

THE BROKEN AND THE LOST

PRIMITIVE CHARACTERS

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

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THE BROKEN AND THE LOST: PRIMITIVE CHARACTERS

The people of the Twisted Earth are a scattered species, the dying remnants of a race that forfeited its technological claim to the world with the violent upheaval of the great Fall. In the years since the nuclear cataclysm that reshaped the face of the planet, the ruins of the ancient world have been all but erased; by the erosion of time, the slow dying of the climate, and by the barbaric hands of the mutant survivors of humanity whose numbers dwindle every day.

While in this violent world there are powerful groups, known as the great “factions”, who vie for control over their own miserable parts of the planet, these prestigious, feared - or even worshipped - groups are indeed the minority. For every Foundation fortress full of archived knowledge, every Brotherhood Mecca with its new-world religion, and every bustling trade city vainly promising a better life through the buying and selling of the world’s last treasures, there lies hundreds of miles of savage country. While they stand prominent in their corners of the wasteland, these places are dwarfed by the sheer volume of wild and untamed land separating each faction’s lands from another. These lands are the home of the Broken and the Lost.

Every sandwalker of the Twisted Earth has heard at least something of the tribal people of the old American West; the degenerate descendants of the Ancients who now know little or nothing of their long-lost heritage. Living in meager mud huts, or in caves hollowed from desert crags, wearing the furs of wild beasts brutally slain with only the most rudimentary tools, these painfully mutated people have truly been broken by the laws of nature.

Though they all share the same origin, from a technologically advanced civilization burned away in the Fall, time and the changing world have left them altered on a physical level. Few tribes are the same physically; more often than not it is only a few miles of lifeless sand that separate one entirely separate breed of man from another.

Only a handful of sandwalkers know the lore and customs of more than a few tribes, and those that do can testify to the diversity of superstitions and crazy beliefs fostered by these amazingly backwards folk. Some have vague recollections of the ancient world, or of the Fall, woven into their ancestral stories and in many cases forming the backbones of entire tribal religions. More often than not to these people the past is entirely forgotten, however, ultimately irrelevant in the struggle for day-to-day survival that consumes them. The yearning to recreate the past which burns in the hearts of many powerful factions is simply lost to them.

Tribal people on the Twisted Earth can be found virtually everywhere; their kind fill in the uncharted places between the known nexuses of the wasteland. Along the sun-seared trade routes that crisscross the land, among the peaks of distant mountain ranges, in the cool shadow of cliff country just out of sight of trade cities like Tucumcari or Styx. They live like nomads among the lifeless sands of the great deserts, and stubbornly cling to life in the kind of inhospitable places that would make even the most hardened animals think twice. While in this day some tribal cultures (especially those along the trade routes) manage to live alongside the rising powers that are the great factions, their lot is increasingly one

*Fear not the atom in fission:
The cradle will outwit the hearse;
Man on this earth has a mission –
To survive and go on getting worse.*
- Samuel Hoffenstein, “Cradle Song”



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without any hope of longevity; their future lies in being made slaves, or paid to die as savage mercenaries fighting endlessly in the wars of their masters, or as dupes for the great traders who exploit their primal innocence for its corium value.

But beyond the trade routes, in the wild places where traders seldom go, where religious cults find little promise of converts, and the technically superior find little to scavenge, the Broken and the Lost thrive. As the new powers of the Twisted Earth rise, and their shadow dwarfs these primitives - the darkness also gives their own way of life a place to thrive. One group, one great “tribe” in particular, has defied the brutality of the centuries, survived the great trials set against man and animal to punish them for the past, and has begun taking up the flag to preserve the innocence of tribal humanity. They call themselves the “Brethren”.

HOW TO USE THESE BOOKS

Welcome to *The Broken* and *The Lost*, a collection of source materials for *Darwin's World 2nd Edition* that offer a more detailed look at the “Tribal” background presented in the basic rules, bringing to life one of the most integral aspects of the post-apocalyptic genre: the barbarism of the post-Fall world. This series also looks at the “Brethren”, one of the major factions of the Twisted Earth setting detailed in the *Darwin's World 2nd Edition* rules.

In addition to being a gamemaster aid, *The Broken* and *The Lost* presents new material fleshing out the many aspects of the “Tribal” background as a whole, including new feats, equipment, drugs and poisons, and advanced classes, all with a decidedly “primitive” cast. These new additions will bring new possibilities to the creation of both tribal NPCs and players characters alike, making them more

vibrant and interesting, and allowing these, much misunderstood and maligned savages to play a more important role in your post-apocalyptic games.

The four books in *The Broken* and *The Lost* series consist of the following:

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This sourcebook presents a more in-depth look at the “Tribal” background, and offers GMs and players alike advice for running low-tech characters in *Darwin's World*, either as allies, villains, or even as player characters. This sourcebook includes suggestions for making characters that are not only tribal-themed, but also make the best use of existing base classes and advanced classes, as well as occupations. But *Primitive Characters* is more than just guidelines and player advice; it also touches on various aspects of “primitive” culture, and how to incorporate these aspects into games to help maintain the savage “feel” of the Tribal background.

Finally, *Primitive Characters* introduces a selection of new and unique advanced classes and feats that are designed to reflect the savage fury and cunning survival instincts of the primitive survivors of *Darwin's World*.

THE BRETHREN

The Brethren brings to life the major Twisted Earth faction of the same name, describing their origins before the Fall, their survival through the apocalypse, and their slow and brutal evolution into the anti-technology “crusaders” that they have become today. *The Brethren* is a detailed history of this movement, and a sourcebook that describes the intricacies of their barbarous politics, philosophies, and organization. Included in this book are the statistics for many sample Brethren agents and foot soldiers,

their “guides” and “prophets”, and the shadowy, epic-level leaders that propel the Brethren’s zealous dedication from behind the scenes. A detailed look at San Francisco - the forbidden citadel from which they launch their crusades - is also provided.

TRIBES OF THE TWISTED EARTH

This sourcebook is a veritable “encyclopedia” of the tribes that populate the seldom-visited regions of the Twisted Earth, from the deep deserts of Arizona to the high mountains of the Rockies. Each entry in this book details a specific tribe, with information regarding religion, specific beliefs, bizarre history, and in some cases, their unique role in their particular corner of the world. *Tribes of The Twisted Earth* not only details the vast collection of tribes known to populate the wasteland, it offers rules for making characters from each specific tribe, as well as presents sample NPC stat blocks so that these tribes can be put to use as allies - or enemies - in your existing *Darwin's World* campaigns.

NEW TERRORS

New Terrors offers a sampling of new mutant beasts whose lore is specifically exclusive to the tribal cultures of the Twisted Earth. This GM aid presents a handful of new monsters that are known to exist on the fringes of the known world where only savages dwell, from curious beasts of burden to nightmare horrors that have become legendary in the minds of these primitive people.



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The focus of this sourcebook, Primitive Characters, is to bring to life the role of tribal characters in the game through new abilities, feats, classes, and role-playing suggestions. This book offers a generalized treatment of the Tribal background as a whole, bringing it alive and offering new possibilities for the use of primitive characters in *Darwin's World*.

While most character development relies on the role-playing of your players, this book will offer some suggestions for increasing the playability of primitive characters through new variant rules. More than making "Tribal" just a basic background option, this book will offer suggestions for bringing out the savage fighting styles and primitive superstitions of tribal characters, new feats and advanced classes to give primitive characters new abilities and long-term options reflecting their barbaric nature, and optional rules that will give these PCs obligations and background flavor that ground them firmly in their "Tribal" roots.



DESIGNING A GOOD CHARACTER

The first step in any game of *Darwin's World* is to design a good character, and in this respect primitives and advanced characters are no different despite the shortcomings of the former and the gross

advantages of the latter. This section will attempt to offer suggestions and strategies to help players design tribal characters that can rival the best advanced PCs, through a smart combination of occupation, base class, and advanced classes. First and foremost a player will need to figure out what his PCs' role is and what he's good at; from there he can develop his character literally from the ground-up.

OCCUPATIONS

A character's *occupation*, whether tribal or otherwise, is the first step in determining who he is and what role he fills in his particular society. In addition to laying the foundation of how a character will be role-played, occupations also provide real benefits in the form of making certain skills permanent class skills, as well as dictating starting *corium*.

The basic occupations of *Darwin's World 2nd Edition* are listed below, with suggestions on what each occupation might represent in a typical tribal society. Obviously these are just the most obvious ideas, and with some thought these generic occupations may be seen filling other roles as well.

Academic: There aren't many uses for academics in tribal society, as war and survival are generally the paramount concerns. Still, shaman and the wisest of elders could conceivably be classified as "academics" due to their broad range of skills that set them apart from the rest of the tribe. Access to Knowledge skills and languages make them useful members of the tribe despite their general timidity in battle.

Caravan Guard: Friendly tribes are often employed by merchant groups to guard their

caravans, whether for an entire trip or merely as they pass through that tribe's lands. This could also represent a merchant cartel's slave warriors, who often march alongside caravans to protect their valuable cargo, or even tribal guardians in general. The *Caravan Guard* offers useful survival skills such as Navigation and Survival, as well as the sensory skills (Listen, Spot) needed to be an effective "guard".

Corium Prospector: A vast number of tribals, especially those situated along the main trade arteries of the Twisted Earth, have learned the value of corium, the rare metal used as a trade medium throughout the known world. Obviously tribal prospectors exist, gathering their people to follow rumors of the next "motherlode" in hopes of getting a share of the wealth. Most end up as slaves for more powerful mining concerns, however. The *Corium Prospector*'s access to Knowledge (Ancients) and the language of the Ancients give them an interesting edge over other primitives.

Craftsman: A vital part of any tribal society, the *Craftsman* (with his access to Craft and Repair skills) directly helps his community survive. *Craftsmen* are common in all tribes, save for the most savage and backwards.

Demagogue: Tribals with this occupation can represent tribal leaders, particularly charismatic war chiefs, or zealous priests and shaman. The ability to have *Bluff*, *Diplomacy*, and *Sense Motive* as class skills means the demagogue can get what he wants, whether or not his actual class selection makes him a good warrior.

Furniture: Many tribal captives frequently end up as "furniture" for more powerful tribes, or sold to more advanced groups that deign to deal in the slave trade with tribal people. These tribal captives are often considered an amusing curiosity by their more

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civilized masters, due to the widespread superstitious belief that many tribal people are born with a savage spirit that can never be broken. The broad range of potential skills from this occupation means a tribal of this kind can end with good thieving skills, diplomacy skills, and the ability to sum people up.

Guide: A *Guide* can represent any tribal hunter, either one that relies on his own skills to survive in the wilds, or sells his services to others to help them navigate the wasteland. Tribal guides in particular are widely sought by merchants pioneering new trails, as their connection to the wilderness is often believed to be almost “supernatural”. The class skills offered by this occupation (such as Listen, Navigate, Spot, and Survival) are straightforward and useful.

Healer: *Healers*, while not particularly common, do exist in many tribes, offering their often-misunderstood skills (such as Craft [Pharmaceutical] and Treat Injury) for the benefit of their people. Tribal “juju” is typically tainted with religious superstition, but in many cases can be as effective as any advanced community’s medicine.

Herdsman: A common occupation, especially among more peaceful tribes, nomadic tribes, and tribes that roam the open desert on the backs of animals. The *Herdsman* occupation offers practical skills as well, such as Navigate, Ride, and Survival.

Merchant: Not many tribals focus on mercantile pursuits; being primitive, hunting, gathering, and raiding are most often the backbone of tribal economies. Still, some tribals (especially those regularly exposed to outsiders) do learn the value of trade, and tribal traders can often be as masterful at swindling and diplomacy as the most advanced merchant. Taking this occupation gives a character access to skills that will be vital in negotiating, such as Bluff, Diplomacy, Gather Information, and Sense Motive.

Military: The discipline and organization implied by this occupation makes it generally unsuited for tribal characters; tribal warriors and fighters are better represented by other occupations like the *Predator*. Still, the skills offered by this occupation are useful and practical.

Predator: This is a common occupation among tribals, representing everything from hunters to tribal warriors and tribal raiders. The warlike nature of many tribes makes this standard occupation of the Twisted Earth’s many barbaric cultures. The skills of the *Predator* are also thematic of tribals, including Hide, Intimidate, and Move Silently.

Repairman: Few tribes have the technical know-how to repair anything mechanical or electronic, but some tribes - such as those who worship or collect technology zealously (i.e. “cargo cults”) - might have the capacity to understand more advanced equipment and how to fix it.

Slave: *Slave* is a fitting choice for tribal characters, especially those who are going to begin the game in the company of more advanced characters. A slave could be the property of another PC, or simply an escaped slave who is now “free”. The ability to select a bonus feat can more than help make up for the character’s humble lot in life.

Slaver: Though most tribes are only chattel for more advanced slavers, some tribes actually rely on taking slaves as the backbone of their meager economies. Slaves taken by tribals are either used as *warbrides* (helping diversify an often dwindling gene pool), for backbreaking labor in the community, or sold as currency in other settlements or to more powerful merchant groups to generate revenue for the tribe. A tribal slaver is usually most suited for combat and fast raiding, favoring hit-and-run tactics and intimidation.

Wanderer: An exile from his tribe, an escaped

tribal slave, a hermit, or a tribal hunter could all be examples of this occupation. The *Wanderer*, like the *Guide*, offers skills that are useful in crossing rugged terrain of the wasteland, such as Climb, Knowledge (Geography), and Navigate.

SPIRIT LODGES - OPTIONAL OCCUPATIONS

A mutant woman in a wasteland community struggles for life throughout the night, at the height of a difficult labor - one prophesized by the village elders for months. Outside the hut, men and women from the tribe’s *spirit lodges* await, regaled in ritual paint and sitting around the fire, listening to her cries and debating the meaning of each delusional outburst. Just after midnight, the woman’s weak cries are joined by those of a new arrival. As one the warriors enter the hut, where the shaman holds over the breathing mother a newborn baby girl for all to see, her fingers showing the first vestiges of claws and her eyes slit like a cat. Immediately the warriors from the Desert lodge rejoice, accepting the newly born child into their ranks. The spirit of the desert cougar is alive in her, they say, and she will grow up to be among the fiercest warriors of the tribe.

Spirit lodges are an optional alternative to using the basic Occupations of *Darwin’s World 2nd Edition*. While only tribal cultures embrace the concept as described here, not all tribals do. In many tribes, however, there is a strong connection between man and nature, and the spirits that animate the land and its natural creatures are sometimes believed to cross the boundaries. One such example of this superstition is derived from the slow evolution of humankind on the Twisted Earth due to the poisoning of the earth, resulting in mutations and defects that tribals (in their primitive way) often explain as the

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“melding of spirits” - a kind of “reincarnation” in which the spirit of a desert creature is bonded or reborn in a human child, giving her traits that will not only help her survive, but also show to all who look on her that the spirits of nature have chosen her as their vessel. Many such tribals grow to have an unusual affinity for the beasts of the wilderness, while others simply inherit their strengths and ability to survive.

Any *Tribal* character may take one of the four spirit lodges below as her Occupation (instead of choosing from those listed on pages 10-12 of *Darwin's World 2nd Edition*), receiving the benefits listed under the specific lodge. However, to take one of these Occupations the character must also possess at least one of the visible mutations (or defects) listed under the Occupation’s description - this is the “link”, so to speak, that identifies her at birth as being destined for that lodge.

Though these Occupations are in no way supernatural, tribal cultures believe otherwise. Once accepted into a lodge a young mutant is often trained to imitate her kindred spirit animal, making the best use of her mutations and learning specific skills.

DESERT SPIRIT LODGE

Members of the Desert lodge claim a tie to the creatures of the desert, a part of the world that breeds the most stubborn survivalists. The desert, as lifeless as it is, also gives birth to predators that are both fierce and patient, traits idealized by tribal cultures in hunting beasts like *Lurking Panthers* and *Dust Devils* (see *New Creatures*), as well as the bitter refusal to succumb exhibited by animals like armadillos and *Ravening Hounds*. Members of the Desert lodge are trained from birth to live up to these traits; relying on only themselves, learning of the desert (and to recognize/respect its many dangers), and ultimately

how to *survive*, whether alone in combat or facing the wilderness itself.

Mutations: To be a member of this lodge a character must have at least one of these mutations: *Aberrant Horn Development, Claws, Dermal Spike Growth, Interior Moisture Reservoir, Sensitive Sight, or Serrated Dental Development*.

Skills: Select two of the following as permanent class skills: Handle Animal, Hide, Move Silently, Navigate, Survival, Treat Injury. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Guide, Sand In The Eyes*, Spirit Guide*, Stealthy, War Chant*.

Starting Corium: 5d4 x 100 cp.

FOREST SPIRIT LODGE

Forests, though rare on the Twisted Earth, do exist, often nestled in lost canyons, or in distant high country far from the lands of tribal and civilized people. Though they do hint at bounties hidden beneath their foliage, most forests are considered forbidding places by the people of the wasteland, as they are typically home to creatures whose bodies have become an abomination, using the shadows of trees and foliage to hide their shameful mutations. Terminals, exiled from desert communities, as well as hermavs and others, are often driven into the forests to remove them from the sight of their former peoples.

Those destined for the Forest lodge are those mutants born with defects that mark them as outcasts among their people, or mutations that are dangerous to others or considered a threat to the security of the tribe. Usually these infants are left just within the boundaries of a forest to be eaten by predators, but often they are found by terminals (or similar outcasts)

and raised.

Mutations: To be a member of this lodge a character must have at least one of these mutations/defects: *Acid Excretion Glands, Dermal Poison Sap, Epidermal Acid Enzymes, Hemotoxin Sting, Neurotoxin Sting, Shriek, Stench, Aberrant Deformity, Bizarre Pigmentation, Hemihypertrophy, Hunchback, or Neurofibromitosis*.



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Skills: Select two of the following as permanent class skills: Balance, Climb, Handle Animal, Hide, Jump, Move Silently, Navigate, Speak Language (Animal Call), Survival. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Spirit Guide*, Stealthy, Ventriloquism*, War Chant*.

Starting Corium: 5d4 x 100 cp.

MOUNTAIN SPIRIT LODGE

The Mountain lodge represents strength, endurance, and invincibility, like the mountains that have towered over the deserts of the Twisted Earth despite man's catastrophic wars and violent degeneration. The spirit of the mountains is embodied in the creatures that live there, in the fierce toughness and great size of bears, the stubborn adaptability of mountain goats, and the scarred hides of the longest-lived mountain lions. Members of this lodge exhibit some remarkable resilience, and a persistent strength that can often only be described as "invincibility".

Mutations: To be a member of this lodge a character must have at least one of these mutations: *Aberrant Endoskeletal Encasing*, *Extreme Resilience*, *Gigantism*, *Increased Body Density*, or *Protective Dermal Development*.

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

Bonus Feat: Select one of the following: Ritual Scarification*, Spirit Guide*, Stubborn Ox*, Toughness, War Chant*.

Starting Corium: 5d4 x 100 cp.

THE LOST PARADISE

The *Darwin's World* sourcebook on the Pacific Northwest, *The Lost Paradise* (by David Jarvis), offers a number of resources useful for the making of tribal characters, including new occupations such as the Bone Prospector, Emissary, and Fisherman, as well as the Tribal Hunter and Blood Hunter advanced classes. It also describes the tribes of the region, including the Chinook and the ghouls of the Lewis & Clark Biodome.

NIGHT SPIRIT LODGE

In nature the night embraces the meek, allowing those creatures who cannot survive by virtue of their small size or weaknesses to emerge from their dens and hunt, finding prey with their superior senses and to move without fear through the darkness. The Night lodge embraces this theme, training its kind in stealth, agility, and remaining unseen. Though many who join the lodge are born physically weak, their life of training makes them feared skulks and night stalkers.

Mutations: To be a member of this lodge a character must have at least one of these mutations/defects: *Blindsight*, *Chameleon Epidermis*, *Dwarfism*, *Sensitive Sight*, *Albinism*, *Photosensitivity*, or *Terminal Limb Deficiency*.

Skills: Select one of the following as a permanent class skill: Hide, Jump, Listen, Move Silently, Navigate, Speak Language (Animal Call), Spot, Survival. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Primitive Poison Maker*, Spirit Guide*, Stealthy, Ventriloquism*.

Starting Corium: 5d4 x 100 cp.

BASE CLASSES

While Occupations tell how a tribal character fits into his particular tribe, his base class is much more vital in determining what he can do and where he can go. More than just a way to sum up a character (e.g. "Strong", "Tough", etc.), the base classes are vital building blocks that set the character up with abilities and dictate whether he's a warrior...or survives through tapping other resources.

Base classes are just as important for tribals as they are for more advanced characters. All of the base classes offer something useful and, more often than not, more than one way to make a good character - especially when combined through multi-classing. Here are some suggested strategies related to base classes and how they each appeal to the creation of primitive characters.

Strong: The Strong hero is a great choice for tribal warrior-types, for a number of reasons. First and foremost is the Strong's base attack bonus, which makes combat his primary focus - perfect for the kind of savages most often typified by tribal characters. This is especially useful for tribals who will be at a disadvantage against more heavily armored groups who, with better technology, will be equipped with better armor, and thus higher Defense ratings. Even against foes with low Defense ratings, a tribal with a high BAB and the *Power Attack* feat can trade in his attack bonus to do more damage - making his spears

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and javelins able to compete with the advanced weapons of characters from more tech-advanced backgrounds.

The Strong also has access to the Melee Smash and Ignore Hardness talent trees; the first is ideal for tribals because it increases melee damage (and melee weapons are an obvious, if not requisite choice for tech-poor tribals), while the second helps tribal characters Sunder the technological weapons and gadgets of more powerful opponents and essentially even the field in an otherwise unbalanced fight.

Fast: The Fast hero is another ideal choice for tribal warriors, especially due to the combination of decent base attack, hit dice, and of course, Defense bonus, which makes even the otherwise unarmored tribal savage a much more difficult opponent to kill - a definite bonus when competing with characters with advanced armor. On top of this, the skills of the Fast - such as Balance, Escape Artist, Hide, Move Silently, and Tumble - allow for the kind of stealthy hunters, trackers, and guerilla fighters that are archetypical of tribal warriors.

The Defensive talent tree can build on this theme by making the Fast hero almost impossible to catch by surprise (Uncanny Dodge), as well as increase his abilities to fight in close combat (Opportunist). The Increased Speed talent tree also helps create an extremely mobile tribal warrior, which when combined with the lack of impeding armor increases his ability to use hit and run tactics, and thus stay alive.

Tough: The Tough hero makes a good survivalist-type tribal character, with its choice of skills (such as Climb, Spot, and Survival) and feats (*Alertness*, *Endurance*, *Great Fortitude*, and *Toughness*). The Damage Reduction talent tree can help offset the low Defense bonus, and further enhances the almost supernatural reputation many tribals have of being

“invincible” on a one-on-one basis.

The Unbreakable tree does the same, and also helps make up for the general inability of primitive characters to acquire advanced medicines with the Second Wind and Stamina talents.

Smart: The Smart hero might not seem a fitting choice for tribal characters, but there are certain to be intelligent members of any tribe; whether in the form of tribal leaders, elders, or medicine men. Smart heroes can represent such characters through their wide choice of skills (which can represent formal training, years of experience, or specialization as a tribe’s healer or religious guide), as well as their ability to bolster existing skills with the Savant talent. Similarly, the image of wise leaders or cunning warriors can be created using several of the talents from the Strategy talent tree (such as Exploit Weakness and Plan).

Even if a player doesn’t want to commit to purely being a Smart, taking just two or three levels can increase the tribal character’s versatility, and give him abilities that will bolster and complement the fighting quality of his entire tribe.

Dedicated: The Dedicated base class is an intriguing choice because it is actually quite versatile; the emphasis on Wisdom-based skills means these characters make the best tribal healers (through Treat Injury), for example, but also survivalists (Survival) and superb hunters (Listen and Spot). Similarly, the three talent trees of the Dedicated allow for various focuses. Empathy is a must for war negotiators or a chief’s advisors (it grants bonuses to Diplomacy and Sense Motive, among other skills), while Intuition allows for the sensing of danger - something any tribal will need to survive, especially in a world with more powerful enemies everywhere. The Healing Knack talent tree offers abilities that make the Dedicated a priceless addition to any tribe or tribal

war party, namely *healing*. And the Insightful talent tree offers more variety with Skill Emphasis, even more focus on perception with Aware, and the ability to persevere against all odds with Faith and Cool Under Pressure.

The bonus feats of the Dedicated are also quite practical for a tribal; *Alertness*, *Archaic Weapons Proficiency*, *Track*, and *Weapon Focus* are all feats that are both useful and characteristic of tribal folk.

Charismatic: The Charismatic hero class can represent more than just a capable negotiator; in a tribal context it can represent a slick tribal merchant, for example, or a born leader at the head of a tribal warband. The diversity of this class, especially when combined with other base classes, lends itself to the creation of various combinations that can represent anything from mutant “messiahs” to wily rogues who survive by virtue of their silver tongues.

The talents of the Charismatic can easily be adapted to help reflect a character’s tribal origins; Favor, for example, could be described as cashing in favors from tribal relatives (even extended relations living far away in other villages), or finding fellow tribesmen or tribal allies wherever the character goes. Taking various talents from the Leadership tree can also reflect a character has “royal” or “special” blood (for example, the character is the son of a respected chief, or is believed to be descended from a heroic figure common to all tribal cultures in a given region), explaining his power over other tribal folk with the Inspiration and Greater Inspiration talents.

Post-Apocalyptic: The Post-Apocalyptic hero, while designed to cater to virtually all *Darwin’s World* backgrounds, doesn’t lose anything as a result of compromise. The class is perfect for tribal characters because it offers a good balance of hit dice, skills, and a practical selection of really good talents.

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In addition to survival skills (which are an obvious choice for tribal folk who live by their wits in the wilderness), the Mutant talent tree is almost a must for tribal characters with psionic abilities (or aspirations of entering the Psionic advanced class), while the Scavenge talent tree is at least thematic for Barbarians and tribal-style Scavs. Also useful is the Survival talent tree, which not only enhances the character's ability to survive harsh elements and other dangers (Conserve, Wasteland Lore, etc.), but also to sense danger and stay alive.



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ADVANCED AND EPIC CLASSES

Just like his base class, a tribal character's advanced (and epic) class continues to define his "theme" and, perhaps more importantly, his capabilities. Here is a list of the advanced and epic classes presented in *Darwin's World 2nd Edition* and the possible benefits to tribal characters.

Barbarian: An obvious choice for tribal characters, the *Barbarian*'s Rage and Junk Armor/Junk Weapons are both thematic and extremely useful for characters with little or no technology to speak of. Useful skills, feats, high hit dice, and class features that enhance combat abilities are also a plus.

Champion: The *Champion* is designed to represent a legendary community defender, or a wartime leader. Since it doesn't specify a technology requirement, it can easily fit a tribal community as much as any other. The Champion offers superb BAB, an excellent selection of combat-related bonus feats, and the ability to inspire allied warriors within a certain area, making him even more effective when teamed with followers.

Demagogue: *Demagogue* is a reasonable choice for aspiring tribal leaders and warchiefs, as well as tribals from quasi-religious cults. The real strength of this advanced class lies in its ability to gather followers, who, en masse, more than make up for the lack of combat abilities and skills.

Guardian: Tribal *Guardians* are a common sight in many villages, exemplifying warriors whose task it is to defend the village or community against outsiders. The Guardian is ideal for tribal warrior-types, in that it provides a solid combat focus (Weapon Focus, Weapon Specialization, Greater Weapon Specialization), excellent BAB, and a number of useful skills. The ability to take *Archaic Weapon Proficiency* instead of *Personal Firearms Proficiency* means this class is easily available to

Tribal-level characters.

Juju Doctor: Certainly thematic for primitive cultures, the Juju Doctor is also one of the most useful advanced classes due to its ability to create healing potions that are compatible with mutant physiologies - a must for most tribal-style parties (who more often than not have mutations to make up for their lack of technology).

Mech: The *Mech* is an unlikely choice for tribal characters, largely due to their required Craft and Knowledge skills, as well as the Technology Craft Discipline.

Medicine Man: The *Medicine Man* could conceivably portray a tribal shaman who has rediscovered the secrets of ancient medicine. The Ancient Drugs and Ancient Medical Technology class features may, however, be a bit out of place with characters who started off as savages.

Mutant Hunter: Though most tribals tend to be mutants, it is conceivable that some pureblood humans devolved after the Fall and descended into a tribal level. A character of this class might represent an elite tribesman whose task it is to hunt mutants and destroy them, enforcing the boundaries of tribal lands and striking fear into the hearts of more advanced mutant groups. The *Mutant Hunter* is certainly a powerful class, and since it has no technology requirement (beyond Archaic Weapons), it may be fitting for Tribal-level characters.

Psionic: The *Psionic* is almost a "must-have" advanced class for mutants with any kind of neural abilities, whether or not they are tribal. For tribal characters, however, the Psionic is an especially good choice because neural abilities (especially ones empowered with the Psionic's Neural Specialization ability) are some of the only resources available that can compete with advanced weapons and gizmos.

Raider: Tribal raiders are a common sight on



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the Twisted Earth, and the advanced class is equally appropriate for advanced tech groups and tribals alike. Chaps and Chains help make up for a tribal's lack of good armor, while the solid BAB and other class features help make a devastating and ferocious combatant.

Road Warrior: While most tribal groups do not have access to vehicles, some (like the "Haulers"; see *Prominent Tribes of The Twisted Earth*) do. The *Road Warrior* is ideal for vehicle-themed characters, tribal or otherwise, and offers excellent BAB and a few useful bonus feats to make up for what might be perceived as an "over-specialization" in vehicular combat.

Scav: The survival-and-stealth focus of the *Scav* is ideal for tribal characters, especially adventurers who leave their home communities behind. The combination of good skills, perceptive abilities (Scav Scan), and the stubbornness borne of the Scav Survival class feature make this a true wasteland survivor.

Scholar: While much of the flavor behind the *Tribal* background involves ignorance and savagery, the *Scholar* is not a bad choice for an advanced class, especially if the focus is on making a wise man, shaman, or elder. The Scholar has an excellent selection of skills in that regard, as well as the Ancient Secret and Gossip class features which help make up for the shortcomings of an otherwise technically-inferior (and ignorant) background.

Scientist: At best the *Scientist* could fill a role similar to the *Tinker*, but by and large the class portrayed in the rules is too advanced for tribal characters.

Skulk: Though the *Skulk* advanced class typically conjures images of a thief, it can also be used as a complement to characters with existing levels in Fast hero, or any other class with a focus on stealth.

While Skulks can be anyone who has learned to steal to survive, the levels in this class can also simply represent additional training in stealth; as tribal hunters, wilderness scouts, or shadowy warriors.

Sister of the Desert: The *Sister of the Desert* advanced class is most appropriate for "amazons", tribal groups almost exclusively comprised of women. It is also an extremely practical class, with useful survival skills and bonus feats, as well as the ability to heal oneself (a must for tribal-themed warriors and survivalists alike).

Survivalist: *Survivalist* is a great choice for tribals focusing on ranged weapons, whether they use bows, crossbows, or hand crafted muskets. The Survivalist plays on and enhances the tribal hunter's legendary stealth, and combines a solid BAB, survival skills, and cunning class features into one effective package.

Symbiote: The *Symbiote* advanced class is thematically perfect for those tribes that have an affinity for one type of animal, whether they ride horses into battle, use dogs as companions, or make "friends" from an early age with bears. The Symbiote uses the bond between man and animal to increase the abilities of both master and companion, with features like Share Saving Throws and Man's Best Friend. The class is ideal for tribals, who alone are already facing an uphill battle, overcoming opponents with their limited armory of sticks and stones!

Tech Looter: The *Tech Looter* is an unlikely class for primitive characters, due to the Advanced Technology requirement and advanced skills. However, thematically it is somewhat appropriate, as tribals often go to great lengths (even creating entire religions) to acquire technology and hoard it.

Tinker: Though the *Tinker* advanced class may not be the best choice for a tribal-themed character,

taking levels in the class could represent a tribal character slowly learning of the outside world (and acquiring an understanding of its technology), or merely an eccentric member of a backwards tribe who just happens to invent things that actually work!

Trade Master: Like the *Trader*, the *Trade Master* is as appropriate for primitive characters as any other. The ability to make money, negotiate, and gain command of followers (to fill in as muscle where the character cannot) are just as useful to the tribal as anyone else.

Trader: The *Trader* advanced class is as useful for tribals as it is for more advanced characters, providing good diplomatic and survival skills (like Money Talks and Read The Signs), as well as ways to make quick money when visiting civilized settlements.

Warrior Monk: Though the *Warrior Monk* appears to be intended for more "disciplined" warrior societies, tribal groups with a strong warrior tradition could easily integrate this epic class as well, representing the ideal "masters" of their particular martial code. The Warrior Monk's BAB, combat-intensive selection of bonus feats, and Superior Ability class features place it at the pinnacle of the fighting-character build.

TYING IT ALL TOGETHER



Even though a player may have come up with a background, a tribe of origin, and designed a character and plotted his future feats and levels, to make a tribal character truly "tribal" - and

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keep him that way - it all needs to come together. This section offers just a small number of ideas for stimulating a tribal “atmosphere” and “feeling” in a game, from the inclusion of *rites of passage* to the continued duties of *tribal obligations*. In addition this section also touches on language and how it has degenerated on the Twisted Earth, and also provides a way to quickly generate random tribal “customs” for those player characters who don’t want to be from any of the tribes described in this book, but still want a quirkiness that identifies them as superstitious barbarians.

RITES OF PASSAGE

One way to tie starting tribal characters to their origins is to include the almost universal tribal requirement known as “rites of passage”. To become adults, worthy of sharing responsibility and authority with other elders of the tribe, most youngsters must pass specific tests and/or trials upon reaching maturity. Like tribal *Obligations* (see below), in game terms *Rites of Passage* can be used as starting adventure hooks, or provide the backdrop for why a tribal has left home to adventure in the wilderness.

The following offers a few suggestions for tribal rites, how to incorporate them in a game, and the potential consequences involved:

FACE GREAT DANGER

The character must engage in a quest or other undertaking for his village. The GM can use this as a chance to run the character through a short adventure in the vicinity of his home community. Since the quest is intended to help his people in some way, example quests might include finding and securing a source of water, tracking down a rogue monster or beast that has been killing villagers or harming

TRIBAL TRICKS - DECEPTION

The tribals of the Twisted Earth have often resorted to deception to trick those who would threaten their existence. As if raider gangs and other predators weren’t enough, merchants from the major trade houses often exploit tribal people, fooling them into entering disastrous agreements or even enslaving them and marching them off to markets all across the wasteland.

In recent years, however, the money to be gained from exploiting tribals hasn’t been coming for free. In addition to outright attacks against merchant caravans on the trail, some tribals resort to other, more devious tricks. In one prime example, tribes that (through previous exposure to merchants) have learned something of the Trade language are known to change the traditional markings merchants leave along the trade routes to warn of desert dangers. Either removing or concealing entire messages so that they go unseen, or placing misleading directions on rocks traditionally used by merchants for navigation, often lead caravans into peril - raider territory, or dangerously close to the lair of powerful desert beasts. Others use fake Trade runes to mark a plague area, or an area blighted by “Red Fever”; though in reality their lands are safe, the signs are often enough to prevent merchants from trespassing.

crops, facing down raiders and killing their leader, or participating in a raid against a neighboring community to gain loot or even secure a “war bride”.

Everything the character earns from this adventure must be given over to his home community when the quest is when completed (after all, the idea here is for the character to prove he can contribute to the village’s welfare).

RITUAL COMBAT

In this trial the character must face off with a warrior from his home village in ritual combat, using nonlethal weapons. The GM should design the enemy warrior as a major NPC, who should have a CR at least two greater than the PC. If the PC succeeds in vanquishing his opponent he is initiated as an adult; otherwise he must try again in a year’s time (in game terms the NPC’s power level won’t change in this time, but the PC should have the opportunity to gain experience and levels before trying again).

DREAM QUEST

Somewhat more difficult is the “dream quest”, in which the young tribal is sent out into the wilderness for an indeterminate period. In this form of trial the character must wander the wasteland relying on his own skills of survival, in the hope of gaining insights and wisdom into who he is and what his future holds. In game terms the character must adventure until he attains at least 3rd level, at which time he is assumed to have completed his dream quest and can return home and claim his place as a man in his community.

SOLITARY HUNT

The character must single-handedly kill a creature at least twice his strength (this can range from having twice the character’s actual hit points, to being double his current CR). The GM should devise a minor adventure wherein the character uses numerous skills to track and hunt his ritual quarry, though in the end it should result in a one-on-one combat with

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only one combatant emerging victorious. Though the character may have assistance in finding his quarry, he must ultimately fight the creature alone – and bring proof that his mission was accomplished within these boundaries.

MARRY

To prove he is a man the character must take a wife from among the women of his village. In addition to courting (a chance to role-play), this also requires the immediate payment of a dowry (equal to 10% of his starting money).

On top of these basic community responsibilities, the character must also contribute a portion of his earnings to support his wife on a regular basis. In game terms this means whenever he visits his home village he must contribute a certain amount of cash or goods (equal to 100 cp per character level) to the support of his new family. This must be done at least once per year.

OBLIGATIONS

Obligations are another good way to reinforce a tribal character's origins, and help bring out good role-playing through reminding a player that his tribal character has duties beyond himself. Not all tribes have the concept of “obligations”, but most do; as a result, the GM may want to read over this section and begin incorporating the idea of obligations whenever tribals are being played.

Belonging to a tribe is more than just a background; it is literally a way of life. Characters with tribal origins are part of something larger than themselves, a family, a clan, and an entire community that basically faces the many threats (monsters, disease, starvation, raiders, etc.) of the world *alone*. Whether isolated among the deserts, or forced to

compete against other tribes for the dwindling resources of their region, the only thing tribals have to rely on is themselves.

Saying family comes first for a tribal is an understatement. As a result, family honor - and personal honor - are vital aspects of one's character, having a direct impact on a tribals place in the tribe, as well as his future. These codes of honor vary, of course, but virtually all involve at the very least a sense of duty to the tribe. Since all members of the tribe benefit from communal resources, communal effort, and communal protection, all members are required to contribute.

Though most tribals fulfill their obligations through craftsmanship, providing food, or contributing to the community's defense, other tribals - especially those who leave home for long periods of time - are called on to fulfill their community obligations in other ways. Since they aren't present everyday to help dig wells, build new huts, or stand vigil on the village palisade, such “wandering tribals”, when called on, are usually called on to perform extraordinary deeds.

For wandering tribals (such as those likely to be played in *Darwin's World*), obligations can range widely, but all provide not only a way to reinforce tribal bonds, but also a chance to get involved in tribal affairs, as well as test the PCs' skills and abilities. Here are a few ideas for the kind of obligations appropriate to PC tribals:

- A tribal character might be called upon to deal with threats to the tribe. This could take the form of a powerful monster, an infestation of vermin or pests, outside domination by exploitative traders or slave-seeking merchants, infiltration by spies from a rival tribe, etc.
- A tribal character might be called on to defend the tribe's honor in an inter-tribal feud, or, for

example, in violent (or non-violent) contests held between rival tribes in which clan prestige and glory are at stake. This could involve ritual combat, gladiatorial games, or "quests" in which rival tribals are sent to fetch rare objects from the desert on a sort of "scavenger hunt". Obviously such contests could involve trials of endurance, sabotage by enemies, cheating, as well as the dangers inherent to the wasteland (such as monsters).

- The character might be summoned to serve as a champion in duels or trials by combat. For lower level characters this could involve defending a family member, but for higher level characters (those who have earned a high Reputation or are renowned as high-level warriors) this could involve defending a chief's precocious son from a duel to the death, avenging the honor of a tribal princess whose reputation has been slighted, or even defending the chief himself against a rival claimant to the throne.
- The character might be called on to negotiate with a raider army that threatens the tribe, or deal with some other threat well beyond the means of the tribe (such as a more technologically-advanced community, for example). This type of obligation could very well be epic in scale, requiring the character to literally "save" his people from an outside danger.
- Owing to his knowledge and experience in the outside world, the tribal character might be sent to a distant village/town/trade city to acquire something important for the tribe. This could be medicines, food and water, fellow clansmen kidnapped and enslaved in a recent raid by slavers, etc. The character will have to travel a great distance to the destination and, once there, either negotiates for whatever is needed - or find

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some other, less reputable way to acquire it...

- The characters' role as an "outsider" of sorts means that he can do dirty work that other tribe members can't or don't want to (since they have to live with the repercussions, unlike the PC who can just wander off). The character might be called back to his village to assassinate a troublemaker, or do away with someone the chief hates. This could be a member of the chief's family who is becoming an embarrassment, for example, or a rival who is getting too popular for the chief's liking. Alternatively the PC might be sent to kill a young man courting the chief's daughter (assuming the chief loathes her choice of husband) in a "duel" - or outright murder him.

Obligations can be for the good of the tribe, or the good of powerful individuals to whom the PC's family owes a debt of honor. As such, not all obligations have happy endings, and some may even leave the tribal character in a moral quandary. Indeed, they may end up in the PC making more enemies than friends! Though you shouldn't try to spoil a player's enjoyment with tribal obligations, they do bring to life the politics of the character's tribe, and stress the sense of honor and loyalty that underlie virtually all tribal cultures. After a time a player may become wary when his character once again receives the call that he is "needed at home" ... but that's the nature of being a tribal!

Obligations can also take on a negative cast, and though often this comes as a result of poor decisions or careless actions, the tragedy of being an outcast from one's own tribe can be a great primer for adventures. Here are some ideas of negative-themed obligations a tribal character might be honor-bound to comply with, setting a grim backdrop for his character:

FAILURE

The consequences for failing in one's obligations can vary from tribe to tribe, but generally speaking they are harsh, if not physically than psychologically. Certainly if the PC tried his best (but still lost) the consequences of failure will be less. For those who deliberately neglect obligations, the punishment is usually worse.

For most tribals the ability to meet an obligation is not only a duty, it is a source of honor and pride. Failure, even under the direst circumstances, reflects negatively on the PC, his abilities (and as a direct result, his future), his upbringing, and even the tribe itself. Living with the humiliation to one's own esteem and personal code of honor might be enough torment to sate most tribals' disappointment, but in many tribes actual punishment is customary. This can take the form of being driven out of the tribe (temporarily or permanently), being shunned or ignored, forbidden to take part in festivals/councils/courtship rituals, having family alliances formally broken, proposed marriages dissolved, divorce and abandonment (due to the imagined shame), or even beatings, lashings, or stoning. After all, in the wasteland only the fit survive, and those who cannot meet the obligations of their people aren't deserving of communal resources, involvement, and protection.

On the other hand, some tribes are more lenient, seeing in failure the promise of greater deeds in the future. It is true that once a tribesman fails he is often driven to extraordinary bravery and ability, becoming fearless due to the mark of shame that hangs over his head. Many tribals (especially wise elders and leaders) capitalize on this, and hand-pick those who have failed in the past for dangerous (or ugly) things they need done. After all, if a warrior is picked despite his failures he is, by custom, indebted to the one who gave him a chance at redemption...

- For some transgression (or failure) the character could be asked to leave and not return, as an exile. Of course, the tribe may need the PCs' services in the future, and as such he may be called back at any time. Even though exiled, the character will be expected to perform his duties nonetheless when called on by his people - though he will most likely be treated as a pariah.
- The character, even after dealing with some great outside threat on the tribe's behalf, might be considered "contaminated" due to his exposure to the outside world. This can be a fear of "germs" - the PC might have picked up while away, or simply exposure to outside ideas that the elders of the tribe might view as a threat to tribal stability if the PC were allowed to return home. Fearing this, they might ostracize the character, exiling him as above; they may even explain the reasons to the character, reminding him of his obligation to the people as a whole before sending him away.
- If the character, after seeing the outside world, learns of someplace better (such as a place where there are plenty of resources, or civilization, or a more democratic rule of law), the chief and elders might send the PC away to protect their power, as well as the tribe's way of life. Though the PC may be well meaning, the tribe is afraid

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of change and wary of those who might "lead the people foolishly into the desert".

- As above, except the PC is now considered a threat simply because of his strength and experience. Most likely the chief or nobles of the tribe are the ones who fear the character, and exile him to protect their own positions of power. Though the characters' previous deeds won't likely be forgotten by the average tribesman, his popularity may have made an enemy of the jealous ruling elite, who fear he might challenge their authority in the future.

WHEN OBLIGATIONS ARE USED

Though the actual details of using and devising obligations are up to the GM, here is a good guideline. Unless you are actually keeping track of what's going on in the PCs' home tribe (for example, as part of a campaign revolving around a particular village), obligations should only come into play when the tribal character's Reputation reaches certain thresholds. As a character becomes better known as a warrior or adventurer by his people, they tend to view him as being more competent. This, in turn, means that he will start being called on to help the tribe with its problems.

In game terms, a character should be called upon to fulfill his first obligation when he has accumulated a Reputation score of 3. Obviously this type of obligation should be a relatively minor challenge, perhaps merely an obligation that is in itself just a hook for getting involved in an adventure. Killing rogue monsters, tracking raiders across the desert, recovering a needed item, etc. are all likely obligations. *Note that if a character begins play with a Reputation score of 3 or higher, you can simply assume that undertaking his first adventure is*

fulfilling his first obligation.

When the character's Reputation reaches 7 he should be called on again, this time to deal with a greater threat, or solve a problem that causes concern for the tribe. Issues such as disease, hunger, or impending war are good ideas, requiring tribal PCs to go out of their way to hunt down cures, reliable food sources, or engage in diplomacy to solve the problem.

At Reputation 11 the player should be called to fulfill an obligation of appropriate consequences, such as a major danger to the tribe, or one that involves great tact/diplomacy/skill, or something political - forcing the character (who is now certainly a considerable force in the tribe) to pick a side in tribal affairs.

Obviously these are just guidelines, and at the GM's discretion the nature and frequency of using obligations as a role-playing device can vary.

DEGENERATION OF LANGUAGE

Language on the Twisted Earth has changed since the time of the Ancients; as complex as the languages were before the end of human civilization, it is perhaps even more confusing in this time of disintegrating culture. Bringing out the difference in languages can be a subtle element in role-playing that brings the degeneration of the human race to life.

The languages of the Twisted Earth are described in the *Darwin's World 2nd Edition* rulebook (pages 62-63). However, the following brings a little more detail into the language guidelines presented in that book, describing each in the context of comparison with each other, and offers a few suggestions (including suggested "benefits" and "drawbacks" for learning one over another) for bringing language alive in *Darwin's World*.

ANCIENT

The language of the Ancients, once known as "English", is now a sacred and seldom-heard tongue on the Twisted Earth. Only hold outs, xenophobes, and former dome dwellers are likely to know this antiquated language. Though its frequency of use in the majority of the wasteland's settlements is limited at best, Ancient is still the language of the lost civilization of man; as such its writing is seen almost everywhere, on sign posts, road markers, building fronts, in books, and in the instructions for operating everything from flashlights to nuclear power plants.

A character with Ancient presumably speaks and reads the language of the Ancients. The only other post-apocalyptic language even somewhat familiar to him is Gutter Talk, which shares some words with Ancient. Given time a character who speaks Ancient could at least understand what a character with Gutter Talk is referring to in conversation, but nuances and subtleties are probably lost to him.

Suggested Benefit: A character speaking Ancient is considered to have a Charisma score two points higher when speaking to scholars or anyone whose native tongue is Gutter Talk.

Suggested Drawback: Normally learning a language requires 1 skill point, but because Ancient is so rare any non-native speaker (or reader) must spend 4 skill points to learn it.

GUTTER TALK

"Gutter Talk" is the garbled and disintegrating descendant of Ancient, a language carried on by ignorant savages or degenerate holdouts for countless generations since the Fall. Many words in Gutter Talk are similar if not identical to Ancient words, but sentence structure and grammar, by and large, follow no set rules. In addition, certain difficult

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words (generally those above two or three syllables) have often been replaced with simpler versions (for instance, the word “helicopter” has been replaced by “chop-chop”).

A character who knows Gutter Talk can understand a little of *spoken* Ancient (since Gutter Talk is based almost exclusively on phonetics, *written* Ancient is almost unreadable), and a little of Unislang, but neither to any great degree.

Suggested Benefit: Speakers of the Ancient language often pre-judge those who speak Gutter Talk as amusing and ignorant - or at the very least, harmless. As a result you gain a +1 competence bonus to Diplomacy checks to improve relations with NPCs whose native tongue is Ancient.

Suggested Drawback: None.

UNISLANG

“Unislang” is the Twisted Earth’s most universal language, a distant descendant of the Ancient tongue that is quick, ugly, and to the point. Most words in Unislang have some root relationship to ancient words, but are so far removed (and evolved) that a speaker of Unislang would be hard-pressed to understand a speaker of Ancient. Some understanding of Gutter Talk and even the Trade language is possible, however, since these languages share some handed-down phrases and terminology that are at the core of Unislang.

Suggested Benefit: Because they share core words and phrases, in conversation a character who knows Unislang can make an Int check to understand the basics of what is being said by a speaker of Ancient, Gutter Talk, or Trade. The base DC is 20, though someone deliberately trying to conceal what they are saying increases this DC to 25. *This benefit does not apply to reading any of these languages, however.*

Suggested Drawback: None.

NEW SKILLS

New Speak Language skills are introduced in *The Broken and The Lost*, shown here.

SPEAK LANGUAGE (BRETHREN SIGNS)

The Brethren have long recognized the value of stealth, and the ability to communicate secretly and quietly without making a sound. Harkening back to their origins as a people hunted day and night by more powerful marauders among the ruins of San Francisco, the language of “Brethren signs” has long been a useful tool for communicating without alerting potential enemies to their presence.

Brethren Signs is a new language exclusive to the Brethren, which allows them to communicate normally with hand signals, eye movement, and discreet body language (and, when needed, in written runes). Because they often operate in villages and towns where their philosophies aren’t tolerated (if not hated), Brethren Signs are also used discreetly to exchange passwords, for instance, or to prove one’s allegiance to the movement. It is said that Brethren Signs are discreet enough that a practitioner speaking with non-Brethren members could hold a second, secret conversation with another Brethren without raising suspicion!

Like hobos of the past who left markings for their wandering brothers, the Brethren also use their written runes to convey messages and warnings that only their kind can understand, placing them on the sides of buildings, on rocks outside of a town, or in other places only they know to look. *A few sample Brethren signs are found in the The Brethren sourcebook.*

SPEAK LANGUAGE (ANIMAL CALLS)

Like tribal folk of ages past, many have developed a means of communicating over distances without alerting their enemies to their presence, by imitating the calls of animals.

Characters with ranks in this language can fully communicate (verbally) using animal calls with other characters with ranks in Speak Language (Animal Call) within earshot. Listeners can make a Sense Motive check (DC 20 or an opposed Bluff check, whichever is higher) to realize the animal calls are only an imitation, though even with a successful roll they cannot discern the message being conveyed.

TRADE

“Trade” is the language of merchants and traders, a kind of secret code developed not only to allow merchants to communicate secret information openly while in the presence of others (for any number of reasons), but also to facilitate faster conversations so that bartering can be conducted in as quick a manner

as possible.

Anyone who speaks Trade also understands a little of Unislang, since many of the phrases and words of Unislang are incorporated into Trade to facilitate dealings between non-traders (such as scavengers and adventurers) and traders. However, a large part of Trade is totally unique, permitting those “in the

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know" to speak on a variety of topics in a fast and incomprehensible manner.

Suggested Benefit: A character speaking Trade receives a +2 competence bonus to Diplomacy checks to change the reaction of merchants and traders (assuming they also speak Trade).

Suggested Drawback: Normally learning a language requires 1 skill point, but because the secrets of Trade are so protected any non-native speaker (or reader) must spend 4 skill points to learn it.

CUSTOMS

Tribal player characters can conceivably be from any of a wide number of tribes, whether or not they are from the 60+ groups detailed in this series (see *Prominent Tribes of The Twisted Earth*). While this book offers a wide variety of sample tribes to populate the Twisted Earth, others exist in the void between the tribal boundaries described in that chapter. As such, you may need to sit down with your PCs and discuss their tribal origins, and find either a suitable match from the list of existing tribes, or otherwise make it up completely as you go.

At the very least all tribes should have some kind of quirky custom/tradition/superstition that sets it apart from all others, and also gives it a uniquely tribal "flavor". If your players make characters from tribes not described in this book, consider using some of the suggested customs below. But keep in mind that the samples here are just that - samples. You can easily add to these lists with ideas of your own.

COMMON CUSTOMS

- The tribe is deathly afraid of germs, having suffered greatly from contact with diseased outsiders before. The tribals will attack strangers

on sight.

- Before the tribe can deal with outsiders, visiting strangers must win a ceremonial combat against a champion hand-picked by the tribe's chief. The fight is to the death.
- As a rite of passage young tribals of the tribe must engage in a ceremonial hunt to kidnap a female from a civilized community, and bring her back as a war bride. The loss of this bride (i.e. if she escapes) would be a great blow to the tribal's honor.
- As a rite of passage young tribals of the tribe must engage in a ceremonial hunt to track and kill someone from a civilized community, and bring proof of the slaying back to his or her elders.
- As the possession of slaves is a sign of prosperity, all members of the tribe strive to have slaves of their own. Tribal members will usually have at least one slave, though the relationship between master and slave can vary tremendously.
- The warriors of the tribe file or chip their teeth to sharp points to make them appear more menacing in battle.
- The tribe traditionally has trouble with a specific kind of animal, mutant beast, or ghoulish mutant breed that threatens their very survival. The tribe will pay handsomely for the scalps (or horns, or tusks, etc.) of these creatures, usually in trade goods.
- The tribe makes "sacrifices" to a more powerful neighboring tribe (or a malevolent Twisted Earth faction, such as the Ravagers or Wastelords) each year to avoid being wiped out. These sacrifices can include raw materials, wealth, food, women for breeding, or young men to serve as slave warriors.
- The tribe's youths customarily sneak into the

tents of visitors to steal small items. To the tribals this is nothing more than a lighthearted test of manhood, and any violent reaction by the visitors will be met with a negative change in the tribe's overall attitude towards them.

- Warriors, married adults, or the entire population of the tribe engage in decorative tattoos and/or body piercing. These tattoos can range from simple geometric designs to elaborate "cave painting" depictions covering the whole body.
- Living in a resource-poor area, the tribals manage to get by through selling objects crafted with their own hands to passing merchants. The objects may have some value (e.g. tools and weapons), or could be completely superficial (e.g. tribal jewelry).
- Desperately needing outside blood, youths of the tribe are encouraged to flirt with, pursue, and seduce visitors of the opposite sex. The tribe will make unusually generous offers to try and convince outsiders to remain with the tribe (and hopefully marry).
- To prove oneself worthy of speaking to the chief of this tribe, outsiders must partake of some disgusting ritual beverage or food; this can be as mundane as curdled blood or a meal of roasted grubs, or something even more stomach churning. Those that do without complaint earn the tribe's affection.
- The tribe has an almost symbiotic relationship with one kind of creature or another, either as a beast of burden, a source of food, a steed, or merely as a companion animal.
- The tribe's warriors traditionally use a specific type of poison (of the GM's choice) on their weapons, whether hunting large beasts to feed the community, or in war.
- The tribesmen are headhunters, using severed

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heads, scalps, or severed ears as a sign of prowess in battle.

- To instill fear in visitors (who might be plotting to attack the village), the women of the tribe file or chip their teeth to sharp points to make them appear as vicious as the males.
- The tribe is composed entirely of women - *amazons*. Their reaction to outsiders should be left up to the GM.
- To atone for a serious transgression, members of the tribe must give away one of their children to their tribe's religious leader(s), to do with as he/she pleases.
- As a funerary custom dolls or figurines are made out of straw or clay by tribesmen to represent the recently deceased. A warrior will often carry the doll of his or her father or mentor, and whisper prayers to it hoping for omens or luck in battle.

UNCOMMON CUSTOMS

- The tribe has a tradition of honoring its heroes as gods. Anyone who does a great deed for the tribe is immortalized in their mythology, and is considered "blessed", receiving worship and adoration by the people of the tribe.
- The people of the tribe have come to rely on one type of weapon almost exclusively, whether for hunting, fighting in war, or as a general-purpose tool. All members of the tribe treat the weapon as if it were a Simple weapon; the weapon can be any Archaic or Exotic melee weapon of the GM's choice.
- The tribesmen are cannibals, and the tribe revels in hunting outsiders to alleviate the burden on their own numbers.
- In times of trouble the tribe's chief (or a chosen surrogate) will perform a "sun dance"; this ritual lasts for four days straight, with the dancer

taking no food or water, and looking to the sun as often as possible until on the verge of blinding themselves. About to break down, the dancer is said to receive wisdom from the gods that will save the tribe from peril.

- Whenever a chief dies, gladiatorial games are held by the tribe's warriors to honor the fallen leader. These games are elaborate gatherings in which the warriors engage in drinking, sport, and violence. Obviously, the tribe's level of alertness is decreased during these times, as sentries and watchmen join in the festivities as well.
- Considered a drain on the sparse resources of the tribe, the elderly are either ceremonially killed or driven out when they become infirm. Most elderly of the tribe consider this their duty, and do so willingly.
- To survive the tribe has evolved liberal attitudes regarding sexual intercourse. It is customary for the males of the tribe to sell time with their daughters and wives to visiting merchants and other travelers for a reasonable price, usually bartered over a round of drinks. The accidental spawn of such unions are, generally speaking, sold into slavery to passing slavers.
- The warriors of the tribe mutilate the corpses of their fallen enemies so their spirits can be set free; this practice is often mistaken as barbarism, and inspires fear (and loathing) in the tribe's neighbors.
- Racially sensitive, the tribals consider a specific physical trait (or mutation or defect) to be a sign of ethnic inferiority. The tribals will either treat anyone with this trait badly, or drive her off, or even seek to kill the individual due to the outrage her appearance causes.
- Racially sensitive, the tribals consider a specific physical trait (or mutation or defect) to be a sign

of ethnic superiority. The tribals will be in awe of anyone with this trait, following her around (and generally making a nuisance of themselves), as well as laying gifts and adoration at the individual's feet.

- Before the tribe can deal with outsiders, visiting strangers must agree to marry a woman from the tribe. Alternatively, if the outsider is a female, she must agree to marry a man from the tribe.
- The tribe believes killing is an inherently evil act. Since the act of killing pollutes the killer, purification rites must be performed after a battle. These rites can involve water bathing, bathing in hot sand, walking between ceremonial fires, consuming the bitter (or nauseating) concoction from a medicine man, etc.
- Though they have fallen in many ways, the tribe somehow manages to keep alive a technical skill (how to run solar collectors, for example, or maintain and repair certain types of electronics or mechanical equipment) of one kind or another through oral tradition and customs.
- The tribe has an artifact from the ancient world in their possession, kept as a "holy relic" and jealously guarded. The artifact is central to their religious beliefs, and is only exhibited to those worthy. The artifact can be anything the GM decides, whether it is something potentially powerful (a weapon they do not know how to use), informative (a book or documents detailing some priceless knowledge they are ignorant of), or mere junk (a complete collection of Alvin and the Chipmunks vinyl records).
- The tribe has learned to grind down *Herculin* tabs (or some other drug from the *Darwin's World 2nd Edition* rules) to make paste for war paint. Remarkably, the medicine is absorbed through the skin and has the same effect as if

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taken internally.

- The tribesmen are cannibals, though they hide this fact as they are ashamed of it.
- Those heirs destined to rule the tribe are traditionally sent into the wasteland by their elders for years at a time, to live secretly among the people of the Twisted Earth and learn to become leaders through adventures beyond their ancestral lands.
- Devastated by war, raider attack, or disease, only this tribe's children remain of the original tribal population. Fallen into disarray, the children have formed "clans" of their own and brutally enforce the will of whichever adolescent happens to be in power on all the others.
- Devastated by war, raider attack, or disease, only this tribe's children remain of the original tribal population. The children, like lost sheep, will look to the first "grown-up" they encounter as a leader (or even a god) ... for better or worse.
- The tribe has an uncharacteristically accurate memory of the Fall, recorded either in verbal history, old books, or in beautiful and well cared for cave paintings.



NEW CLASSES

While the previous section offered suggestions on how to make the best use of existing classes for low technology-themed campaigns, this chapter of *The Broken and The Lost* presents 15 all-new advanced, prestige, and epic classes, with a particular focus on classes unique to the Brethren, as well as classes intended for primitive and tribal groups in general.

TABLE 1-1: PRIMITIVE CLASSES

Brethren Classes	Summary
Brethren Barefoot Master	Peaceful but extremely effective non-lethal martial artists
Brethren Beastmaster	Beast trainers, controlling large packs of animals in battle
Brethren Hateful One	Elite berserkers; Hashishin of the Brethren faction
Brethren Shadow	Stealthy and elusive agents of the Brethren faction
Primitive Classes	Summary
Beast-Friend	Master of the Desert horse, Fraxx, or other common wasteland animal
Cave Haunt	Underling with special "acoustic" abilities
Exile Hunter	Hunter and tracker of tribal outcasts and raiders
Ghost of The Ancients	Quick and elusive Wild Man survivor
Horde Warrior	Tribal warriors who excel at fighting in massed groups
Mongolian Marauder	Rampaging giant raider
Outcast Survivor	Exiled Hermav or Terminal who preys on her former people for survival or revenge
Prophet of The Sands	Sagacious and precognitive leader of a Shadow People tribe
Sandslayer	Tough Sandman warrior who laughs at the sting of the sun
Tribal Stalker	Elite tribal protectors
Tunnel Exterminator	Bounty hunter who braves underground tunnels to clean infestations out

The classes presented in this section are briefly summarized below.

Racial Requirements: Some of the classes below are designed for specific races found in *Terrors of the Twisted Earth*; however, the racial requirement should be taken as more of suggestion. It is entirely possible that a mutant character of similar background and mutation could utilize these primitive and tribal classes.

BEAST-FRIEND

Among the peoples of the wasteland, there are those who alleviate the burden of survival by turning to the mutated animals of their environs. Like the *Symbiote*, the *Beast-Friend* is one who has an affinity for the beasts of the wasteland.

Among the people of the north, there are those who live and train with horses their entire lives, riding them into battle or using them to transport their mobile settlements in the manner of nomads of old.

Among the great merchant clans, who criss-cross the desert to destinations near and far with each passing season, there are those who domesticate the wild and panicky "Fraxx steed", turning these frightened creatures into swift scouting steeds.

The most savage tribes that dot the rugged wasteland make the hunting and capture of the mighty "Gront" a test of manhood, training these colossal beasts to serve as mounts in their constant tribal wars. Others train the ugly and stubborn "Othydog" to help them track their hunted quarry over miles and miles of desert. And, among the more primitive bands of raiders and scavs, "ravenging hounds" are trained to become vicious companions, hunting dogs, and killing machines.

The *Beast-Friend* is an advanced class that allows a character to specialize in either riding or fighting alongside one particular kind of mutated animal common to the Twisted Earth, gaining special abilities from this relationship. There are five specific sub-types of Beast-Friend, listed below:

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Fraxx Striders are a common sight among the caravans of the world's major merchant clans; the naturally skittish *Fraxx steed*, when controlled by a competent and skilled rider, makes an excellent scouting beast for the kind of outriders that patrol the fringes of merchant camps or ride ahead of long wagon columns looking for any sign of raiders - or other hazards. Though the Fraxx is a notoriously cowardly beast, Fraxx Striders quickly learn to pay attention to the uncanny "premonitions" of their mounts, granting them incredible reflexes and a foreknowledge of coming danger.

Gront Warriors are predominantly only found among the most primitive tribal communities, who see in the lumbering *Gront* more than just an intimidating war beast, but also a "totem spirit" personifying the brute strength and inhuman defiance of death that is a trademark of tribal warbands. Gront Warriors often train to ride these stubborn and ferocious beasts from an early age, learning to use the massive weight of their mounts as a shield as well as a means to plow through enemy formations, sowing panic as they ride fearlessly into battle.

Horse Riders are relatively common on the Twisted Earth, whether employed as scouts for merchant groups or as the elite warriors of some of the more nomadic tribes of the wasteland. Whether riding regular horses, or mutated variations like the *desert horse*, Horse Riders make up for the natural weaknesses of their chosen steeds by coaxing remarkable feats from them. Many raider groups also have Horse Riders among them, using their swift and reliable mounts

to raid villages and settlements quickly, and to get away with their ill-gotten gains just as fast.

Othydog Trackers are far less common than other sub-categories of "beast-friend", largely due to the ornery and rabid nature of their chosen companion, the *Othydog*. Some unusually empathic individuals do manage to earn the trust and obedience of these stubborn dog-like creatures, however, using them as a kind of "mutant hunting hound" to hunt down and kill prey such as outlaws and outcasts. Selling

themselves as guides and bounty hunters, the *Othydog Tracker* is an unusual breed of man whose only real friend is often his fiercely loyal *Othydog* companion.

Ravening Reavers are usually only found among the camps of scavs and other desperate desert survivalists, who train the diseased and anguished wild dogs of the wasteland to serve as companions and sentries. Raising *ravening hounds* as pups, these infamous scavengers usually train their companions through repeated and sadistic beatings, bringing out their natural killer instincts while enforcing their own dominance over the beasts. Ravening Reavers often use their companions to bring down unsuspecting victims in an ambush, or to help them overcome enemies that are far too tough for the scav to handle alone.

REQUIREMENTS

To become a Beast-Friend, a character must fulfill the criteria listed for his specialty, as shown below.

Base Attack Bonus: +3.

Skills: *Fraxx Strider* - Handle Animal 11 ranks, Ride 11 ranks; *Gront Warrior* - Handle Animal 12 ranks, Ride 12 ranks; *Horse Rider* - Handle Animal 9 ranks, Ride 9 ranks; *Othydog Tracker* - Handle Animal 8 ranks, Survival 8 ranks; *Ravening Reaver* - Handle Animal 8 ranks.

Feats: Animal Affinity (all).

CLASS INFORMATION

The following information pertains to the Beast-Friend prestige class.

Hit Dice: 1d8.

Action Points: 7 + one half the character's class level, rounded down.

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Class Skills: The Beast-Friend's class skills are: Balance (Dex), Handle Animal (Cha), Jump (Str), Knowledge (mutant lore) (Int), Ride (Dex), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Beast-Friend prestige class.

Favored Mount/Companion: At 1st level the Beast-Friend must take an animal (*Fraxx steed, Gront, horse or desert horse, Othydog, or ravening hound*) as his favored companion, training it to form an extraordinary bond of friendship and/or obedience. From here on out that creature becomes the Beast-Friend's favored mount (or companion), and all class abilities listed as being restricted to the Beast-Friend's favored mount/companion apply only to this individual creature. If the Beast-Friend's favored mount/companion is ever killed the character can, if able to acquire another creature of the same species, spend 1d2 weeks with it training it to fully regain its abilities as a new favored mount/companion.

A character who has taken any levels in *Symbiote* may add his levels in this class to determine his Symbiote partner's abilities (i.e. Bonus HD, Defense Bonus, etc.), but only if his partner is also his favored mount or companion.

Extra Ability I: As the Beast-Friend gains levels he and his favored mount (or companion) gain new special abilities. These abilities can benefit either the Beast-Friend or his mount, or both.

At 1st level the Beast-Friend must decide on his specific favored mount (see above), and from then on receives only those abilities associated with his mount, from the abilities listed below:

Shared Senses (Fraxx Strider): The Beast-Friend is so attuned to the Fraxx's noises and skittish

TABLE 1-1: THE BRETHREN BEAST-FRIEND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Favored Mount/Companion	+1	+0
2 nd	+1	+0	+3	+0	Extra Ability I	+2	+0
3 rd	+2	+1	+3	+1	Extra Ability II	+2	+0
4 th	+3	+1	+4	+1	Extra Ability III	+3	+0
5 th	+3	+1	+4	+1	Toughened	+4	+1

movements that she gains the benefit of the mount's special senses and premonitions. At this level the character gains a +1 competence bonus to Listen and Spot checks, as well as Initiative rolls and Reflex saves.

Shield Rider (Gront Warrior): Whenever riding his favored mount the Beast-Friend may maneuver in melee combat so that his Gront acts as a "shield". Doing this is a free action that grants the rider (and any passengers) a +2 deflection bonus. Any attack that misses due to this bonus instead hits the favored mount. If the Beast-Friend has the *Mounted Combat* feat, he may use this to attempt to avoid any damage done to the mount as normal.

Mounted Raider (Horse Rider): Whenever riding his favored mount, the Beast-Friend gains the ability to gallop through crowds of enemies, taking them off guard. At this level, the Beast-Friend and his mount gain a +5 dodge bonus against attacks of opportunity.

Clamping Grip (Othydog Tracker): Whenever the bulldog-like Othydog attaches itself onto an opponent, its master gains additional bonuses when attacking the same target. In game terms whenever the Othydog successfully uses its *Improved Grab* ability to get and maintain a hold, its master receives a +2 circumstance bonus to attack rolls and damage against the same target while it is pinned.

Pack Boldness (Ravening Reaver): Whenever the Beast-Friend is accompanied by his ravening hound companion both he and his favored companion

become immune to *fear*, even fear created by neural effects.

Extra Ability II: As *Extra Ability* above, except the Beast-Friend gains this additional ability at 3rd level.

Mercurial Mount (Fraxx Strider): At this level the Fraxx Strider forms an even deeper bond with her skittish steed, learning to trust its sharpened sense of danger. Any time the rider is riding her steed both she and her mount may act in the surprise round even if they were surprised. The only action they may take in the surprise round, however, is a single move action. Both the rider and the Fraxx are still considered flat-footed during the surprise round.

War Beast (Gront Warrior): At this level the Beast-Friend can inspire his favored mount to *rage* as a Barbarian, usable as a free action once per day.

Masterful Rider (Horse Rider): At this level the Beast-Friend and his mount become as one, allowing him to impart his knowledge and skills in battle to his steed. This ability allows the character to apply his own action points to attack rolls, saving throws, and skill checks made by his favored mount, once per round.

Fearless Grapple (Othydog Tracker): At this level the Othydog Tracker has trained his companion to be fearless even against beasts far larger than it, attacking without any regard for its own safety. At this level the Othydog companion can use its *Improved Grab* ability against any creature up to

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Large size.

Pack Mentality (Ravening Reaver): As long as the ravening hound is within 30 feet of the Ravening Reaver it may use its master's Initiative in combat, and vice versa.

Extra Ability III: As *Extra Ability* above, except the Beast-Friend gains this additional ability at 4th level.

Draw Poison (Fraxx Strider): At this level the Beast-Friend has, through constant coaxing and training, brought to life the dormant poison glands of his Fraxx steed favored mount. His favored mount may now make a single bite attack (in place of any claw attacks, with the same attack modifier) that inflicts $1d6+4$ points of damage, and requires the victim to make a Fortitude save to avoid being *poisoned* (DC 16, initial damage $2d6$ hit points, secondary damage -).

Juggernaut (Gront Warrior): At this level the Beast-Friend can use his Gront's tremendous weight to make charges more devastating. When charging with any melee weapon, the damage inflicted by the mounted Beast-Friend is *doubled*. If the character has the *Spirited Charge* feat, the damage is *tripled*.

Mounted Sweep (Horse Rider): Using this ability is a full-round action, allowing the Beast-Friend to attack all opponents on one side of his favored mount (his choice). When conducted the favored mount can move up to its normal speed in a straight line, allowing the Beast-Friend to attack a number of opponents equal to the character's Dexterity bonus, with a single melee weapon. Make one attack roll, add the appropriate modifiers, and compare the result to the AC of each opponent along the line individually. One damage roll is made for all successful hits (do not divide the result among the targets). Targets of this ability do not get attacks of opportunity against the rider or his mount, but other

TABLE 1-2: THE BRETHREN BAREFOOT MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+2	+0	Gentle Master, Technology Prohibitions	+1	+0
2 nd	+2	+0	+3	+0	Decisive Blow (Str)	+2	+0
3 rd	+3	+1	+3	+1	Bonus Feat	+2	+0
4 th	+4	+1	+4	+1	Nonlethal Blow 1	+3	+0
5 th	+5	+1	+4	+1	Improved Daze	+4	+1
6 th	+6	+2	+5	+2	Bonus Feat	+4	+1
7 th	+7	+2	+5	+2	Nonlethal Blow 2	+5	+1
8 th	+8	+2	+6	+2	Decisive Blow (Wis)	+6	+1
9 th	+9	+3	+6	+3	Bonus Feat	+6	+2
10 th	+10	+3	+7	+3	Nonlethal Blow 3	+7	+2

opponents may, if appropriate.

Iron Jaw (Othydog Tracker): At this level the Othydog companion can inflict a single terrible wound as a result of its grabbing onto an enemy. If the Othydog successfully uses its *Improved Grab* on a victim, on the following round it may make an automatic bite attack as a full-round action doing *double* damage. It then loses its hold.

Pack Hunter (Ravening Reaver): Whenever the Beast-Friend and his ravening hound companion are flanking the same target in melee combat, both gain an additional +2 competence bonus to attack rolls against that target. This bonus stacks with all other applicable bonuses.

Toughened: At 5th level the Beast-Friend's favored mount/companion benefits from continuous training at his experienced hands, gaining unusual abilities. These abilities persist even if the favored mount/companion's master is incapacitated or knocked unconscious. The ability gained depends on the specific creature:

If the Beast-Friend's favored mount is a *Fraxx steed*, both he and his favored mount gain *Evasion* (as the Fast Hero ability of the same name, with the same limitations) so long as the character is riding the

mount.

If the Beast-Friend's favored mount is a *Gront* his mount benefits from *damage reduction 2/-* whenever its master is riding it.

If the Beast-Friend's favored mount is a *horse* or *Desert horse*, his mount gains *Endurance* as a free feat whenever its master is riding it.

If the Beast-Friend's favored companion is an *Othydog*, his companion receives *fast healing 1* so long as it is fighting within 30 feet of its master, and so long as the Othydog is conscious. If the master moves beyond this the companion loses this ability.

If the Beast-Friend's favored companion is a *Ravening hound* his companion gains the *Improved Trip* feat whenever it and its master are fighting the same opponent in melee combat.

BRETHREN BAREFOOT MASTER

The Brethren sect known as the "Barefoot Order" is a curiosity in a society so hell-bent on destroying every last vestige of the Ancient ways to pave the way for a better future. Many Brethren judge this separate group as weak or unwilling to make the great sacrifices needed to purify the wasteland of technology, but in reality the Barefoot Order are

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merely followers of another path – but a path no less devoted to removing the taint of technology from the world through their toils.

The *Barefoot Masters* (as their members are called) believe that only by leading by example will the masses of the Twisted Earth accept the Brethren's philosophy. Having seen the Brethren as a whole met with suspicion due to their violent ways and crudely intolerant mentality, the Barefoot Masters believe that peace and patience are the only way to make the last survivors of mankind's ruinous civilization warm to their faction's radical ideals.

The Barefoot Masters believe that the aggressive policies of the Brethren are more destructive to the faction as a whole than any enemy. As such the Barefoot Masters have taken up vows not to intrude uninvited into the lives, communities, and politics of other factions and communities. They consider such activities provocative at the least, obscene at the most. For example, instead of seeking out technology and taking it by force to be destroyed, they prefer peacefully preaching about the evils of the Ancients so that (hopefully) the keepers of said technology will surrender it willingly. Other methods, similarly non-violent and avoiding confrontation altogether, are the preferred means of this sub-faction of the Brethren movement.

Each member of the Barefoot Order takes up a vow to never kill another sentient creature (man, mutant, or otherwise), even in self-defense. However such idealistic vows have in the past cost the Order many followers, and as such they have developed unique and effective means to defend themselves without killing.

REQUIREMENTS

To become a Barefoot Master, a character must fulfill the following criteria.

Allegiance: Brethren (*Barefoot Order* only).

Base Attack Bonus: +3.

Feats: Combat Martial Arts, Defensive Martial Arts, or Brawl.

Special: The Barefoot Master must vow to never personally kill another sentient creature; if this vow is ever broken (willingly or otherwise) the Barefoot Master is driven out of the order's ranks and cannot advance further in this advanced class.

CLASS INFORMATION

The following information pertains to the Barefoot Master advanced class.

Hit Dice: 1d6.

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

Class Skills: The Barefoot Master class skills are: Balance (Dex), Climb (Str), Diplomacy (Dex), Intimidate (Cha), Knowledge (ancient lore) (Int), Knowledge (technology) (Int), Perform (oration) (Cha), Sense Motive (Wis), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Barefoot Master advanced class.

Bonus Feats: The Barefoot Master receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Advanced Combat Martial Arts, Agile Riposte, Brawl, Combat Expertise, Combat Throw, Dodge, Elusive Target, Focused, Improved Brawl, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Knockout Punch, Improved Trip, Intimidating Strength, Knockout

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Punch, Mobility, Power Attack, Spring Attack, Unbalance Opponent.

Technology Prohibitions: May not use items of Ancient technology (and otherwise advanced) under any circumstances. Items that can be used are described in the *Revised Technology Prohibitions* section of this book. If the character ever uses a prohibited device, he is driven out of the Brethren's ranks and cannot advance further in this advanced class.

Gentle Master: At 1st level the Barefoot Master no longer suffers a -4 penalty on attack rolls when trying to deal nonlethal damage with a melee weapon.

Decisive Blow: At 2nd level resisting a Barefoot Master's nonlethal attacks becomes more difficult. The Barefoot Master now adds his Strength modifier (minimum 1) to DCs to save against being *dazed* or knocked *unconscious*.

At 5th level this ability improves and the Barefoot Master adds his Strength and Dexterity modifiers (minimum 2) to DCs to save against being *dazed* or knocked *unconscious*.

At 8th level this ability improves and the Barefoot Master adds his Strength, Dexterity, and Wisdom modifiers (minimum 3) to DCs to save against being *dazed* or knocked *unconscious*.

If an ability modifier is zero or negative, it is considered +1. For example, a character with a Strength 14, Dexterity 16, and Wisdom 9, would receive a DC bonus of +6 (+2, +3, +1).

Nonlethal Blow 1: At 4th level the Barefoot Master can use any normally lethal weapon (including unarmed attacks) to inflict an effective but nonlethal blow. Instead of inflicting damage (lethal or nonlethal) the blow can be made to have one of the following effects (each allows a Fortitude check to resist):

Deafened: The blow *deafens* the opponent for 1d6 rounds.

Fatigued: The blow *winds* the opponent, making him *fatigued*. This fatigue wears off after 1d4 rounds.

The DC to resist a given effect is equal to the damage that would normally be done, plus ten. A character who succeeds this save suffers no effect.

Note that special nonlethal effects do not stack; an opponent affected by any of these effects cannot be affected by the same nonlethal blow again during the same battle.

Nonlethal Blow 2: As *Nonlethal Blow 1*, except the Barefoot Master can now duplicate even greater effects. These conform to the same rules as *Nonlethal Blow 1*.

Stunned: The blow completely knocks the opponent senseless, effectively *stunning* him for 1 round.

Strength Drain: The blow staggers the opponent, weakening him. If the opponent fails a Fortitude check he suffers an immediate -4 penalty to Strength. This penalty persists until the character is healed (with a Treat Injury check or the application of medicine).

Nonlethal Blow 3: As *Nonlethal Blow 1* and 2, except the Barefoot Master can now duplicate even greater effects. These conform to the same rules as *Nonlethal Blow 1* and 2.

Blinded: The blow *blinds* the opponent for 1d6 rounds.

Dexterity Drain: The blow knocks the opponent around, causing him to fumble about. If the opponent fails a Fortitude check he suffers an immediate -4 penalty to Dexterity. This penalty persists until the character is healed (with a Treat Injury check or the application of medicine).

BRETHREN BEASTMASTER

Because the Brethren are often at a loss to meet the great strength of powered armor, lasers, and other advanced "super-weapons" on equal terms, they have had to adapt to survive. One of the simplest and yet most effective methods they use to even the odds is the domestication of animals for use in war; dogs, wolves, wild cats, and even more dangerous things spawned by the radiation of the Fall.

The Brethren *Beastmaster* is a vital component of the Brethren war machine. Charged with the dangerous task of capturing and training all manner

TABLE 1-3: THE BRETHREN BEASTMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Controller, Taskmaster	+1	+1
2 nd	+1	+2	+2	+0	Trust The Beast	+1	+1
3 rd	+1	+2	+2	+1	Bonus Feat	+2	+1
4 th	+2	+2	+2	+1	Faithful Obedience	+2	+2
5 th	+3	+3	+3	+1	Additional Trick	+3	+2
6 th	+4	+3	+3	+2	Bonus Feat	+3	+2
7 th	+5	+4	+4	+2	Trust The Master	+4	+3
8 th	+6	+4	+4	+2	Intimidate Animal	+4	+3
9 th	+6	+4	+4	+3	Bonus Feat	+5	+3
10 th	+7	+5	+5	+3	Pack Mentality	+5	+4

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of mutant animals to fight for the Brethren against superior enemies, the Beastmaster often bears evidence of his perilous trade – scars from claw wounds, for example, or even missing limbs when things have gone tragically awry. However, the time the Beastmaster spends with his animal charges gives him an intimate understanding of nature’s detached brutality, and he seldom blames his animals for whatever wounds he now bears.

In addition to training these animals to obey even in the chaos of combat, Beastmaster’s must often stay close to keep control of their war beasts during the thick of battle. As a result, a Beastmaster is often as formidable as the beasts he leads to war.

The Brethren Beastmaster is an alternative to the Beast-Friend presented above, with a different focus on controlling numerous animals instead of just one favored mount or companion.

REQUIREMENTS

To become a Brethren Beastmaster, a character must fulfill the following criteria.

Allegiance: Brethren (*Hateful Ones, Godless, and Havenots* only).

Background: Feral, Tribal, Resentfuls, and Radicals only.

Skills: Handle Animal 6 ranks.

Feats: Animal Affinity.

CLASS INFORMATION

The following information pertains to the Brethren Beastmaster advanced class.

Hit Dice: 1d8.

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

Class Skills: The Beastmaster’s class skills are: Handle Animal (Cha), Intimidate (Cha), Knowledge

(earth and life sciences) (Int), Knowledge (mutant lore) (Int), Knowledge (tactics) (Int), Ride (Dex), Sense Motive (Wis), Survival (Wis), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Brethren Beastmaster advanced class.

Bonus Feats: The Beastmaster receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapons Proficiency, Confident, Dodge, Frightful Presence, Intimidating Strength, Lightning Reflexes, Mobility, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Trample.

Technology Prohibitions: May not use items of Ancient technology (and otherwise advanced) under any circumstances. Items that can be used are described in the *Revised Technology Prohibitions* section of this book. If the character ever uses a prohibited device, he is driven out of the Brethren’s ranks and cannot advance further in this advanced class.

Controller: The Beastmaster can control two *animals, beasts, mutated animals, or mutated beasts* (or any combination thereof) per Charisma modifier. Lions, tigers, wolves, ravening hounds, and Othydogs are all common choices for Beastmasters.

All Beastmaster class features that refer to “controlled animals” apply to these creatures, whether or not they are actually *animals*.

Taskmaster: The Beastmaster can “push” any animal he controls (as described in the *Handle Animal* skill in *D20 Modern*) as a standard action instead of a full-round action.

Trust The Beast: At 2nd level the Beastmaster has learned to trust the senses of his animals. The Beastmaster can automatically change his Initiative to match that of any animal under his control at the beginning of an encounter.

Faithful Obedience: At 4th level all animals controlled by a Beastmaster automatically perform tasks or tricks they know, without requiring a Handle Animal check, when the Beastmaster commands.

Additional Trick: At 5th level all animals under the Beastmaster’s control can be taught one additional trick, regardless of Intelligence. The Beastmaster must still train them, however (normal

TABLE 1-4: THE BRETHREN HATEFUL ONE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	1/Rage, Student of Poison	+1	+2
2 nd	+2	+3	+0	+0	Damage Reduction 1/-	+1	+2
3 rd	+3	+3	+1	+1	Bonus Feat	+2	+2
4 th	+4	+4	+1	+1	2/Rage, Unstoppable	+2	+3
5 th	+5	+4	+1	+1	Damage Reduction 2/-	+3	+3
6 th	+6	+5	+2	+2	Bonus Feat	+3	+3
7 th	+7	+5	+2	+2	3/Rage, Veins of Poison	+4	+4
8 th	+8	+6	+2	+2	Damage Reduction 3/-	+4	+4
9 th	+9	+6	+3	+3	Bonus Feat	+5	+4
10 th	+10	+7	+3	+3	4/Rage	+5	+5

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DCs apply).

Trust The Master: At 7th level the Beastmaster's animals have learned to trust the judgment of their master. They can now automatically change their Initiative to match that of their master at the beginning of an encounter.

Intimidate Animal: At 8th level the Beastmaster can intimidate even the fiercest (or best trained) animals and make it obey him. The character can make an Intimidate check to take control of any single animal within sight, following the normal rules for Intimidation, except that the character adds his Beastmaster level as a bonus to his Intimidate roll. If the Beastmaster is holding a whip, cattle prod, or other tool normally associated with subduing animals, he receives a +2 circumstance bonus on his check.

If successful the animal becomes controlled by the Beastmaster for a duration of 1d4 rounds, obeying his commands as if *dominated*.

If the animal being intimidated is already trained, or is otherwise loyal to a single master (such as an animal trained to obey only one master, or a Symbiote's partner), it receives a +4 circumstance bonus to its opposed level check.

Pack Mentality: At 10th level the animals controlled by the Beastmaster act in unison, almost as if one, when fighting with their master. When the Beastmaster and at least one controlled animal engage an enemy in melee, both the Beastmaster and the animal(s) can use the *Aid Another* option as a move-equivalent action (the attacker chooses either a +2 circumstance bonus to attack or a +2 circumstance bonus to Defense, against that opponent; normally this is an attack action).

BRETHREN HATEFUL ONE

Raised virtually from birth to hate technology (and those who use it), the *Hateful Ones* are sworn to kill enemies of the Brethren and give their lives, if necessary, to destroy technology. Organized along the lines of a monastic "order", Hateful Ones are constantly drilled in martial arts and trained for war. Entering battle only after being subjected to mind-altering drugs that strip away their fear and drive them into suicidal rages, the Hateful Ones are like the elite *Hashishin* assassins of old.

Though he dresses no different than his comrades, a Hateful One is easily recognized among the ranks of the Brethren – dilated blood-shot eyes, a nauseating air of perspiration and exotic drugs inhaled before battle, face formed into a permanent mask of ferocity, body covered in ritual scars and the deep agonizing stripes of self-flagellation and punishment. The Hateful One is a terrifying sight to behold.

REQUIREMENTS

To become a Hateful One, a character must fulfill the following criteria.

TABLE 1-5: THE BRETHREN SHADOW

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Never Unarmed	+1	+0
2 nd	+1	+0	+3	+0	Sneak Attack +1d6	+2	+0
3 rd	+2	+1	+3	+1	Bonus Feat	+2	+0
4 th	+3	+1	+4	+1	Ventriloquism	+3	+0
5 th	+3	+1	+4	+1	Sneak Attack +2d6	+4	+1
6 th	+4	+2	+5	+2	Bonus Feat	+4	+1
7 th	+5	+2	+5	+2	Surprise Weapon	+5	+1
8 th	+6	+2	+6	+2	Sneak Attack +3d6	+6	+1
9 th	+6	+3	+6	+3	Bonus Feat	+6	+2
10 th	+7	+3	+7	+3	Improvised Weapon Damage	+7	+2

Allegiance: Brethren (*Hateful Ones* only).

Background: Feral, Tribal, Resentfuls, and Radicals only.

Base Attack Bonus: +3.

Feats: Toughness.

CLASS INFORMATION

The following information pertains to the Hateful One advanced class.

Hit Dice: 1d10.

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

Class Skills: The Hateful One's class skills are: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (dance) (Cha), Spot (Wis), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Hateful One advanced class.

Bonus Feats: The Hateful One receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character

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must meet the prerequisites to select it: Archaic Weapons Proficiency, Brawl, Combat Expertise, Combat Martial Arts, Endurance, Exotic Melee Weapon Proficiency, Frightful Presence, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Intimidating Strength, Master of The Flesh*, Power Attack, Ritual Scarification*, Run, Sand In The Eyes*, Streetfighting, Stubborn Ox*, Sunder, Twist The Blade*, Unbreakable*.

Technology Prohibitions: May not use items of Ancient technology (and otherwise advanced) under any circumstances. Items that can be used are described in the *Revised Technology Prohibitions* section of this book. If the character ever uses a prohibited device, he is driven out of the Brethren's ranks and cannot advance further in this advanced class.

Rage: On top of the drugs, which give him superhuman abilities, the Hateful One can enter a frenzy to overcome his opponents. This works exactly like the Barbarian ability of the same name.

Student of Poison: After a while the frequent use of drugs and chemicals by the Hateful Ones leave them somewhat resistant to addiction. At 1st level the Hateful One receives a +4 competence bonus to Fortitude saves to avoid addiction and overdose.

Damage Reduction: The trials of the Hateful Ones toughen their followers beyond belief. At 2nd level the Hateful One gains damage reduction 1/-. This rises to 2/- at 5th level, and 3/- at 8th level. If the character has damage reduction from another class or mutation, it stacks with these benefits.

Unstoppable: At 4th level the Hateful One is no longer subject to massive damage.

Veins of Poison: By 7th level the Hateful One has conditioned himself to prolong the effects of drugs in his body. At this level the duration of any drug taken

by the Hateful One is *doubled* (this includes drugs detailed in this sourcebook, as well as other drugs and meds with a listed duration).

BRETHREN SHADOW

The Brethren *Shadow* is a special type of Brethren follower who specializes in stealth and secrecy. The training of the Shadow is an extension of the many lessons learned by the early Brethren during their life in the ruins of San Francisco, evading powerful invaders and other vicious predators almost on a daily basis. Forced to hide beneath the streets by day and move only among the shadows by night, the Brethren learned that *stealth* is one of their greatest allies.

Shadows are favored as spies and infiltrators by the Brethren movement (many also end up working with or as "missionaries"), not only because of their focus on stealth but also because they are trained to put even the most mundane objects to good use as weapons. This allows Shadows to enter populated areas – even those of other factions – without raising the alarm, and to defend themselves or conduct dangerous missions without so much as being stopped at the front gates.

In the past few decades Brethren Shadows have been sent to towns and cities controlled by numerous foreign factions, including the Cartel, Clean, and Foundation, keeping an ear to the ground regarding news of war, current events, and anything else that might be important to the Brethren's campaigns.

Though the Brethren are most known for training elite infiltrators as "Shadows," the enigmatic degenerate humans known as "wild men" have long exhibited similar talents of stealth and evasion. At the GM's discretion this advanced class can also be available to wild man characters, whether or not they are affiliated with the Brethren movement.

REQUIREMENTS

To become a Brethren Shadow, a character must fulfill the following criteria.

Allegiance: Brethren (any sub-faction) or Wild Man.

Background: Feral, Tribal, Resentfuls, and Radicals only.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Feats: Defensive Martial Arts.

CLASS INFORMATION

The following information pertains to the Brethren Shadow advanced class.

Hit Dice: 1d6.

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

Class Skills: The Shadow's class skills are: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Brethren Shadow advanced class.

Bonus Feats: The Shadow receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Agile Riposte, Alertness, Athletic, Brawl, Combat Expertise, Combat Throw, Deceptive, Dodge, Elusive Target, Improved Combat Throw, Lightning Reflexes, Mobility, Nimble, Play Possum*, Run, Sand In The Eyes*, Spring Attack, Stealthy, Streetfighting, Track, Unbalance Opponent, Whirlwind Attack.

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Technology Prohibitions: May not use items of Ancient technology (and otherwise advanced) under any circumstances. Items that can be used are described in the *Revised Technology Prohibitions* section of this book. If the character ever uses a prohibited device, he is driven out of the Brethren's ranks and cannot advance further in this advanced class.

Never Unarmed: The Brethren Shadow must often move among non-believers, and in many cases bearing a weapon is out of the question. As such he soon learns to turn even the most mundane objects into a weapon – a chair, a table leg, or a lead pipe torn from the side of an old building.

At 1st level the Brethren Shadow no longer takes a -4 penalty when wielding an improvised weapon.

Sneak Attack: The Shadow receives a damage bonus when his target is denied his Dexterity bonus or is flanked. A Shadow may sneak attack with a melee weapon or a ranged weapon, as long as the enemy is within 30 feet.

Ventriloquism: One of the most useful tricks of the Brethren Shadow is her ability to throw off pursuers through the use of ventriloquism. The Brethren Shadow receives the *Ventriloquism* feat for free at 4th level, even if she does not meet the prerequisites.

Surprise Weapon: When the Brethren Shadow first employs an improvised weapon in combat, he automatically catches his target flat-footed, whether or not the target has actually acted yet. This only works the first time the weapon is used to attack in combat.

Improvised Weapon Damage: At 10th level a Brethren Shadow's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purposes of determining the damage it deals.

CAVE HAUNT

The deep underground caverns that dot the Twisted Earth are seldom an ideal place for sane men to find themselves. In addition to the myriad monsters, labyrinths of tunnels, chutes, and natural crevasses, and the ever-present cloak of oppressive darkness, there is the constant "croaking in the depths". While creatures new to the cavern systems of the wasteland seldom pick up on these strange, barely-perceptible noises, those trained in navigating the dark recesses of the post-apocalyptic earth know all too well that to ignore the "under-thunder" (as it is called) is to flirt with death. For these seemingly nonsensical sounds are in fact the many voices of the dwarf savages known as "underlings".

In the strange hollows and twisting tunnels underground, the race of underlings have begun communicating over great distances through *croaking* – a deep, reverberating bellow that is remarkably similar to that of the surface-world *frog*. Though distorted over distance, the underling people have learned to adapt their "language", and even take advantage of the unique acoustic properties of the subterranean world to magnify, and even empower, their toady and guttural croaks.

TABLE 1-6: THE CAVE HAUNT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Whispered Croak	+1	+0
2 nd	+1	+3	+0	+0	Deafening Croak	+1	+0
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+0
4 th	+3	+4	+1	+1	Chorus of Voices, Sonic Advancement	+2	+1
5 th	+3	+4	+1	+1	Terrifying Croak	+3	+1
6 th	+4	+5	+2	+2	Bonus Feat	+3	+1
7 th	+5	+5	+2	+2	Variable Acoustics	+4	+2
8 th	+6	+6	+2	+2	Sounding	+4	+2
9 th	+6	+7	+3	+3	Bonus Feat	+5	+2
10 th	+7	+7	+3	+3	Stunning Croak	+5	+3

Cave Haunts are members of the underling race who use their race's telltale croaking to remarkable effect.

REQUIREMENTS

To become a Cave Haunt, a character must fulfill the following criteria.

Race: Underling only (or character with Troglodyte feat).

Skills: Listen 4 ranks, Perform (sing) 6 ranks.

Feats: Endurance.

Special: Cannot be deaf.

CLASS INFORMATION

The following information pertains to the Cave Haunt advanced class.

Hit Dice: 1d8.

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

Class Skills: The Cave Haunt class skills are: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (sing) (Cha), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

PRIMITIVE CHARACTERS

CLASS FEATURES

The following features pertain to the Cave Haunt advanced class.

Bonus Feats: The Cave Haunt receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Blind-Fighting, Creative, Frightful Presence, Great Fortitude, Guide, Nimble, Pack Tactics*, Stealthy.

Whispered Croak: At 1st level the Cave Haunt can communicate with other members of her race through a characteristic whisper-silent “croak”, which can be heard up to 200 ft. away (twice that underground or indoors) with a successful Listen check at DC 12. This is a free action. The Cave Haunt can weave even a relatively complicated message into the croaking, sufficiently garbled that only her intended target(s) will understand its meaning.

Deafening Croak: At 2nd level, as a standard action the Cave Haunt can emit an intense sonic croak that *deafens* all creatures in a 30 ft. cone unless they make a Fortitude save (DC 15 + Constitution Modifier + Cave Haunt class level). The deafness lasts for 1d4 minutes.

Chorus of Voices: At 4th level the Cave Haunt can magnify her croaking abilities by joining with others of her race. For each underling that assists her (maximum five), she can either increase the DC of any sonic abilities she possesses, including those gained from this class, by +1, increase the range by 5 feet, or increase the duration of any of her Cave Haunt abilities by adding +1 to the variable die roll.

Sonic Advancement: At 4th level, if the Cave Haunt has a sonic attack (such as from the mutation, *Shriek*), it is automatically *advanced*.

Terrifying Croak: At 5th level, as a standard action the Cave Haunt can emit an intense sonic

croak that leaves all creatures in a 30 ft. cone *shaken* unless they make a Fortitude save (DC 10 + Constitution Modifier + Cave Haunt class level). The effect lasts for 1d4 rounds.

Variable Acoustics: At 7th level the Cave Haunt can vary her croak to alter the dimensions of its area of effect. This allows the Cave Haunt to change the effects of the *Deafening Croak* and *Stunning Croak* to either of the following:

20 ft. Radius Spread: The croak affects all creatures in a 20 ft. radius area, centered on the Cave Haunt (who is immune).

30 ft. Radius Spread: The croak affects all creatures in a 30 ft. radius area, centered on the Cave Haunt (who is immune). However, since the effect is less concentrated, the DC is reduced by -2.

Sounding: At 8th level the Cave Haunt is so attuned to the acoustics of her underground environment that she can sense the presence of intruders by letting off a particularly loud croak (as a standard action). By listening to the echoes of her voice, the Cave Haunt can detect the exact location of all animate creatures within 50 ft., plus 10 ft. per Cave Haunt level. This ability requires a Listen check at DC 20 to perform successfully, and can

only be used underground (or indoors, at the GM’s discretion).

Stunning Croak: At 10th level, as a standard action the Cave Haunt can emit an intense sonic croak that *stuns* all creatures in a 30 ft. cone unless they make a Fortitude save (DC 10 + Constitution Modifier + Cave Haunt class level). The effect lasts for 1d2 rounds.

EXILE HUNTER

It is well known by sandwalkers of the Twisted Earth that many of the more primitive communities of the wasteland have long subscribed to the sacred “covenant of exile”, an ages-old unspoken “law” that was established centuries ago in the early years following the Fall. In this savage era, when the survivors of mankind’s nuclear war were hard-pressed just to survive in their harsh new world, laws and traditions were instated by many cultures that forbade the killing of other men - at any cost. Grown weary by the rampant death they had seen wrought by the hands of raiders and marauding killers, and the wanton destruction of the Ancients that left the very earth scarred, many tribes turned from execution as a means of punishment and instead devised a more

TABLE 1-7: THE EXILE HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Dedicated Quarry 1, Poison Use	+1	+1
2 nd	+1	+3	+0	+0	Peacebringer	+1	+1
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+1
4 th	+3	+4	+1	+1	Hunter +2	+2	+2
5 th	+3	+4	+1	+1	Dedicated Quarry 2	+3	+2
6 th	+4	+5	+2	+2	Bonus Feat	+3	+2
7 th	+5	+5	+2	+2	Hunter +4	+4	+3
8 th	+6	+6	+2	+2	Improved Track	+4	+3
9 th	+6	+6	+3	+3	Bonus Feat	+5	+3
10 th	+7	+7	+3	+3	Hunter +6	+5	+4

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humane punishment: the *covenant of exile*.

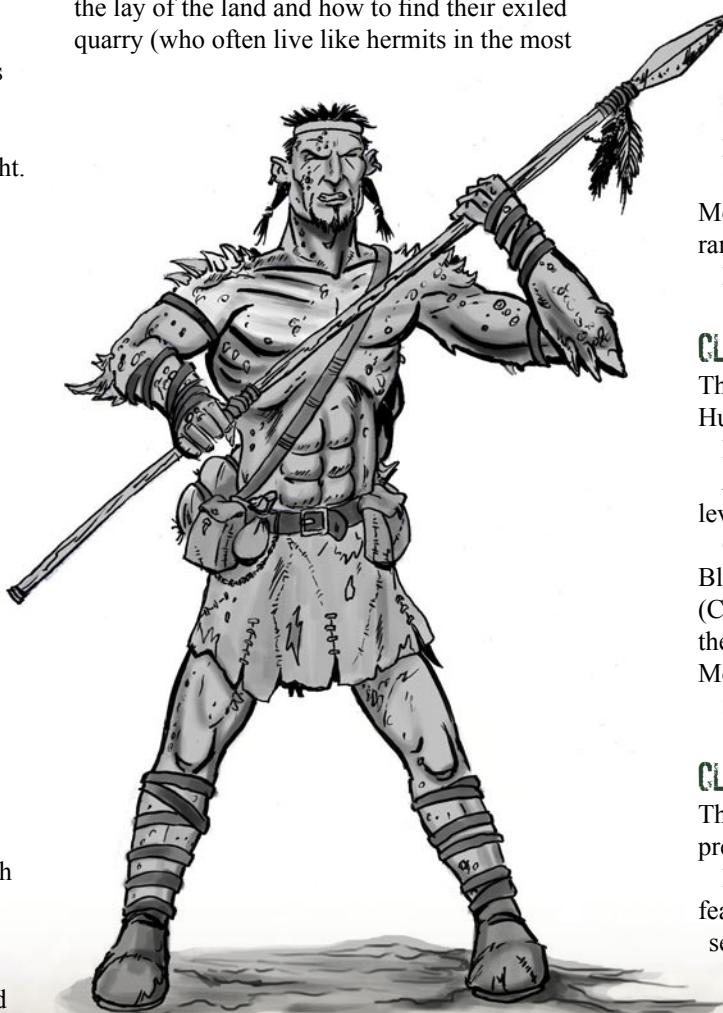
Through the years the *covenant of exile* has remained intact among many scattered tribes who, though having long forgotten the nobler reasons of their ancestors (namely the preservation of the race, saving it from itself), continue to use it as a means to weed out those members of society that are a threat to the tribe's continued survival. In modern times this usually involves the expulsion of genetic freaks and other monstrous and aberrant births, the very creatures that later grow to become the *terminals*, *hermavs*, and *sand men* that stalk the deserts by night.

While this ancient tradition has allowed life to survive (and may in fact be responsible for the countless mutant races now spread all across the Twisted Earth) and even thrive, it has also made the deserts of the world a more dangerous place. Furthermore, while many who are exiled for their differences and/or crimes begrudgingly honor the *covenant* out of fear of reprisal, some do not - and arrogantly violate the *covenant* as their whim suits them. Turning to banditry or worse, many of these degenerate cast-outs return to the communities that threw them out to exact a terrible vengeance.

The *Exile Hunter* is a breed of tribal who is trained in dealing with those affected by the *covenant of exile*, an individual who alternately finds himself both working with and standing against the outcast people of his tribe. In some instances the Exile Hunter finds himself the protector of the outcasts, their sole lifeline to civilization, spending his time tracking down those terminals (or hermavs) who have been cast into the desert and keeping them alive, either by trading with them, providing medicine and supplies to ease their suffering, or merely keeping their desolate spirits alive with words of distant home and family. More often than not, however, the Exile Hunter is charged

with tracking down those outcasts who prey violently upon their former kin, and exterminating them mercilessly for violating the covenant.

Either way, the Exile Hunter must be a hardy individual capable of surviving in the most desolate of wastes for extended periods of time, learning the lay of the land and how to find their exiled quarry (who often live like hermits in the most



isolated regions, ashamed of their imagined crimes against their own people) - or to hunt their own horribly-mutated brethren wherever they may hide.

REQUIREMENTS

To become an Exile Hunter, a character must fulfill the following criteria.

Allegiance: Any Tribal or Resentful group.

Background: Tribal or Resentful only.

Base Attack Bonus: +5.

Skills: Knowledge (mutant lore) 8 ranks, Sense Motive 4 ranks, Survival 8 ranks, Treat Injury 4 ranks.

Feats: Track.

CLASS INFORMATION

The following information pertains to the Exile Hunter prestige class.

Hit Dice: 1d8.

Action Points: 7 + one half the character's class level, rounded down.

Class Skills: The Exile Hunter's class skills are: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (mutant lore, theology and philosophy, Twisted Earth) (Int), Sense Motive (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Exile Hunter prestige class.

Bonus Feats: The Exile Hunter receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Archaic Weapons

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Proficiency, Attentive, Confident, Deceptive, Endurance, Frightful Presence, Great Fortitude, Juju Medicine, Medical Expert, Primitive Poison Maker*, Renown, Sworn Enemy*, Trustworthy.

Dedicated Quarry: At 1st level the Exile Hunter must pick a sub-group of exiled peoples to which she dedicates herself to dealing with, selected from the following choices: *Ghouls, Hermavys, Mutant Humanoids, Sand Men, Terminals* (including *Abortions*), *Underlings*, and *Wild Men*. Certain Exile Hunter abilities will only apply to that chosen quarry.

The Exile Hunter can choose an additional sub-group at 5th level, gaining all *Dedicated Quarry* benefits against that creature type in addition to her first selection.

Poison Use: The crafty Exile Hunter often uses poisons to weaken her quarry so that he/she/it is easier to track and later overcome. An Exile Hunter does not risk poisoning herself whenever applying poison to a weapon.

Peacebringer: Due to her constant dealings with her tribe's outcast people, the Exile Hunter gains a particular empathy with them. At 2nd level the Exile Hunter gains a bonus equal to one-half her class level (rounded down) to Bluff, Diplomacy, Gather Information, Intimidate, Sense Motive, and Treat Injury checks with creatures from her *Dedicated Quarry* selection.

Hunter: When peaceful dealings fail the Exile Hunter must often enforce the *covenant of exile* by force. At 4th level the Exile Hunter receives bonuses when in combat with creatures from her *Dedicated Quarry* selection, gaining a +2 competence bonus to attack rolls and damage against them. This bonus increases to +4 at 7th level, and +6 at 10th level.

Improved Track: At 8th level the Exile Hunter is able to read much more out of a set of mundane tracks than a typical tracker. The Exile Hunter can

use *Track* to determine if a single creature she is tracking is wounded, suffering from a disease, or is poisoned. To be successful the Exile Hunter must make a Survival check at DC 20, with the same modifiers as if she was tracking. If successful the Exile Hunter learns the current hit points of her quarry, as well as the nature of any disease or poison that is currently affecting the creature.

HOST OF THE ANCIENTS

The "ghostly" reputation of the feral race of Wild Men is much deserved, not only for their pale skin and wild manes of wispy white hair, but also for their elusive nature. Many societies of the Twisted Earth postulate that Wild Men are a race descended from the Ancients who once populated the world's cities in vast numbers, but were unable to escape the Fall. Though most were killed, some survived. Living among the ruins they turned savage and feral, becoming little more than animals, ape-like in intelligence and afraid of even the slightest sound.

Wild Men are often hunted for sport by more formidable groups who dare to challenge the dangers of the wasteland's necropolis in their efforts to salvage from the ruins of the past. Scampering off at the first

sight of armed parties, Wild Men are a favored prey because they are so elusive and hard to catch. Often more malicious groups inhabiting the ruins of cities will mount "festive" hunts of these poor creatures, spending days tracking them and attempting to bring one down.

Remarkably, these so-called "sub-humans" have managed to escape extinction through their uncanny ability to virtually become "invisible", vanishing into the ruins in which they live when strangers are near. Though this has led many to believe Wild Men are little more than pathetic survivors - and even cowards - more superstitious tribal groups believe they are, in fact, the "ghosts" of the Ancients themselves. Given honor and respect (and rightly feared), they are looked up to as a kind of "personification" of the "survival spirit" that has kept humanity alive through its darkest hours.

The *Ghost of the Ancients* advanced class is available to Wild Men, and represents the kind of agile, enigmatic, and unpredictable creature depicted in the fanciful stories woven by hunters (as quarry) and tribals (as heroes) alike. Wild Men who survive long enough to enter this class learn to sharpen their survival skills, especially their innate ability to avoid danger.

TABLE 1-8: THE GHOST OF THE ANCIENTS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+2	+0	Ghost Swiftness +5 ft.	+1	+0
2 nd	+1	+2	+3	+0	Trap Making 1d6	+2	+0
3 rd	+2	+2	+3	+1	Bonus Feat	+2	+0
4 th	+3	+2	+4	+1	Ghost Swiftness +10 ft., Scrambling Shadow	+3	+0
5 th	+3	+3	+4	+1	Trap Making 2d6	+4	+1
6 th	+4	+3	+5	+2	Bonus Feat	+4	+1
7 th	+5	+4	+5	+2	Ghost Swiftness +15 ft., Surprise Jump	+5	+1
8 th	+6	+4	+6	+2	Trap Making 3d6	+6	+1
9 th	+6	+4	+6	+3	Bonus Feat	+6	+2
10 th	+7	+5	+7	+3	Ghost Swiftness +20 ft., Improved Duck	+7	+2

PRIMITIVE CHARACTERS

REQUIREMENTS

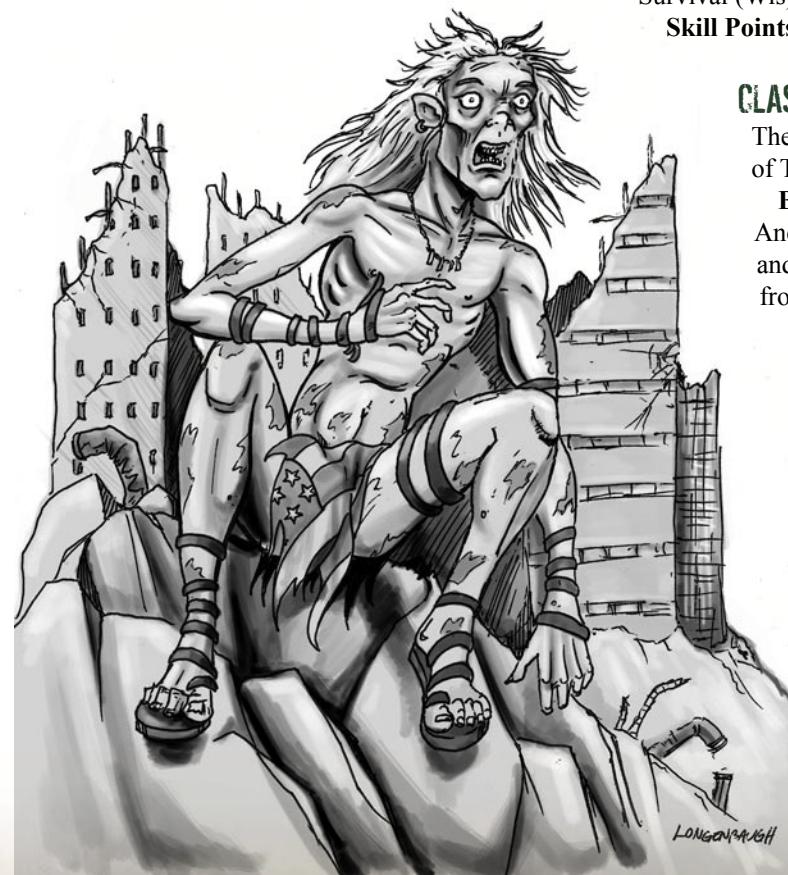
To become a Ghost of The Ancients, a character must fulfill the following criteria.

Race: Wild Man (or similar mutant with Dwarfism).

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks, Tumble 6 ranks.

Feat: Duck.



CLASS INFORMATION

The following information pertains to the Ghost of The Ancients advanced class.

Hit Dice: 1d6.

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

Class Skills: The Ghost of The Ancients' class skills are: Balance (Dex), Climb (Str), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Ghost of The Ancients advanced class.

Bonus Feats: The Ghost of The Ancients receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Athletic, Defensive Martial Arts, Dodge, Elusive Target, Flying Disarm*, Improved Initiative, Know The Signs*, Leaper, Lightning Reflexes, Master of The Flesh*, Mimic*, Mobility, Nimble, Pack Tactics*, Play Possum*, Run, Slippery Foe*, Ventriloquism*.

Ghost Swiftness: Learning to outrun those who would hunt her, at 1st level the Ghost of The Ancients' base speed increases by 5 feet. It increases by another 5 ft. at levels 4, 7, and 10 as well.

Trap Making: To help defeat

opponents with an unfair edge, the Ghost of The Ancients often employs traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Ghost of The Ancients' level. The Base Attack of the trap is equal to the Ghost of The Ancients' base attack. The DC to disarm or spot the trap is 12 + the Ghost of The Ancients' class level. A Ghost of The Ancients can make one trap per class level per day (duration lasts until triggered, however).

Scrambling Shadow: At 4th level the Ghost of The Ancients can move up to her full speed when using her *Spider Climb* ability (normally she can only move at her base speed).

Surprise Jump: At 7th level the Ghost of The Ancients can, once per encounter, use the Jump skill to leap on an opponent to accomplish a melee attack. The DC is equal to the opponent's flat-footed Defense. This attack counts as a charge (granting a +2 bonus to the attack roll, but also a penalty to Defense of -2).

Improved Duck: At 10th level the Ghost of The Ancients' ability to dodge and evade is almost superhuman. She can now use the *Duck* feat to dodge a number of ranged attacks equal to her Dex bonus per round (instead of just one).

HORDE WARRIOR

Individually the tribal warriors of the Twisted Earth, while courageous, present little threat to enemies who are well prepared or have any kind of technological edge. Though the tribal warrior fights fearlessly with spear, axe, or club, alone he is seldom a match for a wary opponent with a firearm or vehicle. The true strength of a tribe, many will argue, is not in the indefatigable will of the individual warrior, but in the numbers that a tribe can muster to face off with and beat back even the most superior foes.

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TABLE 1-9: THE HORDE WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+1	+1	+0	Flank Attack +1d6	+1	+0
2 nd	+2	+2	+2	+0	Shared Glory	+1	+0
3 rd	+3	+2	+2	+1	Bonus Feat	+2	+0
4 th	+4	+2	+2	+1	Flank Attack +2d6	+2	+1
5 th	+5	+3	+3	+1	Improved Feint	+3	+1
6 th	+6	+3	+3	+2	Bonus Feat	+3	+1
7 th	+7	+4	+4	+2	Flank Attack +3d6	+4	+1
8 th	+8	+4	+4	+2	Many Targets	+4	+2
9 th	+9	+4	+4	+3	Bonus Feat	+5	+2
10 th	+10	+5	+5	+3	Flank Attack +4d6	+5	+2

The *Horde Warrior* is a common sight among the warbands of many tribal cultures; like the ferocious totem animals they strive to emulate, these fearless warriors are trained in mimicking wolves and other pack predators, using their numbers to overcome even the largest and most powerful beasts. Fighting together, they use clever tactics taken straight from the animal world to surround, distract, and bring down their foes with whatever tools are at hand. Whether struggling to bring down rampaging mutagons or human foes clad in forbidding suits of powered armor, these tactics have proven vital to the tribals' survival every time.

REQUIREMENTS

To become a Horde Warrior, a character must fulfill the following criteria.

Background: Tribal and Resentfuls only.

Base Attack Bonus: +3.

Feats: Pack Tactics*.

CLASS INFORMATION

The following information pertains to the Horde Warrior advanced class.

Hit Dice: 1d10.

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

Class Skills: The Horde Warrior's class skills are: Climb (Str), Bluff (Cha), Jump (Str), Knowledge (tactics) (Int), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Horde Warrior advanced class.

Bonus Feats: The Horde Warrior receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Armor Proficiency (any), Athletic, Combat Expertise, Improved Disarm, Improved Trip, Combat Reflexes, Dodge, Agile Riposte, Improved Damage Threshold, Toughness, Weapon Focus.

Flank Attack: Fighting in packs, the Horde Warrior often finds the opportunity to slip in unnoticed and lunge at an opponent's exposed weak side. As such, she receives a damage bonus whenever she is flanking her target. A Horde Warrior may only use a melee weapon in a flank attack.

Shared Glory: At 2nd level the Horde Warrior

learns to better aid his fellow warriors in battle.

When using the Aid Another action in melee combat his ally gains a +4 circumstance bonus to his attack rolls or Defense.

Improved Feint: At 5th level the Horde Warrior can make a Bluff check to feint in combat as a move action.

Many Targets: At 8th level the Horde Warrior takes advantage of his allies' numbers to confuse a single opponent. As a move action, the Horde Warrior can make a Bluff check, adding +1 to the roll for every ally within 30 feet of the target, and using the total modified number as his Defense for the next round. This increase in Defense only applies against the affected target.

MONGOLIANT MARAUDER

Though their presence on the Twisted Earth has waned somewhat in recent generations, the terrible mutant creatures known as "Mongoliants" have long been a terror of the people of the wasteland. Giant humanoid predators possessed of great strength and ghastly mutations, these savage monsters are thankfully few in number, their own tribal villages becoming scarcer and scarcer with each passing year.

Among their own clans, however, these creatures will often speak reverently of the time of the "Mongolian Horde", a time when their race was united as conquerors of the eastern reaches of the known world. Though their successes were many, and their tyranny depthless, they were eventually shattered by a coalition of primitive tribes led by none other than the "Fallen God", the heroic leader that would one day become the deified icon of the Movement.

Driven east and into the fringes of the Purple Desert and beyond, the empire of the Mongoliants

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was destroyed generations ago. But many of their kind survived the destruction in small scattered tribes (such as the “Titans of The East”; see *Prominent Tribes of The Twisted Earth*), continuing the training and discipline that had brought worship and fear to the name of their people and their empire in the days of old. These few tribes are among the most dangerous Mongolian holdouts left, breeding ranks of skilled fighters who use their great size and impressive strength to overcome all foes.

The *Mongolian Marauder* advanced class represents those few tribes of gigantic mutants who continue the traditional fighting techniques of the legendary “Mongolian Horde”. While Mongolians dominate the ranks

of those with knowledge of this military style of warfare, other tribes who exhibit freak gigantism can benefit from the training (assuming they can find Mongolians willing to teach them).

REQUIREMENTS

To become a Mongolian Marauder, a character must fulfill the following criteria.

Base Attack Bonus: +8.

Skills: Intimidate 11 ranks.

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack.

Size: Large or greater.



THE BROKEN AND THE LOST

CLASS INFORMATION

The following information pertains to the Mongolian Marauder prestige class.

Hit Dice: 1d10.

Action Points: 7 + one half the character’s class level, rounded down.

Class Skills: The Mongolian Marauder class skills are: Climb (Str), Intimidate (Cha), Jump (Str), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Mongolian Marauder prestige class.

Bonus Feats: The Mongolian Marauder receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapons Proficiency, Armor Proficiency (any), Combat Expertise, Combat Reflexes, Exotic Melee Weapon Proficiency, Frightful Presence, Great Cleave, Improved Damage Threshold, Improved Trip, Marauder, Sunder, Toughness.

Ant-Crusher: At the top of the proverbial food chain, the Mongolian Marauder virtually dominates smaller creatures. At 4th level the Mongolian Marauder receives a variable increase in the critical threat range of his weapon against creatures smaller than him, depending on the creature’s size. For creatures one size category smaller than the character, the critical range of his weapon increases by one; for creatures two to three size categories smaller it increases by two; and for creatures four or more size categories smaller it increases by three.

For example, a Large-sized Mongolian Marauder using a metal baton would have a critical threat range of 19-20 against creatures or his size or

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TABLE 1-10: THE MONGOLIANT MARAUDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Ant-Crusher	+1	+1
2 nd	+2	+3	+0	+0	Damage Reduction 1/-	+1	+1
3 rd	+3	+3	+1	+1	Bonus Feat	+2	+1
4 th	+4	+4	+1	+1	Sweep Attack	+2	+2
5 th	+5	+4	+1	+1	Damage Reduction 2/-	+3	+2
6 th	+6	+5	+2	+2	Bonus Feat	+3	+2
7 th	+7	+5	+2	+2	Tremor	+4	+3
8 th	+8	+6	+2	+2	Damage Reduction 3/-	+4	+3
9 th	+9	+6	+3	+3	Bonus Feat	+5	+3
10 th	+10	+7	+3	+3	Prone Cleave	+5	+4

greater, 18-20 against Medium-size creatures, 17-20 against Small creatures, and 16-20 against Tiny, Diminutive, and Fine creatures.

Sweep Attack: When using any weapon with reach, the Mongolian Marauder can use the entirety of the weapon to strike numerous foes caught along its length. Whenever the Mongolian Marauder attacks an opponent, trace a direct line between the character and his intended target; any foes in a square along this line are also in danger of being struck by the weapon (even if it cannot normally be used to attack adjacent enemies). The Mongolian Marauder rolls only one attack roll, but compares the result to the Defense of each opponent affected. Damage is rolled only once as well, applied to all opponents hit by the sweep.

Damage Reduction: At 2nd level the Mongolian Marauder gains damage reduction 1/-. This rises to 2/- at 5th level, and 3/- at 8th level. If the character has damage reduction from another class or mutation, it stacks with these benefits.

Tremor: By making a single melee attack as a full-round action, the Mongolian Marauder can target the *ground* of any square he threatens, automatically striking the earth. This forces any

creature in that square, and all others adjacent (i.e. those located in any neighboring square), to make a Reflex save (DC 10 + the Mongolian Marauder's Strength modifier) or be immediately knocked prone. Affected creatures receive a +2 bonus to this save for every size category above Medium-size.

Prone Cleave: At 10th level the Mongolian's use of the *Cleave* feat extends to any time he knocks an opponent prone (instead of only when he knocks an opponent out due to massive damage or reducing his hit points to less than 0). Thus, any time he trips an opponent, or knocks an opponent prone through the feat *Awesome Blow*, he can make an additional melee attack as per the standard rules for *Cleave*.

OUTCAST SURVIVOR

Thrown out of his mother tribe for some crime, the *Outcast Survivor* is an individual who was marked for exile for one reason or another and cast out for his imagined evils. Typical members of this advanced class include tougher members of the races known as *ghouls*, *hermavas*, and *terminals*.

Members of this class are usually rugged and bitter survivors, who have lived on despite the tremendous

odds stacked against them. Cast out at a young age (usually when their genetic deformity, androgyny, or cannibalistic tastes were first discovered), they have lived a feral existence in almost total squalor, on the fringes of their former homes, just out of sight of the people who brought them into this ugly world. Bitterly they watch from a distance the comforts of home, watching friends and former clansmen grow and take on families of their own, while they wallow in their own miserable exile - alone.

The Outcast Survivor quickly learns to adapt, however. Though he does not have the luxuries or resources of a home, family, or tribe to call upon, he carves out a stable niche for himself nonetheless. Living deep in the wilderness as an almost invisible "hermit" he quickly learns to fend for himself and provide for his own needs, using stealth and a sharpened intuition to avoid trouble from larger monsters that share the wilds with him. Yet sometimes this solitary life is not enough for the outcast, and he soon finds he has an insatiable taste for revenge...

Many Outcast Survivors turn to preying upon their former people, whether to exact some kind of vengeance or merely out of a cold and practical necessity for supplies such as food, water, and medicine. Learning to hide, watch, and ambush, he strikes from the shadows like an old-style guerilla soldier, killing quickly and quietly, taking only what he can carry, and vanishing back into the wilderness without a trace. After a time, however, the survivor often comes to like his new choice of prey, acquiring a sense of "poetic justice" for his slayings. Adorning himself with the skins of bears or wildcats, painting his body with luminous paint to resemble a ghost, or even stitching armor from the skins of his own kind, he revels in the terror he brings to his former people.

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TABLE 1-11: THE OUTCAST SURVIVOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Poison Use, Terrorize	+1	+1
2 nd	+1	+2	+2	+0	Trap Making 1d6	+1	+1
3 rd	+2	+2	+2	+1	Bonus Feat	+2	+1
4 th	+3	+2	+2	+1	Potent Poison Maker	+2	+2
5 th	+3	+3	+3	+1	Trap Making 2d6	+3	+2
6 th	+4	+3	+3	+2	Bonus Feat	+3	+2
7 th	+5	+4	+4	+2	Murderous Strike	+4	+3
8 th	+6	+4	+4	+2	Trap Making 3d6	+4	+3
9 th	+6	+4	+4	+3	Bonus Feat	+5	+3
10 th	+7	+5	+5	+3	Skin of The Enemy	+5	+4

REQUIREMENTS

To become an Outcast Survivor, a character must fulfill the following criteria.

Race: Terminal or Hermav (or similar outcast mutant).

Skills: Hide 6 ranks, Intimidate 6 ranks, Move Silently 6 ranks, Survival 6 ranks.

Feats: Know The Signs*.

CLASS INFORMATION

The following information pertains to the Outcast Survivor advanced class.

Hit Dice: 1d8.

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

Class Skills: The Outcast Survivor class skills are: Balance (Dex), Climb (Str), Craft (chemical, pharmaceutical) (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Outcast Survivor advanced class.

Bonus Feats: The Outcast Survivor receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Cunning Trap-Maker*, Deadly Trap-Maker*, Gang Leader*, Guide, Pack Tactics*, Primitive Poison Maker*, Slippery Foe*, Sworn Enemy*, Track, Ventriloquism*.

Poison Use: One of the first things an Outcast Survivor learns to use is poison; both to hunt (and thus provide for herself) as well as to mortally injure her hated enemies. An Outcast Survivor does not risk poisoning herself whenever applying poison to a weapon.

Terrorize: Whether through the use of mimicking ferocious animal cries, the liberal application of war paint to make her seem "ghostly," wearing animal pelts and skulls to emulate a wild beast, or merely utilizing bloody self-mutilation to show her insensitivity to pain, the Outcast Survivor is able to dishearten her enemies. By spending a full-round action the Outcast Survivor forces all enemies within

30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become *shaken* for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

Trap Making: To help defeat opponents with an unfair edge, Outcast Survivors often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Outcast Survivor's level. The Base Attack of the trap is equal to the Outcast Survivor's base attack. The DC to disarm or spot the trap is 12 + the Outcast Survivor's class level. An Outcast Survivor can make one trap per class level per day (duration lasts until triggered, however).

Potent Poison Maker: Any poison personally created by the Outcast Survivor becomes more potent, having its save DC increased by +2.

Murderous Strike: When attacking a target with a melee or thrown weapon that is flat-footed or flanked, the Outcast Survivor may spend an action point to automatically inflict a critical hit.

Skin of The Enemy: At 10th level the Outcast Survivor is able to stitch together a leathery coat of armor from flesh taken from her own kind. When worn (as armor), this suit protects as *leather armor*, but with a special enhancement bonus to Defense equal to the character's Reputation. In addition, when this armor is worn the DC of the Outcast Survivor's *Terrorize* ability increases by +2.

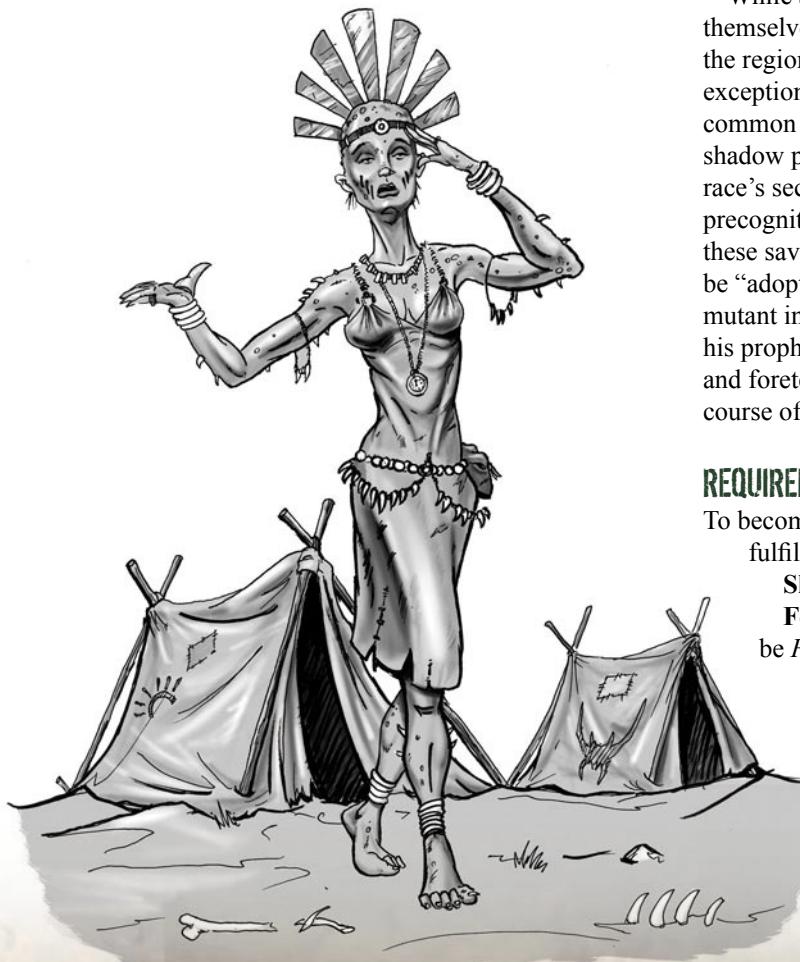
PROPHET OF THE SANDS

Among the enigmatic "shadow people" of the Twisted Earth, the patriarch of each clan is often said to be possessed of potent neural abilities, even beyond the ken normally exhibited by their naturally psychic race. While this is generally regarded as a merchant's myth told by the fireside to keep up

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humanity's guard against these mysterious desert raiders, in truth every generation or so a member of shadow people society is born with psychic abilities that can only be described as truly "prophetic".

These few rare individuals, each known as a *Prophet of The Sands*, are regarded by their people in the manner of "omas" from gypsy tradition,



sagacious leaders (men and women alike) whose aptitude for precognition is so far advanced that they supersede the short-term vision of a typical precognitive, seeing days, even weeks into the future. Often these powerful and sagacious creatures become the leaders of their respective clans, guiding them both literally and figuratively through the world's endless deserts, and through life's endless trials.

While almost all Prophets are shadow people themselves, there are at least a few stories from the region of the Deserts of Nowhere that claim exceptions can - and do - happen. Though it is common knowledge that almost all captives of the shadow people are generally killed to preserve their race's secrets, a mutant, exhibiting such extraordinary precognitive abilities as to strike awe even among these savage folk, can be granted a reprieve and even be "adopted" into the tribe. In such rare instances the mutant in fact becomes the tribe's new leader, using his prophetic abilities to the betterment of their lives, and foretelling the events that will occur along the course of their people's nomadic destiny.

REQUIREMENTS

To become a Prophet of The Sands, a character must fulfill the following criteria.

Skills: Concentration 13 ranks.

Feats: Four Neural Feats, two of which must be *Foresight* and *Perceive Outcome*.

CLASS INFORMATION

The following information pertains to the Prophet of The Sands epic class.

Hit Dice: 1d6.

Action Points: $7 + \text{one half the character's class level, rounded down.}$

Class Skills: The Prophet of The

Sands class skills are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore) (Int), Knowledge (Twisted Earth) (Int), Navigate (Int), Perform (Cha), Sense Motive (Wis), Survival (Wis).

Skill Points at Each Level: $3 + \text{Int modifier.}$

CLASS FEATURES

The following features pertain to the Prophet of The Sands epic class.

Bonus Feats: The Prophet of The Sands receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Confident, Deceptive, Focused, Guide, Iron Will, Know The Signs*, Leadership, Renown, Spirit Guide*, Stargazer*.

Foreknowledge: At 1st level the Prophet of The Sands is able to see with clarity into the future, seeing the events that will unfold in the next few days, or even weeks. This foreknowledge allows her to prepare her allies so that they may meet coming dangers, fight terrible creatures, navigate sandstorms, and find their way through strange new regions of the world.

At 1st level this ability allows the Prophet of The Sands to grant an insight bonus equal to her Wisdom bonus (if positive) to any one skill check or Initiative roll to each of her allies (maximum of two per point of Cha bonus; she may include herself among these), used at her allies' discretion. If used for Navigate or Survival checks, this bonus is *doubled*.

At 5th level the affected ally may choose to instead receive an insight bonus to any one attack roll equal to the Prophet of The Sands' Wisdom bonus.

At 9th level an affected ally can forego these options and instead confirm a critical threat automatically by spending one of her own action

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TABLE 1-12: THE PROPHET OF THE SANDS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Foreknowledge (skill/Init)	+1	+2
2 nd	+1	+0	+0	+3	Second Sight	+1	+2
3 rd	+1	+1	+1	+3	Bonus Feat	+2	+2
4 th	+2	+1	+1	+4	Neural Advancement	+2	+3
5 th	+2	+1	+1	+4	Foreknowledge (attack)	+3	+3
6 th	+3	+2	+2	+5	Bonus Feat	+3	+3
7 th	+3	+2	+2	+5	Neural Advancement	+4	+4
8 th	+4	+2	+2	+6	Precognitive Guide	+4	+4
9 th	+4	+3	+3	+6	Bonus Feat, Foreknowledge (critical)	+5	+4
10 th	+5	+3	+3	+7	Doomsayer	+5	+5

points.

Until an ally uses her chosen bonus, the Prophet of The Sands cannot grant the ability to someone else (thus only two people per point of Cha bonus can benefit from this ability at any given time). In addition, no character can benefit from *Foreknowledge* more than once per week.

Second Sight: At 2nd level the Prophet of The Sands sees a skewed vision of the future at all times, almost as a “second sight” that is played in tandem with the current timestream, all in her mind. This allows the character to see what is about to occur in the near future, and be ready for it.

Once per round, the Prophet of The Sands may make a Reflex save to suffer only half damage from an attack that hits her. The DC for this save is equal to the unmodified attack roll of her opponent.

Neural Advancement: A Prophet of The Sands may advance one of her neural mutations at 4th and 7th level. She may not select a new mutation but only advance a mutation previously selected at character creation.

Precognitive Guide: At 8th level the Prophet of The Sands can lend her *Second Sight* ability to another person, lasting for an entire day. So long

as this person benefits from the ability the Prophet cannot benefit from the ability herself, and can only regain the ability after the day comes to an end.

Doomsayer: At 10th level the Prophet of The Sands is able to foretell her own death, allowing her to avoid it when it comes. This ability allows the Prophet of The Sands to spend an action point to make a Reflex save to avoid any single attack that would result in killing her (suffering no damage whatsoever, as if the attack had missed). The DC for this save is equal to the unmodified attack roll of her opponent.

SANDSLAYER

Among the carnivorous and cannibalistic tribes of underground predators known as the “sandmen”, few specimens ever survive to reach the age of maturity, let alone to become creatures of any real strength, at least compared to the more dominant tribes that roam the surface world. It is indeed a fact that the sandmen, as a race, were forced underground due to an inability to compete with other creatures on the surface, turning to digging tunnels beneath the sand and using traps and devious lures to draw the unwitting into their underground lairs.

But the race of sandmen has become bolder in recent generations. Though many have been lost, either hunted by well-paid bounty-hunters (so-called “tunnel exterminators”) or killed in their own violent forays onto the surface by night, a few each generation become stronger and more wily from their tribe’s ordeals, each turning into a true “champion” of their malevolent kind that present a much greater threat than the average sandman hunter.

Stories of particularly tough sandmen call these individuals *Sandslayers*, terrible predators and hunters who shrug off their race’s natural hatred of light, stubbornly pursuing prey even while their

TABLE 1-13: THE SANDSLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+1	+1	Bone Armor +1	+1	+0
2 nd	+2	+0	+2	+2	Trap Making 1d6	+1	+0
3 rd	+3	+1	+2	+2	Bonus Feat	+2	+0
4 th	+4	+1	+2	+2	Light Boldness (save)	+2	+1
5 th	+5	+1	+3	+3	Bone Armor +2, Trap Making 2d6	+3	+1
6 th	+6	+2	+3	+3	Bonus Feat	+3	+1
7 th	+7	+2	+4	+4	Light Boldness (no save)	+4	+2
8 th	+8	+2	+4	+4	Trap Making 3d6	+4	+2
9 th	+9	+3	+4	+4	Bonus Feat	+5	+2
10 th	+10	+3	+5	+5	Bone Armor +3, Vibration Sense	+5	+3

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fellow sandmen recoil in fear, even into the light of day. Some tales also tell of Sandslayers adorning themselves in the bones of past victims, making ornate armors of gristle and cartilage that gleam with crimson gore. Whatever the truth, the prospect of sandmen learning to overcome their natural weaknesses has become a grave concern for the people of the “world above”.

REQUIREMENTS

To become a Sandslayer, a character must fulfill the following criteria.

Race: Sandman only (or mutant with Blindsight and Photosensitivity).

Base Attack Bonus: +2.

Skills: Climb 3 ranks, Listen 6 ranks, Survival 3 ranks.

Feats: Iron Will.

CLASS INFORMATION

The following information pertains to the Sandslayer advanced class.

Hit Dice: 1d8.

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

Class Skills: The Sandslayer class skills are: Climb (Str), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Sandslayer advanced class.

Bonus Feats: The Sandslayer receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Agile Riposte, Armor Proficiency (light), Athletic, Cleave,

Deadly Trap-Maker*, Dodge, Frightful Presence, Guide, Nimble, Power Attack, Sand In The Eyes*, Stealthy, Toughness, Track, Weapon Focus.

Bone Armor: Though sandmen rarely wear armor, those that do often complement the primitive leather and hides they fashion with ornamental bones, skull fragments, and especially the teeth of opponents they have personally killed.

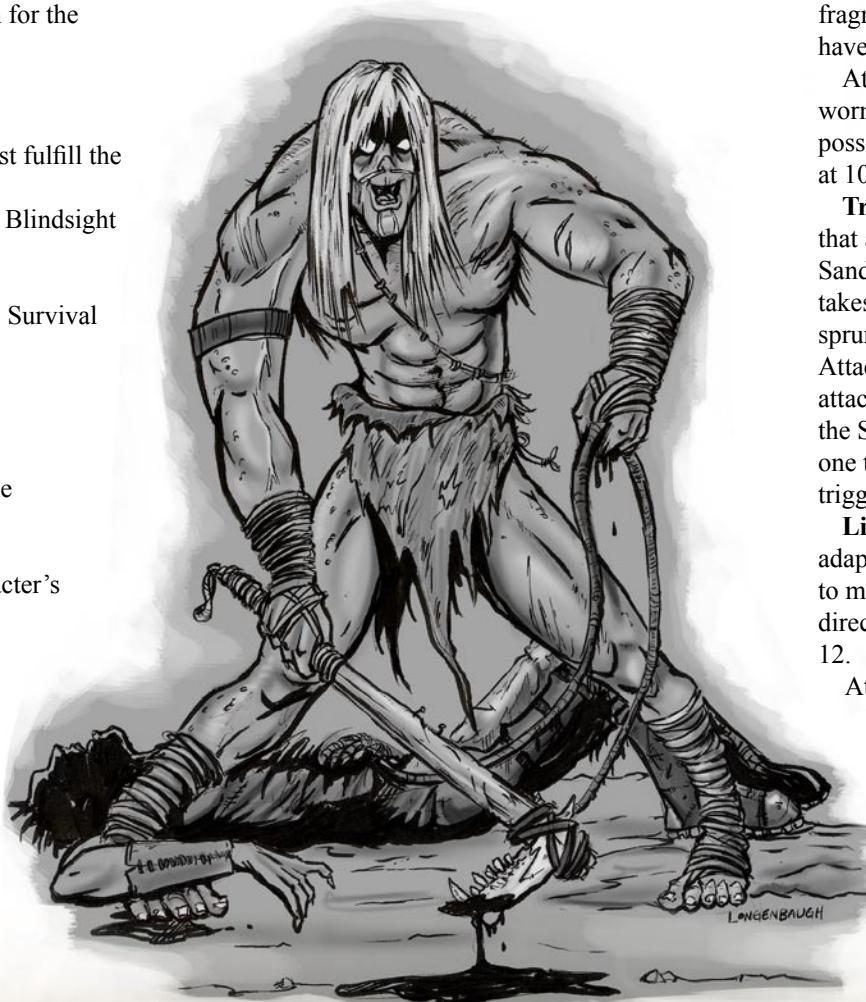
At 1st level the equipment bonus of any armor worn by the Sandslayer increases by +1 while in his possession. This increases to +2 at 5th level, and +3 at 10th level.

Trap Making: To help catch prey, especially those that accidentally fall into their sub-surface warrens, Sandslayers often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Sandslayer's level. The Base Attack of the trap is equal to the Sandslayer's base attack. The DC to disarm or spot the trap is 12 + the Sandslayer's class level. A Sandslayer can make one trap per class level per day (duration lasts until triggered).

Light Boldness: At 4th level the Sandslayer adapts to his racial *Photosensitivity*, allowing him to make a save to avoid being blinded when hit by a direct flash from a light source. The save is Will DC 12.

At 7th level the Sandslayer completely overcomes his racial sensitivity, and no longer needs to save to avoid fleeing when confronted by light, nor does he risk going blind.

Vibration Sense: At 10th level the Sandslayer's *Tremorsense* becomes so keen that he can sense even the tiniest vibration made by opponents in contact with the ground, giving him a remarkable precognition in combat. This ability grants



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the Sandslayer a circumstance bonus to attack rolls equal to her Wisdom bonus (if any) against targets that are both in contact with the ground and are within 30 ft.

TRIBAL STALKER

The *Tribal Stalker* is often a tribal or other primitive huntsman who has honed his craft – hunting, tracking, and trapping – to a lethal art. Not just capable of finding food for the table, the Tribal Stalker also hunts down powerful beasts and even greater threats to his community, such as rogue monsters or parties of unwelcome outsiders that threaten the frontiers of his peoples' domain.

Because he usually has only the most primitive tools at his disposal, the Tribal Stalker uses his wits and senses to not only match the strengths of his prey, but to overcome them. He uses traps to harm and harass his quarry at every turn, and to channel his prey to a spot where he can deal a decisive, final blow against it.

In many tribal communities Tribal Stalkers are considered heroic figures, whose cunning, stealth, and ability to defend their communities against even the most powerful beasts (and advanced foes of the outside world) have earned them places of eternal worship.

REQUIREMENTS

To become a Tribal Stalker, a character must fulfill the following criteria.

Background: Tribal and Resentfuls only.

Base Attack Bonus: +2.

Skills: Survival 6 ranks.

Feats: Track.

CLASS INFORMATION

The following information pertains to the Tribal Stalker advanced class.

Hit Dice: 1d10.

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

Class Skills: The Tribal Stalker class skills are: Climb (Str), Craft (structure) (Int), Disable Device (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

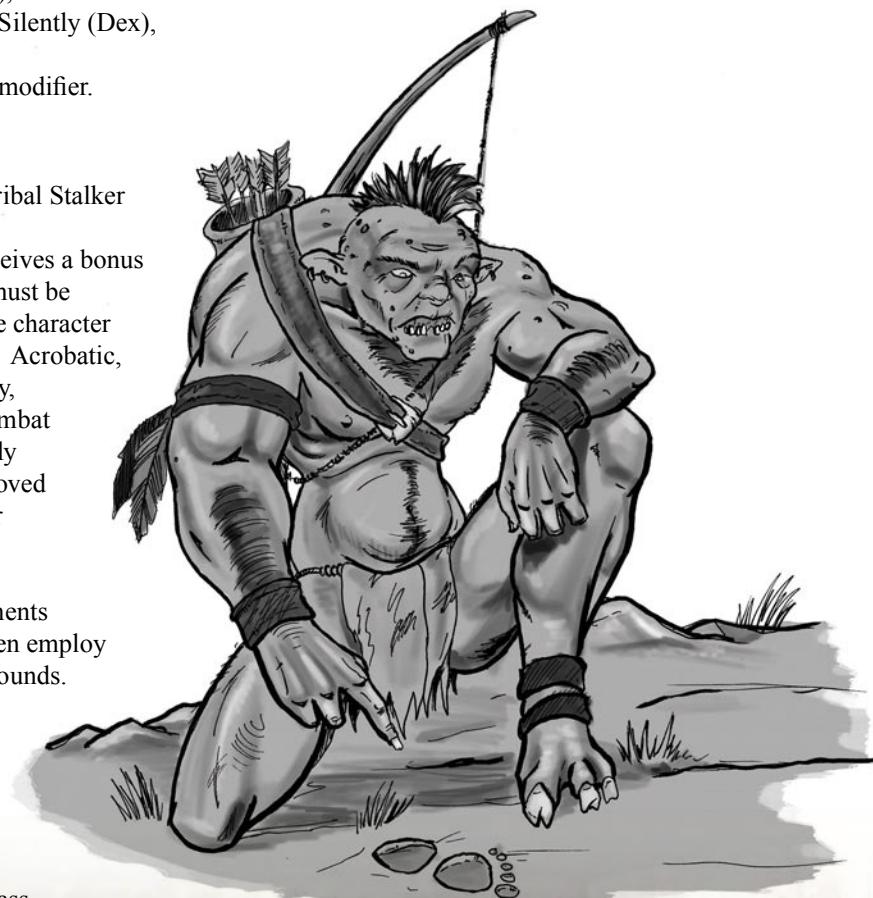
The following features pertain to the Tribal Stalker advanced class.

Bonus Feats: The Tribal Stalker receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Combat Reflexes, Cunning Trap-Maker*, Deadly Trap-Maker*, Endurance, Guide, Improved Initiative, Intimidating Strength, Power Attack, Stealthy, Toughness, Vulture, Weapon Focus.

Trap Making: To help defeat opponents with an unfair edge, Tribal Stalkers often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Tribal Stalker's level. The Base Attack of the trap is equal to the Tribal Stalker's base attack. The DC to disarm or spot the trap is 12 + the Tribal Stalker's class level. A Tribal Stalker can make one trap per class

level per day (duration lasts until triggered, however).

Wounding Blow: At 2nd level the Tribal Stalker can use an action point to turn any successful attack that causes injury into a *wounding blow*. A *wounding blow* inflicts normal damage but also causes bleeding at the rate of 1 hit point per round. Cumulative wounding blows cause cumulative bleeding (i.e. two hits cause the victim to bleed at a rate of 2 hit



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TABLE 1-14: THE TRIBAL STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Trap Making 1d6	+1	+1
2 nd	+2	+3	+0	+0	Wounding Blow	+1	+1
3 rd	+3	+3	+1	+1	Trap Making 2d6, Bonus Feat	+2	+1
4 th	+4	+4	+1	+1	Wounding Traps	+2	+2
5 th	+5	+4	+1	+1	Natural Selection	+3	+2
6 th	+6	+5	+2	+2	Trap Making 3d6, Bonus Feat	+3	+2
7 th	+7	+5	+2	+2	Vicious Wounding	+4	+3
8 th	+8	+6	+2	+2	Natural Selection	+4	+3
9 th	+9	+7	+3	+3	Trap Making 4d6, Bonus Feat	+5	+3
10 th	+10	+7	+3	+3	Hunter's Patience	+5	+4

points per round). A *wounding blow* will continue to bleed for 10 rounds (or until healed through healing medicine or a Treat Injury check at DC 15).

A Tribal Stalker receives a +5 circumstance bonus to Survival checks when tracking a foe affecting by a *wounding blow* (this is not cumulative).

Wounding Traps: At 4th level the Tribal Stalker can extend his *Wounding Blow* ability to traps he constructs through the use of the *Trap Making* ability (i.e. his traps may cause bleeding wounds if he expends an action point when constructing one).

Natural Selection: By this time the Tribal Stalker has learned to rely on his innate strengths and abilities when combating bigger or better-equipped opponents. Whether he relies on his mutations to survive, or has merely toughened himself up as a result of his hunting, he is an example of how strength develops through adversity.

At 5th level the Tribal Stalker can choose to either advance one mutation (if he has any), or else take *Improved Damage Threshold* as a bonus feat. He receives the same ability at 8th level, and may either choose to advance the same mutation, advance a different mutation, or take the same feat again.

Vicious Wounding: At 7th level all bleeding

effects generated through the *Wounding Blow* or *Wounding Traps* abilities continue to bleed *indefinitely* (though they can still be healed through the application of healing medicine or a Treat Injury check at DC 15).

Hunter's Patience: At 10th level the Tribal Stalker can take a full-round action to re-focus as normal, but in the following round any enemy he beats in Initiative he automatically catches flat-footed (even if this ability is used in the middle of a running battle, or the enemy is otherwise aware of the Tribal Stalker).

TUNNEL EXTERMINATOR

Tunnel Exterminators are a relatively new phenomenon on the Twisted Earth, a breed of hardy men who willingly venture into the tunnels of the desert's most feared monsters (such as *sandmen* and *underlings*) to "clean them out". Tunnel Exterminators are a form of rough and rugged "bounty-hunter", men with a particular daredevil attitude who do what other hunters refuse: enter the lightless world below with only a weapon and a light source, hell bent on wiping out entire tribes of these underground infestations.

The employment of Tunnel Exterminators is on the rise, especially along the major trade routes where attacks by sandmen are growing in frequency. Emboldened in recent years, these creatures often sally forth from their underground lairs to raid camping caravans at night, a new danger that has the people of the Twisted Earth scrambling for effective solutions.

Tunnel Exterminators are most often drawn from the ranks of tribals, especially those tribals who no longer have a home. Whether exiled for some crime, merely orphaned when their tribe was wiped out in a tribal war, or made homeless by the encroachment

TABLE 1-15: THE TUNNEL EXTERMINATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+2	+0	Lowlight Vision	+1	+0
2 nd	+2	+0	+3	+0	Tunnel Fighter +1	+1	+0
3 rd	+3	+1	+3	+1	Bonus Feat	+2	+0
4 th	+4	+1	+4	+1	Weapon Specialization	+2	+1
5 th	+5	+1	+4	+1	Tunnel Fighter +2	+3	+1
6 th	+6	+2	+5	+2	Bonus Feat	+3	+1
7 th	+7	+2	+5	+2	Deep Echoes	+4	+2
8 th	+8	+2	+6	+2	Tunnel Fighter +3	+4	+2
9 th	+9	+3	+7	+3	Bonus Feat	+5	+2
10 th	+10	+3	+7	+3	Tunnel Rat	+5	+3

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of more civilized groups, these dispossessed men have little fear of death and a strong desire to make the money needed to feed and clothe themselves. Arming themselves with weapons most suited for fighting in close-quarters, they eagerly volunteer when the call is raised.

REQUIREMENTS

To become a Tunnel Exterminator, a character must fulfill the following criteria.

Skills: Climb 4 ranks, Listen 6 ranks, Survival 6 ranks.

Feats: Track, Weapon Focus (any).

CLASS INFORMATION

The following information pertains to the Tunnel Exterminator advanced class.

Hit Dice: 1d8.

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

Class Skills: The Tunnel Exterminator class skills are: Balance (Dex), Climb (Str), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Tunnel Exterminator advanced class.

Bonus Feats: The Tunnel Exterminator receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Armed To The Teeth, Blind-Fighting, High Ready, Know The Signs*, Point Blank Shot, Precise Shot, Reactive Shooter, Room-Broom, Slippery Foe*,

Stealthy, Weapon Focus.

Lowlight Vision: To survive the Tunnel Exterminator quickly learns to adapt to the darkness. At 1st level she gains lowlight vision. If she already has lowlight vision she instead gains *darkvision* with a range of 30 ft.

Tunnel Fighter: A Tunnel Exterminator gains a +1 insight bonus to attack and damage rolls against the following creatures: *Albino Apemen*, *Crawlers*, *Monstrous Cockroaches*, *Probing Waddlers*, *Ratbites*, *Sandmen*, and *Underlings*. At 5th level this bonus increases to +2, and at 8th level to +3.

At 8th level the Tunnel Exterminator's *Tunnel Fighter* bonus applies to the following subterranean creatures as well: *Blindworms*, *Ch'Kit*, *Cyclats*, *Helioglyphs*, *Mutant Bugs*, *Pit Creatures*, and *Slime Moles*.

Weapon Specialization: The Tunnel Exterminator quickly learns how to use her favored weapon when hunting her quarry. At 4th level the Tunnel Exterminator gains weapon specialization with a specific melee or ranged weapon that she also has applied the *Weapon Focus* feat or class feature to. She gets a +2 bonus on damage rolls with the chosen weapon.

Deep Echoes: At 7th level the Tunnel Exterminator learns to pick up on the slightest echoes made underground, granting her a bonus to Listen checks equal to her class level. This bonus only applies underground (or indoors, at the GM's discretion).

Tunnel Rat: The Tunnel Exterminator often fights against packs of creatures that emerge from the darkness to attack from both sides of her. To survive she must be ever vigilant, and hone her reflexes so that even when surrounded her enemies gain no advantage over her. At 10th level the Tunnel Exterminator's enemies do not gain the usual +2

attack bonus from flanking her and they cannot perform special flanking attacks (for example, *Sneak Attack*) on her.



NEW FEATS

The Brethren (and most tribal groups in general) have long recognized the need to resort to underhanded tactics and unsavory strategies to survive, especially in the

face of enemies that are far better equipped or trained. Many of the feats in this chapter represent tactics developed and fostered by primitive groups, despite being seen as "dirty fighting" by more civilized societies. However, while some of these feats may have prerequisites that require a character be of a certain background, they are otherwise available to everyone.

Two of these new feats, Animal-Friend and Stunning Boom, are new Mutant Feats and have no technology theme.

ANIMAL-FRIEND

Mutant Feat

The mutant has a special power over animals, gaining her the reputation of "animal-friend".

Prerequisite: Fragrance Development (mutation).

Benefits: Instead of her normal fragrance the mutant can emit a scent that calms and improves the attitude of animals. This ability conforms to the same rules as *Fragrance Development*, except that it affects all creatures in a 15-foot radius. Instead of being hypnotized, however, on a failed save the attitude of the animal(s) is automatically changed to *Helpful*.

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This ability only works on creatures with an Intelligence of 2 or lower. The effect lasts 1 hour per point of Charisma bonus (minimum 1), at which point the animal(s) becomes *Indifferent*.

CUNNING TRAP-MAKER

The traps you devise are a reflection of your cunning ingenuity.

Prerequisite: Trap Making class ability and either *Sneak Attack* or *Quick Kill* class abilities.

Benefits: The traps you make as a result of the Trap Making class ability also inflict your *Sneak Attack* bonus to damage (or, if you have the *Quick Kill* ability, increase the damage done by one dice) on the target that triggers them.

DEADLY TRAP-MAKER

You are a master at building the most deadly traps known to man and mutant alike.

Prerequisite: Trap Making class ability.

Benefits: The traps you make as a result of the Trap Making class ability inflict an additional +1 point of damage per die.

FLYING DISARM

Wresting a weapon from the hands of your enemy is not always enough; when you disarm an opponent you fling his weapon well out of reach, leaving him without a means to defend himself.

Prerequisite: Improved Disarm.

Benefits: When you disarm an opponent while armed, you fling his weapon 1d4 x 5 feet (or 1d4 squares) away. You can try to control the direction the weapon travels by making a Reflex save (DC 15); otherwise use the standard deviation tables (see thrown explosives in *d20 Modern*).

Normal: If you succeed in disarming an opponent while armed, the target's weapon is on the ground at the target's feet.

GANG LEADER

Through ruthless discipline and brutal training, you have taught your followers to act on your command – without question.

Prerequisite: Cha 15+, Leadership.

Benefit: All of your followers (including cohort) use your Initiative in combat, acting in unison with you.

Note: This feat was originally introduced in *Metropolis Rho: Urban Decay*.

HEADHUNTER

The character is part of a tribe that shrinks the heads (or cuts off ears, genitals, etc.) of enemies killed in battle, to wear as jewelry and to mark the wearer as a warrior.

Prerequisite: Tribal background only.

Benefit: A character with this feat receives a +2 morale bonus to attack rolls if he has taken a head (or other grisly trophy) within a week's time and displays it prominently at all times. After a week has passed, he must take another trophy or else lose this bonus until a new trophy can be acquired.

Special: The drawback to this custom is that a character with a trophy suffers a penalty to Diplomacy checks with others outside his tribe (-2 with other Tribal communities; -4 in more civilized areas).

JUNK CRAFTER

Taking lessons from guerilla fighters and terrorists throughout history, the character wastes nothing,

finding a use in even the most worthless junk. She can turn a piece of scrap into a useful component, putting scavenged garbage to work in unusual but effective ways to reduce her reliance on uncommon or expensive materials.

Benefit: The items the character crafts employ junk for many secondary components, making them much cheaper to make – but just as effective. When making any item the cost in raw materials is halved.

Note: This feat was originally introduced in *Metropolis Rho: Urban Decay*.

KNOW THE SIGNS

Raised among a hunted people, you know how to spot traps and ambushes – a vital skill that has kept you one step ahead of those who would enslave you...or worse.

Prerequisite: Alertness (feat).

Benefit: You gain +2 to Search checks when looking for traps, and +2 to Spot and Listen checks when detecting an ambush. Even if you are surprised, following the surprise round you receive +2 to your Initiative roll.

MASTER OF THE FLESH

Through extensive conditioning the character has almost total control over the functions of his body. By concentrating he can reduce his respiration and circulation to hold his breath or slow the spread of poison through his body.

Prerequisite: Concentration 3 ranks.

Benefit: A character with this feat can make a Concentration check (DC 15) to double the amount of time he can hold his breath.

In addition, if a character with this feat is poisoned he can make an immediate Concentration check (DC equal to the potency of the poison) to prevent the

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poison's initial damage from taking effect for 1d6 rounds. A second check (at the same DC) allows him to put off the secondary effects for a full 24 hours.

MIMIC

A cunning mimic, by watching your enemy you are able to figure out how he uses his fanciful items of technology...

Prerequisite: Int 13+.

Benefit: If you have observed another person actively using an item of technology (for example, firing a weapon, using a medical device, or any miscellaneous tech item), you may make an Intelligence check at DC 15. If successful, you understand its rudimentary functions and may employ it as if you were proficient with it.

This effect lasts for 1d4 + your Intelligence modifier rounds, after which time the complexity of the item confounds you. You may use this feat again on the same item again.

Special: If it the item is a weapon, you are considered to have the requisite proficiency feat while *Mimic* is in effect.

PACK TACTICS

When fighting opponents you make the most of your superior numbers to confuse and distract your enemy, allowing you to hit more easily.

Effect: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

PLAY POSSUM

Facing superior foes for much of their history, certain tried and true tactics of the Brethren have included

surrendering only to attack when an enemy's guard is down, or pretending to be dead only to rise up and attack from behind.

Benefit: If you are lying prone, you can use the Bluff skill as a move action to pretend you are dead, gaining a +4 competence bonus to check for success. If successful, you can attack from prone catching your opponent(s) flat-footed for your first attack. You can only do this once in an encounter.

Special: If you maintain the bluff instead of attacking, in most cases NPCs will ignore/overlook you, assuming you dead, at the GM's discretion.

PRIMITIVE POISON MAKER

You are able to make poisons and exotic drugs in the manner of a primitive witchdoctor or tribal hunter.

Prerequisite: Tribal or Resentful backgrounds only.

Benefit: Craft (chemical) and Craft (pharmaceutical) are class skills for you.

Normal: Normally you must have Post-Apocalyptic Technology or greater to have access to the Craft (chemical) skill.

RITUAL SCARIFICATION

The character has undergone a brutal ritual of scarification. This has tested his mind and body against terrible pain and left him horribly scarred, but it has made him stronger in the process.

Prerequisite: Tribal, Ritual Preservationist, Resentful, or Radical (background).

Benefit: The character's massive damage threshold is increased by +1 and he receives a +1 bonus to Willpower saves.

SAND IN THE EYES

To even the field against more powerful enemies the desperate warrior must often resort to dirty tricks.

Benefit: As a full-round action, you can grab a handful of sand or dirt and fling it at a nearby target. Treat this as a ranged touch attack, with a range increment of 5 feet. If you hit the target, it must make a Reflex save equal to your modified attack roll or be *blinded* for 1d4 + your dexterity modifier rounds.

SHAMAN

Trained in the mystic ways of a tribal shaman, you have the ability to perform "magical" rituals that help bolster your tribesmen against threats to your community.

Prerequisite: Tribal or Resentful backgrounds only, *Juju Specialist* class ability.

Benefit: You can perform one ritual per day, affecting all who receive it with the same bonus. You can affect one person per point of Charisma bonus each day (you may include yourself as one of those affected), and they must be present when you conduct the ritual; the ritual takes 1 hour to complete. The effect lasts for 12 hours afterwards. You must choose what type of ritual to perform from the following:

Ritual of Blood Frenzy: By ritually executing a captive or slave (as long as it is sentient) as painfully as possible in front of your men, you inspire them with a bloodthirsty frenzy. For the duration, your men are immune to fear effects, and further gain a +1 morale bonus to attack and damage rolls.

Ritual of Flagellation: While the shaman chants wildly, participants engage in excruciating self-mortification. At a cost of 1d4 hit points all participants in the ritual become immune to the effects of massive damage (i.e. they do not need to

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make massive damage saves) for the duration.

Ritual of Flesh-Eating: All participants eat the flesh of an animal, mutant beast, or person killed in the last 24 hours. Depending on which of the creature's attributes was highest (Str, Con, Dex, etc.), the participants in the ritual gain a +2 morale bonus to that attribute for the duration.

Special: Only characters of a Tribal or Resentful background may benefit from these rituals. In addition, the creature killed must have a CR equal to or greater than the average HD of the participants.

SLIPPERY FOE

When you find yourself surrounded by assailants you can dodge aside to make your enemies hit one another instead of you.

Prerequisite: Dex 15+, Dodge.

Benefit: If an attacker who is flanking you misses with a melee strike, he must roll again to see if he hits the opponent threatening you from the other side. If he does, he inflicts normal damage as if he had attacked that person instead.

Normal: If a flanking attacker misses you, there is no unusual effect.

SPIRIT GUIDE

According to your tribe's lore all men are accompanied by spirit guide; one need only learn to listen to hear its guidance.

Prerequisite: Tribal, Ritual Preservationist, Resentful, or Radical (background).

Benefit: Once per day you may choose to gain a +1 morale bonus to all attack rolls, saves, or ability checks that lasts all day. Once you have declared the nature of the bonus, you cannot change it until the next day.

THE BROKEN AND THE LOST

STARGAZER

Like the inhabitants of the ancient world, your people keep alive the tradition of navigating the deserts by observing the stars.

Benefit: You receive a +2 bonus to Navigate checks. In addition, the DC for making Navigate checks to cover great distances is 20 regardless of the length of the trip.

STUBBORN OX

Though they may beat you and break you, they never seem able to kill you.

Prerequisite: Con 14+.

Benefit: You automatically stabilize when reduced to -1 or lower hit points. In addition, you recover hit points naturally automatically.

Normal: Normally you need to make a Fortitude Save (DC 20) to stabilize and heal naturally if left unaided.

STUNNING BOOM

Mutant Feat

Your shriek is powerful enough to stun opponents.

Prerequisite: Shriek (mutation).

Benefits: In addition to normal damage, targets struck by your shriek must make a Fortitude save (equal to the DC of your *Shriek* mutation) or become stunned for 1 round.

SWORN ENEMY

Your people are dedicated to eradicating enemies of a particular kind.

Benefit: Choose a general group from the categories below; you receive a +2 bonus to damage rolls against enemies from any of the backgrounds

listed as part of that group.

Group	Backgrounds Affected
Savages	Ferals, Primitives, Resentfuls
Cults	Ritual Preservationists, Radicals
Rising Powers	Visionary Reinventors, Resurrectors
Holdouts	Degenerates, Hedonists
Technologists	Guardians, Advanced

Special: This feat cannot be taken more than once.

TRAP-SETTER

You know how to set effective traps.

Prerequisite: Disable Device 6 ranks, Knowledge (technology) 4 ranks.

Benefit: The base damage from your *Trap Making* ability increases by one dice. If you do not already have the *Trap Making* ability you gain it as a class ability at base 1d6 damage. As with other characters with this ability, setting up a trap takes two full rounds. The Base Attack of the trap is equal to the character's base attack. However, the DC to disarm or spot the trap is 12 + the character's Int bonus. The character can make one trap per point of Int bonus per day, minimum one (duration lasts until triggered, however).

Special: This feat cannot be taken more than once.

TRAP TINKER

You can apply your ingenious knack at tinkering to your traps, making them much deadlier.

Prerequisite: Tinkering and *Trap Making* class abilities.

Benefit: You can increase the damage or range increment (even if it doesn't normally have a range increment) of any trap you make using the *Tinkering* class ability, as if the trap was a Ranged Weapon. Use the Ranged Weapons improvement list on page

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41 of the Darwin's World 2nd Edition rules for the DCs required. All normal rules for duration and the chance the trap is damaged (and needs repaired) also apply.

TWIST THE BLADE

The first strike is merely the beginning. Once the blade has entered the flesh, a quick twist can be devastating.

Prerequisite: Base attack bonus +6, proficiency with weapon used.

Benefit: If you successfully hit an opponent in combat with a piercing melee weapon, your weapon becomes momentarily lodged in him. You can use your succeeding attack (if any) to twist the blade, automatically inflicting damage without needing to roll to see if you hit. Otherwise there is no effect.

This benefit can only be exploited once per round.

UNBREAKABLE

Your body is even stronger than your will, as evidenced in your big bones and thick skull.

Prerequisite: Damage reduction as a class feature or mutation.

Benefit: Your damage reduction increases by +1-. This stacks with other damage reduction abilities and features.

This feat can be taken multiple times, each time increasing the character's damage reduction by +1-.

UNFAIR BLOW

When you're fighting for your life, it's foolish to play "fair".

Prerequisite: Brawl, Streetfighting, base attack bonus +2.

Benefit: Instead of inflicting extra damage with

your *Streetfighting* feat, you can alternatively choose to try and *stun* your opponent. If you hit you do normal unarmed damage and force the target to make a Fortitude save (DC equal to 10 + your Strength modifier) or be *stunned* for one round.

Note: This feat was originally introduced in *Metropolis Rho: Urban Decay*.

VENTRILLOQUISM

Keeping alive an age-old trick to throw off pursuers, you can throw your voice to confuse and mislead others.

Prerequisite: Bluff 4 ranks.

Benefit: You can throw your voice as a free action so that it seems to emanate from another spot within 30 feet. Anyone who hears may make a Will save (DC 10 + 1/2 your character level + your Cha modifier) to realize it is a ruse (though this still does not pinpoint your location). You can throw your normal voice, or you can attempt to mimic other sounds (such as a creaking door or dripping water), but doing so lowers by 5.

You can also use this ability to create a diversion allowing you to hide even while people are aware of you, as explained under the Bluff skill.

WAR CHANT

Rousing fearlessness and courage through thundering chants, the people of your tribe become savage combatants in battle.

Prerequisite: Tribal background only.

Benefit: If you spend 1 full minute building up a chant you gain a +1 morale bonus to attack and damage rolls with melee weapons for the duration of the next combat.

Special: For every three allied characters who also possess this feat and participate in the chant,

the morale bonus rises by +1, to a maximum of +3 (total). The bonus only applies if the character(s) can hear the chanting.



BRETHREN FEATS

*"Master, I am blind
But I am not worthless;
Find a place for me
alongside my Brethren."
- Pain 13:12 (The
Articles)*

One of the greatest strengths of the Brethren is their concept of communal survival and the virtues of fellowship, as well as their compassion for their fellow mutant and for those who have suffered because of the legacy of technology. Usually this manifests as isolation and acute xenophobia against outsiders, but it is also not uncommon for Brethren to take in and care for those wounded by their hated technological enemies, even if they are strangers.

An extension of this nurturing - which says that communal care for the weak equates to an increase (rather than a decrease) in community resources - is the Brethren's belief that even the great disabilities innate to mutantkind can be overcome through a life of discipline and training. Those who have been born blind can more than make up for their loss of sight through training their ears and nose to compensate, for example; other defects, too, can be overcome if the sufferer's will is stronger than his twisted body.

The following rules introduce "Defect Feats", a variation of Mutant Feats that are based on *defects* instead of *mutations*. These feats can only be taken by members of the Brethren faction of the Twisted Earth. They represent training by the Brethren

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to allow an individual to overcome his personal handicap, or at least compensate for it, for the good of the community. As such they can only be taken if a character has a specific *defect*, as listed under each individual feat description.

In addition, “Faction Feats” are also presented here; these feats are unique to the seven factions of the Brethren, and only members with the listed Allegiance can take them.

A character that leaves the Brethren (i.e. changes Allegiance) for any reason cannot take any of these feats (Defect Feats or Faction Feats), though she does not lose the feat if she already possessed it.

BONECRACKER

Thanks to your Brethren comrades, your physical fragility has found a use. Through self-discipline and mastery of pain you are able to dislocate your joints and even break your own bones so that you can slip through amazingly tight spaces.

Prerequisite: Skeletal Deterioration (defect).

Benefits: By spending 1 full minute you can effectively dislocate your bones to give yourself a +10 competence bonus to Escape Artist checks. You can also pass through an area one-half your actual body size without penalty. Using this ability causes you 1d4 points of lethal damage, however.

EAR OF THE DEAF

Through extensive training the character has learned to compensate for his deafness through use of his other senses; sight, smell, and even slight movements in the air and vibrations in the ground.

Prerequisite: Deafness (defect).

THE BROKEN AND THE LOST

Benefits: Taking this feat allows the mutant to make Spot checks in place of Listen checks; it also reduces the Initiative penalty for the *Deafness* defect to -2.

EYES OF THE BAT

Through strict training and self-discipline the mutant has enhanced her other senses so that together they work to replace the sense of sight altogether.

Prerequisite: Eyes of The Blind (feat).

Benefits: The character gains the *Blindsight* ability (as described in *D20 Modern*) with a range of 30 feet.

EYES OF THE BLIND

Through extensive training the character has learned to compensate for his blindness through use of his other senses; hearing, smell, and even slight movements in the air and vibrations in the ground.

Prerequisite: Blindness (defect), Night Blindness (defect), or Photosensitivity (defect).

Benefits: Taking this feat allows the mutant to make a Listen check (DC 20) to avoid a miss chance due to being *blind*.

GODLESS (FACTION)

You are a member of the Godless faction of the Brethren. Because your faction has long embraced mutants of all kinds, they have seen virtually every kind of distorted, twisted, and ghastly genetic disorder imaginable. As such you are unshaken and unaffected by mutated appearances.

Prerequisite: Allegiance to the Godless faction.

Benefit: You gain a +4 morale bonus to saving throws to resist fear or fear-based effects generated by mutants and mutant creatures.

HAVENOT (FACTION)

Your people swore off technology and material possession long ago. Now you operate best when unencumbered by the distractions of the decadent past.

Prerequisite: Allegiance to the Havenot faction.

Benefit: So long as you are not wearing armor and are unencumbered, you gain a +1 competence bonus to attack rolls and a +1 dodge bonus to Defense.

HUMAN MULE

Due to your defect, your role in Brethren society is as a porter, a human pack mule. Using your hump not unlike a camel you are able to ingeniously distribute great weights so that you can carry far more than a normal humanoid.

Prerequisite: Hunchback (defect).

Benefits: The character's Strength is considered 4 points higher when determining her carrying capacity (see page 121 of *d20 Modern*).

Special: Each advancement of the Hunchback defect increases this by an additional +2.

LIMB COMPENSATION

Though cursed with a withered appendage, the mutant has strengthened his one good arm (or leg) to compensate for the deficiency.

Prerequisite: Terminal Limb Deficiency (defect).

Benefits: Taking this feat reduces the penalties to Strength and Dexterity (for an arm) or Balance, Climb, Jump, and Swim checks (for a leg) incurred by the *Terminal Limb Deficiency* feat, by one half.

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LIMB DOMINANCE

Though cursed with a withered appendage, the mutant has strengthened his one good arm (or leg) to more than compensate for the deficiency.

Prerequisite: Terminal Limb Deficiency (defect), Limb Compensation (feat).

Benefits: If the terminal limb is an arm, the character now receives a +1 bonus to Strength and Dexterity when solely using her other arm. If the terminal limb is a leg, the penalty to Balance, Climb, Jump, and Swim checks are completely removed (the movement modifier remains unchanged, however).

MARTYR (FACTION)

Fated to die in battle, the Martyrs do not hesitate to attack the enemies of the Brethren even as they take their last breaths.

Prerequisite: Allegiance to the Martyrs faction.

Benefits: Whenever you suffer enough damage to reduce you to 0 hit points or less (or from a failed massive damage saving throw) you instead remain conscious and able to act. On your next turn, you may make a single attack action before collapsing unconscious (or dead, depending on your current hit points).

MASTER OF PAIN

The mutant's innately weak mind and body have been artificially fortified through ritual torture and punishment.

Prerequisite: Hemophilia (defect) or Syncope (defect).

Benefits: The amount of damage it takes to trigger the effects of the specific defect (i.e. bleeding for *Hemophilia*, unconsciousness for *Syncope*) is now equal to the character's massive damage threshold,

instead of 10. If the character has both defects, the feat also applies to both.

MUTANT MESSIAH

The character's crippled body only serves to underscore mutantkind's hatred for the Ancients, inspiring fervor and zeal rather than shame and disdain.

Prerequisite: Aberrant Deformity (defect), Bilirubin Imbalance (defect), Bizarre Pigmentation (defect), Hunchback (defect), or Neurofibromitosis (defect).

Benefits: All penalties to Charisma (but not skills) incurred by one defect are not counted when dealing with mutants.

OBEDIENT BODY

Due to extensive training and mental conditioning the mutant can literally "will" his wounds to close, or force himself awake, despite terrible wounds.

Prerequisite: Hemophilia (defect) or Syncope (defect).

Benefits: The duration of the defect's effect (i.e. bleeding for *Hemophilia*, unconsciousness for *Syncope*) is halved (round up). If the character has both defects, the feat also applies to both.

OBEDIENT MIND

Due to extensive training and mental conditioning, the mutant can focus his mind to overcome his mental deficiencies.

Prerequisite: Attention Deficit (defect) or Dyslexia (defect).

Benefits: The mutant can negate skill check penalties from *Attention Deficit* or *Dyslexia* by taking

a full minute to use the skill in question (if it already requires a minute or more to perform, simply double the required time).

PURIFIER (FACTION)

Because you are trained as a member of an elite caste of hunters - whose prey relies upon the darkness of the sewers and underground to hide - you have developed the ability to track by smell.

Prerequisite: Allegiance to the Purifiers faction.

Benefit: On taking this feat the character gains the *scent* ability.

PURITY IN SILENCE

The natural deafness of the character allows him to discipline his thoughts, blocking his mind to the distractions of the sounds around him.

Prerequisite: Deafness (defect).

Benefits: A mutant with this feat may increase or decrease the DC aspect of all neural abilities by +/-. This makes it easier for the character to use neural abilities, as well as harder for enemies to resist the mutant's neural effects.

SIMPLE (FACTION)

A great philosopher once said an open mind is a fortress with an open gate. The Simples believe in this philosophy and fortify themselves against the poisonous ideas and temptations of the outside world through closing their minds. While this stubbornness prevents them from learning new ideas, it does harden their will and gives them a powerful reservoir of inner strength.

Prerequisite: Allegiance to the Simples faction.

Benefit: You can choose to turn any save you are called to make into a Will save. You can do this

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a number of times per day equal to your Wisdom modifier (minimum once per day).

TRUST IN PAIN

Years of measured exposure have made you ultra-sensitive to the presence of a particular allergen, allowing you to pick up even on microscopic amounts lingering in the air. While the material in question makes your mutant metabolism ill, you have learned to detect its presence even if hidden from your normal senses.

Prerequisite: Anaphylaxis (defect).

Benefits: You are able to sense a particular material (due to your *Anaphylaxis* defect) even if it is hidden, concealed in a container, or otherwise out of normal sensory range. You can sense the presence of the material and its general direction automatically. The range of your detection ability is 20 feet per point of Wisdom bonus (to a minimum of 20 ft).

WOUNDED VENGEANCE

If you must die, take the enemy with you. Your Brethren comrades have trained you to release a burst of adrenaline when you are about to succumb to injury, giving you time to enter a last-ditch savage frenzy before you collapse.

Prerequisite: Syncope (defect).

Benefits: When you fail your Fortitude save to stay conscious after taking damage (from the *Syncope* defect), instead of being knocked out you remain conscious into the next round. During that round you enter a rage, gaining +4 Strength and Constitution; a +2 morale bonus on Will saves, but a -2 penalty to Defense. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution

score drops back to normal. During this rage you cannot use skills or abilities that require patience and concentration. The rage lasts for one full round, after which you fall unconscious as normally required by the *Syncope* defect.

Special: You cannot take this feat if you have the *Adrenaline Deficiency* defect.



PRIMITIVE TECHNOLOGY

Though they seem to face insurmountable odds in the form of rampaging mutant beasts from the deep desert, raiders and slavers striking from

the dark of night aboard rusted cars and trucks, and foes wielding weapons and armor salvaged from the ruins of the Ancients, the primitive people of the Twisted Earth manage to survive. While over the centuries many tribes have been forced to the margins of the known world by more powerful cultures, the primitive technology of these people has allowed them to cement their claim on what corners of the world they do own. Turning stone, stick, and bone into weapons, and junk from the past into armor and traps, the technology of these people - as pathetic as it is - has permitted them to carve a niche of their own.

This chapter deals with various examples of primitive technology, whether in the form of savage weaponry wielded by tribal warriors or natural medicines created by the hands of superstitious shaman. *Primitive remedies*, made from the strange new plants sprouting up all over the Twisted Earth; *drugs* and *poisons* used by the Brethren in their plots

and by savage tribal groups as tools of the hunt; *traps* perfected over generations by both the hunter and the hunted; new *weapons* and *armor* to enhance the equipment options for primitive characters; and new guidelines on adjudicating the technology prohibitions of the Brethren.

PRIMITIVE REMEDIES

The medicine of the post-Fall wasteland ranges from primitive tribal remedies to the recovered chemical treasures of the Ancients. While the latter are much sought after, most survivors of the Fall do not have access to them (or have been adversely affected by them, owing to their mutated bodies for which these medicines were never intended), and have instead had to recover the lost lore of medicine through centuries of miserable ignorance.

In the wasteland of the Twisted Earth, tribal cultures are perhaps the most successful in rediscovering the lost knowledge of medicine, especially medicines extracted from the natural world. Though the plants that once provided medicines to pre-Fall man are even rarer now than they ever were, the radiated environment of the Twisted Earth has given birth to countless new variations of flora, found in green oasis, the lush floors of hidden desert canyons, and among the forests of distant mountain ranges. These plants - many of which have dangerous properties, are jealously guarded, or are in fact themselves *carnivorous* - hold the key to strange new potions and unguents used by backwards tribals all across the wasteland.

Though these natural medicines are in themselves effective, most are not applied without some nod to superstition. Tribal shaman apply *fever potion* only as they sing chants to ward off the evil spirits that

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cause the Red Fever; *garo*, it is believed, forcefully expunges the “demons of poison and sickness” from the body, and ritual applications of the potion resemble medieval exorcisms. Dancing, singing, chanting, talismans, charms, and prayer are all part-and-parcel to the application of the remedies described below.

NEW REMEDIES

These rules present new uses for the *Brew Potion* ability of the *Juju Doctor*, and are intended to give tribal healers a wider variety of abilities, imitating (though certainly not rivaling) the more advanced medicines described in *Darwin's World 2nd Edition*. The primary benefit of these remedies - other than the effects they treat - is that they require no *Medical Incompatibility* check when taken; designed for numerous biology's, these medicines cause no harm when taken by mutants.

To make any of these potions a character must possess the *Brew Potion* ability. Material costs, brew times, and brew DCs are shown on the table below; the brew check is made using the character's Treat Injury skill. If the check is failed, the materials are wasted.

Remedy	Cost	DC	Time
Badgut broth	400 cp	15	12 hours
Fever potion	200 cp	20	24 hours
Garo potion	250 cp	13	12 hours
Rhuda salve	20 cp	12	12 hours
Safar oil	20 cp	15	24 hours

BADGUT BROTH

A primitive concoction, “badgut” is used to cleanse parasites and other organisms from the body. A drinker of *badgut* may make a Fortitude save (DC 20) to cleanse any parasites from her body, but becomes

nauseated in the process. This condition lasts for 1d4 hours. *Particularly stubborn parasites may, at the GM's discretion, be immune to the effects of badgut broth.*

FEVER POTION

Developed over the decades by many tribal cultures, a “fever potion” contains a variety of ingredients (depending on the particular tribal shaman that concocted it), but all contain *Huruda*, a plant found only in the mountains of the Big Rocks. Used to treat the withering and madness of radiation sickness (known almost universally by tribal folk as the “Red Fever”), a *fever potion*, when taken, heals 1 point of Con damage, but only if that damage was incurred from radiation sickness (see page 167 of *Darwin's World 2nd Edition*). *Fever potion* is mildly toxic, however, and the drinker also suffers 1d4 points of lethal damage each time a dose is taken.

GARO POTION

This salve is a mixture of many natural extracts (including jellified animal organs), and is used to treat poisoning through ingestion or injury. A character taking a dose of *garo potion* may re-roll a failed Fortitude saving throw when determining if she suffers either the initial or secondary effects. A drinker of *garo* becomes *nauseated* for 1d4 hours afterwards.

RHUDA SALVE

Rhuda is a large fern-like plant that grows in oasis across the Deserts of Nowhere, and the extracts of the plant are used to make a salve that, when spread on the body, protect against exposure to ultraviolet radiation. *Rhuda salve* prevents the user from suffering any Charisma damage from prolonged

exposure to UV sources, but to receive this benefit a dose must be applied each day to the body.

Immersion in water or similar circumstances (at the GM's discretion) may negate the salve's effect.

SAFAR OIL

Safar is a type of plant-based unguent with mild healing properties. When applied to a character at -1 to -9 hit points, it automatically stabilizes her. It does not actually restore lost hit points, however. Collecting *Safar* is a difficult task, as the plant is a giant carnivorous frond that can consume a human-sized creature in a single gulp.

DRUGS

Drugs play an important role in tribal warfare. First and foremost, many tribals gleefully employ mind-altering and frenzy-inducing drugs to give their warriors the strength they need in battle, to make them all but invulnerable to pain and fear. To them it is a necessity, one of only many vital tools (along with actual manpower, tactics, and strategy) for tipping the precarious balance of a battle in their favor. Likewise, they freely administer natural drugs to the sick or dying, either to ease their pain and help them recover, or to “help them along”.

The inclusion of drugs here is an extension of the rules first set down in *Metropolis Rho: Urban Decay*, which introduced drugs as a new aspect for *Darwin's World*. The drugs here are all listed as they are known by the Brethren (see the *Drugs and The Brethren* sidebar for more on the Brethren's view of drugs); other primitive groups of the Twisted Earth have different names for them, as well as different uses.

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EDGE

A dangerous but tempting drug for young warriors itching to prove themselves, “edge” is a powerful concoction made from numerous rare plant and mushroom extracts (though the blackish *Yugar fungus* features prominently in the balance of ingredients). Within seconds of taking “edge” an individual begins to shake violently, experiencing rapid eye movements and an accelerated perception of what is occurring around him.

Benefit: A character on edge receives a morale bonus of +2 to Initiative checks for 1d4 hours.

Addiction: Each time a character takes a dose of *Edge* she must make a Fortitude save (DC 16) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *Edge* becomes *exhausted* for 1d4 hours (whether or not she rests), after which time she must make a second Fortitude save (DC 16) or die.

FEARLESS

An incense derived from a plant descended from opium (known in the wasteland as “Dreamweed”), the drug known as “fearless” is often burnt in censers used in the “purification” rituals performed before massed formations of tribals (including Brethren) march into battle. The fumes of the opiate incense drive those who inhale them into wild hallucinations and fearless trances of idiocy.

Benefit: A character exposed to *Fearless* fumes receives a +4 enhancement bonus to all Will saves for 1d2 hours, and is further immune to all forms of fear and intimidation for the same duration. Due to his hallucinatory state, however, she also receives a -1 morale penalty to Initiative.

Addiction: Each time a character is exposed to a

dose of *Fearless* she must make a Fortitude save (DC 11) or become *addicted*. Those who become addicted suffer a -1 morale penalty to to-hit rolls, saving throws, and skill checks until exposed to another dose.

Overdose: None, there is no risk of overdose with *Fearless*.

Special: A single dose of *Fearless*, when burned, creates a cloud of fumes out to 10 feet. All within that area are affected. Each additional dose will extend this cloud by an additional 5 feet from the source.

MINDPOWER

Discovered by the Brethren long ago (and jealously guarded since), the drug they know as “Mindpower” is a distillate of the natural juices of the cactus-like *Turut*, a rare mutated plant that exists almost exclusively in the Sierra Gehenna region. Usually consumed as a hot liquor, “Mindpower” exhibits amazing magnifying properties in psionic individuals.

Benefit: One dose of *Mindpower* effectively doubles the requisite statistic bonus (Wisdom, Constitution, or Charisma) upon which range, duration, and DCs are derived for psionic mutations. The effect lasts 1d4 hours.

Addiction: Each time a character takes a dose of *Mindpower* she must make a Fortitude save (DC 11) or become *addicted*.

TABLE 1-16: DRUGS

Drug	Type	Addiction DC	Overdose?	Raw Materials	Craft DC
Edge	Ingested	16	Yes	90 cp	21
Fearless	Inhaled	11	Yes	75 cp	23
Mindpower	Ingested	11	Yes	150 cp	23
Neversleep	Ingested	10	No	50 cp	21
Rage	Ingested	17	Yes	90 cp	23
Strength	Ingested	20	Yes	200 cp	25
Zeal	Inhaled/Ingested	9	No	750 cp	27



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Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *Mindpower* is *exhausted*, and further loses the ability to manifest psionic effects for 1d4 hours.

Special: Each increased dosage of *Mindpower* increases the statistic bonus; taking two doses triples the bonus, while taking three doses quadruple the bonus (maximum). Each increase also ups the save DC to avoid addiction and overdose risk by +4.

NEVER SLEEP

Appropriately named, “Never sleep” is a tea-like concoction derived from boiling the earthy root of the mutated *Neran plant*. Strained for impurities the liquid, when consumed, serves to slowly and steadily increase adrenalin flow to the body for up to twenty-hour hours after being consumed. The Brethren commonly use *Never sleep* to permit sentries and guards to stay awake for unnatural hours; other tribal folk use the drug in contests of endurance.

Benefit: After taking a dose of *Never sleep* a character does not need to sleep for a full 24 hours. For the first 12 hours the character is alert and operates without penalty, but for the last 12 hours of this period she acts as if *fatigued*. At the end of this duration the character must make a Fortitude save (DC 14) each hour or pass out for the duration of a normal rest period.

Addiction: Each time a character takes a dose of *Never sleep* she must make a Fortitude save (DC 10) or become *addicted*.

Overdose: None, there is no risk of overdose with *Never sleep*.

RAGE

Another *Neran plant* extract, “rage” is a coarse paste that Brethren Hateful Ones often imbibe before

ADDICTION

A character addicted to any of the drugs below may be in real trouble. These rules are meant to give a quick means of resolving the effects of drug addiction.

Effect: Once a character is addicted, failure to take the drug in question within 24 hours results in the character suffering one of the following effects (depending on the addiction DC; see individual drugs for details):

DC 10 or lower: Headaches and nervous tick; character suffers -1 to all attack rolls, saving throws, and skill checks for the duration.

DC 11-15: Cold sweat and tremors; character is considered *shaken*.

DC 16-19: As 11-15 above, except the character is also *fatigued* for the duration (rest has no effect).

DC 20+: As 16-19 above, except the character suffers an additional -2 circumstance penalty to Dexterity and Wisdom for the duration.

Duration: In general the duration of addiction penalties last for one day per DC of the addiction saving throw, or until the character takes another dose.

If the character persists in staying off the drug she breaks the addiction.

battle to help extend the production of adrenaline in their systems. An individual who has taken “rage” is easily identified by the bright blue color of his tongue, the dilation of his eyes, and the breaking of a cold sweat all over his body.

Benefit: A character with the ability to rage doubles the duration of his rage uses while this drug is in effect. A dose of *Rage* lasts for 1d2 hours.

Addiction: Each time a character takes a dose of *Rage* she must make a Fortitude save (DC 17) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *Rage* becomes *exhausted*.

STRENGTH

“Strength” is a widespread drug derived from various plants of the *Solanum* family (including “nightshade”). Small amounts of the stuff, when ingested, actually serve to “numb” the nervous

system. Overdose leads to death, but a careful administration leaves the body almost completely immune to pain. Berries from the nightshade plant are routinely harvested and boiled into a much less potent paste that is ingested or rubbed directly into the skin for effect. Those who take *Strength* often become addicted, and take on a pale and lifeless color (some describe the look as “corpse-like”).

Benefit: Taking *Strength* increases the massive damage threshold of the character by 3 points for 1d4 hours.

Addiction: Each time a character takes a dose of *Strength* paste she must make a Fortitude save (DC 20) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *Strength* becomes *paralyzed* for 1d4 hours, after which time she must make a second Fortitude save (DC 20) or die.

Special: Each increased dosage of *Strength*

DRUGS AND THE BRETHREN

Outside of the mandated uses of drugs for warfare, mind-altering chemicals are almost universally frowned upon by the puritanical Brethren as a vice and luxury that only leads to harm, wanton behavior, and destruction of both the mind and body. Brethren “guides” and “prophets” speak of a time when the Ancients were virtually slaves to their unnatural drugs, and though the Earth does provide drugs as a natural bounty, it can be abused. Acutely aware of the shortcomings of human nature, they have long outlawed non-restricted use of narcotics of any kind among their people. Due to the general scarcity of most of the plants that are used as the base for many of their drugs (and the secret processes, no doubt costly, which bring out their more potent properties), this is probably not just a religious prohibition, but likely a restriction formed out of economic necessity.

To strengthen their warriors and give them the edge they need to crush more powerful enemies, however, the Brethren fiercely produce drugs without any stigma attached at all. Drugs to increase strength, send a man into a rage, or instill total fearlessness are widespread among Brethren fighting forces, both on the open field when readying for battle or in the hands of their clandestine “commando teams”, terrorists, and anti-technology saboteurs.

All drugs used by the Brethren are “naturally occurring” – plant extracts, pastes, powders, and mixtures of fungal essences distilled solely from natural sources. These include plants and berries familiar to the real world, as well as dangerous and mutated variations of plants unique to the post-apocalyptic setting, the properties of which have oftentimes changed wildly and unpredictably – as much as the men and animals of the planet.

increases a character’s massive damage threshold cumulatively, but also increases the save DC to avoid addiction and overdose risk by +2.

ZEAL

“Zeal” is a drug derived from the exotic *Dwenar seed* that affects the mind by sending the taker into a trance-like state. The Brethren and Sisterhood of Shadows (see *Prominent Tribes of The Twisted Earth*) are the only groups said to know how to extract the drug from the rare (and tough) seed. While in the trance the taker of “zeal” becomes much more susceptible to mental control; small amounts of “zeal” (no larger than a grain of rice) can be slipped

into food or drink, or even burned to make a mind-numbing incense.

Benefit: An individual exposed to *Zeal* becomes more receptive to commands and orders, even those that might seem contrary to common sense. An affected individual is considered *charmed*, responding obediently to any orders given on a particular round (in circumstances where multiple orders are given, commanders must make opposed Charisma checks to see whose orders prevail). An affected character commanded to do something obviously harmful or suicidal is allowed an opposed Charisma check to resist.

A character succumbing to *Zeal* will be affected for 1d2 hours.

Addiction: Each time a character takes a dose of *Zeal* she must make a Fortitude save (DC 9) or become *addicted*.

Overdose: None, there is no risk of overdose with *Zeal*.

Special: A single dose of *Zeal*, when burned, creates a cloud of fumes out to 10 feet. All within that area are affected. Each additional dose will extend this cloud by an additional 5 feet from the source.

POISONS

The widespread use of poison is by no means a new development among the peoples of the Twisted Earth - or in all of history, for that matter. Poison has long been a part of primitive life, with as little stigma in many tribal cultures as the weapons used to deliver them. Since prehistoric times humans have used natural poisons not so much as a tool of murder, but necessity. A poisoned javelin, for instance, meant the difference between eating and starving. Poison allows a relatively small and weak humanoid hunter to fell prey three or four times his size, and feed his entire clan. It is thus no wonder the primitive world has fostered the knowledge of poison making since well before the Fall.

In addition to the natural poisons prevalent in the wasteland (such as the venom of desert snakes, putrefied blood, or dung smeared on spear points), the primitive people of the Twisted Earth have also turned to employing the various chemical toxins lying - still very much active - all over the American wasteland. Similarly the Brethren are not prohibited from employing poisonous substances left over from the time of the Ancients, as they believe the industrial waste and other foul substances left over from that last civilization are as much a part of their

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environment as natural “trees” and “grass”. As such they can and often do collect toxic waste and use it as a weapon (whether as an acid thrown in the face of an enemy, or as a poison to kill the unwitting) against their enemies – despite being unable to actually produce the stuff themselves. The same also applies to tribals of any sort, of course.

This section introduces a handful of primitive poisons commonly seen being used by tribal hunters and primitive warriors. Other poisons likely to be used include belladonna, curare, desert anemone sap, mutant bug venom, Othydont pus, rattlesnake venom, scorpion/tarantula venom, and Utarn spittle (see page 60 of *Darwin's World 2nd Edition*).

BLINDWEED

A type of poison commonly used by tribals when hunting large prey, when this dry weed is boiled and distilled it makes a potent sap that can coat arrows and spears. Creatures injured by *Blindweed* slowly lose their perception (vision is blurred, sounds become strangely muffled), making them easier to distract and confuse, and in turn hunt and kill.

CORAL SNAKE VENOM

Milked by the tribal amazons of the *Sisterhood of Shadows* (see *Prominent Tribes of The Twisted Earth*), coral snake venom causes slurred speech, hallucinations, and an inability to coordinate muscle movements. The Sisters use the venom to coat their daggers, as well as specially-designed “cat's claw” bracers; those stricken become clumsy in combat, making it easier to bring them down.

CORPSEMoss

Found among the ruins of cities across the Twisted Earth, *Corpsemoss* is a thick blue moss that grows in

TABLE 1-17: POISONS

Poison	Type	Save DC	Initial Damage	Secondary Damage	Raw Materials	Craft DC	Time
Blindweed	Injury	16	1d4 Wis	2d4 Wis	150 cp	n/a	n/a
Coral snake venom	Injury	12	1d6 Dex	1d6 Con	175 cp	n/a	n/a
Corpsemoss	Injury	14	1d3 Wis	1d6 Con	200 cp	n/a	n/a
Dung	Injury	10	1d2 Con	1d2 Con	-	n/a	n/a
Ergot	Ingested	13	1d6 Con	2d6 Con	1,500 cp	n/a	n/a
Hadean nectar	Ingested	15	1d6 Dex	2d6 Dex	1,000 cp	n/a	n/a
Putrified blood	Injury	11	1d2 Con	1d2 Con	-	n/a	n/a

patches mostly on wet stone, and is mildly luminous at night. The wild men of many old necropoli claim that Corpsemoss only grows where the spirits of the dead Ancients dwell, and that in fact their growth patches mark the spot where individual Ancients perished during the destruction of the Fall. Wild men cultivate Corpsemoss, boiling it down and making a poisonous paste of it to coat their arrows and javelins, which then also glow faintly when it is dark.

DUNG

This is nothing more than feces, smeared onto an arrow, javelin, or spear tip, which is extremely poisonous if it enters the bloodstream. Often humanoid dung is used, but animal dung is also favored by many tribals; since their livestock regularly suffer from one disease or another, even a glancing blow from a poisoned weapon has the potential to infect the tribal's prey.

ERGOT

Known as far back as the ancient Assyrians, *Ergot* is a black or dark purple pustule that grows on grain when stored in damp environments. If eaten the substance is poisonous (a *Mycotoxin* containing alkaloids), forcing veins to dilate and cause gangrene, leading to necrosis of extremities such as limbs and

genitalia, which often fall off or must be removed. In extreme cases those who suffer poisoning die.

Brethren agents cultivate ergot on bread, reducing the fungus to a powder to be sprinkled into food destined for an enemy's plate.

HADEAN NECTAR

So-called “Hadean nectar” is made from the honey of bees, which feed solely on the nectar of certain Rhododendrons raised by the Brethren in the city of San Francisco. This honey causes violent tremors and full-body convulsions when ingested, often resulting in the total incapacitation of the victim.

PUTRIFIED BLOOD

Allowing blood (human or animal) to putrefy and then smearing it onto a weapon is an ancient method of poisoning, since once it enters the bloodstream it is potentially lethal. Many tribal groups cultivate animal blood for this very purpose, using it as a poison to wear away at powerful game, making the prey easier to kill once it is weakened.

TRAPS

Tribal strategies often go hand-in-hand with the use of traps, some of the few weapons available that

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promise any chance of evening the odds against superior enemies and powerful beasts. While traditional warfare often consists of two enemy forces facing off and using whatever tools are available to determine the victor in short order, warfare between primitives and more advanced groups is never that simple. Attrition, morale, and the ability to continually evade a decisive encounter are key to the success of asymmetrical forces, and these points have all been finely perfected by not only tribal people, but by the Brethren as well.

The following presents rules for the various types of traps commonly used on the Twisted Earth, as well as rules for setting traps.

SETTING TRAPS

Only characters with at least one rank in Disable Device can set traps; setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the type of trap (also possibly modified by the character's class level, if his class has the *Trap Making* ability); see below for individual trap types.

Unless a character already possesses the *Trap Making* ability, attempting to set up a trap requires a Disable Device check (see *Set DC*, below). Failure to set up a trap results in the time being wasted, but no other adverse effects.

Most traps require an attack roll to see if the enemy triggering it is hit. The attack bonus of a trap (if any) is equal to the trap maker's base attack.

The DC to disarm or spot a trap depends on the type of trap, and in most cases is modified by the character's class level (again if he has the *Trap Making* ability).

Description: Each trap entry begins with a brief description of the trap, how it works, etc...

Set DC: This lists the DC to set or disarm the trap. Disable Device is used to determine success or

TRIBAL TRICKS - LONG-TERM THINKING

Many tribal folk think of combat - and victory - in the long-term. For instance they often keep old blades immersed in water to acquire rust so that injuries created by them cause tetanus. It is also common practice to do the same to metal arrowheads or quarrel tips, so that a glancing shot (even if it isn't fatal) has the potential to kill otherwise unharmed prey.

failure. If the trapmaker has the *Trap Making* ability he does not need to make a set check, and also adds +1 to the disarm DC per class level.

Search DC: This lists the DC to find the trap, using Search. If the trapmaker has the *Trap Making* ability, add +1 to the DC per class level (in addition to any bonus based on trap type).

Base Damage: This lists the base damage of the trap, if set up by an untrained character.

Special Rules: This entry lists any special rules pertaining to the trap's use in *Darwin's World*. Note that if the trapmaker already receives the Trap Making ability (for example, if he has levels in the *Brethren Follower*, *Ghost of The Ancients*, *Outcast Survivor*, *Sandslayer*, or *Tribal Stalker* advanced classes), the damage done from a trap may increase. Use the damage listed here instead of the damage indicated under the specific class. The following advanced classes get this ability:

Cost: Some traps require costly materials to construct.

BASIC TRAP

Most basic traps involve the use of sharpened punji stakes, shallow pits, and similar devices. Traps of this kind have long been used by tribal groups not only to protect their territory against intruders, but also to trap game, large prey, and even monstrous predators that threaten their community's survival.

Set DC: 12.

Search DC: 12.

Base Damage: 1d4.

Special Rules: If the trapmaker has the Trap Making ability, the damage inflicted increases to 1d6, with an additional 1d6 each time her ability increases (maximum 4d6).

Cost: None.

BAMBOO WHIP

Though bamboo isn't exactly common in Brethren territory, the concept behind this trap can easily be reproduced using any light metal, wood, or even plastic with some sort of "give". Composite materials (bone, wood, sap, etc.) are also not uncommon.

The idea behind the whip is to set one end of an elongated pole or board firmly into the ground or wedged into a crack in a wall, serving as the anchor. The working end, covered in punji spikes, is pulled as far back as possible (without breaking the pole) and held in place by a hook or loop of wire. When the trap is triggered the hook or wire loop comes off and the whip, normally under pressure, comes flying forward like a springing scythe, impaling whoever triggered the trap. Often such traps are instead designed to throw an individual back and into another trap close by...

Set DC: 17.

Search DC: 15.

Base Damage: 1d6.

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Special Rules: A character struck by a *bamboo whip* trap must make an opposed Strength check against the trap (treat the trap as having a Strength of 18; the character receives a +4 bonus for every size greater than Medium) to avoid being thrown back 5 feet per dice of damage inflicted, and knocked *prone*.

If the trapmaker has the Trap Making ability, the damage inflicted also increases to 2d6, with an additional 1d6 each time her ability increases (maximum 5d6).

Cost: 75 cp (*tripwire detonator*).

SPIKED BOARD

An ingenious but simple trap, the spiked board consists of two small pits (perhaps 6 to 12 inches across) concealed by underbrush or debris. Inside of each is a wooden paddleboard, connected together by a wooden pole or board balanced on a fulcrum. When the enemy steps on one board the other end comes flying upward, hitting him in the face. Both ends are usually covered in spikes, so that if the enemy steps on either end his head will still be impaled.

Set DC: 15.

Search DC: 12.

Base Damage: 1d4.

Special Rules: A character successfully struck by a *spiked board* trap must make a Fortitude save (DC equal to the damage inflicted) or be *dazed* for 1d2 rounds.

If the trapmaker has the Trap Making ability, the damage inflicted increases to 1d6, with an additional 1d6 each time her ability increases (maximum 4d6).

Cost: None.

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ARROW DARTS

A number of wooden cylinders (or sections of lead pipe, sawed off gun barrel, etc.) are attached to a board so that they can be set at an angle by propping against a rock or other debris. Inside each cylinder is a barbed dart, arrow, or crossbow bolt (even a small javelin is possible, in larger traps). The darts inside are kept under pressure using a coiled spring, so that when triggered (usually by tripwire) they fly out at high velocity.

In almost all instances arrow dart traps employ poison or other toxic substances (such as feces smeared on the tip) to make them more deadly.

Set DC: 19.

Search DC: 15.

Base Damage: 1d3.

Special Rules: When an *arrow dart* trap is set off it fires three projectiles (instead of one single attack), requiring three separate attack rolls against the person who triggered it. Each successful attack inflicts the listed damage.

If the trapmaker has the Trap Making ability, the damage inflicted also increases to 1d4, with an additional 1d4 each time her ability increases (maximum 4d4).

Cost: 75 cp (*tripwire detonator*).

FOOT TRAP

This is a foot-deep trap intended to snare an enemy's foot. Though stepping into the trap causes no harm, fit inside the pit on each side are small punji stakes, set at an angle facing downwards. When the enemy steps into the trap his foot becomes trapped, since pulling it free would impale his foot on numerous jagged stakes.

These traps are ideal in ambush situations, since someone caught in the trap will be a sitting (or more

accurately, standing) duck as the battle commences.

Set DC: 17.

Search DC: 17.

Base Damage: 1d4.

Special Rules: A character that sets off a foot trap only suffers actual damage if he tries to remove his foot from the trap. Getting free of a foot trap is a move-equivalent action. If he remains immobile he suffers no damage, but suffers all penalties associated with being immobile. Another person can help the trapped character get free without suffering damage; this requires a full-round action.

If the trapmaker has the Trap Making ability, the damage inflicted when trying to break free also increases to 1d6, with an additional 1d6 each time her ability increases (maximum 4d6).

Cost: None.

BULLET TRAP

This type of trap is extremely easy to set up, requiring only a small hole dug into the ground. At the bottom is placed a tack or small pin, and atop this is set a bullet of virtually any available caliber, facing upwards.

When the enemy steps on the head of the bullet his weight presses the percussion cap of the round down onto the pin, setting it off. This usually results in the bullet entering his foot and either blowing clean through, or sinking up into his calf and crippling him.

Set DC: 12.

Search DC: 23.

Base Damage: 2d8.

Special Rules: Though the damage is not increased, if the trapmaker has the *Trap Making* ability the Search DC increases by +1, with an additional +1 each time her ability increases (maximum +4).

Cost: 2 cp (5.56mm rifle round).

TRAPS AND THE BRETHREN

In addition to the sheer necessity of using traps in war or to protect their domain, the Brethren believe strongly in using traps to harass and trim their enemy not only because they are simple, cheap, and effective, but also the irony of turning technology against those who would use it is not lost on them – in fact, it gives them a certain sense of glee.

Rather interestingly, when it comes to constructing traps the use of technological weapons is generally approved by the Brethren hierarchy. The reasoning is quite simple: in addition to allowing the Brethren to strike back effectively against their enemy, the fact of the matter is that by and large the item being used (a grenade, mortar round, shotgun shell, etc.) is *destroyed* in the process. In effect, when it comes to traps the Brethren believe they are killing two birds with one stone, and consider traps a sanctioned form of war.

SHOTGUN TRAP

A sort of “low-tech” claymore mine, this trap is based on a normal rat trap, but with a shotgun shell placed on the trap and the whole thing painted to resemble the surroundings. When triggered the rat trap strikes the shell, setting it off to hit at chest level. Most traps of this nature use a tripwire.

Set DC: 12.

Search DC: 21.

Base Damage: 2d10.

Special Rules: Though the damage is not increased, if the trapmaker has the *Trap Making* ability the Search DC increases by +1, with an additional +1 each time her ability increases (maximum +4).

Cost: 79 cp (*10-gauge shotgun shell* and *tripwire detonator*).

MUD WALL TRAP

This type of simple trap merely uses a single grenade, buried inside a recently constructed mud wall. The grenade is detonated by a tripwire (or remotely), blasting through the moist mud and showering anyone nearby with fragments. The trap itself is

almost completely invisible, being sealed inside the mud of the wall.

Set DC: 19.

Search DC: 21.

Base Damage: 4d6 (burst radius 20 ft., Reflex save DC 15 for half).

Special Rules: Though the damage is not increased, if the trapmaker has the *Trap Making* ability the Search DC increases by +1, with an additional +1 each time her ability increases (maximum +4).

Cost: 975 cp (*fragmentation grenade* and *tripwire detonator*).

105MM TRAP

A rusted 105mm artillery shell scavenged from the Ancient-era battlefields across the wasteland, usually painted or hidden under rubble. The shell is mated to a normal fragmentation grenade (or merely the fuse taken from a grenade), and is triggered when a trespasser hits the tripwire.

Set DC: 17.

Search DC: 15.

Base Damage: 8d12 (burst radius 30 ft., Reflex save DC 15 for half).

Special Rules: Though the damage is not increased, if the trapmaker has the *Trap Making* ability the Search DC increases by +1, with an additional +1 each time her ability increases (maximum +4).

Cost: 175 cp (*light field gun projectile* and *tripwire detonator*).

GREEK SCORPION JAR

A truly ancient concept for a defensive weapon, the “Greek scorpion jar” is simply a clay jar filled with live scorpions just before battle. When thrown down onto enemies from above (from trees, the upper level of buildings, or from the top of high walls) the jar shatters, releasing the scorpions amidst the enemy ranks.

Set DC: None.

Search DC: None.

Base Damage: 1d2 plus *special* (see above).

Special Rules: When a *scorpion jar* is thrown, resolve the attack as a ranged touch attack. The jar itself does 1d2 points of damage, but when it hits it releases two Tiny scorpions (or one Small scorpion at the trapmaker’s decision), which attack the closest target on their action.

Cost: 200 cp (*scorpions*).

CYANIDE GUN

A tool once used extensively by pre-Fall ranchers, the “cyanide gun” is a small 6-inch stake thrust into the ground, often baited with wool or meat to lure coyotes and other nuisance predators. When triggered the “gun” fires a puff of chemical powder into the air, creating a cloud of dust affecting a 10 ft. radius area.

When the powder contacts saliva or any mucus membrane (mouth, nose, or open eyes) it turns to

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poison. The *cyanide gun* is a very lethal trap, even to humans.

Set DC: 15.

Search DC: 15.

Base Damage: As *cyanide* (see page 60 of *Darwin's World 2nd Edition*), but type is *inhaled* instead of *injury*.

Special Rules: Though the damage is not increased, if the trapmaker has the *Trap Making* ability the Search DC increases by +1, with an additional +1 each time her ability increases (maximum +4).

Cost: 575 cp (one dose of *cyanide* and *tripwire detonator*).

NEW WEAPONS

Having lost the technology that made their ancestors great, the rudimentary developments of the Twisted Earth's many shattered cultures are only a shadow of their former magnificence. Facing a world (and indeed a human race) sundered and forever altered by war, the rediscovering of old technologies - even primitive ones - has been a slow and agonizing process.

In addition to the sample weapons of primitive technology presented in the *Darwin's World 2nd Edition* rules, this section briefly touches on a few new weapons that have a similar "low-tech" theme. These new weapons can be used a number of ways, adding new and unpredictable dangers to encounters with tribals, or as new equipment for player characters.

BLOWGUN

Requires Simple Weapons Proficiency

A weapon of great antiquity, the blowgun is used extensively by primitive tribes; simple to make,

quiet in operation, and potentially lethal if handled correctly. Though the dart itself does little damage, it is most often coated in poison making it a deadly weapon.

Treat a blowgun as if it were *suppressed*; the Listen DC for noticing the attack (or to tell where an attack has come from) is DC 18.

BOOMERANG

Requires Exotic Weapons Proficiency

The *boomerang* is an angular throwing club that is designed to return to the thrower if it misses. In game terms a boomerang can be thrown as a normal thrown weapon, but if the target is up to the second range increment and is missed, the weapon will arch back and return in the same round. If the target is beyond that range, or is hit, the weapon does not return.

BOLA

Requires Exotic Weapons Proficiency

The *bola* is an age-old throwing weapon primarily used to immobilize large or difficult targets – animals and humans alike.

Throwing a bola is a ranged touch attack. A target struck by a bola must make a Reflex save (equal to the attacker's modified attack roll) or become

TABLE 1-18: NEW WEAPONS

Weapon	Damage	Critical	Type	Increment	Size	Weight	Cost	Craft DC
Blowgun (simple)	1	20	Piercing	30 ft.	Small	1 lb.	2 cp	15
Boomerang (exotic)	1d6	20	Bludgeoning	30 ft.	Small	2 lb.	5 cp	15
Bola (exotic)	1d4	20	Bludgeoning	30 ft.	Small	2 lb.	5 cp	15
Caltrop (simple)	1d4	-	Piercing	5 ft.	Small	1 lb.	1 cp	12
Cat Claws (exotic)	1d6	19-20	Slashing	-	Small	1 lb.	2 cp	15
Net (simple)	-	-	-	10 ft.	Small	6 lb.	20 cp	17
Pata (archaic)	1d8	19-20	Piercing	-	Small	1 lb.	5 cp	15
Slung Shot (simple)	1d4	20	Bludgeoning	-	Medium	5 lb.	8 cp	12

grappled and immobile. The grappled character can attempt to break free with his bare hands (DC 25) or with a light weapon (a bola has 5 hit points). Anyone else can remove the bola with a full-round action.

CALTROP

Requires Simple Weapons Proficiency

The *caltrop* is an ancient weapon that is primarily used to harm or dissuade pursuers. Caltrops consist of numerous small star-shaped pointed "jacks" that always land with one point up when thrown.

A handful of caltrops fills a 5-foot area (and are deployed like a thrown grenade). Any creature moving through an area filled with caltrops must make a Reflex save (DC 15) or suffer 1d4 points of damage. In addition, the creature cannot move out of that area unless it takes a full-round action to remove the caltrops.

When appropriate, the GM may rule that certain enemies are immune to caltrops, such as vehicles, robots, soldiers in powered armor, etc.

CAT CLAWS

Requires Exotic Weapons Proficiency

So-called "cat claws" consist of a metal or leather gauntlet worn on the hand, featuring long serrated knife blades (sometimes up to six inches long)

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affixed to the fingers. *Cat claws* are typically used as slashing weapons.

Because cat claws are effectively attached to the character's hand, they cannot be *disarmed*. Removing cat claws willingly is a full-round action.

NET

Requires Simple Weapons Proficiency

A tool typically used to overcome more powerful prey, the weighted net is often made of animal sinew, tough plant fibers, or even woven plastic or metal mesh scavenged from urban ruins.

Throwing a net is considered a ranged touch attack against an area; all targets within the area of effect may make a Reflex save (DC equal to the modified attack roll) to jump out of the way. If any target fails it is considered to be *grappled* and immobilized under the net.

A netted character can attempt to break free with his bare hands (DC 25) or with a light weapon (a net has 5 hit points). Anyone else can remove the net from one netted individual with a full-round action (each netted victim must be helped individually).

PATA

Requires Archaic Weapons Proficiency

The term "pata" refers to an ancient weapon of Indian origin, basically a punch dagger in sword form. The *pata* consists of a sword blade with a fully enclosed hilt that covers the entire hand and wrist, with the wielder grasping a crossbar inside to allow stronger thrusting action. The development of an enclosed hilt prevents the weapon from being dropped or torn from the hand in combat. The Brethren have developed many weapons with a similar design concept.

A character equipped with a pata cannot be *disarmed*.

TRIBAL TRICKS - CACHES

Tribesmen of the Twisted Earth often devise simple but effective tricks for survival in the wasteland. One of these is the creation of *caches*, in which gourds filled with water are stored in shallow pits dug in the sand, then covered up. The location of the cache is usually marked by a rock or some otherwise mundane marking so that the tribe can find the cache again, but others won't accidentally stumble upon it. These supply caches - of which there can be dozens - are only tapped during emergencies (for example, when there is a drought), and in regions where the tribals are fighting against outsiders they often store weapons in these caches as well.

More often, however, caches simply serve as man-made "oases", situated in a loose "chain" across an otherwise impassable region. Tribals in the know can find these caches on their journeys, allowing them to cross hundreds of miles of desolate landscape.

NEW TECH WEAPONS

Though the Brethren swear off the use of all technology many other tribes do not, and artifacts of old tech can sometimes be found in their possession, whether as relics of the ancient past or as workhorse hunting tools and weapons of war. The tribes presented in this series (see *Prominent Tribes of The Twisted Earth*) use a few firearms not detailed in the *Darwin's World 2nd Edition* rules, and these are covered here.

AKS

This Soviet-era 5.45mm submachinegun was derived from the AK-74, with variants intended for motorized infantry and airborne troops. The weapon features a folding wire stock and either plastic or glass-filled polyamide material fore grip, hand guard, and magazine for overall lighter weight.

M1 GARAND

Developed in the 1920s, the M1 Garand became the main rifle of the U.S. Army in 1936. The M1

TABLE 1-19: TECH WEAPONS

Weapon	Damage	Critical	Damage	Range	Rate of Fire	Magazine	Size	Weight	Cost	DC
AKS (5.45mm submachinegun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	8 lb.	500 cp	25
M1 Garand (.30-06 rifle)	2d8	20	Ballistic	80 ft.	S	8 int.	Large	10 lb.	1,200 cp	23
M1903 Springfield (.30-06 rifle)	2d8	20	Ballistic	80 ft.	S	5 int.	Large	9 lb.	1,000 cp	23
Remington 1100 (20-gauge shotgun)	2d6	20	Ballistic	30 ft.	S	4 int.	Large	7 lb.	400 cp	24

served in both theaters of WWII, and continued to see service in the Korean War as well. Thousands of Garands were kept by soldiers returning home or sold to surplus stores, where private collectors and hunters bought them up.

The M1, though often considered a collector's item and kept in meticulous condition, could just as often be found in an old farmhouse where it was used as a workhorse rifle for years, right up to the Fall.

M1903 SPRINGFIELD

A common weapon thanks to military surplus stores before the Fall, the Springfield rifle was replaced as the U.S. Army's main rifle by the M1 Garand, though it continued to see service well into the Vietnam War.

REMINGTON 1100

A sporting gun, the Remington 1100 is a low-recoil auto-loading shotgun designed primarily for deer and turkey hunting, with gauges ranging from 16 to 20. The model detailed here represents the more common 20-gauge version.

The Remington 1100 is typical of the kind of shotguns that still find use by tribals and other communities, since they were in great abundance prior to the Fall as civilian sporting weapons. Whether looted from private homes, sporting good stores, or farms and ranches, the Remington 1100 is a common feature of armed war parties.

REVISED TECHNOLOGY PROHIBITIONS

The *Brethren Follower* class from the *Darwin's World 2nd Edition* rules briefly outlined the technology prohibitions of the Brethren movement as a whole. These rules offer a more detailed listing of what can be employed by the Brethren without violating their code; the lists below revise and supercede the technology prohibitions given for the Brethren in *Darwin's World 2nd Edition* (page 221).

At the GM's discretion weapons and armor from other d20 sources can be made available. There is a wealth of d20 and d20-compatible games and sourcebooks that offer rules on primitive (or medieval) weapons and armor; the GM should feel free to explore these and add what she feels is appropriate to the lists below.

WEAPONS AVAILABLE TO THE BRETHREN

SIMPLE

- Brass Knuckles
- Cleaver
- Club
- Crossbow
- Javelin
- Knife
- Metal Baton
- Sap
- Tonfa
- Whip

ARCHAIC

- Bayonet
- Compound Bow
- Hatchet
- Longsword
- Machete
- Rapier
- Shuriken
- Spear
- Straight Razor
- Sword Cane

EXOTIC

- Chain
- Kama
- Katana
- Kukri
- Nunchaku
- Three-Section Staff

ARMOR AVAILABLE TO THE BRETHREN

- Leather Jacket (light)
- Leather Armor (light)
- Chainmail Shirt (medium)
- Plate Mail (heavy)

In addition to the items shown here the Brethren may freely employ the *Primitive Remedies, Drugs, Poisons, Traps, and New Weapons* (except for the *New Tech Weapons*) introduced in this book.

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