and regal family houses. Names can be virtually anything, from sounds the individual is known to make (for instance, "Cuff The Sickly", or "Hack The Mustard-Spitter"), to descriptive tags ("Ugly", "Girth", "Scale", "Razor-Jaw", etc). Some mutants of this type instead try to pluck names from the Ancient buildings and signs they see, considering such a title more "regal". It is not uncommon to have mutants named after car companies, popular cigarette brands, candy bars, etc.

Adventurers: Second generation mutants can seek adventure for a number of reasons, including searching for new supplies for her people, seeking to explore uncharted or unknown regions for expansion, or simply for personal gain, pleasure, and profit.

Second Generation Mutant, Racial Traits

- **Medium-size:** As Medium-size creatures, second generation mutants have no special bonuses or penalties due to their size.
- **Second generation mutant base speed** is 30 feet.
- **Medical Incompatibility:** Second generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A second generation mutant must make a Fortitude save (DC depends on the drug taken) at -2 to resist an Incompatibility result.
- **Mutation:** Second generation mutants have 2 minor, 2 moderate, and 1 major mutations. They also have 2 minor and 2 moderate defects.
- All mutants receive Concentration as a class skill.
- **Level Adjustment:** +1

THIRD GENERATION MUTANTS ("NEO-HUMANS", "SUPER MUTANTS", "HOMO SUPER SAPIEN")

The members of the "third generation" are also known as "neo-humans" or "super-mutants" - mutants who have fully evolved in more advanced ways than any of their predecessors. Though few third generation mutants actually exist in any number (or so it is believed, anyway), those that do possess mutations that are by far more advanced than mere deformities or primitive additions to the human anatomy. Full mental powers - awakened by agitated evolution - as well as strange new bodily features, create completely new species of creatures that will no doubt one day repopulate the radiated earth, dominating their lesser cousins (perhaps even the few remaining human enclaves) into servitude.

Third-Gen Mutants are considerably better off than the other mutant races, as their mutations are fully developed. In addition, certain powerful abilities, dormant or non-existent in other species, may be awakened or developed in these highly-evolved beings.

Personality: Third generation mutants are of a breed of new beings (of all manner of bizarre and mind-boggling colors, shapes, and body forms) that are certain to inherit the earth. They are the end product of mutation, the refined spawn of the radiation that wiped out man from his own planet. Having bred out the deformations and useless aberrancies of their predecessor generations, those who have been born into this fold are a truly rare – but blessed – kind. This is not often lost on third generation mutants, who almost universally hold themselves to be the inheritors of the Twisted Earth. Given powers and abilities beyond any other race, they are often arrogant, unforgiving, and restless creatures that seek only to take from the lesser species. They are truly a force to be wary of...

Physical Description: Absolutely no generalization of the third generation's abilities or appearance can rightly be made, since they are only now beginning to appear. However, unlike many mutants before them, when a family of third generation mutants breeds, their offspring are identical to their parents, and thus entire clans, groups, or societies of the same makeup are the rule.

Relations: Aggression, oppression, domination, and ruthless tyranny are rampant among those few species that call themselves "third generation". Borne with an ingrained sense of superiority over both their petty mutant ancestors (first or second generation), and a hatred or jealousy of the Ancients who they now think inferior, they know no rival among the races of the world. As such, communities of third generation mutants are often unable to even consider peace or coexistence with lesser people, unless they of course are the dominant ruling partner (in other words, on top of the heap). More likely, third generation societies seek only to conquer, plunder, and exterminate the inferior breeds of the earth.

Alignment: Almost universally speaking, third generation mutants are at least, to some degree, lawful - and most likely evil as well. The lessons and wisdom of the Ancients is not lost on even these arrogant people, who realize that law and order means power and stability. Most third gen peoples are well-organized and motivated to see their race conquer the world, and thus accept laws and codes of behavior as necessary to their own survival. Still, their own hate (or at the very least, distrust and disdain) of others often makes them unfeeling and unrepentant towards

what would otherwise be considered atrocious behavior.

Third Generation Mutant Lands: A number of lands are known to be inhabited by hateful and war-like third generation races all over the Twisted Earth. These are, invariably, dangerous places to visit, since intrusion upon such "neo-human" lands is seldom tolerated. Known examples include the great "sorcerer-priests" of the Savant Empire of the Grass Plains (in what was once Texas-Arkansas), the mutant arachnids of the insect Hive-city of Old Los Angeles, and the vast jungles of the distant South where serpent-men and intelligent apes are known to rule with absolute hatred of humankind and the curse it left on the earth.

Language: Most empires and communities attempt, at some point, to develop their own language and written code, not only for the betterment of their own people, but also to set themselves apart from the savages of the world. Typically, though, some Trade is known among third generation communities (merchants are still vital, even to these arrogant races), and while Unisland is common, it is usually frowned upon as degenerate and "primitive".

Names: Third generation names are certainly the most creative and unique, being borne of new languages and body types capable of strange noises and vocal utterances. Some names are completely unpronounceable to all but their own kind; others are simply nicknames taken or given for whatever reason.

Adventurers: Certainly uncommon, third generation "adventurers" would most likely be scouts for their own people, attempting to keep an eye on the pitiful races of the world and looking for any possible threats. Others might be outcasts of their own race, harboring a grudge or vendetta against the powers-that-be, involving "lesser species" (i.e. fellow party members) in their affairs of revenge.

Third Generation Mutant, Racial Traits

- **Medium-size:** As Medium-size creatures, third generation mutants have no special bonuses or penalties due to their size.
- **Third generation mutant base speed is 30 feet.**
- **Medical Incompatibility:** Third generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A third generation mutant must make a Fortitude save (DC depends on the drug

taken) at -6 to resist an Incompatibility result.

- Mutation: Third generation mutants have 4 minor, 2 moderate, and 2 major mutations. They also have 2 minor, 2 moderate, and 1 major defects.
- All mutants receive Concentration as a class skill.
- Level Adjustment: +2

PART III: CHARACTER BACKGROUND

Every character comes from somewhere, whether it was a civilized dome protecting the lost culture and technology of the Ancients, or a rugged desert community that rose (and perhaps vanished soon after) into the shifting desert sands. Was the character a feral boy, "brought up by wolves" (or the mutated equivalent), or was he raised in a sheltered, technological society that protected the remnants of Ancient technology before vanishing into history?

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

**OGC: In this section, the rules and game mechanics derived from the SRD are OGC. The descriptions and backgrounds are closed content.*

GENERIC ORIGINS

The following lists the major types of communities that characters can be from in DARWIN'S WORLD. A colorful example (or two) of each kind of society is presented for flavor; the players should be encouraged to devise stories of their origins as well.

FERALS

This type level of technology indicates that the person originally had no home or community, and grew up among the ruins - alone. Such characters typically have no idea of the nature of the Ancients, the cataclysm, their culture, language, etc. Many such characters generally do not even know how to talk, and often employ scavenged finds in a bizarre manner (for instance, using a stop sign as a shield, or using a rifle as a club instead of firing it). Characters of this tech level generally have no concept of compassion or mercy, being solely concerned with survival.

Examples might include a child who was born and grew up alone after his parent(s) died of

disease/starvation in the wasteland, or a child from a more advanced community whose caravan was raided and destroyed when the character was still a child; he was forced to grow up in a harsh world, unaware of his true origins/birthright which might exist somewhere in the desolation of mankind's aftermath.

- +2 Strength, +2 Constitution, -1 Intelligence, -2 Charisma. Characters of a feral background lack the education and social graces of those raised in communal settings.
- Feral characters may purchase Animal Empathy as a class skill. They also receive a +2 bonus to Handle Animal, Hide, and Wilderness Lore checks.
- Feral characters are proficient with all Simple Weapons.
- Favored Class: Scav.
- Race: Any.
- Automatic Language: None. Additional Languages: Unislang.
- Level Adjustment: -1
- Starting Money: 5d4 x 10 corium pieces.
- In addition to basic equipment, a Feral character may use his starting money to buy from the *Junk Items* and *Foodstuffs* categories in *Artifacts of The Ancients*.

PRIMITIVES

The character comes from a primitive community, usually dominated by a central family figure or a group of close-knit family heads. Technology is generally limited to what a man can do with his bare hands to his surroundings (animal skins for clothes, stones as tools, etc.) and without the aid of advanced tools. Whatever shelter was used for the community was probably a cave, though any shell of the Ancients might have been used instead (though certainly there was no knowledge of its former use). Warriors typically form the upper ranks of such a community, as they alone ensure the survival of the community. Other pursuits not related to community survival are frowned upon as wasteful and capricious - science and non-religious art is considered worthless.

Examples might include a character from a tribe that was destroyed by raiders, either seeking revenge from those who did it, or

seeking to discover the marvelous world that exists out there. Or a tribal character sent on a quest to ensure the survival of his tribe (find some legendary "magical" technology, etc).

- +2 Strength, -1 Intelligence. Primitive people breed primitive minds.
- Characters from a tribal background receive Animal Empathy as a class skill. He may take one Craft skill as a class skill; if already possessed as a class skill, he receives a +2 bonus to that particular skill. He also receives a +2 bonus to Handle Animal, Knowledge (local), and Wilderness Lore checks.
- Primitives are proficient with all Simple Weapons.
- Favored Class: Scav, Guardian.
- Race: First and second-generation mutants only.
- Automatic Language: Unislang. Additional Languages: Trade.
- Level Adjustment: +1
- Starting Money: 6d4 x 10 corium pieces.
- In addition to basic equipment, a Primitive character may use his starting money to buy from the *Foodstuffs* and *Good Juju* categories in *Artifacts of The Ancients*.

RITUAL PRESERVATIONISTS

Communities of this type understand the use of the technology of the Ancients, but have lost the understanding of WHY they work. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or artifacts of the past, and are sometimes even worshipped. Communities of this type are generally led by their scientists (who barely manage to keep such technology running to wow the masses). Technology that is damaged or destroyed cannot be replaced, as these people only know how to use the stuff, not recreate it.

Examples might include a group of pirates who know how to operate an immobile ancient aircraft carrier off the coast, raiding the primitive local tribes with their unholy "flying machines" and inspiring fear/awe/worship. Or perhaps a survivor who learned (by reading a discovered piece of Arcanum) of the former Boy Scouts, and goes about the land in a similar uniform, redressing wrongs in what he believes to be the spirit of these long-lost "warriors of virtue".

- +1 Intelligence, -1 Wisdom. People of this kind are not too smart on their own, and are

easily impressed by articles of flashy technology or operation. Still, their working knowledge of Ancient artifacts is a bonus.

- Ritualists receive a +2 bonus to Decipher Script and Knowledge (technology) checks.
- Preservationists are proficient with all Simple Weapons, and may take one Exotic Weapon Proficiency (of the character's choice) for free.
- Favored Class: Scav, Thinker.
- Race: First and second generation mutants only.
- Automatic Language: Gutter Talk. Additional Languages: Unislang, Ancient.
- Level Adjustment: +0
- Starting Money: 5d4 x 100 corium pieces.
- In addition to basic equipment, a Ritual Preservationist character may use his starting money to buy from the *Junk Items*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

RESENTFULS

Groups such as this despise the Ancients for their mistakes and the destruction of the world, and now seek only to regress to a point they deem "natural" - hand-woven fabrics, natural weaponry, and more naturalistic tools. Groups such as this take it upon themselves either to shut themselves out from, or to actively eradicate, technology and pre-war culture.

Examples - A group who suffered greatly from the Fall, perhaps from biological warfare or mutation, and who have cast off the "curse" of technology by destroying all high-tech items, weapons, etc. Or a "druidic" cult that dwells in the wilderness in relative harmony with mutant plant and animal life, monitoring and protecting the wildlife from intrusion by technologically advanced groups.

- +2 Strength, +1 Wisdom, -1 Intelligence. "Resentfuls" have forsaken the easy, convenient life of technology and gizmos for a more earthy, "honest" way of living.
- Resentfuls receive a +2 bonus to Animal Empathy and Wilderness Lore checks.
- Resentfuls are proficient in all Simple Weapons.
- Favored Class: Scav, Guardian.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unislang. Additional Languages: Trade.
- Level Adjustment: +0

- Starting Money: 2d4 x 10 corium pieces.
- In addition to basic equipment, a Resentful character may use his starting money to buy from the *Junk Items* and *Foodstuffs* categories in *Artifacts of The Ancients*.

RADICALS

Communities of this type resent - with absolute bitterness - the destruction of civilization, mankind, etc. by the Ancients. Instead of fostering a worship of the Ancients, such communities actively seek to destroy remnants of their forefathers, who are blamed for blowing up the planet and creating mutation. Although they may use the technology of the Ancients to further their own ends, there is no love or admiration for the Ancients whatsoever.

Good examples include a chaotic and merciless group that fights constant war against others like it in the shell of an ancient city. Technology is hoarded wherever it can be found, and turned against anyone who trespasses on the community's territory. Old locations of culture - city park, theater halls, and memorials - are now hunting grounds, gang headquarters, etc. Or perhaps simply a group of anarchist raiders who deliberately ruin any and every reminder of the past that they come across, from road signs to entire communities that shelter lost technologies.

- +1 Strength, -1 Intelligence. Radicals live by violence, and violence weeds out the weak among them. Still, this policy also tends to limit technological advances and reconstruction efforts.
- Radicals are proficient with all Simple and Martial Weapons.
- Favored Class: Raider.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unisland. Additional Languages: Trade.
- Level Adjustment: +1
- Starting Money: 6d4 x 100 corium pieces.
- In addition to basic equipment, a Radical character may use his starting money to buy from the *Junk Items*, *Good Juju*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

DEGENERATES

Communities of this type were once (often within recent ancestral memory) capable of fully understanding the technology and culture of the

Ancients, but has degenerated due to some set of circumstances - constant war, civil unrest, or a communal need to focus on other aspects of survival. A degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost sight of the true meaning and uses. Such communities are generally on the decline, and will at some point likely break up or fall apart.

Examples might involve a sheltered city community where the old "police force" runs the place like a military state, where scientists are now gods because they alone can create the drugs that dull the pain and misery of life in the world. Less intelligent peoples are subjugated and enslaved to serve the "civilized" populace. Or a city ruin ruled by a government descended from the Ancients. Gang wars, crime, and isolation in the wasteland have turned the city into a ruin, and violent youths run rampant terrorizing those few people who hold respectable jobs (in the power plant that runs the city, in city government, etc). Only the elderly members of the city populace (and their families) remember the laws and culture of the Ancients, while the delinquents mock their adherence to tradition and destroy all they can.

- +1 Intelligence, -1 Charisma. Though those of isolated, degenerate cultures possess a semblance of society and education (to some degree), their separation for so many generations from other races and groups has left them socially retarded.
- Degenerates are proficient with all Simple and Martial Weapons.
- Favored Class: Guardian.
- Race: Humans (possibly the rare first generation mutant).
- Automatic Language: Gutter Talk. Additional Languages: Ancient, Computer.
- Level Adjustment: +1
- Starting Money: 6d8 x 100 corium pieces.
- In addition to basic equipment, a Degenerate character may use his starting money to buy from the *Junk Items*, *Good Juju*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

RESURRECTORS

Communities of this type are re-discovering the technology of the Ancients. Knowledge of the true nature and uses of Ancient devices are now being fully understood. Such communities are

beginning to unlock the technology and methodology of the Ancients; they are able to re-activate computer systems, automaton robots, power stations, city lighting, cars, etc. More advanced communities of this type have the know-how to operate and maintain the machinery of the Ancients as well. Repairs can be made to advanced devices with the right tools; advanced munitions can be re-fabricated as can advanced electronic parts, etc. Everything is getting close to the way it was before the Fall, but it's not quite perfect.

Examples - A community that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Or a group of mutants, exiles, and those thought lost who have taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Or perhaps a community attempting to reclaim the ruins of their city from mutants, ghouls, and raiders with their newfound knowledge of Ancient technologies and manufacturing techniques, hoping to form a "New America" from the ashes.

- Characters of this background may choose a single Knowledge skill as a class skill (if already possessed as a class skill, a +2 bonus is instead given to that skill). Resurrectors also receive a +2 bonus to all Knowledge (technology) checks.
- Ressurectors are proficient with all Simple and Martial Weapons.
- Favored Class: Thinker, Guardian.
- Race: Any.
- Automatic Language: Unislang. Additional Languages: Ancient, Trade.
- Level Adjustment: +2
- Starting Money: 6d6 x 100 corium pieces.
- In addition to basic equipment, a Resurrector may use his starting money to buy from the *Junk Items*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

VISIONARY REINVENTORS

This type of community has gone beyond just trying to survive or put back together the pieces of the old – they are beginning to reinvent a *new* future. Communities of this technology level are just now beginning to create machinery and civilization of their own, instead of repairing the lost technology of the Ancients. Steam engines,

basic metal working, ingenious but simple devices, etc. are being used to not only complement the human element, but sometimes to replace it (for instance, steam-powered machines to harvest mass amounts of crop instead of human workers).

Examples - A community that has risen from the wasteland to conquer. Increased slave labor and the oppression of nearby communities have allowed an influx of resources in which the community has made leaps and bounds in ingenuity and invention. Fantastic flying war machines, steam-powered aqueducts, etc. supply this growing empire. Or a community that believes the Fall was destined to occur, to teach the Survivors a valuable lesson. Intent on rebuilding the world with this lesson in mind, the group seeks to spread the word of brotherhood and peace, and has attracted many ingenious people who have contributed in unique ways to the slowly growing society. Or, alternatively, a society capable of using electric tools, weapons, and manufacturing techniques, with a growing army and potent power base; with such unique and advanced technology behind them (gravity beamers, proton emitters, and fusion grenades as new but deadly post-holocaust weaponry), the community seeks to reestablish civilization in their own particular way - be it democratic, a kingdom, a dictatorship, or a ruthless empire.

- +2 Intelligence. Reinventors and visionaries possess some of the greatest and most creative minds, set to work building a new and better future for man and mutantkind.
- Reinventor cultures are proliferate with tinkers and would-be inventors trying to better their society. All characters from this type of background receive a +2 bonus to Craft (tinker) skill checks. In addition, they are proficient with all Simple and Martial Weapons.
- Favored Class: Thinker.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unislang. Additional Languages: Gutter Talk, Trade.
- Level Adjustment: +2
- Starting Money: 6d8 x 100 corium pieces.
- In addition to basic equipment, a Visionary Reinventor may use his starting money to buy from the *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.



GUARDIANS

Communities of this type, which are very rare, are guardians of the culture and technology of the Ancients. Such communities not only fully understand the culture and tech of the Ancients, but also utilize it to keep the upper hand in the wasteland; advanced energy devices can be used, repaired, and created whenever the resources are available.

Examples might include a community consisting of the intact survivors of a fallout shelter, who have remained undiscovered until the start of the campaign (at which time the character is sent out to explore the world and report back, or to find some vital piece of equipment for the sake of the survival of the community). Or a society of survivalists who went underground to wait out the war, only to emerge to a changed world decades in the future. Armed with advanced weapons and knowledge, they seek to reclaim the surface world from its new mutated population. Or maybe a community in the desert that was set up by survivors of the decline of civilization. These men and women, holding onto

the technology (and to some degree, the lifestyle) of the Ancients, have forsaken their democratic ideals and placed their lives in the hands of an elite and ruthless police force, whose souped-up plasma-fueled autos roam the desert highways leading to their settlement, ensuring law and order and fiercely battling those who would invade or otherwise threaten their lifestyle.

- +1 Intelligence, +1 Wisdom, -2 Charisma. Those of such an advanced community possess the education and know-how to maintain a higher level of intelligence and understanding of Ancient ways than other groups.
- Guardians receive a +2 bonus to all Knowledge skill checks. They are also proficient with all Simple, Martial, and Exotic Weapons.
- Favored Class: Guardian, Thinker.
- Race: Humans only.
- Automatic Language: Ancient. Additional Languages: Unislang, Computer.
- Level Adjustment: +3
- Starting Money: 6d10 x 100 corium pieces.
- In addition to basic equipment, a Guardian may use his starting money to buy from the *Foodstuffs*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

HEDONISTS

Communities of this type never realized there was a Fall at all! Such communities were completely sheltered from the outside world (usually in fully-automated and enclosed dome cities or similar shelters), and have existed up to now as they always have, living in hedonistic simplicity. Such communities typically have knowledge of advanced machines and electronics (at least how to use them, but perhaps not how to fix them), and since they have been kept in hedonistic bliss in relative security, no longer understand how to fight, wage war, or even survive on their own.

Classic examples include a city inside an impenetrable dome, having been secluded for generations. A populace cared for and catered to by an automated computer, with all menial tasks, labor, and science far removed. The people live in hedonistic luxury, without a care in the world, until the computer breaks down and they are forced to leave the dome and find food and shelter elsewhere. Another might be a

community far removed from the wasteland where everyone lives in a paradise maintained carefully by their scientists. Aware and afraid of the terrible mutants outside their paradise, they only rarely send spies or explorers out into the wastes to report on the status of the world's ecosystem or the state of civilization in the mutant tribes. The character would be one such explorer sent out.

- -1 Intelligence, -1 Strength, +2 Charisma. A pampered existence beneath the earth or in sheltered domes has left these people unwilling (or unable) to do hard work. Having everything provided for not only degenerates the human body, but also the drive for new ideas. However, living in isolationist communities enables the citizen to develop social skills beyond the norm.
- Hedonist characters receive a +2 bonus to any one Perform skill.
- Hedonist characters are proficient in any *one* Simple, Martial, or Exotic Weapon (player's choice).
- Favored Class: Thinker.
- Race: Humans only.
- Automatic Language: Ancient. Additional Languages: Computer.
- Level Adjustment: +0
- Starting Money: 6d6 x 100 corium pieces.
- In addition to basic equipment, a Guardian may use his starting money to buy from the *Junk Items*, *Foodstuffs*, *Good Juju*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

ADVANCED

This type of community has, for some reason, managed to avoid the ravages of nuclear war and the ruin of civilization, to not only preserve the technology and culture of the Ancients, but to improve upon it over the years. Such exceedingly rare communities generally have even more advanced technology than the Ancients possessed, with developments on modern equipment that gives them an increased advantage. Generally such groups mock the Ancients for destroying the world, and consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are of this type.

Examples can be varied. An underground complex where an artificially intelligent robot has

remained intact for decades, recreating and re-activating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to serve as slaves, producing highly developed weapons, power sources, etc. for the robot legion. Another example might be a peaceful community that fled to a secure underground shelter to wait out the war, populated by highly intelligent researchers, scientists, and thinkers. Together, in their protected shelter, they developed advanced technologies to suit their needs (advanced agricultural methods for growing fungi and algae, energy-to-matter replication units, etc), though now they begin sending men out to scout and explore the wasteland in hopes of making peaceful contact and spread their wisdom to the survivors of the holocaust so that the same cataclysm never happens again.

- +2 Intelligence, +2 Wisdom, -4 Charisma. Advanced communities covet priceless knowledge and technical skill, but at the cost of breeding arrogance and disdain for less-advanced peoples.
- Characters from Advanced communities receive all Knowledge skills as class skills. In addition, all characters have a place in an Advanced society, giving her a free *Skill Focus* at 1st level in any one Knowledge or Craft skill. Those of Advanced communities are proficient in all Martial and Exotic Weapons.
- Favored Class: Thinker.
- Race: Humans and third generation mutants only.
- Automatic Language: Ancient. Additional Languages: Computer.
- Level Adjustment: +3
- Starting Money: 6d12 x 100 corium pieces.
- In addition to basic equipment, a Guardian may use his starting money to buy from the *Junk Items*, *Foodstuffs*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

PART IV: CLASSES

The basic classes normally open to characters in the d20 system are, in this case, unlikely choices (unless your GM rules otherwise), since with only a most basic glance one can see they don't fit!

Instead, DARWIN'S WORLD presents five new, basic classes: *Guardian*, *Raider*, *Scav*, *Thinker*, and *Trader*.

Guardian: The *Guardian* is a heroic class that embodies the soldiers, warriors, and desperate protectors of futuristic communities and civilization.

Raiders: *Raiders* are the exact opposite of the Guardian class; they are the infamous thieves, brigands, barbarians, and savages of the wasteland that seek only to prey off others. They are ruled by the age-old law of "might makes right".

Scavs: *Scavs* are wanderers and ruin-pickers, opportunists who search the vast ruins and shifting deserts for remnants of the Ancients' glory. Adept at wilderness survival and evading the attention of larger groups, they are the ultimate loners and survivalists.

Thinkers: *Thinkers* represent the few remaining scientists, skilled craftsmen, and knowledgeable leaders of the post-apocalyptic world.

Traders: Finally, *Traders* are of a specific breed that achieves shaky power through profit; they are ruthless merchants and pioneers.

**OGC: In this section, the rules and game mechanics under GAME RULE INFORMATION are OGC. All the descriptions and backgrounds are close content.*

GUARDIAN

The searing wind of the mid-day sky pulls and tugs at the tightly wrapped rags and fittings of the tall figure's clothes. Clad from head to toe in white linen and bits of scavenged rags, the soldier still manages to look austere and vigilant despite the stains and dirt caking his "uniform". His face is lost behind a turban of flapping cloth, only his eyes – squinting from the sun and the sand biting against his lids – showing from

beneath. He watches the approach of strangers, his hands preoccupied with the handling of the long-bored weapon cradled in his arms.

The guardian is a member of an established community who puts bread on his table through vigilance and courage. In ancient times they were known as soldiers, or policemen, but now they are more than that. Day and night they train with their weapons, awaiting the inevitable raider attack or surge of worthless rabble come in desperation for the fruits of his community's labor. It's a tough world, a world that breeds tough men. The guardian has seen it all, the wasting "Red Fever" of radiation, the bloating and eventual death of the starved children, and the kidnapping and rape of his sisters and daughters. He has chosen to not lay down and die, not to add his bones to those of the Ancients who made this awful world. Instead, he has picked up a weapon and decided to fight...

As a character class, the guardian embodies a community guard, soldier, posse hunter, and keeper of the peace. Communities inevitably require men and women to protect them from the predatory elements of the wasteland – mutant raiders, road gangs, and the masses of poor souls whose own homes have been razed and pillaged. It is the guardian's duty to protect his people, their limited resources, and the interests of his leaders. While many cling to their community throughout their lives, some find that their talents at shooting a gun or throwing a spear is useful in other ways, and sell themselves off as mercenaries or pit fighters. Others find that their mighty weapons and skilled training are highly desired by the many rampaging gangs and marauders of the wastes, and end up joining (or even leading) the world's most feared bandit groups. Whatever his cause, and whatever he claims loyalty to; the guardian is the best of the fighting men.

Adventures: Guardians are the pride and backbone of many communities and profiteering expeditions across the wasteland. Possessing warlike skills and lifelong training in the many nuances of battle, they are looked up to for protection – or to do the dirty work of others. Guardians who serve a community have plenty of work, guarding important sites or individuals, escorting merchant caravans or harems, or

simply manning the walls of an outpost settlement. Others instead abandon their community, for one reason or another, using their skill to either take what they want from the weak, form communities of their own from violence and blood, or sell themselves as mercenaries to whoever pays the most.

Characteristics: The guardian is the “fighter” of the post-holocaust world. He is given skills and bonuses that set him apart from the other classes, with a strong focus on combat survivability and effectiveness. A guardian’s strengths are in a fight, whether in a bloody hand-to-hand or at a distance, sniping away at approaching raiders.

Alignment: Any, though leanings towards lawful alignments are most prevalent. Guardians serve a community, cause, or people for their own betterment or survival, and often believe so strongly that he’ll lay his life on the line readily for the “common good”. Still, there are certainly guardians with varying motivations and demeanors - the neutral, detached mercenary type; the cold, ruthless commander of a community’s watch; the disenchanted soldier who fled his community when things proved darker than he’d originally thought. These are just a handful of examples; players are certain to imagine others of their own.

Background: As stated before, the typical guardian was born and raised in a community where a strong sense of duty was established early, resulting in a powerful motivation to serve and protect. But this is not always the case; some are swayed by their own skills, or the lures

and offers of others, to abandon their homes and run away as caravan guards or mercenaries for lucrative profits. Most, however, will never forget the home they came from, their former trainers and mentors, or the cause they once served.

Races: Guardians exist in all communities, from the rare human enclave to the many settlements of second-generation mutants sprinkled across the desert. Third generation mutants have virtual *armies* of guardians, and use them with ruthless effect to bring their own rule or tyranny to the world.

GAME RULE INFORMATION

Guardians have the following game statistics.

Abilities: For primitive communities, Strength is the greatest requirement of a guardian, as this directly relates to ability in combat – with a spear, sword, or axe. Physical demands of the guardian are often extreme, especially for those who abandon a comforting community for a life of wild adventure and hardships. In more advanced groups, where firearms are employed by guards and soldiers, Dexterity (meaning a crack shot) become more of a measure of worth than mere physical prowess.

Alignment: Any.

Hit Die: d10.

Class Skills

The guardian's class skills (and the key ability for each skill) are Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (vehicle operation) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis).

TABLE 4-1: THE GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Defender, Bonus Feat
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	-
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Called shot, +1d6
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	-
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	Called shot, +2d6
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	-
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	Called shot, +3d6
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	-
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	Called shot, +4d6
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	-
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Shoot to kill

Skill
Points at
1st Level:
(2 + Int
modifier)
x 4.

Skill
Points at
Each
Additional
Level: 2
+ Int
modifier.

**Class
Features**
All of the
following

are class features of the guardian.

Weapon and Armor Proficiency: A guardian is proficient with all simple and martial weapons, and light and medium armor, and shields. These comprise the best typically available in the wastes; spears, swords, leather and hide armors.

Bonus Feats: At 1st level, the guardian gets a bonus feat in addition to those feats she already gets for advancing in level. She also gets an additional bonus feat at levels 2, 4, 6, 8, etc. These bonus feats must be drawn from the same feats available to *fighters*, as laid out in the Core Rules. In addition, a guardian may choose "Feel" For Weapon, Gladiator, Rip A Clip, and Room-Broom.

Weapon Specialization: On achieving 4th level or higher, as a feat the guardian may take *Weapon Specialization*, as outlined under fighter in the Core Rules.

Defender: The guardian fights best when defending family and loved ones. A guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in his defense of his community.

Called Shot: At 5th level, the guardian gain the extraordinary ability to strike precisely with any ranged weapon, gaining a bonus 1d6 damage added to her normal damage roll. When making a precise shot, the guardian must spend a move-equivalent action aiming before the actual shot is taken. A precise shot only works against living creatures with discernable anatomies. Every four guardian levels gained thereafter, she increases the extra damage by +1d6.

Shoot To Kill: At 20th level, the guardian has the extraordinary ability to make a killing shot with any ranged weapon, once per day. When making this shot, you must spend a move-equivalent action aiming before the shot is taken. Treat this as a *coup de grace* attack.

RAIDER

The wide open highway beams with a radiance provided by the glowing red sun as it dips slowly over the edge of the horizon. For as far as the eye can see, only the flat, cracked wasteland of desert can be seen, split in two by the ancient roadway and its mottled, wind-swept surface. The air trembles, hums, then roars with the sound of choking car engines, and the peaceful scene is suddenly broken by clouds of churned

dust and plumes of smoky gray exhaust. Mounted on rusted cars, trucks, and graffiti-painted motorcycles, a massive gang of nearly a hundred men, mutants, and their slaves come roaring down the highway. At their lead is a figure clad in dusty leathers bristling with ornate spikes and studs, his body augmented by metal plates sewn into his skin and obscene tattoos running the length of his arms and legs. At his side dangles a wicked spiked chain, and beside him, in a leathery holster, his cycle carries his "stick" – a powerful hunting rifle with its meticulously cared-for scope. This is the raider; a ruthless and bloodthirsty bandit and highwayman come to reap the souls of the weak...

The raider is a member of a widespread way of life in DARWIN'S WORLD – the countless gangs of riff-raff, renegades, and cold-blooded killers that thrive in the deserts, hills, and along the old highways of the Ancients. Like old-time highwaymen, they virtually control the world outside the protected confines of the wasteland's communities; no one travels alone, unprepared, or unsuspecting without drawing their unforgiving attentions. Rapists, madmen, and killers make up their kind; there is no room for the weak, merciful, or intellectual. Life in the wasteland is a terrible ordeal, and those that can't make it alone are often forced (whether by choice or otherwise) to join with these awful gangs to survive. Former merchants, community guardians, and others often find themselves forsaking their past principles to swim in the raider's world of violence, death, and savagery.

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

all persons in the blighted wastes of DARWIN'S WORLD.

Adventures: Raiders are tough individuals, tempered by a cruel life of heartless and mercenary blood shedding and crime. Many are outcasts, for whatever reasons; many more don't even care. Raiders regularly prowl the trade routes and backyards of wasteland communities, terrorizing, making opportunistic raids, or demanding tribute from those who cannot fight them off. Many are far worse, motivated by a mad leader or cruel philosophy of nihilism that leads them to murder indiscriminately.

Characteristics: The raider is a terror of the post-holocaust world without equal. While there may be more dangerous individual entities (such as certain mutant monsters), the raider embodies the pinnacle of strength and grit a human (or mutant human) can achieve. He often works in large numbers, kept cohesive through brutality and obscene punishment. It is this dreaded reputation that gives the raider his strengths and special abilities.

Alignment: Raiders range among the evil alignments with impunity. There are raiders motivated only by self-serving greed, and others who believe in a strict code of laws by which to rule their minions. Others care nothing for the world or their own survival, and seek only to bring cruelty and suffering to those who have shunned or abandoned them. Certainly no raider is of a "good" alignment!

Background: A raider's background is open to some variation, though most are brought into the

ranks either as ignorant volunteers (often subjected to horrible hazing rituals), or as captives and slaves. Some few are born into the ranks of the raider gang, but generally among larger communes where a stable supply of women can be maintained.

Races: Any, though human raiders are rare. Mutants make up the vast majority of raider gangs, though like humans, third generation mutants generally serve a community purpose or racial movement to dominate the world, and thus "raiding" is frowned upon.

GAME RULE INFORMATION

Raiders have the following game statistics.

Abilities: A raider's Strength score is certainly his most vital ability, giving him an edge over the weak and innocent of the world. Dexterity is also vital to a successful raider, as it dictates his ability as a marksman.

Alignment: Any evil.

Hit Die: d10.

Class Skills

The raider's class skills (and the key ability for each skill) are Craft (mechanics) (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Dex), Knowledge (vehicle operation) (Int), Ride (Dex), and Spot (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 4-2: THE RAIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Chains and chaps +1
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Boarding party
4	+4	+4	+1	+1	-
5	+5	+4	+1	+1	Bonus Feat
6	+6/+1	+5	+2	+2	-
7	+7/+2	+5	+2	+2	Slaver
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	-
10	+10/+5	+7	+3	+3	Bloodthirsty Cry, Chains and chaps +2
11	+11/+6/+1	+7	+3	+3	Bonus Feat
12	+12/+7/+2	+8	+4	+4	No survivors
13	+13/+8/+3	+8	+4	+4	-
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	-
16	+16/+11/+6/+1	+10	+5	+5	-
17	+17/+12/+7/+2	+10	+5	+5	Bonus Feat
18	+18/+13/+8/+3	+11	+6	+6	Terrifying presence
19	+19/+14/+9/+4	+11	+6	+6	-
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Chains and chaps +3

Class Features

All of the following are class features of the raider.

Weapon and Armor Proficiency: A raider is proficient with all simple and martial weapons, and light and medium armor.

Chains And Chaps: A raider's accouterments include all manner of chains, rusty locks, studs, and spikes. Any armor taken by a raider soon becomes adorned with the stuff, increasing its armor bonus by +1 while in his possession. This has no effect if a raider is stripped or caught unarmored. This bonus increases +1 every 10 levels.

Boarding Party: At 3rd level the raider can leap from one vehicle to another, even at high speeds. You gain a +4 competence bonus to Dex checks when attempting acrobatic maneuvers during boarding attempts.

Slaver: Raiders have the ability to make the most of subdual weapons to take prisoners or captives for slaves. Any weapon used by a raider of 7th level or higher is calculated with a x1.5 Strength bonus (if this is a weapon being used two-handed, the damage increases to *double*).

Bloodthirsty Cry: At 10th level, raider can make the most of his vicious appearance, scars, tattoos, and pierced body to threaten and frighten those of lesser abilities. As a partial action, the raider can generate a shout or fierce stare that causes up to 2d4 HD of intelligent creatures to flee in terror as if affected by a *cause fear* spell.

No Survivors: Raiders are ruthless against those who oppose them. At 12th level, if you deal a creature enough damage to make it drop, you gain an immediate, extra attack (melee or ranged) against another creature within your line of sight. This allows a skilled raider to clear a room or field of fire either through butchery in melee or mowing down all opposition, in a manner of minutes. It otherwise works as the *Cleave* feat.

Terrifying Presence: At 18th level, the raider is renowned as a killer, and the very sight of him wading through a battlefield is terrifying. Enemies within 30 ft of the raider suffer a –2 morale penalty on attack rolls and saving throws for as long as they remain within range. This is a constant effect.

Bonus Feats: At 2th level, the raider gets a bonus feat in addition to those feats he already gets for advancing in level. He also gets an

additional bonus feat at levels 5, 8, 11, 14, 17, 20. These bonus feats must be drawn from the following feats: Alertness, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency, "Feel" For Weapon, Gladiator, Marauder, Point Blank Shot (Far Shot), Run, Rip A Clip, Room-Broom, and Track.

SCAV

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

"Scav" is a derogatory term used widely throughout the wasteland of the Twisted Earth to refer to the misfits, outcasts, and mongrel wanderers of the desert and ruin. Scavs are "scavengers" in the truest sense, making do with the least amount of supplies for long periods, all by herself, exploring the ruins, deserts, and wilderness in search of the next "mother-lode" of lost goods or discarded junk. Many scavs are like old-time prospectors, following fantastic tales of Ancient storehouses lost in the sands, or forgotten cities untouched by the hand of time. More often than not, she is just a wormy little creature picking over the refuse of other communities or the dead bodies of raider-prey among the sands.

The scav is a shrewd opportunist, always picking her fights, watching her opponents from afar before ever getting herself involved. Life as a loner is not an easy one; no one survives by being a fool. Trust is a luxury that just doesn't exist anymore, and the scav certainly holds true to this belief. While she often describes herself as an adventurer and pioneer, a scav is also like a vulture – waiting and watching for the right opportunity to strike. Scavs are notorious for shadowing caravans or groups moving through the deserts or ruins, knowing full well the dangers the caravan faces. Once the bandits or mutants have attacked, the scav moves in to



take what she can before scampering off into the darkness.

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

Adventures: Scavs are true adventurers, always fascinated (or obsessed) with the pervasive rumors of lost cities of the Ancients,

legendary sources of water or corium, etc. She typically goes it alone, but sometimes admits an "apprentice" with her to teach the trade of junk-combing. Sometimes a scav will be reluctantly hired by merchants or other groups as a guide or scout as well, though such a relationship is temporary at best, as scavs are considered little better than vermin among the people of the Twisted Earth.

Characteristics: The scav has certain skills and special abilities that make her perfect as a loner and survivor in the wasteland of DARWIN'S WORLD. Capable of living on her own for extending periods without friends to call upon, she is unique among the sands for relying on no one but herself, avoiding danger where she can and taking advantage of any opportunity that passes her way. Her life of solitude as a junk-picker and ruin-wanderer provides her with enviable stealth and legerdemain as well.

Alignment: Scavs are almost universally neutrally-aligned, their outlook one of cold detachment. They are survivalists, pragmatic and realistic, without any notion of "better days" or compunction to ally with fledgling "societies". Most are just trying to survive and leave it at that, while others slip into more malevolent pursuits (such as ambushing travelers or weakened convoys on the trade routes).

Background: The typical scav was born and raised in this way of life, either orphaned as a child or abandoned later when things got rough. Some are outcasts of various communities, forced to feed on the garbage and refuse discarded by their former friends and neighbors.

Races: Scavs primarily exist on the outskirts of communities, and as such they can be of nearly any racial type. First generation mutants are common scavs, being the outcasts that they are, though human and second generation scavs are not unknown. Third generation mutants, however, are unlikely to be of this class since they generally operate as effective groups serving communities; they are seldom forced to live the lonely wandering lifestyle of the scav.

GAME RULE INFORMATION

Scavs have the following game statistics.

Abilities: Constitution is likely the most important asset of the scav, permitting her to operate for extended periods in overheated or over-radiated areas of ruin. She must be able to withstand thirst and hunger for a great deal of time between her few visits to civilized areas for

TABLE 4-3: THE SCAV

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Nature sense, Sneak attack +1d6
2	+1	+3	+3	+0	-
3	+2	+3	+3	+1	-
4	+3	+4	+4	+1	Radiation sense
5	+3	+4	+4	+1	Sneak attack +2d6
6	+4	+5	+5	+2	-
7	+5	+5	+5	+2	-
8	+6/+1	+6	+6	+2	Canny defense
9	+6/+1	+6	+6	+3	-
10	+7/+2	+7	+7	+3	Sneak attack +3d6
11	+8/+3	+7	+7	+3	-
12	+9/+4	+8	+8	+4	Feign death
13	+9/+4	+8	+8	+4	-
14	+10/+5	+9	+9	+4	-
15	+11/+6/+1	+9	+9	+5	Sneak attack +4d6
16	+12/+7/+2	+10	+10	+5	Shadow in the open
17	+12/+7/+2	+10	+10	+5	-
18	+13/+8/+3	+11	+11	+6	-
19	+14/+9/+4	+11	+11	+6	-
20	+15/+10/+5	+12	+12	+6	Sneak attack +5d6

re-supply. Dexterity (and the stealth it imparts) is ideal for slipping past marauding groups and bandits while out in the wasteland as well.

Alignment: Any neutral.

Hit Die: d8.

Class Skills

The scav's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Spot (Wis), Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the scav.

Weapon and Armor Proficiency: A scav is proficient with all simple weapons and light armor, but not shields. Ammunition is a rare commodity, and the scav would rather trade any guns found for food and water anyway. Wearing armor heavier than leather would impede her progress should she find herself forced to flee!

Nature Sense: Forced to live on her own, a scav knows what is good to eat and what is not. She can identify plants and animals with perfect accuracy. She can tell whether water is safe to drink or dangerous (polluted or poisoned).

Radiation Sense: A good scav knows where to look - and where to stay away. At 5th level the scav gains the ability to literally "sense" the presence of significantly harmful radiation (250+ Rad). This is not so much a physical sense like hearing or seeing, but rather an ability to notice a lack of life in area, a sickness in vegetation, a subtle ionizing glow not noticed by others, etc. This ability is constantly in effect.

Canny Defense: A scav is best off when unencumbered and unarmored, able to dodge and flee most every situation she finds herself in. When wearing no or light armor, scavs add their Wisdom bonus (if any) to their Dexterity bonus to modify Armor Class. If a scav is caught flat-footed or otherwise denied her Dexterity bonus, she loses this bonus also.

Sneak Attack: The Scav is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such he receives a damage bonus when sneak attacking with a melee weapon (or ranged weapon, so long as the enemy is within 30 feet).

This ability is effectively the same as the Rogue's sneak attack ability.

Feign Death: 12th level, a scav is able to pass for just another dead body - particular useful in avoiding dangerous combats or encounters while out in the wild. A scav using this ability is indistinguishable from a dead body; the effect lasts 10 rounds per level of the scav.

Shadow In The Open: A scav of 16th level or greater gains the ability to literally blend in with her surroundings, making her able to hide even

in plain sight (provided she does not move). In addition, a scav gains a +2 bonus to Hide and Move Silently rolls when moving through desert, trash, or ruined terrain.

THINKER

The darkness suddenly came alive with the sputtering of a bright spark inside a dusty old sphere. Deep in some dark cellar, a figure in moldy clothes worked feverishly in the dying light to finish the repairs on the grease-caked firearm in his care. Cracked glasses slipped down his sleek nose as he worked with screwdriver and file, oblivious to the shouts of the defenders above and the roaring engines of raiders already in the compound. A battle was raging outside, but he worked unrelenting in his task to repair this gun. Once he was done he'd hand it over to the village champion, in whose hands it would prove devastating against the enemy. His way was the quiet way, out of danger, but integral to the survival of his people.

The thinker class embodies those frail few who somehow cling to survival despite the tremendous odds stacked against them in this brutal world. Raiders roam the deserts in dusty fleets of cars and cycles; scavengers with sniper rifles wait for any opportunity to take out the unwary for their next payday. Guardians are looked up to as champions of the people, protectors of the community, and enforcers of the world's rough law. But the thinker, though often overlooked or relegated to some musty basement workshop, keeps the dream alive.

Thinkers are contemplatives and intellectuals. They are craftsmen, inventors, and tinkers. They are the seldom-seen but secretly prized asset of all thriving communities; they repair the cars, weapons, and faulty gizmos of their tribe. They keep the lights shining at night, and the water derricks pumping by day. They design the fortifications that keep the rogue bandits and thieving scavengers out, and the organization of armies and battles. Though some thinkers are just men and women who were born into a trade or craft, others are of a truer breed of intellectual, well-versed in the literature of the Ancients and knowledgeable of their legendary technology and wonders.

Adventures: Thinkers do not generally make the best adventurers, but there are some rare exceptions. Some communities, once shattered

by raider attack or destroyed through their own degeneration, often spawn new settlements and new dreams through the seed of hope carried by their more intelligent members – thinkers. In other cases, the thinker may simply be an outsider who has survived on his own through his wits and wisdom (like a hermit or recluse).

Characteristics: The thinker receives some of the more advanced skills available in DARWIN'S WORLD; they are, after all, the craftsmen, tinkers, scientists, and (if possible) aristocrats of post-holocaust society.

Alignment: Thinkers can be of virtually any alignment. There are those slack-jawed tinkers and craftsmen who care little of the world's events, neutral in alignment and outlook on life. There are those that know of the Ancient ways and customs, and who advocate law among their people. There are those who use their superior intellect to dominate their fellow man, and rise to become tyrannical overlords or criminals.

Background: A thinker was most likely the product of a sheltered childhood, raised from youth by some loving parent or grandparent and carefully instructed in the ways of a craft, knowledge, or profession. Generally the parent sought to preserve traditional ways and means of surviving in their offspring, and also to ensure that the thinker (often a frail or insignificant youth) would have a place in society upon reaching maturity. A thinker has an ingrained sense of intelligence and worth, though often he is seen as little more than a pawn or "object" by those who lack his talent, viewing him as little more than a tool for providing a service.

Races: Any. Humans produce an inordinate amount of thinkers, primarily due to the vast knowledge they alone are privy to. Among mutant races, thinkers are rare, and often are considered to be priceless "commodities" not unlike women, to be hoarded as trade items, or kept alive to keep a community going.

GAME RULE INFORMATION

Thinkers have the following game statistics.

Abilities: Intelligence and Wisdom are by the most important aspects of a thinker's make-up, for these dictate success with skills.

Alignment: Any. Good thinkers persist as repairmen, mechanics, and inventors among those communities who treat them with proper respect. Neutral thinkers find a niche in otherwise rowdy towns and communities where their skill will ensure their survival and

protection. Evil thinkers sometimes use their intelligence to awe their peers into submission, using them as lackeys and minions to see his plans to fruition. Similar variables make law and chaotic behavior equally open to thinker characters.

Hit Die: d4.

Class Skills

The thinker's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (any) (Int), Open Lock (Dex), and Profession (any) (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the thinker.

Weapon and Armor Proficiency: A thinker is proficient with all simple weapons, but not armor or shields. A thinker is usually considered too valuable by his people to endanger by throwing into the front lines, so he lacks skill in fighting.

Exotic Weapon Proficiency: The thinker is assumed to gravitate towards the use of the most effective and advanced weapon (or weapons) she can find, salvage, and fix. As such she gains an Exotic Weapon Proficiency of her choice as a free feat at 6th, 12th, and 18th levels.

Free Skill Focus: At 1st level the thinker receives a free Skill Focus in any one skill; typically these are restricted to Craft, Knowledge, and Profession skills, but other skills may be open at the game referee's discretion (for instance, Disable Device or Open Lock for a character raised as a locksmith). He gets an additional free skill focus at certain levels thereafter as a result of ongoing study and experiences.

Knowledge: The thinker has read many books and perused lots of magazines thought useless by their more practical peers. He also has an ear to rumor and goings-on where others do not. This translates in a general "lore" ability that acts just like bardic knowledge (see the Core Rules).

Bonus Languages: A thinker may substitute Ancient or Gutter Talk for one the bonus languages available to the character because of her background, since many bits of Arcanum (instructive texts, repair manuals, etc) are written in this most venerable tongue.

Dirty Fighter: Since the thinker usually can't hold his own in a stand-up fight, he survives by resorting to dirty tricks. At 5th level, by making his attack a full-round action, the thinker can increase his damage in melee combat (melee only) by an additional +1d4.

Inspire Skill: At 8th level, the thinker can direct and guide another's actions by talking him through it. This acts much like a bard's *Inspire Competence* ability in respect to range and limitations, but the competence bonus applies to any skill the thinker has in his arsenal. For instance, a thinker is trapped behind a forcefield

TABLE 3-4: THE THINKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Skill focus
2	+1	+0	+3	+0	Knowledge
3	+1	+1	+3	+1	-
4	+2	+1	+4	+1	-
5	+2	+1	+4	+1	Dirty fighter, Skill focus
6	+3	+2	+5	+2	Exotic weapon proficiency
7	+3	+2	+5	+2	-
8	+4	+2	+6	+2	Inspire Skill
9	+4	+3	+6	+3	Identify, Secret lore
10	+5	+3	+7	+3	Confusing tirade, Skill focus
11	+5	+3	+7	+3	-
12	+6/+1	+4	+8	+4	Exotic weapon proficiency
13	+6/+1	+4	+8	+4	-
14	+7/+2	+4	+9	+4	-
15	+7/+2	+5	+9	+5	Protected by code, Skill focus
16	+8/+3	+5	+10	+5	-
17	+8/+3	+6	+10	+5	-
18	+9/+4	+6	+11	+6	Exotic weapon proficiency
19	+9/+4	+6	+11	+6	-
20	+10/+5	+6	+12	+6	Skill focus

and he's trying to guide a companion through the process of deactivating it. The thinker can lend half of his current rank as a competence bonus for that one character to use. Therefore, if he had 8 ranks in Craft (electrician), the scav he was inspiring would have a +4 bonus for the purposes of making his check.

Identify: Lots of things pass through a thinker's hands, and he hears about a lot more. At 9th level the thinker can identify any item he sees and handles. He can determine if it is damaged or malfunctioning, and discern its purpose and use.

Secret Lore: At 9th level, the Thinker may purchase class-exclusive skills as cross-class skills.

Confusing Tirade: This is an extraordinary ability that allows the thinker to display his advanced learning or knowledge over potential adversaries. At 10th level, by entering into a tirade of vibrant Shakespearean prose, or babbling threats in eloquent terminology (i.e. million-dollar words), the thinker is able to shake-up would be attackers. This results in a -2 morale bonus to saving throws to all within earshot of the thinker when the ability is in use. Alternatively, the tinker can use this to provide a +2 competence bonus to all Diplomacy and Perform checks. Using this ability is a free action.

Protected By The Code: At 15th level the thinker is clearly distinguishable from others by his attitude, bearing, and speech, even in combat. Enemies will not attack the thinker unless they absolutely have to, instead hoping to remove all his allies and force him to surrender. In effect, enemies will always target a thinker *last* in combat (unless, of course, the thinker is most certainly the greatest threat to their chances of success; for instance, if the thinker has a bodyguard of spear-toting guardians, with him sitting back with a flamethrower scorching all-comers). Enemies will also refrain from using area-effect weapons that might otherwise kill the thinker due to radius. If an enemy has a subdual weapon, however, they may attack the thinker at any time during a combat, even over other choices.

TRADER

Underneath the blinding light of the noon sun, crowds gather to shout and jeer. Sand from the

desert has died down somewhat as the next lot of goods are brought to the fore for the customer's perusal. A few women dressed in tattered rags and bound by old clunky chains, demure at the sight of the grubby, filthy, and excited onlookers. As the crowd rushes forward, a figure only grins and motions with a finger for his guards to hold back the masses. Turning to address his captive audience, the trader starts the bidding...

Many communities in the deserts, plains, and urban ruins are not based on race, specific mutation strain, color, etc. but instead rely on the diversity of strangers for survival. These communities are mercantile communities, centers of ruthless capitalism where all things can be had - for a price. These places are usually dark pits of corruption, run by ruthless overlords, policed by a ruthless security force, and home to all manner of vices and crimes. Slave pits are a common feature of trade settlements; it is a well-known fact that many loners in the desert are captured and thrown into the gladiatorial pits for the amusement of passing merchants and the city's groveling poor. Such places, though promising in their offering of all manner of goods for sale, are often a danger in themselves.

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

Those merchants that do form their own trade cartels, or join groups already in place as major organizations, generally come up with or conform to a code. It is this "code" that makes commerce in this rugged world possible; without trust, trade cannot exist. In a world of raiders, double-crossing locals, and predatory scavcs, this code is all that separates the trader from the scummy roadside peddler.

- When a young aspirant joins a merchant house, he gives up any former community, loyalties, and ties.
- He swears an oath of allegiance to the house and, usually, its master.
- He swears to adhere to the merchant house's rules in all situations.
- He will seek to bring benefit and profit to the house above all things.
- The good of the house becomes paramount in all matters.
- The aspirant may never, ever, bring about a negative opinion (through cheating, stealing, or making a bad name for the house) of the house to any community, region, or people.

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

Adventures: Most starting traders are just that – starting off. A visionary opportunist, a fledgling capitalist, the early trader seeks to emulate the mighty trade cartels of the wasteland, someday to start his own House and mercantile empire. Whether its dollar-signs swimming in his eyes, or a more virtuous motivation to be a tool in the communication of ideas and history, the trader is certainly an "adventurer" in name and deed.

Characteristics: The trader's main strengths lie in his ability to weasel his way out of trouble; whether this applies to getting a good price or slipping out of a bandit-king's prison, it's all the same to the trader. A trader is a valuable addition to any group because he knows how to find information and goods, as well as get a good price for all manner of artifacts scavenged from the deserts and ruins.

Alignment: Traders more often than not adhere to strict neutral alignments, though lawful leanings are certainly prevalent among the larger Houses. There are many traders, however, that instead seek to cheat their clientele from one village to the next for their own ill-gotten profit, and thus evil is also an option. Few are openly "good" in nature, the idea of a charitable merchant being utterly alien to such a harsh and unforgiving world.

Background: Many are born into the ranks of trader life, especially among the major trade organizations of the world – the Clean Water

Clans, the Cartel, and the Far Traders. Those who show an aptitude for learning are often brought up to take their fathers' place as peddlers of goods (those with little wit become guardians to protect the caravans and House's warehouses in civilized areas), or sent out on long voyages over the dunes to explore for new markets or secure trade alliances across the known world.

Races: Traders, rather interestingly, usually come from second generation mutant stock. Humans and third generation mutant groups are almost universally too aggressive, expansionistic, or violent to make trustworthy traders; first generation mutants generally hold closer to the scavenger lifestyle than the organized merchant.

GAME RULE INFORMATION

Traders have the following game statistics.

Abilities: The single-most important ability for the trader is Charisma, which is paramount to his skill as a merchant and go-between for various communities. Wandering the wasteland is not an easy life, but the trader relies on his speech and manner to make his way safely on the established trade routes. Of secondary importance is Intelligence, which helps in his efforts to appraise objects of value for their true worth to him and the customer.

Alignment: Any, though traders tend to lean towards neutral alignments.

Hit Die: d6.

Class Skills

The trader's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (any) (-), Spot (Wis), Wilderness Lore (Wis).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the trader.

Weapon and Armor Proficiency: A trader is proficient with all simple and martial weapons, as well as light and medium armor and shields. Though they prefer to live peacefully and respect

the territory of others, the trader inevitably must, at some point, take up arms to defend himself and his merchandise. A knowledge of weapons, including firearms, is thus essential.

Bonus Languages: A trader *must* substitute Trade for one the bonus languages available to the character because of her background, since Trade is the common language of all merchants in the wasteland - it permits discussions of profit and price-gouging in the open, even in the face of potential customers, without fear of retribution!

Bonus Feat: At 1st level, the trader gets a bonus feat in addition to those feats she already gets for her race. This single bonus feat must be drawn from the following list: *Liked By All*, *Silver Tongue*, and *Vulture*.

Protector: The Trader fights like a cornered rat when his precious belongings and trade goods are threatened. A Trader receives a +2 morale bonus to attack rolls when fighting to defend a caravan, storehouse, treasure hoard, or other source of monetary value that is "his". This does not apply to the defense of items personally carried by the Trader, or the items of party members, but only trade goods, excess artifacts marked for sale, etc. To retain this bonus, the Trader must remain with 30 feet of the goods he is defending at all times.

Spit Polish: At 2nd level, a trader knows how to make things look spiffy, to make the best impression. He receives a +2 to morale bonus to Bluff, Diplomacy, and Forgery skill checks.

Ear To The Ground: At 3rd level a trader's ear is always to the ground, listening for rumors of

new markets, supplies, and demands throughout the wasteland. A trader receives a +4 competence bonus to all Gather Information checks, and +2 to all Appraise checks.

Money Talks: At 4th level, the Trader can spend some of his money (or equivalent in bartered goods) to ease NPC relations. For every 100 cp spent on a bribe or "gift", the Trader may increase his result when determining attitudes by +1 (see page 149 of the DMG for details on NPC Attitudes), to a maximum of +10. In certain circumstances (at the GM's option), this ability can be used to provide a bonus to Diplomacy and Gather Information skill rolls (also to a maximum of +10).

Read The Signs: At 12th level, a trader knows how to read the signs of the desert - Trade-language markers and Unislang graffiti, tracks in the sand, the eerie silence, etc. Whenever a trader stumbles onto an encounter on any established trade route (but not uninhabited wilderness or off the beaten path locales), she receives a +4 competence bonus to Initiative on the first round, as she was suspecting danger all along.

Going Once, Going Twice: By making a successful Bluff check, the trader character can sell items at much greater cost than their actual worth, usually through auction or sheer bravado. The maximum amount an item will sell for at level 5 is x1.5, at level 10 x2, at level 20 x3. For example, a character using this ability attempts to sell an item worth 20,000 cp. At fifth level of ability he would get a price no less than 30,000 cp for the item; at 10th level, 40,000, and at

TABLE 4-5: THE TRADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus feat, Protector
2	+1	+0	+0	+3	Spit polish
3	+2	+1	+1	+3	Ear to the ground
4	+3	+1	+1	+4	Money Talks
5	+3	+1	+1	+4	Going once, x1.5
6	+4	+2	+2	+5	-
7	+5	+2	+2	+5	-
8	+6/+1	+2	+2	+6	-
9	+6/+1	+3	+3	+6	-
10	+7/+2	+3	+3	+7	Going once, x2, Sucker every minute
11	+8/+3	+3	+3	+7	-
12	+9/+4	+4	+4	+8	Read the signs
13	+9/+4	+4	+4	+8	-
14	+10/+5	+4	+4	+9	-
15	+11/+6/+1	+5	+5	+9	Leadership
16	+12/+7/+2	+5	+5	+10	-
17	+12/+7/+2	+6	+6	+10	-
18	+13/+8/+3	+6	+6	+11	Professional Courtesy
19	+14/+9/+4	+6	+6	+11	-
20	+15/+10/+5	+6	+6	+12	Going once, x3

maximum level, his showmanship would lure bidders of up to 60,000 cp for the normally 20,000 cp item! Note, however, that the DC of the check rises with the possible profit; DC 15 for x1.5, DC 20 for x2, and DC 30 for x3.

Sucker Born Every Minute: Among primitive, backwards, or feral communities, your showmanship and style always impresses the locals. A trader of 10th level or greater can always manage to sell something in a tribal village for far more than it's worth. Examples include beads, brass trinkets, or even discarded junk – but the money (or bartered goods) gained from such a trade is always out of sight. Once per visit to such a community a trader will always generate a small sum of 100-400 cp.

Leadership: Upon reaching 15th level, a Trader with a Cha score of 15+ is assumed to have drawn mercenaries and loyal followers to his employ. He automatically gains the Leadership feat for free.

Professional Courtesy: By 18th level the Trader is recognized as a standing member of his merchant house, and can petition peers (even neutral ones, or those from rival houses) to oversee any case or judgment concerning him, instead of local authorities, automatically. This can only be done in a civilized or semi-civilized settlement that has at least one merchant house represented. Trials overseen by merchant houses, even bitter enemies, usually result in a fine instead of corporal punishment or imprisonment (though the actual amount must be set by the GM, depending on the crime committed), to protect "their own". A Trader can thus use this ability to avoid suffering more serious punishments by appealing to his merchant peers, and instead paying a fine.

PRESTIGE CLASSES

Prestige classes are handled identically as in the d20 system, but new and unique prestige classes have been added to more suit this setting. Prestige classes are fully detailed in the DARWIN'S WORLD *Denizens of the Twisted Earth* and other supplements.

PART V: SKILLS

Skills in DARWIN'S WORLD include those in the SRD, with some modification (and clarification). The skills *Alchemy*, *Knowledge (arcana)*, *Knowledge (religion)*, and *Scry* do not exist in DARWIN'S WORLD.

Animal Empathy
Balance
Bluff
Climb
Concentration
Craft
Decipher Script
Diplomacy
Disable Device
Disguise
Escape Artist
Forgery
Gather Information
Handle Animal
Heal
Hide
Innuendo
Intimidate
Intuit Direction
Jump
Knowledge (nature)
Appraise
Listen
Move Silently
Open Locks
Perform
Pick Pocket
Profession
Read Lips
Ride
Search
Sense Motive
Speak Language
Spot
Swim
Tumble
Use Rope
Wilderness Lore

In addition to the basic skills, DARWIN'S WORLD introduces variants on a small number of skills that are unique to this setting. These include *Craft*, *Knowledge*, and *Speak Language*. Clarifications follow:

**OGC: This entire section is OGC with the exception of the words designated as product identity*

CRAFT

There are a number of crafts unique to the post-apocalyptic setting of DARWIN'S WORLD. These should be added to those already existing, and complemented by any others players think appropriate to the setting. The following are just a few common examples:

Cybernetics. A character with this knowledge understands complex gyro stabilized cybernetic prosthetics (see *Cybernetics and Prosthetics*),

and their relationship to living flesh, muscle, and neural input. With this skill a character can install and repair advanced cybernetic replacements (though manufacturing such a limb would be difficult; the use of *Electrician*, *Technology*, and *Medicine* would also likely be required).

Electrician. This skill allows the character a working knowledge of electrical systems, allowing him to not only operate basic electronics and utilitarian electronic items (calculators, electrical wiring, etc), but also meddle with or repair them

(to some extent). The character may use this skill in place of Disable Device or Knowledge (computers) when trying to bypass computerized security circuits, but usually with a hefty penalty (up to double that needed to open the lock normally). This skill is also required for the repair of any kind of powered armor, electronic or computerized weapons, and devices with circuits, power connections, etc.

Tinker. This skill allows the character to improvise new weapon systems from existing ones. For example, a character with this skill could ingeniously mount a flamethrower in a turret on top of a car, a small crossbow on a gauntlet, etc. This skill does not allow a character to modify the weapons themselves, only their mounting. The game's arbitrator should actively work with the player using this skill to determine what can and cannot be feasibly made using this skill.

Mechanics. This skill allows the character knowledge of mechanical operations. This includes a perceptive ability to figure out how, why, and for what reason a machine was built (and also how it works), the proper use of most mechanical tools, and the basic maintenance/repair of most machines and vehicles. The actual type of machine the character can repair does not need to be specified, as a general knowledge of mechanics is assumed. However, a referee may require that a character explain where he got this knowledge (working as a mechanic for a motorcycle road gang, for instance), and thus moving on to larger or alien machinery will require a certain period (in hours or days) for the character to get adjusted to the new mechanical system.

Robotics. This is the knowledge of robots and their parts. In addition to allowing a character to recognize and categorize a robot on sight (with a successful check, of course, modified if the robot is "concealed" by false flesh or organic exterior), the character understands the various parts of the robot, and will know how to extract, repair, or locate given parts - power source, internally-stored weapons, etc.

Technician. This generic skill is used to signify that the character has had years of experience in the operation, maintenance, and repair of large-scale machinery, though the actual type can vary tremendously. Examples of individual Technician-type skills include *Nuclear Technician* (the character has some knowledge or skill useful in the operation of a nuclear power plant), *Factory Technician* (operation of factory machinery), etc. Like the skill *Craft*, this gives an idea as to the usefulness of the character to a given community, but may conceivably have other uses at the referee's discretion.

Weaponsmithing. This precious skill (one which few possess in the wasteland) allows the character to repair and maintain certain types of weapon. This allows the character to repair even broken weapons given the right time and equipment (consider these requirements when any attempt to repair a broken or junked weapon is undertaken).

KNOWLEDGE

Like crafts, there are some knowledge skills that exist in this post-holocaust setting that exist nowhere else. The following are the more advanced knowledges of DARWIN'S WORLD:

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

Computers. This skill, possessed only by advanced communities with some access to old technology, allows the character to operate and maintain computers. The use of this skill will depend on the program being run by the computer; the referee determines (or, in the case of a pre-generated module, it will be described fully what this skill will do for the character) what successful use of a given computer will achieve (if anything at all).

Genetics. This assumes a knowledge of genetics, including the effects of radiation on living tissue, the projected progression of mutations in a mutant strain, the dangers of various medicines/drugs/chemicals on mutants of varying generations, etc.

Medicine. This skill allows a character a working knowledge of most medical procedures. In specific, the administering of the medicine of the Ancients properly (i.e. shots, sprays, pills). Without this skill, a character would not know how to use certain medical devices or implements (see *Good Juju*).

Pharmacy. This skill allows a character a knowledge of drugs, chemicals, and medicines. A successful check will allow the character (even if he cannot read) to identify any chemical substance through observation and minute experimentation - this includes not only the name of the chemical/drug, but also its purpose and effect on most known races. A character with this skill can also identify poison with a check, as well as concoct basic toxins.

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

Pathology. This skill allows the character a knowledge (either cultivated after years of life in the wasteland, or through advanced studies if from a more advanced culture) of the various hideous diseases and plagues of DARWIN'S WORLD ... the Ancient's only real legacy that is still "experienced" as they meant it to be. A character with this skill, with a successful check, can identify the early symptoms, and post-mortem identifying marks, of diseases and poisons. This allows the character to locate (and avoid) areas of contamination, or possible carriers of a given contagion.

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

Vehicle Operations. This skill allows the character to operate (drive or pilot) powered vehicles. This covers all forms of inanimate and inorganic vessels (motorcycles, cars, trucks, aircraft, boats). The actual type of vehicle the character can operate does not need to be specified. However, the game's referee may require that a character explain where he got this knowledge (driving cars, for instance), and thus moving on to larger or more advanced vehicle types will require a week or so for the character to get adjusted to the new mechanical system.

SPEAK LANGUAGE

This skill is generally unchanged, though the actual languages of DARWIN'S WORLD should be addressed. In general, Speak Language covers a general literary competency, allowing a character a working knowledge of how to read, write, and understand the written messages and documents of one or more languages used in DARWIN'S WORLD. So many years after the fall of civilization, a number of offshoot dialects and entirely new languages have sprung up in the world. The most common languages employed include:

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

Arcanum, markings, etc. left by the Ancients in their numerous ruins.

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

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

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

Computer. Computer is actually its own language. A character with this "tongue" can understand the strings of code used by computers, computer programs, robots, etc. This allows a character to analyze a program for errors or loopholes, or to potentially rewrite them to perform differently, or even write his own for whatever purposes. The use of this language is very rare and very advanced, requiring the skill Knowledge (computers) to use most effectively (note that the former skill allows operation and understanding the hardware of the computer,

while the language - of the same name - is how to program and manipulate them).

A LEXICON OF SELECTED UNISLANG TERMINOLOGY

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

Amazons - female raiders or xenophobes who either hate men or fear them
Ancients - the mythical and deified inhabitants of Earth before the Fall
Blue Heaven - a term referring to the Moon, which is blue (terraformed with oceans a long time ago)
Breeder - anyone (male or female) capable of breeding
Brethren - militant mutants or cultists who seek to destroy all remnants of the past
Broken Ones - mutants, specifically those with physical deformities
Bronze - someone bringing law and order to the wasteland; usually a law-enforcing member of a community but sometimes a solitary wanderer with a self-styled "vision"
Corium - melted graphite, uranium fuel, and metal from a nuclear core meltdown; often hangs like stalactites in the melted core chamber; valued in the wastes because it is often used as "money"
Domes - biodomes, legendary sealed environment shelters where pure strain humans are said to hide
Freak - a mutant with mental powers
Furniture - a woman
Gangers - sometimes raiders, but more often just loose "gangs" in the urban ruins
Ghoul - any cannibalistic mutant or creature
Graveyard - a ruined city of the Ancients
Grub - a child or something to eat
Gutter Talk - the language of those who have tried to preserve the language and customs of the Ancients, but who have fell short in one way or another
Lost, The - mutants
Mech - a person who knows how to fix machines
Meds - any kind of medicine, though usually used to refer to narcotics
Mink - a particularly beautiful but deadly female
Mutants - any mutated being
Necropolis - a ruined city
Phantom - a loner or wanderer who does good for the common people
Psionic - a mutant with mind powers
Purist - non-mutants, those of original human stock, usually xenophobic but sometimes tyrannical and racist
Raiders - any kind of brigand, bandit, or highway road gang
Razors - particularly vicious or malevolent gangers
Retard - disdainful term for a mutant with mental powers
Ruin - a ruined city
Sandwalker - a wandering storyteller; usually a merchant or trader (but not always)
Scag - wasteland scum; typically raiders or community outcasts
Scav - a wanderer who lives by scavenging; usually a killer and thief
Stick - a gun, especially a rifle
Terminals - mutants, specifically mutants who are unintelligent or cannibalistic
Toilet Paper - disdainful term for the paper money of the Ancients
Trade - a language used by merchants, full of secret codes and pictograms
Trash - a ganger, bandit, or loner with poor potential and little value
Tribal - a member of any primitive or savage tribe
Twisted Earth - a common nickname for the planet
Ultraviolence - violent acts, usually undertaken for "fun" by miscreants and gangers
Unislang - the universal language used to communicate in DARWIN'S WORLD
Vault - a hidden shelter for Ancients; also a term for a great cache or trove
Wildcat - an insane or particularly feisty female
Xenophobes - communities of people who shun the outside world, for whatever reason
Yellow Eye - a generic term used to refer to mutants

* This table is not OGL

PART VI: FEATS

*OGC: This entire section is OGC with the exception of the words designated as product identity

DARWIN'S WORLD is not a world without its heroes and exceptional villains, and feats are part of what make characters (player and monster alike) memorable and challenging. The basic feats are largely represented unchanged in DARWIN'S WORLD, though some have obviously been omitted. A few new feats, unique to the desperate peoples of the Twisted Earth, are given consideration below.

Feats in *italics* are new to DARWIN'S WORLD, or are otherwise touched upon below. Keep in mind that *Combat Casting*, *Spell Focus*, *Spell Penetration*, most *Item Creation* feats, and *Metamagic* feats do not exist in DARWIN'S WORLD!

Note that certain feats not presented in the Core Rules might (with all players' consent) transfer into the setting of DARWIN'S WORLD; examples include *Artist*, *Blooded*, *Bullheaded*, *Cosmopolitan* (for someone hailing from a bustling community like the City of Styx), *Discipline* (the Brotherhood of Radiation), *Education*, *Horse Nomad* (Amazons), *Merchantile Background*, *Militia* (any Warrior-type), *Resist Poison*, *Saddleback*, *Silver Palm*, *Smooth Talk*, *Stealthy*, *Street Smart*, *Survivor*, and *Thug*.

BREW POTION (Item Creation)

In DARWIN'S WORLD, this feat permits a character to concoct healing drugs and juju from herbs, weeds, and other natural "chems".

Benefit: You can concoct potions to heal, treat poison, and alleviate

radiation sickness, given the proper time and expenditure of coin in ingredients. See *Good Juju* for the forms of primitive medicine capable of being produced with this feat. The actual process for making a potion (costs and time) are as presented in the Core Rules, but note that there is no XP cost for their creation in DARWIN'S WORLD.

Note: Brew Potion is used to make primitive concoctions (those presented here in the basic core rules), not the advanced drugs of the Ancients covered elsewhere. These latter are meant to be hard-to-find artifacts and prizes.

CONCUBINE (General)

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

Prerequisite: Cha 13+

Benefit: You gain a +4 bonus to all Perform checks.

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

EXOTIC WEAPON PROFICIENCY (General)

Exotic Weapons in DARWIN'S WORLD include all advanced and futuristic weapons, such as plasma rifles, atom guns, ion rays, etc. A character must take a feat to become proficient in any of these

Alertness
Ambidexterity
Armor Proficiencies (All)
Blind-Fight
Brew Potion
Combat Reflexes
Concubine
Dodge (Mobility, Spring Attack)
Endurance
Exotic Weapon Proficiency
Expertise (Improved Disarm, Improved Trip, Whirlwind Attack)
"Feel" For Weapon
Fertile/Potent
Forsaken
Gladiator
Great Fortitude
Home School'd
Improved Critical
Improved Hit Dice
Improved Initiative
Improved Unarmed Strike (Deflect Arrows, Stunning Fist)
Iron Will
Juju Man
Leadership
Lightning Reflexes
Liked By All
Marauder
Martial Weapon Proficiency
Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge)
Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run)
Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave)
Quick Draw
Rip A Clip
Road Warrior
Room-Broom
Run
SandWalker
Shield Proficiency
Silver Tongue
Simple Weapon Proficiency
Skill Focus
Super-Charismatic
Toughness
Track
Troglodyte
Two-Weapon Fighting (Improved Two-Weapon Fighting)
Vulture
Weapon Finesse
Weapon Focus
Weapons Specialization

weapons, unless his background gives him this proficiency freely.

"FEEL" FOR WEAPON (General)

Either from practice as a child with a firearm, or having come from a community of hunters, or simply from having a knack at weapons, the character has gained a "feel" for his weapon.

Benefit: Choose one weapon when this feat is gained. This must be a specific, special weapon (for instance, not just any laser rifle, but the rifle you grew up with). From here on out you receive a +2 to-hit bonus with this weapon.

Note: This feat is indeed a good companion to Weapon Focus, but unlike the latter, it applies only to a specific weapon. Not just automatic rifles, for instance, but a SPECIFIC automatic rifle you've come to know and love, customize and become a part of. If that unique weapon is broken or lost, the Feel For Weapon bonus cannot be applied to a new weapon

FERTILE/POTENT (General)

Yes, being fertile is a notable advantage in DARWIN'S WORLD. In a world ravaged by radiation bombs, nuclear wastelands, and chemical pollutants that scoured every inch of atmosphere and landscape, very few beings remain fertile - those that are fertile (or potent, as the case may be) are rarities, almost "god-like" for the fact that they can breed and carry on the species.

Benefit: If your character doesn't have this feat, he (or she) can never have children.

Special: You may only take this feat as a 1st level character.

FORSAKEN (General)

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

Prerequisite: Characters of a Feral background only.

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

Special: You can only take this feat as a 1st level character.

GLADIATOR (General)

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

Prerequisite: Wis 13+, Alertness.

Benefit: When fighting an opponent in medium or heavy armor, the armor bonus to AC from any armor worn by your opponent is reduced by 2 (for your attacks only).

HOME-SCHOOL'D (General)

This feat can generally only be had by those characters from more advanced communities (shelters, biodomes, etc), as it assumes the character is possessed of a priceless gift - an education.

Prerequisite: Int 13+

Benefit: All Knowledge skills are class skills. In addition, one Knowledge skill of your choice receives a permanent +2 bonus.

Special: You may only take this feat as a 1st level character.

IMPROVED HIT DICE (General)

The character is particularly tough for members of his class.

Prerequisite: Con 15+

Benefit: Your hit dice increases by one step. D4 becomes d6, d6 becomes d8, d8 becomes d10, and d10 becomes d12 (maximum).

Special: This feat may not be taken multiple times. Hit points should not be re-calculated whenever this feat is taken.

JUJU MAN (General)

The character seems to react to medicines really well.

Prerequisite: Con 18+.

Benefit: You never have to roll for Incompatibility with medicines, regardless of your race.

Special: You may only take this feat as a 1st level character.

LIKED BY ALL (General)

The character has a charisma that invokes a positive reaction from all who come into contact with him, whether poor unfortunate wanderers or hardened desert raiders - no matter the case, strangers find something in the character that makes them smile.

Prerequisite: Cha 13+.

Benefit: NPC reactions will always be at least *Friendly* on first contact, regardless of the NPC's normal disposition (though the character may earn a negative response with further relations).

Special: You may only take this feat as a 1st level character.

MARAUDER (General)

The character is proceeded by a reputation that chills those he meets - and keeps the riff-raff in line. The character (whether deserved or not) is portrayed as a killer, a madman, and is widely feared.

Prerequisite: Level 5+.

Benefit: You can inspire *fear* (no save allowed) in those you personally meet if you so wish, so long as their level is not more than ½ yours. This results in a -2 morale penalty on saving throws, and causes them to flee, with a 50% chance of dropping what they are holding.

MARTIAL WEAPON PROFICIENCY (General)

In DARWIN'S WORLD, "martial" weapons are modern-era firearms. A character with this feat is proficient in one or more specific Martial Weapons (automatic pistol, automatic rifle, etc). This otherwise works as the feat described in the basic rules.

RIP A CLIP (General)

The character can discharge a full clip of ammo in seconds.

Benefit: This acts just like *Cleave*, except that it works with ranged automatic or rapid-fire firearms (not bows, crossbows, or other primitive weapons, however).

Special: This feat can be bought more than once. If bought a second time, it has the effects of *Great Cleave*.

ROAD WARRIOR (General)

You were born and raised in the back of a souped-up, gas-hogging, armor-plated pickup truck with a machinegun on the roof. It's no wonder you're more at home in the car than on your feet.

Benefit: Normally, vehicle-mounted combatants suffer the same penalty with ranged weapons as if on horseback (-4 if moving a double move, -8 at full speed). With this feat, the modifier is reduced to -2 / -4.

ROOM-BROOM (General)

You excel at firing guns in close quarters.

Benefit: A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

SANDWALKER (General)

You've been to the far corners of the Twisted Earth and seen it all. With this comes a basic knowledge of the world's burgeoning cultures, towns, and settlements, and how to fit in (or at least not stand out) wherever you go.

Prerequisite: Level 10+.

Benefit: You may make a Wis check whenever you come to a new town, village, or other settlement. Success indicates you know a little something of the people, customs, superstitions, ruling class, and laws. The DC is determined by the GM, but a general rule might be as follows: obscure village (DC 22), typical town (DC 18), city (DC 14), or famed trade nexus/settlement (DC 12).

SILVER TONGUE (General)

The character has developed a knack when it comes to convincing others the value of his basic trade goods.

Prerequisite: Cha 13+.

Benefit: When trading, you can purchase items for 90% value; when selling, you will receive 110% actual price.

Special: This can be combined with a trader's Going Once, Going Twice ability for increased effect.

SIMPLE WEAPON PROFICIENCY (General)

This works just like the traditional feat of the same name, but in DARWIN'S WORLD, the category of Simple Weapons includes all primitive melee and ranged weapons. These include all weapons (Simple, Martial, and Exotic) shown in the d20 rules. A character must purchase a Simple Weapon Proficiency feat to become skilled in any simple weapon.

SUPER-CHARISMATIC (General)

You're either the post-holocaust version of Hitler, or the world is full of gullible morons. Maybe a bit of both. Anyway, you seem to have a talent for grabbing the attention of crowds and making them see your point of view.

Benefit: Your Charisma modifier is doubled when dealing with crowds (groups of 10+; on an individual basis, people can see right through you), whether as a merchant, leader, or whatnot.

Special: This bonus applies not only to Cha checks, but also when determining a character's total Leadership score with the Leadership feat.

TROGLODYTE (General)

A childhood spent growing up in the shelter (or in any underground community) has given you innate senses beyond the norm, especially keyed to life in an underground environment.

Benefit: The character can intuitively determine his exact depth underground, as naturally as sensing which way is up. In addition, he **receives** a +4 competence bonus on Spot checks to notice weakened stonework, dangerous cave or tunnel features, and the presence of poisonous (or flammable) gas pockets in the area.

Special: You can only take this feat as a 1st level character

VULTURE (General)

You are an expert at finding things that others often overlook – or are too busy to notice. You are the ideal scavenger.

Prerequisite: Wis 13+.

Benefit: You receive a +4 bonus to Search checks.



PART VII: MUTATION

Characters and creatures in the mutated and nature-ravaged world of DARWIN'S WORLD are survivors - survivors of a kind that have been tempered and altered by generations, exposed to gamma and ultraviolet radiation, insidious poisons and chemicals, and creatures of a heretofore unheard of nature.

These survivors have, for the most part, come to adapt to the ravaged world through the mutation of their own genes; the massive amounts of radiation and chemicals left after the many wars that destroyed mankind facilitated the mutation of all living things; plants, humans, and animals alike no longer resemble what they once were. Radiation has quickened the process of evolution, sometimes even creating erratic and hideous deformities. In some, the effects have only manifested as birth defects, while in others (the usual case), it has been to the benefit of the creature - creating a defensive shell or carapace, a natural venom, etc.

All characters in DARWIN'S WORLD are children of the aftermath - changed in some manner, either massively or barely noticeably, physically or mentally. As a result, each and every character is unique in some way, adapting to the harsh environment of the wasteland in his own fashion.

WHAT IS A MUTATION?

Mutation is an advanced and complex phenomenon. As a rule, mutation occurs whenever DNA is not perfectly duplicated. This process almost exclusively occurs as a child develops in the womb; starting as a single-cell (a fertilized egg), the fetus develops as these cells divide and form into separate entities, one by one, in a process known as mitosis. During mitosis, the first cell starts as a generic entity, but after a certain point (say, after a dozen or so splits), the next generation of cells begin to

specialize in tasks. These "tasks" are dictated by the genes of the cell, which hold "codes" that tell the cell what to do; for example, a genetic code might dictate a single cell join millions of others of its kind to help create an eye, or a lung, or a liver. These programmed cells, in turn, divide and multiply, and over several months (at least for human embryos) this process multiplies to such an extent that the child takes human form.

The production and reproduction of the human cellular structure is a complex and delicate process. Any number of things can go wrong during this process, on a number of levels, from mutated genes to damaged chromosomes. Cells can fail to fully divide, or genes can fail to come through with their genetic "orders". In most cases, this would result in a deformed child, but at some point (typically within the first few weeks of pregnancy) the body recognizes the fault in the process and naturally aborts. However, in some cases, the failure of this process to abort results in a mutated birth.

Whenever DNA, cells, etc. fail to reproduce exactly as the genetic codes of the species generally dictate, a mutant is born. In humans, genetic mutation typically results in some form of physical retardation - cystic fibrosis, chorea, down's syndrome, muscular dystrophy, hemophilia, anemia, and even color-blindness are typical results of faulty DNA reproduction that manage to survive through birth.

Most genetic mutations do not last, however, and are typically restricted to the one mutant in question. The reasons are mainly a social/cultural issue - mutants, no matter how polite you want to be about it, typically do not breed. Their mental/physical differences generally make them the least ideal selections for a mate. In addition, reproductive capabilities are often very susceptible to damage by mutation (perhaps nature's way of ensuring the mutation

TABLE 6-1: MUTATION

Character Race	- Mutations -			- Defects -		
	Minor	Moderate	Major	Minor	Moderate	Major
Human	0	0	0	0	0	0
First Generation Mutant	1	1	0	1	1	0
Second Generation Mutant	2	2	1	2	2	0
Third Generation Mutant	4	2	2	2	2	1

does not continue in the species). As a result, the mutated genetics of the individual typically die with him, and are not passed on to the next generation.

All this changes in the environment of DARWIN'S WORLD, for a number of reasons. First and foremost, genetic mutation is far more common due to one prevalent factor - mutagens in the environment. Many chemicals distort or deform the process of DNA reproduction, and the use of chemicals both in industry and warfare was widespread during the fall of the Ancients - the legacy of chemical contamination still exists in the holocaust world. Radiations from fallout, nuclear detonations, and ultraviolet sources are known to affect living creatures in much the same way, but radiation also stimulates mutation of its own, like a kind of "accelerator" that promotes genetic instability.

With a larger percent of the population suffering from mutation, mutated genes are no longer the exception, but the rule. As a result, mutated genes are now shared among the population, and are being passed along by those few mutants still capable of breeding.

The existence of advanced mutations is actually the observance of the evolutionary process in action. What starts as stray mutation, generally expected to discontinue

and thus not contribute to the gene pool of mankind, manages to not only exist but thrive, resulting in the new genetic mutation becoming an evolutionary trait. As such, over successive generations, what was a useless additional "tentacle" of flesh and tissue becomes a usable and proficient limb. Thus, those creatures that have numerous mutant ancestors will likely have mutations of a more advanced and useful nature. Those whose previous generations were only recently affected by mutation will still have mutations in the early process of evolution - and thus will be less developed and advanced.

This is the basis for the division of mutant types in DARWIN'S WORLD.

Note that no character may have the same mutation more than once.

**OGC: This rest of this section is OGC with the exception of the words designated as product identity.*

**Neural mutations require a Concentration check to employ successfully. Failure to make a check results in a wasted action (if applicable), but no other adverse effects. Difficulty is listed individually with the specific neural mutation.*

EXCHANGING MUTATIONS AND DEFECTS (Optional Rule)

With the GM's consent, a player may opt to trade in numerous minor mutations or defects, for fewer, but more penalizing, mutations or defects. For example, instead of a 2nd Generation mutant having to take 2 Minor and 2 Moderate defects, he could instead take 1 Major and 2 Minor, or 1 Major and 1 Moderate.

The rate of exchange is as follows: 1 Moderate equals two minor and 1 Major equals 4 minor or 2 Moderate.

MINOR MUTATIONS

ABERRANT HORN DEVELOPMENT

The mutant's hair and bone growth has become accelerated and pronounced on the head area, and has grown a pair of "horns"

Minor Mutations

Aberrant Horn Development
Abnormal Joint Flexibility
Dwarfism
Independent Cerebral Control
Multi-Faceted Eyes
Neural Shield
Photoluminescent Aural Emission
Sensitive Sight

Moderate Mutations

Aberrant Endoskeletal Encasing
Accumulated Resistance
Acid Excretion Glands
Advanced Sensory Control
Autism
Dermal Spike Growth
Dual Cerebellum
Epidermal Acid Enzymes
Expanded Optic Orbit
Extreme Resilience
Fragrance Development
Gamma-Ray Visual Sensitivity
Gigantism
Haemotoxin Sting
Inherent Immunity
Increased Body Density
Increased Movement
Interior Moisture Reservoir
Multiple Stomachs
Neural Blast
Neural Confusion
Neural Empathy
Neural Fear
Neural Telekinesis
Neural Telepathy
Prehensile Tail
Protective Dermal Development
Respiratory Membrane
Serrated Dental Development
Superior Kidney Development
Super-Sensitive Sight

Major Mutations

Accelerated White Blood Cell Activity
Chameleon Epidermis
Complete Wing Development
Density Alteration
Dermal Poison Sap
Dual Headed
Energy-Altering Cell Structure
Energy-Retaining Cell Structure
Genetic Metamorphosis
Light Distortion Field
Neural Domination
Neural Life-Force Destruction Field
Neurotoxin Sting
Optic Emissions
Pyrokinetic Pulse Generation
Spontaneous Electric Charge Generation

(or even "antlers", with advanced development) on the head, allowing him to make a gore/head-butt attack with one of his attacks.

Benefit: Gains a horn-butt attack (at base attack, damage 1d6, x2 crit).

ABNORMAL JOINT FLEXIBILITY

This allows the mutant to alter his body in some small manner by dislocating fingers, arm joints, legs, etc, allowing for an incredible degree of bodily flexibility.

Benefit: Mutant gains a +4 bonus to Escape Artist checks.

DWARFISM

The mutant's physical size has been altered by mutated genes, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially-decreased size and body weight.

Benefit: Your size is reduced to Small. You gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but you must use smaller weapons than normal creatures, and your lifting and carrying limits are three-quarters of those of Medium-size characters. Your base speed is also reduced to 20 ft.

INDEPENDENT CEREBRAL CONTROL

A development in the forward motor cortex of the mutant's brain allows each side of the brain to control a limb independently without dividing attention - resulting in skilled manipulation of both hands at the same time, with mirrored proficiency. As such, the mutant has developed an equal ability to use both hands adeptly.

Benefit: A character with this mutation operates as if having the Ambidexterity feat for free.

MULTI-FACETED EYES

The mutant has developed insect-like eyes, multi-faceted to allow minute discernation of areas of space - allowing the mutant to notice motion even in the most subtle form.

Benefit: The mutant receives a +4 bonus to Spot checks.

NEURAL SHIELD (DC 15)

The mutant can erect a special "mental barrier" from a wall of neurons that protects him from

any and all mental (or otherwise mind-affecting) attacks, devices, or special abilities.

Benefit: While raised, the *neural shield* prevents mental attacks and mind-altering devices from affecting the mutant. However, using the shield also prevents the mutant from using other mental abilities as well. Raising and lowering the shield is considered a standard action.

PHOTOLUMINESCENT AURAL EMISSION

The mutant has a strange glow to his body, typically resulting from a constant (but harmless) combustion of dying (or dead) inner-body cells - a process which occurs at all times as new cells are created and old ones die. Sometimes this is simply a result of the ionization effect of latent radiation within the mutant himself, however.

Benefit: As a result of this unique mutation, the mutant emits a glow (it can be in any color, usually neon green, blue, white, or yellow, though the player may choose another color) that sheds light up to 20 ft in all directions. It does, however, also serve to make the mutant easily visible. The glow is constant.

SENSITIVE SIGHT

The mutant's optic glands and optical nerve have been mutated to allow him to see well in low light.

Benefit: A character with this mutation has low-light vision out to 60'.

MODERATE MUTATIONS

ABERRANT ENDOSKELETAL ENCASING

This mutation is caused by an aggressive explosion in the production of bone and cartilage between the ribs of the mutant's skeletal frame, creating a thick and reflective bone "shield" encasing the vitals, segmenting over the spine to still allow a good degree of flexibility.

Benefit: The mutant suffers only half damage from piercing attacks.

ACCUMULATED RESISTANCE

Through years of exposure to a certain substance (chemical or radiation, for instance) in the mutant's environment, a resistance against said source has been accumulated. Typical resistances include poison, disease, and radiation.

Benefit: You make all Fortitude saves against your specific resistance with a +2 bonus.

ACID EXCRETION GLANDS

Acidic enzymes produced in sub dermal glands located on the mutant's body (either a development of the saliva glands in the mouth, or from special sweat glands elsewhere on the body) can be forced from the body and into a stream of concentrated acid.

Benefit: You can make a ranged touch attack up to 10 ft away, using your base attack bonus. The attack does 1d6+1 per level (up to a maximum of +10) acid damage. This attack counts as a standard action.

ADVANCED SENSORY CONTROL

This mutation allows the mutant to concentrate on a certain sense, increasing its detection and sensory abilities far greater than normal. The actual sense the mutant can increase must be specified (sight, hearing, taste, smell), but the effects are actually dependent on the situation.

Benefit: Using your advanced sense (and that sense only), you receive a +4 bonus to appropriate skill checks (Listen, Spot, etc).

AUTISM

The mutant is autistic, suffering from a rare type of mental retardation that has remarkable side effects – effects that generally defy rational explanation.

Benefit: The mutant rolls 1d6 each time he makes an Int-based skill check. On a roll of 1-3, he receives no bonus (other than that given by his regular ranks and attribute modifier). On a roll of 4-6, however, he receives a special, one-time competence bonus of +20 to that particular check. Those skills potentially affected include Appraise, Decipher Script, Disable Device, any Knowledge skill, Read Lips, and Search.

DERMAL SPIKE GROWTH

The mutant has thick bone-like protrusions exiting his epidermis, protecting the vital areas from hits.

Benefit: This acts just like *armor spikes*, allowing the mutant to inflict 1d6 points of piercing damage (x2 crit) with a successful grapple attack. The mutant receives a free Martial Weapon Proficiency if this mutation is taken.

DUAL CEREBELLUM

The mutant is possessed with two distinct and fully-developed brains (both still located in the skull, in independent brain cavities), and is thus capable of greater intelligence. A complete medical scan of the head will reveal the true independent nature of the two brains, however.

Benefit: Your Intelligence bonus is *doubled* when making skill checks, but not for any other purpose.

EPIDERMAL ACID ENZYMES

The mutant can emit powerful dissolving juices or corrosive enzymes, like those emitted by carnivorous plants, some species of toad/frogs, etc, through pores in the skin.

Benefit: Any creature coming into bodily contact with the mutants skin suffers 1d8 points of acid damage. The mutant may still wear armor that has a hardness of 4 or more.

EXPANDED OPTIC ORBIT

The skull of the mutant has evolved to allow a special kind of optic movement. The orbit (socket) of each eye has deepened into the skull, creating a deeper cavity, and eye muscles have developed along the interior that pull the eyes back and into the skull instinctively when harm threatens the eyes. In effect, the eyes of the mutant retract back and down into the head, out of harm's way.

Benefit: A mutant with this mutation looks normal most of the time, but when the eyes are threatened they sink back leaving hollow empty holes. This mutation negates the effects of weapons, devices, or other effects that cause *blindness*.

EXTREME RESILIENCE

A mutant with this ability suffers less from attacks made against him. Generally the reason is he's huge (for instance, it's harder to instantly kill an elephant than a human), or perhaps his body has some strange reorganization of interior organs.

Benefit: You are immune to *critical* results.

FRAGRANCE DEVELOPMENT

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form - spores, for instance.

Benefit: Once per day you can emit an invisible scent that forces up to 2d4 HD in creatures to make a Will save (DC 20) or be *hypnotized* (as the spell, *hypnotism*). Duration is 2d4 rounds. Emitting the fragrance counts as a standard action.

GAMMA-RAY VISUAL SENSITIVITY

This mutation allows the mutant to literally "see" emissions of gamma rays within his range of vision.

Benefit: Such emissions appear as bright glowing patches or "auras", warning the mutant of the danger of the area, object, or creature (the referee is only required to describe the aura as dim for low rad levels, bright for higher levels, or brilliant for extremely high levels). The range of the mutant's detection is roughly equivalent to his natural sight.

GIGANTISM

The mutant's physical size has been altered by mutated genes, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species - ape-like arms, lumbering gait, and distorted features.

Benefit: The mutant increases size to Large. You receive a +8 bonus to Strength, -2 decrease to Dexterity, +4 to Constitution, +3 natural armor, and a -1 modifier to attack. A mutant of this size can use Large weapons one-handed.

HAEMOTOXIN STING

The outer cells of the mutant's epidermis have developed into nematocysts, oval-shaped stinging cells that fire microscopic "darts" into any living tissue that comes into contact with them. These screw-shaped darts fire deep into the skin and release haemotoxins into the bloodstream of the victim, causing immediate effect. Remember, this is a microscopic action, and requires only contact between flesh and flesh (for instance, the mutant could use this ability simply by grasping an opponent).

Benefit: Haemotoxins cause bruising, hemorrhaging, and disrupt the ability to heal. Any creature coming into contact with the mutant suffers 1d4 points of acid damage, and cannot heal naturally for a further 1d4+4 days. Using a sting is a free action.

INHERENT IMMUNITY

The mutant has developed an immunity (total immunity) to a certain form of exposure. The actual reason for this immunity depends on the environment and development of the mutant; a mutant with immunity to directed-energy might have a reflective hide (or skin cells that turn mirror-like upon sensing flashes of intense energy), an immunity to acid might indicate a plant-like fibrous property to skin (and thus a resistance to flesh-eating acids), etc.

Benefit: The player may pick one specific attack form to be resistant to from the following - heat, cold, electricity, acid, energy weapons, sonic attack, and radiation. All attacks by this form have a damage reduction of 10. In the case of immunity to radiation, the character must be exposed to two times the normal amount of Rads to reach each threshold. This mutation cannot be taken if Sensitivity (see Defects) has been taken for the same attack form.

INCREASED BODY DENSITY

A restructuring of cellular spacing and reinforced structuring has resulted in the mutant's body becoming much more dense and resistant to kinetic shocks. The mutant's body has become incredibly dense for its size.

Benefit: The mutant suffers only half damage from bludgeoning attacks.

INCREASED MOVEMENT

For one reason or another, the mutant has developed the ability to move incredibly fast (perhaps the adrenal gland of the mutant have a direct effect on the performance of leg and lower torso muscles, or perhaps the muscles and tendons themselves have developed a higher tensile-strength which gives them double potential).

Benefit: The mutant's speed is increased by x1.5.

INTERIOR MOISTURE RESERVOIR

Like a camel, the mutant has an internal reservoir of moisture (most likely centered in the buttocks and stomach area), which collects lingering moisture in the body - providing the mutant with emergency moisture if needed.

Benefit: The mutant can survive for a full week without food or water.

MULTIPLE STOMACHS

The mutant has developed a series of interconnecting stomachs (much like a cow), allowing him to break down and digest nearly any substance, from regular foods to grass and paper products.

Benefit: The mutant can subsist on nearly anything, so long as it is not inherently poisonous.

NEURAL BLAST (DC 18)

A mutant with this mutation has an advanced psychokinetic talent due to an awakening of his dormant psychic abilities (note that some plant-like creatures might have this ability due to the emission of spores instead). This mutation concentrates the mutant's mental strength into a project able "fist" of telekinetic force, which can be used to damage the mental capabilities of the opponent.

Benefit: The mutant can "attack" any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant's level). Failure indicates the target is knocked unconscious from the blast. Duration lasts for 1d4 minutes. Using a neural blast is a standard action, and can only be employed once per day in any event.



NEURAL CONFUSION (DC 17)

Through developed psychic strength, the mutant is able to alter and literally "scramble" the neural activity within the mind of a given target. This literally "attacks" the mind of the target, scrambling mental signals and causing temporary confusion.

Benefit: The mutant can "attack" any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant's level). Failure indicates the target succumbs to *confusion*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL EMPATHY (DC 12)

Through some mutative radiation the mutant has "awakened" psychic abilities. This mutation causes a subtle growth of the lower hemisphere of the frontal part of the mutant's brain, in the area where the senses are clustered.

Benefit: Through use of this ability the mutant is capable of sensing the general emotions (fear, hate, etc) and attitudes (deceitful, friendly, etc) of any creature it singles out and concentrates upon. The target, if aware of this attempt, may make a Will save to resist (DC 10+ mutant's level).

NEURAL FEAR (DC 15)

This ability attacks the mind of the target, redirecting, enhancing, and magnifying subconscious warning signals.

Benefit: The mutant can "attack" any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant's level). Failure indicates the target succumbs to the effects of the spell, *cause fear*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL TELEKINESIS (DC 15)

This evolution and reawakening of psychic ability allows the mutant to move an object, through "mind over matter" - telekinesis.

Benefit: The character can telekinetically manipulate objects weighing no more than 5 lbs. per point of Wisdom bonus. Using telekinesis requires strict concentration, and thus its use is a move-equivalent action.

NEURAL TELEPATHY (DC 10)

This ability allows the mutant to send thoughts to another target, in the form of a few words or commands, at a distance of no more than a mile or so. Note that this is transmission, not receiving, and thus is solely "one-way".

Benefit: The character can communicate *telepathically* at will.

PREHENSILE TAIL

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an "additional limb".

Benefit: The tail can grapple objects like a hand (much like a monkey's tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. The tail cannot use weapons, however, as it is not quite that dexterous.

PROTECTIVE DERMAL DEVELOPMENT

The skin cells of the mutant's epidermis has thickened and mutated, turning into a thick "armor". This can take the form of a thick leathery dermal overgrowth (like "jowls", or an extra layer of callous tissue, for instance), or the cells may have in fact developed into hardened "scales", like a lizard.

Benefit: The mutant has a natural armor bonus of +4 AC.

RESPIRATORY MEMBRANE

The mutant has developed a set of gills (and the associated membranes within the respiratory tract), allowing him to extract air molecules from water; in effect, the mutant can "breathe" water like a fish, just like regular breathing above water.

Benefit: This permits the mutant to breathe water as normally as air. The character is a true amphibian.

SERRATED DENTAL DEVELOPMENT

The mutant has developed mandibles, beak, or any other rigid biting extremity (this can vary tremendously on the player's choice). The beak/mandible can be used to *bite*.

Benefit: Gains a bite attack (at base attack, damage 1d8, x2 crit).

SUPERIOR KIDNEY DEVELOPMENT

The mutant's kidneys have transformed into an extremely effective filtration system, which

grants the mutant total immunity to ingested (not infused or injected) poisons and toxins (including most non-acidic chemicals).

Benefit: The character becomes immune to ingested poisons of all types. The mutant's urine becomes poisonous as a byproduct, however, though this does allow it to be harvested (as an ingested poison of roughly equal strength and effect as the toxin imbibed; DC decreases by -2).

SUPER-SENSITIVE SIGHT

The mutant's eyes have developed the ability to see in darkness.

Benefit: Characters with this mutation are gifted with the ability to see underground, in darkness, as *dark vision* up to 60 ft.

MAJOR MUTATIONS

ACCELERATED WHITE BLOOD CELL ACTIVITY

The mutant's recuperative system has been mutated with aggravating radiations, increasing the mutant's ability to heal even the most extensive bodily injuries.

Benefit: You have the ability to spontaneously heal wounds (fast healing 5).

CHAMELEON EPIDERMIS

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color - in effect, allowing the mutant to subtly change colors on a cellular level. This allows the being to hide, if stationary, almost as if invisible.

Benefit: You gain displacement (25% miss chance) when using this ability. You can only maintain your transitory coloration for 1 round per point of Constitution bonus per day (minimum 1 round).

COMPLETE WING DEVELOPMENT

The mutant has developed a complete set of wings, either in the form of fleshy membranes, feathery wings, bat-like extremities, or even scaly insect-like versions. The growth of these wings grants the mutant the ability to fly, for a duration of not more than 30 minutes per point of STR.

Benefit: You gain the ability to fly. Movement rate is 60 ft (poor).

DENSITY ALTERATION

By utilizing a unique ability to cause body liquid (blood, water, etc) to flow through the mutant's system, the mutant is capable of altering his physical density - allowing him to shift his weight at will.

Benefit: Using this mutation, the mutant can virtually walk up walls and balance perfectly. This permits the character to *spider climb*, as well as granting a +8 bonus to Balance checks.

DERMAL POISON SAP

The mutant is covered in a thick gooey "sap" (like a plant) or slime (like a frog) that is poisonous to those who touch or ingest the mutant.

Benefit: Successful bare-hand attacks and bite attacks against the mutant require the attacker to make a Fort save (DC 16); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

DUAL HEADED

The mutant has developed a second head, next to the first (on his shoulders), through a wild genetic deformation.

Benefit: You cannot be *flanked* and gain a +1 Spot and Listen bonus.

ENERGY-ALTERING CELL STRUCTURE

The mutant possesses an outer layer of special cells that act to absorb ionized energy and convert it into inert displays in the visual spectrum. As a result, the mutant is able to absorb directed energy emissions and transform them into harmless bursts of light.

Benefit: If the mutant is struck by any kind of energy (either an energy weapon or energy-based attack), a Fortitude save (DC 16) must be made; if the check is successful, the attack does no damage *whatsoever*, but a sudden and intense flash of brilliant light is emitted (with a radius equal to 1 ft per 1 point of damage that would have been inflicted). If the check is failed, damage is inflicted as normal, however.

ENERGY-RETAINING CELL STRUCTURE

The mutant possesses special electro-sensitive cells and internal electrolyte "webbing" that acts to disperse harmful energy and store it in the body. The mutant can, with practice, learn to channel this inner energy before it is dissipated (through short bursts of static energy), utilizing it as if he was a "battery". The mutant can absorb energy, storing it for a later date (it can be fed

directly back into a weapon by touching the power connections, for instance, or may even be used to *heal*).

Benefit: When the mutant is struck by any kind of energy (either an energy weapon or energy-based attack), a Fortitude save (DC 25) must be made; if the check is successful, the attack does no damage *whatsoever*, and the mutant absorbs this energy for later use. A single discharge can be used to power any other energy device (for one discharge), or the energy can be channeled to heal the mutant personally for 1d8 points. A single charge can be retained at any given time.

GENETIC METAMORPHOSIS

The mutant is able to assume the shape and form of any creature it kills, by consuming some or all of its genetic material (i.e. eating the flesh and blood of a falling being).

Benefit: A mutant with this ghoulish ability can assume the shape of any Small or Medium-sized creature it has recently consumed (no older than 1-4 days). Physical attributes are gained, including strength, armor class, and attack forms, but knowledge and skills are not. The creature can only maintain this ability for 1 day per point of Constitution bonus. Changing back and forth between forms is a full-round action.

LIGHT DISTORTION FIELD

Through some unknown process the mutant is capable of emitting a powerful "distortion field" which alters light patterns around him and his "personal envelope" (thus including clothes and surface gear), which makes him literally invisible.

Benefit: The mutant can turn *invisible* for up to 3 round per Con bonus per day (minimum 3 rounds). Creating the field counts as a standard action.

NEURAL DOMINATION (DC 21)

Through the use of this ability the mutant is able to alter and excite the activity of neurons in the brain of the receiver (i.e. the target). With experience, this random activity can be controlled by the mutant, causing overload in the mind that can lead to incapacitation, unconsciousness, or even death.

Benefit: The mutant can "attack" any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant's level). Failure indicates the target succumbs to the effects of

the spell, *dominate monster*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL LIFE-FORCE DESTRUCTION FIELD (DC 23)

The mutant's unique brain structure is capable of generating an aberrant and powerful flux of electromagnetic activity, which can be focused by the mutant to create an invisible "field", causing a devastating imbalance and dispersion of electric signals and electrolyte chemicals in contact with it. In effect, the field drains the "life force" of those creatures that touch it, acting to bombard tissue with and ionizing bursts that sear inner tissues and disrupts white blood cell activity and the brain's ability to communicate commands to the body.

Benefit: The mutant can generate a "shell" centered on himself, extending 5 feet in all direction. Any living, organic creature coming into contact with this field immediately suffers 2d6 points of damage (no save). This persists for up to 1 round per Con bonus (minimum of 1). Raising and lowering this field counts as a full-round action.

NEUROTOXIN STING

As Haemotoxin Sting, except neurotoxins are injected.

Benefit: Neurotoxins act to paralyze the body and respiratory system. Any creature coming into contact with the mutant suffers 1d4 points of acid damage, and must make a Fortitude save (DC 20) or be *paralyzed* for 1d4 hours thereafter. Using a sting is a free action.

OPTIC EMISSIONS

These "eyebeams" are emissions of lasing atoms from the eye of the mutant, a stream of charged ions that are cycled in the optic center. These eyebeams are like "pulses", and act much like lasers - searing and burning flesh like a powerful flash burn. Eye beams, as they are pure light, can also be used to deflect other forms of light-based attack (e.g. other eye beams or even laser fire, but not other forms of energy attack).

Benefit: Hitting with a ranged touch attack, the mutant can inflict 2d4+1 per level (up to a maximum of +10) points of heat damage. Also, with a successful Reflex save (DC 20), the mutant can deflect directed energy attacks focused on him. Using optic emissions is considered a standard action.

PYROKINETIC PULSE GENERATION

The mutant is able to excite molecular movement around himself to such a point as to generate a "wave" or "pulse" of super-heated atmosphere. This acts to expel a strong pulse of heat outwards from the mutant, in a stream in front of himself.

Benefit: The mutant can, once per day, generate a heat pulse against one target within 30 ft (as a ranged touch attack), inflicting 3d6+1 per level (up to a maximum of +10) points of heat damage. The pulse generation is considered a standard action.

SPONTANEOUS ELECTRIC CHARGE GENERATION

The mutant's cellular structure generates, through some unknown means, a surplus of ionizing electric charge, which can be expelled from the mutant in the form of an electric "pulse". In effect, the mutant is capable of summoning up a powerful electric charge that can be cast out to strike a target at a distance.

Benefit: The mutant can, once per day, generate an electric pulse against one target within 30 ft (as a ranged touch attack), inflicting 3d6+1 per level (up to a maximum of +10) points of electricity damage. The charge generation is considered a standard action.

MINOR DEFECTS

ABERRANT DEFORMITY

The mutant has developed limbs in places where they don't belong, replacing others. This results in a hideous appearance (an arm where a leg should be, an extra foot growing from the heel, etc). The player must choose a limb and another feature, and switch them. Examples might be the placement of the face on the chest, the replacement of a hand

Minor Defects

Aberrant Deformity
Adrenaline Deficiency
Alopecia
Bilirubin Imbalance
hemihypertrophy
Hunchback
Immune-System Abnormality
Mongoloid
Non-Malignant Tumors
Pituitary Deformation

Moderate Defects

Atrophied Cerebellum
Brachydactyly
Cystic Fibrosis
Hemophilia
Negative Chemical Reaction
Night Blindness
Photosensitivity
Skeletal Deterioration
Under-Developed Organ

Major Defects

Albinism
Neuro-Fibromatosis
Sensitivity
Sensory Deficiency
Terminal Limb Deficiency
Unstable Neural Activity

where a foot should be, etc.

Penalty: This has no game effect except to alter appearance.

ADRENALINE DEFICIENCY

The mutant has a deficiency in adrenaline production (perhaps due to a diminished or atrophied adrenal gland), and as a result, cannot make use of this reservoir of strength and stamina in dire straits.

Penalty: The mutant suffers -2 to all Fortitude saves.

ALOPECIA

This mutation is indicative of heavily-damaged hair-production follicles in the mutant's body.

Penalty: A mutant with this mutation is bald, permanently incapable of growing hair on his body.

BILIRUBIN IMBALANCE

Due to a one-nucleotide error in a certain blood-producing gene, the mutant generates an inordinate amount of bilirubin that the liver cannot break down - resulting in tell-tale yellow eyes.

Penalty: Though this does not affect the mutant physically, it serves as a blatant sign that he is a mutant - and cannot pass as a human.

HEMIHYPERTROPHY

The mutant suffers from a severe case of *hemihypertrophy*, a genetic disorder in which one side of the body fails to grow normally - resulting in a grotesque, lopsided stunting development. On one side of the body the mutant has a shortened leg and arm, with diminutive foot and hand respectively. This results in an unusual gait and uncoordinated dexterity.

Penalty: The mutant's base speed is reduced by 5 feet per round. She also suffers an additional -2 racial penalty to skill checks requiring two-handed dexterity and manipulation.

HUNCHBACK

The mutant has a deformed spinal column that creates a recognizable "hump" on the back.

Penalty: This mutation causes a slight reduction in movement, reducing the mutant's ground speed by a third (rounded up).

IMMUNE-SYSTEM ABNORMALITY

The mutant has a diminished resistance to disease due to a mutated immune system.

Mutations can vary from a depleted white blood cell count (preventing activity against foreign viral infection) to kidney atrophy (reducing the body's ability to purify its system).

Penalty: This mutant makes Fortitude checks against diseases at -4.

MONGOLOID

The mutant's features have been deformed through mutative birth defects; eyes are malformed, teeth are jagged or misshapen, the nose is squashed, etc.

Penalty: This has no game effect other than to serve as evidence that the character is in fact a mutant (there's no hiding it).

NON-MALIGNANT TUMORS

The mutant has developed tumors (like keloid tumors) from extensive radiation exposure. These tumors are thick and callous, deforming the mutant's appearance only (the mutation has no other effect).

Penalty: A character with tumors suffers a one-time penalty to Charisma of -1.

PITUITARY DEFORMATION

This defect indicates the pituitary gland of the mutant has been deformed in some manner due to radiation exposure/mutation, causing unnatural aging.

Penalty: A character with this defect appears much older than he really is, generally two to three times his actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

MODERATE DEFECTS

ATROPHIED CEREBELLUM

The mutant's brain has atrophied in certain areas due to a genetic birth defect. As a result of this mutation, the mutant suffers a number of mental deficiencies.

Penalty: A mutant with this defect suffers a one-time -2 reduction of Intelligence. In addition, all Dexterity checks are made at a DC 1.5 times greater than normal, due to a deterioration in coordination.

BRACHYDACTYLY

This is a genetic defect that results in the mutant developing significantly-shortened fingers and toes.

Penalty: This inhibits manual dexterity to a severe degree, resulting in a one-time reduction of Dexterity by -2.

CYSTIC FIBROSIS

The result of the defective genetic programming of mucus production glands, this causes a build-up of salt in the lungs, producing mucus that erodes the lungs' tissues and inhibits the ability to breathe. This can potentially cause suffocation, infection, and eventual death.

Penalty: A mutant with this genetic defect has a limited lifetime, generally thirty or thirty five years - at which time he is assumed to have died of the eventual build-up. The defect has no other game-related effects.

HEMOPHILIA

The mutant's white blood cells are diminished in count, preventing him from healing as quickly as a normal specimen of his kind.

Penalty: A mutant with this genetic defect suffers bleeding wounds from all physical injuries that inflict more than 10 points of damage in a single hit. Such wounds continue to bleed (-1 hit point per round) for 1d6 rounds. In addition, a mutant with this defect only heals half the normal hit points from rest and natural healing (fractions rounded down).

NEGATIVE CHEMICAL REACTION

The mutant suffers from a genetic disease (such as *malignant hyperthermia*) that is potentially threatening whenever she receives treatment with foreign drugs.

Penalty: Though the mutant's racial modifier for medical compatibility does not change, when and if there is a failed check, the effect roll is made with d12, not d20. *For more information on medical incompatibility results, see Artifacts of The Ancients*".

PHOTOSENSITIVITY

The mutant's eyes are not developed to handle the strain of intense light.

Penalty: A character with this defect suffers from complete *blindness* in natural or bright light. This can be kept in check only with sun goggles or shaded glasses.

SKELETAL DETERIORATION

The mutant's calcium deposits in the skeletal structure have been replaced by other minerals - ones that weaken, deform, and cause brittleness

(cadmium being most prevalent in the post-holocaust environment).

Penalty: A character with this mutation receives no Constitution bonus to hit points. If he already possesses no bonus (or has a negative bonus), he receives an additional -1 to hit dice.

UNDER-DEVELOPED ORGAN

One of the mutant's more vital organs is undeveloped, and thus incapable of performing at the same level as normal members of his species. The effect depends on what organ is underdeveloped.

Penalty: Examples include the *voice box* (preventing speech), an *eye* (giving a -1 modifier to Spot checks), a *lung* (character cannot exceed walking speeds), etc.

MAJOR DEFECTS

ALBINISM

The mutant's body has adjusted to a sheltered life underground or under some shelter from UV contact, and thus reacts poorly to direct sunlight and UV sources.

Penalty: The mutant suffers a reduction of Constitution and Strength of -2, and a -4 reduction to Spot checks, when exposed to natural light or well-lit conditions.

SENSITIVITY

For some reason the mutant is particularly sensitive to one or more forms of attack or special effects.

Penalty: The mutant suffers twice the normal damage (or effect) from one category of attack - heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation. In the case of radiation, the character reaches each threshold at half the normal Rad level. This mutation cannot be taken if Inherent Immunity (see Mutations) has been taken for the same attack form.

NEURO-FIBROMATOSIS

This is an advanced form of tumor development, once known as the "elephant man disease". The mutant has developed massive and grotesque tumors that totally distort and pervert the human form, causing a reduction of sight capabilities and altering movement.

Penalty: This defect severely restricts a mutant. It gives a -2 modifier to Spot checks, as

well as a one-time reduction Dexterity and Charisma by -4.

NIGHT BLINDNESS

The mutant suffers from a genetic disorder (*retinitis pigmentosa*) that results in a degeneration of the retina, this defect results in a reduction of sight capability in darkness.

Penalty: A mutant with this defect suffers the effects of *blindness* in any poorly-lit or deeply-shadowed environment (any condition short of natural sunlight or bright illumination).

SENSORY DEFICIENCY

This mutation covers a wide variety of possible deficiencies - blindness, deafness, etc.

Penalty: The character suffers from either *blindness* or *deafness*.

TERMINAL LIMB DEFICIENCY

In most cases of this defect, the mutant was born missing one or more limbs, victims of defective genes that failed to generate a fully-developed extension. Alternatively, one of the mutant's limbs degenerated and atrophied, due to genetic deformity (the mutant has a short, stubby, or disfigured limb, evidence of mutation in transition). The limb chosen (arm, leg, or genitalia) is completely useless, though some vestigial appearance remains (a withered arm, a stubby leg, shriveled testes).

Penalty: Missing an *arm* negates the ability to manipulate objects requiring two hands, and may modify the use of certain skills. The loss of a *leg* makes the mutant incapable of movement (unless another form of locomotion is available) except at a crawling rate. Loss of genitals means that the mutant is incapable of reproduction.

UNSTABLE NEURAL ACTIVITY

The mutant's neural activity is marked by an uneven and imbalanced series of brain functions. This can only be bought by mutants with mental abilities (neural-type mutations, telekinesis, etc).

Penalty: Whenever the mutant fails a Concentration check when using a neural mutation, she must make a Fortitude check (DC 20) or be incapacitated by dizziness, brain seizure, or swoons for 1d3 minutes. The ability that triggered the scrambling also does not take effect if the save is failed.

PART VIII: EQUIPMENT

Market places, village bazaars, and established trade houses deal in all manner of goods. Even in the ruined cities, where communities live and die by brutal violence, some “shops” are known to still operate. Goods exchanged either conform to traditional barter rules (trading one item for another of equal value), or, in some places, the exchange of *corium pieces*.

WHAT CAN AND CAN'T BE BOUGHT

When all is said and done, it's really up to the GM to determine what items can and cannot be bought. In general, it is suggested that *firearms* (but not primitive black powder weapons), *energy weapons*, and *advanced armor types* be out of reach. They are far too precious for most communities to even consider trading. Automatic weapons may be made available to certain characters whose origins are suggestive of a more advanced culture or military organization.

Most other artifacts will be hoarded as precious reminders of man's glory - as a result, even something as useless as a TV set's remote control will probably not be for sale. Only common things such as food, basic clothing, and post-war survival gear (sun hats, canvas bags, etc) will be available in the typical market.

The exception to this rule is in the case of a campaign that uses a detailed trade settlement as its base. It is useful to keep a list of things characters have sold off at markets. If characters die off, a new party may come to the same market and find these things still for sale. Then again, even if the party lives, it may need to buy those items back for some unforeseen reason. In this manner the referee can create a market with real items of value for sale, not just “common goods”, with a widely-fluctuating stock.

STARTING GEAR

All characters in DARWIN'S WORLD start with a certain amount of equipment. The amount of gear given is meant to represent years of scrounging, pack-rat hoarding, etc.

The amount of money a character begins with is given under his Background.

TRADE

An essential part of playing DARWIN'S WORLD is trade - characters will, no doubt, at some point

wish to cash in artifacts and excess items for goods and/or services. Trade is essential to acquiring things characters can't find on their own, whether its food, weapons, or simple spare parts. As a result, this section deals with trade, barter, and bargaining.

Barter Vs. A Coin-Based Economy: The economy of the post-holocaust world is based mainly on barter (the exchange of equitable goods), since the existing currencies of the world have long been valueless - copper and nickel simply don't cut in when there's an emptiness in your stomach. Indeed, even fancy minerals and metals like gold and silver hold little or no value in DARWIN'S WORLD (sure gold is pretty, but a bar of it is far less valuable than a liter of fresh water), and thus the only system that remains viable is *barter*.

All items in DARWIN'S WORLD are given a base value in “cp” (see *Corium*, below), intended to permit the referee to regulate the basic value of items for trades and barter.

A referee should feel free to modify an item's value depending on local availability (one way to get excess gear out of characters' hands if they're getting too powerful)!

Corium Pieces (cp; equals one “gold piece”): Corium is a resource widely accepted throughout the Twisted Earth as a universal form of “money”. When a nuclear reactor melts down, the molten core often cools into pillar-like formations of metal that glow with a subtle incandescence in the dark, generating its own internal heat.

Corium is mined throughout the wasteland in spots known to have once been reactors or power plant facilities; miners risk long-term radiation dangers, but the profit is immense for those willing to put on a helmet and go down beneath the earth into the core. Many communities use slaves or conscripts instead to mine their corium deposits. In any event, corium metal is typically formed into “coins” (generally the shape flat oval nuggets) and used as a monetary unit - and their mines jealously guarded.

Though of little practical use, corium cannot be duplicated or falsified, and thus remains widely accepted as currency for trade, in place of or supplementing traditional barter.

Variation: In some places, corium pieces might instead be replaced by a currency of bottle caps, hand-printed “payslips”, or transferable meal tickets good for one meal in that community’s soup kitchens.

**OGC: The rest of this section is OGC with the exception of the words designated as product identity*

COMMON GOODS

The most basic items in the Core Rules easily convert over to DARWIN’S WORLD. Common examples include *backpacks, bedrolls, candles, map cases, chains, crowbars, flasks, flint and steel, grappling hooks, hammers, clay jugs, ladders, lamps* (all kinds), *manacles, pitons, pole, pouches, trail rations, hemp rope, sacks, sledges, tents, torches, vials, waterskins*, and most basic *clothing* types (artisan, explorer, monk, peasant, and traveler’s outfits),

Gear for *mounts* is generally common.

Caltrops, ink, ink pens, locks, mirrors, paper, parchment, portable rams, silk rope, and spyglasses are much more rare, and generally only available as special “finds” at junkyard bazaars and marketplaces, or as special goods hoarded by a community’s thinkers. Rare *clothing* types (courtier, entertainer, noble, royal, and scholar) are also likely to fetch a much higher price – when and if they can be located.

Thundersticks, tindertwigs, smokesticks, and *acid* can sometimes be found in settlements where a chemist or juju man is known to operate.

Class tools and skill kits (that apply) are certainly hoarded and never sold, and usually considered to be articles of Arcanum or Gizmos.

Item Costs: These items usually go for the listed rate in the Core Rules. Keep in mind that all values are usually considered barter values, not actual coin values. A barterer isn’t going to make change, though a coin merchant will. But this can prove difficult as well; there aren’t any units of value other than the “cp”.

For example, a character wishes to buy 3 silver pieces worth of basic goods from the basic rules. He can either barter away exactly three silver pieces of goods, or any amount over this. He won’t be given change, except perhaps in small portable goods (for instance, cocoa beans).

A character paying in corium pieces (“cp”) would take a loss, since his cp is essentially worth 1 gold piece. Any goods he buys of a

value less than one cp are bought at a loss unless he buys other items equaling the amount spent.

POTIONS (Primitive Medicines)

Potions are simple medicinal concoctions and brews whipped up by tribal witch-doctors and juju-men across the Twisted Earth. As the advanced techniques and chemical recipes of the Ancients are, by and large, lost to muntantkind in this twilight of the Fall, simpler – but certainly effective – solutions must be made.

Potions In DARWIN’S WORLD: Potions in **DARWIN’S WORLD** work exactly as described in the Core Rules, but keep in mind that all effects are chemical and medicinal, not magical. Any character with the *Brew Potion* feat can create any of these rather simple concoctions (below) with the right time and expenditure of ingredients.

TABLE 8-1: PRIMITIVE POTIONS

Potion	Market Price
Drink Of Fools	25 cp
Juju Salve	50 cp
Infusion Of Valor	100 cp
Oil Of Remedy	100 cp
Sleeping Potion	100 cp
Purgative	125 cp

Drink Of Fools: This legendary “poison”, when drunk, causes the drinker to break out in violent hiccups if a Fortitude save (DC 14) is failed. While affected, the drinker suffers –2 to all attacks and skill checks for an entire hour before wearing off. Typically this drug is administered secretly.

Infusion Of Valor: This potion effectively intoxicates the drinker, granting a +2 competence bonus to melee attacks, saves, and skill checks for 1 hour. Thereafter, however, the character suffers the exact opposite (–2 to the stated fields) for twice that duration.

Juju Salve: Juju salve is used to remedy wounds. An application of the salve will heal the beneficiary 1d6+1 hit points.

Oil Of Remedy: This is a medicinal salve rubbed into an area of injected venom or toxin. The potion has a 75% chance of curing poisons administered in this way.

Purgative: This grotesque mixture of ingredients is used to cleanse the system of a patient. When drunk, the potion automatically purges any *ingested* poisons in the drinker’s system.

Sleeping Potion: A sleeping potion is generally slipped into the drinks of the unwary. When imbibed, the drinker must make a Fortitude save (DC 16) or drift off into a deep sleep for 1d4 hours. The drinker cannot be wakened short of violent means while the potion is in effect.

Primitive medicines have the remarkable quality of working perfectly for all races, whether human or mutant. Incompatibility is not considered with these simple juju items.

More advanced medicines and medical devices for healing and treatment of wounds are presented in 'Artifacts of The Ancients'.

WEAPONS

There are nearly an infinite variety of primitive weapons available to survivors in DARWIN'S WORLD, from replica axes and maces, swords and pole arms, to improvised clubs made from lead pipes, spears made from knives strapped to wooden poles, etc. The combat chart in the d20 rules can be used verbatim for all manner of improvised and primitive weapons.

Among the most commonly employed weapons of the wasteland are those that are easiest to produce and replace. These include *daggers, maces* (light and heavy), *clubs, spears* (halfspears, short spears, and long spears), *morningstars, quarterstaves, crossbows* (light and

heavy), *slings, javelins, throwing axes, handaxes, short swords, battleaxes, flails* (light and heavy), *longswords, scimitars, tridents, warhammers, glaives, greataxes, greatclubs, greatswords, shortbows, short composite bows, longbows, long composite bows, bastard swords, whips, and nets.*

Less common are *sickles, darts, picks* (light and heavy), *rapiers, falchions, guisarmes, halberds, ranseurs* (medieval-style pole arms being almost unheard of), *scythes, kama, kukri, nunchaku, siangham, spiked chains, dire flails, two-bladed swords, and hand crossbows* – though certainly some raider groups or war-like primitive might cherish special weapons (like the spiked chain or dire flail) as symbols of their fighting elite.

Primitive Weapons

There are virtually thousands of kinds of weapons available in DARWIN'S WORLD, simply due to the fact that nearly anything can (and most likely will in any given combat situation) be picked up and used to cause harm. Lead pipes, sign posts, candlesticks, bricks – the list is potentially infinite. DARWIN'S WORLD offers a substantial list of possible improvised weapons, but likely the referee will have to come up with rules for weapons as the situation(s) presents itself. Those weapons shown should be used as a guideline, however.

TABLE 8-2: PRIMITIVE WEAPONS

Simple Weapons - Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny						
Brass knuckles *	2 cp	1d4	-	-	2 lb.	Bludgeoning
Razor blade	1 cp	1d2	x2	-	1 lb.	Slashing
Spiked knuckles *	4 cp	1d6	-	-	3 lb.	Piercing
Small						
Bayonet *	5 cp	1d4	19-20/x2	-	2 lb.	Piercing
Broken bottle	-	1d4	x2	-	6 lb.	Slashing
Medium-size						
Baseball bat	1 cp	1d6	x3	-	4 lb.	Bludgeoning
Baseball bat, metal	8 cp	1d6	x2	-	2 lb.	Bludgeoning
Baseball bat, nail-studs	2 cp	1d6+1	x3	-	5 lb.	Piercing
Lead pipe	-	1d8	x2	-	8 lb.	Bludgeoning
Police baton §	10 cp	1d4	*	-	2 lb.	Bludgeoning
Large						
Trusty-two-by-four	-	1d6	x3	-	10 lb.	Bludgeoning

* 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.

Baseball Bat: Your typical well-balanced wooden bat, a step above the common club for beating in the heads of raider scum.

Baseball Bat, Metal: This is typically a lightweight aluminum bat used for Little League practice. Though it is harder, its metal construction means it has less chance of splintering on impact (thus the reduced critical effect).

Baseball Bat, Nail-Studded: Pretty standard fare, a wooden bat shot through with 4' rusty nails. A makeshift "morningstar".

Bayonet: The bayonet is essentially a 12-24" blade, detachable from a weapon and usable as a regular dagger or digging tool. However, when a bayonet is attached to a rifle-sized weapon, it permits the user to switch back and forth from gun to weapon as a free action.

Brass Knuckles: Anywhere from a cheap brass antique to modern titanium knuckledusters. A strike with brass knuckles is considered an unarmed attack.

Broken Bottle: Any jagged bit of glass.

Lead Pipe: A heavy section of piping, torn from the ground and used effectively as a brutal bludgeon.

Police Baton: A high-impact plastic instrument for keeping the peace through less than peaceful means. The police baton inflicts subdual damage.

Razor Blade: Exceptionally sharp, but damage is minimal. Razor blades are, however, easily concealed.

Spiked Knuckles: As your typical knuckles, but with metal spikes so the punch is all the more deadly. A strike with spiked knuckles is still considered an unarmed attack, however.

Trusty-Two-By-Four: A big ol' hunk of wood for cracking skulls.

Primitive Firearms

Still in use, after all these decades, are the primitive firearms, weapons that fire (in general) projectiles of lead or lead shot.

Unless otherwise specified, reloading any weapon is a standard action.

Normal weapons can, unless otherwise specified, attack more than once per round if the user has the ability to make multiple attacks.

Automatic weapons permit the user to make an additional attack at her highest attack bonus, as if possessing the Two-Weapon Fighting feat (no modifier to the attack roll).

Rapid-fire weapons permit the user to make two additional attacks at her highest attack bonus, as if possessing the Improved Two-Weapon Fighting feat (no modifier to the attack roll).

Air Pistol: These weapons were used primarily for silent bird hunting or for other civilian recreation (they were popular gifts to young boys), and generally came in pistol and rifle models. An air weapon is a very low-caliber weapon (not actually a "firearm" per se), using compressed CO2 to fire small pellets or "BBs". An air pistol must be reloaded once fired, requiring a standard action.

Air Rifle: This type of weapon operates exactly as the Air Pistol (described just above), except it is in rifle form. The rules for increasing air pressure for base damage remain the same. An air rifle must be reloaded once fired, requiring a standard action.

Carbine: A wide variety of carbines were produced even after the early wars (WWI and WWII, where they were most widely used), for use by soldiers and law enforcement agents needing a lighter, more compact version of popular rifles (a carbine is, basically, a shorter-barreled version of a rifle). A carbine can fire twenty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Dart Gun: Dart guns (usually rifles, but sometimes pistols), operate exactly like air weapons (see above), but instead of lethal ammunition they use a hypodermic dart; this dart can be filled with chemicals or drugs and slid into the single-shot breech before firing. Damage is minimal (there is very little chance of a fatal shot), but any hit injects the chemical into the target when hit - up to two doses of any given chemical/drug can be loaded into a dart. A dart gun must be reloaded once fired, requiring a standard action.

Pipe Rifle: These weapons are homemade rifles (much like the zip gun), utilizing any length of pipe and attaching it crudely to a stock to reduce recoil. Regular bullets are used in the gun, and a primitive breech-load is generally used; shot capacity is invariably one round at a time. Any critical miss roll on to-hit results in a *misfire*. A pipe rifle can fire once before reloading. Reloading is a standard action.

Pistol, Automatic: The nations of the pre-war world manufactured an incredible variety of

TABLE 8-3: MODERN RANGED WEAPONS**Martial Weapons - Ranged**

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Small						
Air pistol	200 cp	1d4	x2	40 ft.	3 lb.	Piercing
Dart gun *	300 cp	1d2	-	20 ft.	3 lb.	Piercing
Pistol, automatic *	500 cp	1d10	x3	150 ft.	5 lb.	Piercing
Pistol, black powder *	250 cp	1d10	x3	50 ft.	3 lb.	Piercing
Pistol, revolver *	325 cp	1d10	x3	100 ft.	3 lb.	Piercing
Sawed-off shotgun *	700 cp	*	*	5 ft.	8 lb.	Piercing
Sub machinegun *	900 cp	1d10	x3	150 ft.	8 lb.	Piercing
Zip gun *	75 cp	1d8	x3	20 ft.	5 lb.	Piercing
Medium-size						
Air rifle	300 cp	1d6	x2	80 ft.	6 lb.	Piercing
Carbine	700 cp	1d10	x3	200 ft.	8 lb.	Piercing
Pipe rifle *	250 cp	1d8	x2	100 ft.	8 lb.	Piercing
Rifle, automatic *	1,500 cp	1d12	x3	250 ft.	12 lb.	Piercing
Rifle, black powder *	500 cp	1d12	x3	150 ft.	10 lb.	Piercing
Shotgun *	750 cp	*	*	10 ft.	10 lb.	Piercing
Sport Rifle	800 cp	1d12	x3	300 ft.	15 lb.	Piercing

handguns, in thousands of models, calibers, and makes, both for military, law enforcement, and civilian use. Ammunition capacity, range, and concealability were widely varied. An automatic pistol can fire ten times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Pistol, Black powder: These weapons are still made in the aftermath, and often resemble their antique counterparts - indeed, some museum pieces are still around, used in the manner they were originally intended for. A musket pistol holds a single shot and requires a full-round action to reload.

Pistol, Revolver: Older handguns came in a variety of models before the fall of the war, and though automatic weapons were quite commonplace, the revolver was still quite favored by law enforcement and civilian buyers. Despite their low ammunition capacity (six shots being standard), revolvers were almost totally reliable when fired. A revolver can fire six times before reloading and can only fire once per round. Reloading is a full-round action.

Rifle, Automatic: Mainly employed by legitimate military forces around the world, automatic rifles were the standard weapon of soldiers until the advent of compact and reliable laser and gauss weaponry. The many nations of the world created various models (some with short barrels, folding stocks, etc). An automatic rifle can fire thirty times before reloading and is considered an *automatic weapon*. Reloading is a standard action.

Rifle, Black powder: These weapons, the most common firearms in the wasteland, come in a variety of standard calibers, very similar to those used in early American history. Such weapons are unpredictable, have a slow reload rate, and require constant and tedious maintenance. A musket rifle holds a single shot and requires a full-round action to reload.

Shotgun: A favorite of civilian, military, and law enforcement, the shotgun ("scattergun", "room-broom", etc.) was in widespread use, from close-assault to counter-terrorism, hunting to sport shooting. Shotguns come in a variety of typical gauges, from the powerful 10-gauge to the 410. 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. It can fire once a round maximum, but it can fire five times before it needs reloading. Reloading up to two shells is a standard action. Reloading more shells than that (up to five) is a full-round action.

Shotgun, Sawed-Off: This is a shortened version of the shotgun. A sawed off acts just like a regular shotgun, though its range increment is decreased. Typically a sawed-off can only fire *twice* before it needs reloading, however.

Sport Rifle: The widest variety of civilian arms come from this category, firearms made for sport or hunting (or both). From the lightest .175 (virtually a BB gun) to replica Winchesters using the .44-40, to the heavy military .50 cal, these can be professional target rifles, military sniper rifles, etc. A sport rifle can fire once before reloading. Reloading is a standard action.

Submachinegun: Pre-war militaries, both American and foreign, made widespread use of submachineguns, compact firearms capable of a high rate of fire. Due to the nearly limitless kinds of calibers, makes, designs, etc, it would be impossible to list each and every model (especially when you consider that hundreds of futuristic models were also made). A submachinegun can fire thirty times before reloading and is considered an *automatic weapon*. Reloading is a standard action.

Zip Gun: This is a cheaply-manufactured piece of homemade hardware, usually just a metal frame or wooden handled "pistol", the barrel being any piece of pipe or tube. Real bullets are used in the gun though, and a high-tensile spring is used as a hammer. When the spring is sprung, the bullet is hammered and fired out the barrel. Such weapons can only be fired once (the shot ruins the barrel and firing mechanism), and are of limited range and accuracy.

Firearm Ammunition

All *firearms* must use expendable ammunition, usually in the form of pre-war finds or cheap

post-war replications using recycled brass casings and poor-quality powder.

Bullets: As described in the Core Rules, these are simple lead balls used in both black powder rifles and pistols. Typically sold in bags of 10 balls.

Gunpowder: As described in the Core Rules, gunpowder is used primarily to propel lead shot from black powder weapon.

Metal BBs: These are tiny lead bearings used in air pistols and rifles. They are typically sold in boxes of 100.

Metal Cartridge Clip: This is essentially a strip of cartridges mounted in such a fashion as to make them easier to reload. A clip generally holds 10 (automatic pistol), 20 (carbine), or 30 (SMG or automatic rifle) rounds, and permits a weapon to be fully reloaded in a standard action.

Metal Cartridge: Metal cartridges are "bullets" used in most modern-era guns; for ease of use, the rules will not break down individual calibers. Cartridges will fit revolvers, pistols, SMGs, and all rifles (zip and pipe included).

Shotgun Shells: These are described in the Core Rules.

TABLE 8-4: FIREARM AMMUNITION

Martial Weapons – Ranged (Ammunition)

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Small						
Bullets, pistol (10)	30 cp	-	-	-	2 lb.	-
Cartridge, pistol (10)	40 cp	-	-	-	¼ lb.	-
Metal BBs (100)	20 cp	-	-	-	4 lb.	-
Medium-size						
Bullets, rifle (10)	30 cp	-	-	-	2 lb.	-
Cartridge, carbine (20)	70 cp	-	-	-	½ lb.	-
Cartridge, rifle (30)	90 cp	-	-	-	¾ lb.	-
Cartridge, SMG (30)	80 cp	-	-	-	¾ lb.	-
Shotgun shells (20)	80 cp	-	-	-	½ lb.	-

TABLE 8-5: ARMOR

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Speed 30ft.	20 ft.	Weight
Light armor							
Leather	10 cp	+2	+6	0	30 ft.	20 ft.	15 lb.
Studded leather	25 cp	+3	+5	-1	30 ft.	20 ft.	20 lb.
Chain shirt	100 cp	+4	+4	-2	30 ft.	20 ft.	25 lb.
Medium armor							
Hide	15 cp	+3	+4	-3	20 ft.	15 ft.	25 lb.
Beast chitin	200 cp	+5	+3	-4	20 ft.	15 ft.	50 lb.
Heavy armor							
Half-plate	600 cp	+7	+0	-7	20 ft.*	15 ft.*	50 lb.
Shields							
Buckler	15 cp	+1	-	-1	-	-	5 lb.
Shield, small, wood	3 cp	+1	-	-1	-	-	5 lb.
Shield, small, steel	9 cp	+1	-	-1	-	-	6 lb.
Shield, large, wood	7 cp	+2	-	-2	-	-	10 lb.
Shield, large, steel	20 cp	+2	-	-2	-	-	15 lb.
Extras							
Armor spikes	+50 cp	-	-	-	-	-	+10 lb.

ARMOR

The various forms of armor available to the people of the wastelands is in no way comparable to the technological genius of the Ancients. The best the people of DARWIN'S WORLD can do is fabricate leather/hide-based armor types, or to salvage items of the Ancients with which to protect themselves. *Advanced* armor types, however, are still sometimes found as rare and precious artifacts among the ruins, but these are most certainly rarities.

Advanced weapons and armor types, available only to characters of advanced backgrounds or as rare finds, are to be found in the companion sourcebook 'Artifacts of The Ancients'.

PART IX: GENERAL DANGERS

**OGC: This entire section is OGC with the exception of the words designated as product identity*

An important part of playing a post-holocaust role-playing game is survival - the desperate struggle for food, water, and supplies. This section is meant to deal with the dangers of *disease* and *radiation*.



GAMMA RADIATION

Radiation is a word coined for ionizing energy that injures tissue, and is measured in a number of ways (*rem*, *rads*, *sieverts*, etc). The lands of DARWIN'S WORLD are heavily polluted with the tainting and mutative radiation of gamma rays - the product of the great holocaust that incinerated mankind's last hopes in one great and final cataclysm. These radiations, which will last for tens of thousands of years, pose perhaps the single most insidious threat to life in the now-arid and harsh desert wilderness.

Gamma radiation is different than other contaminants and dangers - it's not ranked by level, "per se". Radiation is accumulated by living things that pass in or near an area of radiation (examples include fractured reactor cores, ruined nuclear missile silos, and of course, nuke craters); this is not at all uncommon, since the entire world was bombarded with massive amounts of nuclear weapons, and its lingering clouds of dust and nuclear snow were blown over even the most distant wilderness areas.

Areas of radiation should be assigned a Rads level (a unit of measure for radioactivity) value, depending on the age of the site, the size of the weapon that created it, etc. When a character (or any creature for that matter) enters such an area, the Rads value is accumulated under Rads (see the character sheet); when the Rads total reaches certain thresholds, different effects take place (see **table 9-2**).

Rads can only be purged from a character's system with time (or, in some cases, special drugs and chemicals). A character's Rad level decreases by 1d6 per day under normal situations; until his rad level decreases to a level beneath that giving the stated effect, he will continue to suffer from that effect.

DISEASE

Diseases are a big concern in the aftermath, after years of biological warfare, rampant disease among the millions of dead, and the effects of radiation on these viruses spawning thousands of new illnesses. Entire regions known to suffer from strange plagues are sometimes simply abandoned by superstitious survivors, who often call viruses and illness the "wrath of the Gods" or even the "curse of the Ancients".

Diseases should be handled using the same rules and examples provided in the Core Rules.

CHEMICAL CONTAMINATION

Chemicals, in the form of chemical weapons, are no longer a direct threat to the people of DARWIN'S WORLD, for (simply put) the chemicals have long diminished. In some regions, however, chemical bi-products are still evident, in the form of leaks, industrial wastes, etc. Examples of chemical contamination in DARWIN'S WORLD might be - leaking

underground chemical storage tanks in the water table, lead contamination in water, chemical runoff, etc.

Chemical contamination of food and water sources is treated just like the intake of poisons, requiring a saving throw and reduction of abilities through Initial and Secondary damage. A few unique forms of contamination are presented here (**table 9-3**).

TABLE 9-1: TYPICAL RAD SOURCES

Location	Typical Rads
Cratered ruins (city heart)	1000-4000
Blasted city (inner reaches)	100-400
Typical urban ruins	10-50
Wasteland (accumulated dust)*	5-15
Radiation storm**	300-750

*A character can avoid the daily-accumulated Rads of inhaling dust out in the wastes through the use of a breathing apparatus, protective suit, or simply by covering his mouth and nostrils when the wind picks up.

** Radiation storms are rare but deadly natural occurrence where the wind picks up giant clouds of radiated sand and dust particles and carries them for miles. The Rads accumulated are per day of exposure to the storm.

TABLE 9-2: RADIATION

Rads	DC	Effect
50-149	13	Fatigue and nausea. The character suffers noticeable weakness, reducing Strength and Constitution by –1d4 each.
150-299	15	Beginnings of the destruction of marrow, and the start of infection and hemorrhage. Strength and Constitution are reduced by –1d8 each.
300-499	19	As 150-299 Rads, but the loss to Constitution is <i>permanent</i> .
500-749	21	As 300-499 Rads. Hair also falls out, resulting in a permanent –1 Charisma modifier. A lowered white blood cell count means that the character's blood no longer clots, indicating that she no longer heals through natural means.
750-999	25	As 500-749 Rads. Also, delirium and wild fever. The character must make a Fortitude save once per day or suffer as the spell <i>Confusion</i> for the day's entire duration.
1000-3999	30	Loss of fluids/electrolytes in the intercellular spaces and gastro-intestinal tract. Death occurs in 2d4+2 agonizing days due to electrolyte imbalance, bone-marrow decay, and terminal infection. If the DC 30 Fortitude save is made, treat as 750-999 Rads.
4000	40	Damage to the vascular system, causing cerebral edema. Death occurs within 48 hours due to shock and neurological disturbance. If the save is made, treat as 750-999 Rads.

TABLE 9-3: CHEMICAL CONTAMINANTS

Poison	Type	Initial Damage	Secondary Damage
Low-grade pollutants	Ingested DC 13	1 Con	1d4 Con + 1 Wis
Industrial waste	Ingested DC 17	2d6 Con	2d6 Con + 1 Wis *
Deadly chemicals	Ingested DC 20	2d6 Con	3d6 Con + 1d6 Wis *

* Indicates a permanent drain.

List of Product Identity Terms:

Darwin's Word, Twisted Earth, Denizens of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Ferals, Primitives, Ritual Preservationist, Radicals, Resentful, Degenerates, Ressurectors, Visionary Reinventors, Guardians, Hedonists, Advanced, Good juju, Benders, Brethren, Brotherhood of Radiation, Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, Foundationist, Ghouls, Movement, Paradise Believers, Ravagers, Savants, Doomriders, Brethren Follower, Brotherhood Force Master, Cartel Trademaster, Foundationist Paladin, Juju Doctor, Sister of the Desert.

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Lost
Paradise

Hollow
Hills

Dust

Seas

Region

UNKNOWN

Impassable
Wilderness

The
Big
Rocks

Deserts

Nowhere

To
Unknown

Water Clans
Free Water

Cursed
Mountain
Folk
Desert
Salt City

Forbidden
Scourge
Lands

Purple Desert

Foundation
Strongholds

Wastelands

California
Rift Valley

City of Lights

Styx
Free
City

Midway
Raider
Territories

Lil' Vegas

Grass
Plains

Legendary
Dome
Coast!

Necropolis

Kingman Town
Cartel

Arid
Empire
City
Sarants

UNKNOWN

Baja
Cliffs

Bone
Desert

Bend City
Oil Traders

Extent of
Charted Territory