EARTH AD.2
ROLEPLAYING AFTER THE CATACLYSM

EARTHAD.2

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Welcome to *EarthAD 2*. This game can be played as a one-shot adventure, series of adventures, or as a foundation for your own campaign. And if you do not care for the included settings, replace it with that of your favorite movie, television program, comic, or novel. Regardless of your intentions, *EarthAD 2* is a toolkit for your own Post-Apocalyptic adventures—designed to be versatile, so that only your imagination can limit your enjoyment.

WHAT DO I NEED TO PLAY?

All you need is this book, two six-sided dice (available in many board games or local hobby shops), some paper, a pen or pencil, and two or more friends. And if you can't convince your friends to come over, you can always play via the internet using a messenger program, browser-based chat site, message board, or even email.

One player must be the gamemaster (also known as the director), who acts as referee and narrator. His job is to project the proper atmosphere, advance the plot, and assume the role of all characters in the game not controlled by the other players. Basically, he sets the stage for the players.

While roleplaying experience is only required for the gamemaster, it certainly does not hurt the game if other players are also familiar with it.

CHANGES IN THIS EDITION

Quite a bit is different between this edition and the original. Most importantly, *EarthAD 2* uses the genreDiversion *i* system, which is not only more intuitive than its predecessor, but also 99% compatible with *Impresa Modular Roleplaying,* our scalable dice system*,* and cross-compatible with *Active Exploits*, our universal diceless roleplaying system.

Rather than including a wide range of different catastrophes, the setting has been developed to incorporate the effects of different cataclysmic events. A number of new or updated character stocks, cybernetics, mutations, and hazards have also been added. The system is also fairly generic, so you can use it with your own cataclysmic setting, ignoring whatever included information you do not like or need.

Icons (showing difficulty changes, for example) have been replaced with abbreviations. While icons are easier to use for some, many found them confusing.

THE SETTING

The world is no longer as we know it. The cataclysmic events changed all that. It is now filled with all sorts of hazards—man, machine, plague, and even various beasts. Survivors explore and eke out a meager existence among the wastes and blasted lands, but there is sometimes hope. If they can band together or defeat the immediate threat, tomorrow may breathe new possibilities. Then again, another day could just mean new dangers.

Characters can portray a wide array of beings—humans who buried themselves deep underground, remaining genetically-pure; mutants roaming the unrecognizable landscapes that were once great cities; mechanical-construct cyborgs rebuilding from the ashes; infected beings, now struggling with life's challenges; and even highly-intelligent animals, evolved to the level of humans. The choices are varied for characters, as are the environments available to the gamemaster in which to plan the stories.

Rules, characters, and elements from other genreDiversion *i*-based games can also be used with *EarthAD 2*. Psionics and advanced weapons can be added from *HardNova 2*; zombies can be found in *Hunger: Zombies Must Feed*; horse and wagon rules can be borrowed from *Coyote Trail*; and forts can be attacked using *Colonial Record*. For more information on the other *genreDiversion* titles, visit the Precis Intermedia website at: http://www.pigames.net

FUNDAMENTAL CONCEPTS

Player Character	any role portrayed by a player not acting as the gamemaster
Non-Player Character	any role acted out by the gamemaster as opposed to the other players
Ability	any one of five elements representing a character's potential and raw talent
Skill	any specific form of training or life experience that provides knowledge and proficiency; whereas abilities determine a character's potential, skills determine what he knows or is trained to do
Task	any attempt to put an ability or skill to use in order to accomplish a specific goal
Difficulty	the difference between the skill total (ability+skill) and the dice roll required for a success, represented by the abbreviation DIFF (advanced rules only)

CHAPTER ONE
CHARACTERS

We start here, because characters are the driving force behind the game. While task resolution is also important, reading about it first would be pointless without understanding the components that make up a character—ability, skill, stock, role, gimmicks, and health.

CHARACTER ABILITIES

Abilities describe the areas in which a character has talent. A rating of zero (0) reflects a disability—unless a player wishes his character to be disabled, one (1) is the minimum permitted rating. Five (5) is the maximum rating allowed for player characters.

RATING	CHARACTER ABILITY
0	disability
1	low average ability
2	average ability
3	high average ability
4	noteworthy ability
5	gifted ability

Fitness — the character's strength, agility, and physical resistance

Awareness — the character's sensory ability, power of observation, and intuition

Creativity — the character's spiritual, personal, and artistic affinity

Reasoning — the character's mental ability—logical deduction, memory, and mental resistance

Influence — the character's social standing, charisma, and popularity

CHARACTER SKILLS

Skills describe a character's general knowledge, training, and fields of study. Each skill is associated with a single ability and rated from one (1) to eight (8). Any skill may be attempted unskilled except for those listed with the 🔥 symbol—these represent advanced or unknown studies that are too complex for even guessing without formal training. A list of skills is presented later in this chapter.

RATING	CHARACTER SKILL
0	untrained
1	passing knowledge
2	undertrained
3	novice
4	solid training
5	proficient
6	seasoned
7	professional training
8	expert training

CHARACTER GIMMICKS

Gimmicks are special traits that add flavor to characters. Unlike abilities and skills, they do not use a rating system—their effects are either automatic or modify tasks in certain situations. A list of gimmicks can be found at the end of this chapter.

CHARACTER STOCK

Characters in EarthAD may be from any one of the stocks (or strains) detailed on the next few pages. These stocks affect how characters are created. The gamemaster is free to omit certain stocks if they do not fit within the structure of his envisioned story.

PURE-STRAIN HUMAN   PURE

Pure-Strain Humans (or Pures) are a rare breed, having ancestors who escaped the altering effects of nuclear radiation for one reason or another. Pure-Strains do not possess mutations or cybernetics, but neither do they suffer from related problems. This stock represents an ideal life-form, untouched by the ravages of the cataclysm. Because of this, they are secretly despised by the world's mutant population and possess the *mutant bias* gimmick.

Pure-Strain Humans typically come from large underground complexes (called *vaults*) that were built before the cataclysm struck. They have been able to live a comfortable existence surrounded by modern conveniences that most surface-dwellers have never seen or even imagined. Unlike the other stocks, Pure-Strain Humans are somewhat familiar with Old Earth technology (such as weapons, armor, and computers), and also possess the *technological affinity* gimmick.

MUTATED HUMAN   MUTT

Mutated Humans (or Mutts) resemble Pure-Strain Humans, provided they do not possess outward signs of mutation. Most Mutated Humans see their untainted peers with disdain and resentment, considering them to be the catalyst to events that nearly blasted the planet into oblivion.

Mutts have evolved from an existence beset with radiation and nuclear fallout. They may possess a number of beneficial mutations equal to their fitness rating. For every beneficial mutation taken, however, the character must also have a detrimental mutation.

Because Mutated Humans are not as familiar with the inner workings of Old Earth technology as their Pure-Strain cousins, they also possess the *technological ignorance* gimmick.

RADIO-OPERATED MUTANT   ROM

Radio-Operated Mutants (or Roms) are the unfortunate recipients of Pure-Strain paranoia. Mutants who are unlucky enough to be captured by an enclave of Pure-Strain Humans are given three options—instant death, life imprisonment, or cybernetic augmentation. Opting for the third choice entails extremely invasive cybernetic surgery and a loss of identity and freedom—the character is now one of the enclaves' weapons against the Mutated Humans who threaten the once-proud lifestyle of untainted humans.

Among the augmentations, Roms are fitted with radio-control units that allow their human masters to control their every movement from great distances. This typically involves traversing the Wastes in packs or as solo operatives in search of mutants to destroy. Because of the poor upkeep of technology after the cataclysm, radio-control units are prone to breakdowns. Many Roms take advantage of this to earn their freedom from their hedonistic and paranoid masters. These characters are represented by this stock, as those still under the control of the Pures can only be non-player characters.

A Rom's greatest asset is his cybernetic enhancement, which can still be used even after gaining freedom from a faulty radio-controller. The number of cybernetic gimmicks that a Radio-Operated Mutant possesses is equal to the roll of one die. Because only mutants without obvious alterations are chosen for this process, Roms never possess any mutation gimmick. Aside from the dangers and worry of being captured, Roms feel a desire to kill mutants. This is something that has been hard-wired into their cybernetic systems, forcing upon them both the *mutticidal appetite* and *mutant bias* gimmicks. Roms who possess cybernetics that can be seen also possess the *mechanical discrimination* gimmick.

REJECTED HUMAN CARRIER   REJECT

The Wastes are home to countless plagues and diseases. Some are the direct result of the cataclysm, while others are naturally-mutating and environmentally-adapting disasters. The nature of the disease can vary by region, but what remains consistent is that most people cannot resist its debilitating effects. Then there are the Rejects—Rejected Human Carriers. After not only surviving the cataclysm and the struggle that followed, these humans have also been able to withstand the most catastrophic of diseases.

The rejected character began the process of incubation and devastation of a virulent infection, but his immune system was able to halt its continuing development. While his body has partially rejected the infection, making him immune to further infection, he is also a carrier of the infection, able to infect anyone given the proper conditions. His appearance is horrific, but he has full control over his mind and body.

There are two types of Rejects based on the nature of the infection.

- **Wasting Rejects**

  These characters were close to death, but their bodies were able to partially recover from the wasting disease. Wasting Rejects possess the *acid touch*, *infectious (wasting disease), and resistant (6)* gimmicks, plus one of the following gimmicks: *crude appendages*, *distinctive odor*, *diminished taction*, *diminished vision*, or *poor respiration*.

- **Ghoulish Rejects**

  These characters were infected with a cannibalistic plague, but their minds were able to ignore the impulses to feed on human blood. Ghoulish Rejects possess the *infectious (cannibalistic plague)*, *lifesense, and resistant (6)* gimmicks, plus one of the following gimmicks: *diminished talent*, *heightened pain*, *hemophilia, light sensitivity*, or *periodic amnesia*.

ROBOTIC-IMPLANTED HUMAN   RIPPER

Before the world changed for the worse, paranoid scientists scrambled to discover a way to sustain life through the oncoming cataclysm. Time was not on their side and the options were few. Their ultimate invention was flawed, but it was the best possible for the time remaining.

Their initial plans were to transfer Human intelligence into a mobile computer system, thereby eliminating the need for food and warmth. This was not to be, however, as the process was flawed and time was short. In its stead, the entire brain was transplanted into a mechanical suit constructed of a radiation and electromagnetic-shielded alloy, designed to maintain Human life well past the cataclysm.

It worked, but not without problems. Many Robotic-Implanted Humans (or Rippers), as they were called, went mad when faced with the reality of their new existence. Others malfunctioned, killing the implanted brain

instantly. Those who survived the initial process flourished during the cataclysm, capable of surviving where no Humans could, and requiring no sustenance or warmth.

A Ripper's mechanical frame is self-sufficient, providing nourishment to the implanted brain. It is also tough, yet sensitive to stimuli, provided three of the five senses—touch, sight, and hearing (Rippers cannot taste or smell). In order to increase the frame's lifespan and reduce possible threats from their own kind, it was designed with limiter systems that curb certain behaviors. A now-common occurrence is for some suits to possess faulty limiters. A Robotic-Implanted Human possesses a number of limiter gimmicks equal to half the roll of one die (rounding down), as well as the *inexhaustible energy, mechanical discrimination, reduced stamina*, *restrictive movement*, and *toughness (2)* gimmicks.

EVOLVED ANIMAL

SCAMP
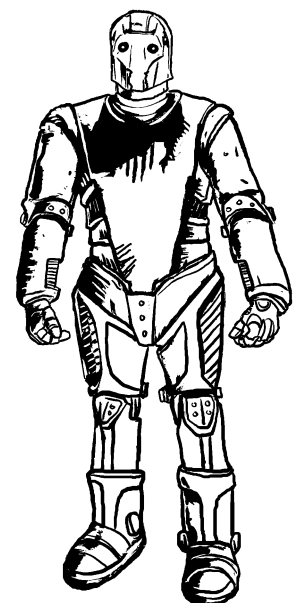
Demonstrating the fact that humans were not the only creatures to change in the post-apocalyptic environment, a growing percentage of the intelligent population of the Earth belongs to evolved animals. There is nothing unusual about encountering strangely altered animals in the wastelands, but what makes these beings unique is their development of human-like characteristics. With the ability to think and use tools just as well as men, Evolved Animals (or Scamps) of all varieties, from birds to mammals and insects to reptiles, are establishing their place in the aftermath of the cataclysm.

Evolved Animals have been altered in much the same way as mutated humans. Indeed, like their human brethren, they often possess a wide range of bizarre powers. They too may have mutations. A result of 1 or 2 on a single die indicates that the character has a number of beneficial and detrimental mutations equal to his fitness rating. Additionally, all evolved animals have human-level intelligence and manipulative hands and fingers. But all of this has made them the object of scorn by many, perhaps even more than Mutated Humans. Evolved Animals are an unnatural reminder of a happier past.

In their infancy as an intelligent population, Evolved Animals are still struggling to understand the tools of the past. Thus, all Evolved Animals possess the t*echnological ignorance* gimmick. On the other hand, they still retain some of the natural animal qualities present before gaining sentience, so all Evolved Animals posses some remnant gimmicks depending on their species (see page 8).

OFFWORLDER

ALIEN

This stock is reserved for characters who are not native to EarthAD. For example, these characters can be visitors from another world (**HardNova 2** characters), time-traveling humans from the twenty-first century, or even zombies from **Hunger: Zombies Must Feed**. The possibilities are endless, permitting characters from other genreDiversion *i* games to be introduced into an EarthAD story.

OPTIONAL: CHARACTER ROLES

Roles describe what a character does in order to provide for his family or just survive. They are typically thrust upon characters by way of their environments and the needs of tribes and communities. While roles have no direct effect on play, they do help define the character in terms of what skills may be useful. A few sample roles are listed below, along with suitable skills, but the gamemaster is encouraged to develop his own to further personalize the setting.

Transcom

The character is a messenger, transporting letters and communiques to distant communities and peoples. Recommended Skills for this role include {boating, driving, piloting, or riding} and survival.

Brigand

The character roams the Roads in search of the weak and timid, so that he can acquire new wealth and supplies. Recommended skills for this role include finesse, firearms, and intimidation.

Tech

The character seeks Old Earth technology, so that he can rebuild his community. Recommended skills for this role include investigation, mechanics, Old Earth Lore, and Old Earth technology.

Hoarder

The character is a scavenger. He takes anything believed to be useful, and hides it away in his secret caches for later use. Recommended skills for this role include stealth, scavenging, and field cred.

CHARACTER HEALTH

Health is used to measure a character's current physical condition. There are two primary types of health, fatigue and injury, with a third, infection, as a way to track exposure to diseases. Each has five grades of severity—as a character's health is worsened, he receives an increase in difficulty on certain tasks when using the advanced task resolution rules.

GRADE	FATIGUE	INJURY
1	dazed	bruised
2	stressed	sprained
3	strained	sprained
4	exhausted	maimed
5	unconscious	incapacitated

Fatigue

Fatigue represents excessive effort that wears down a character, causing him to tire. Fatigue can also result from blunt trauma and physical strain. When a character has sustained five grades of fatigue, he falls unconscious. If he receives additional levels of fatigue, it is applied as injury. Fatigue may be decreased at a rate equal to the character's fitness rating per day. The medicine skill can increase the rate at which fatigue is restored by one grade. Fatigue is represented by the abbreviation FAT.

Injury

Injury represents lacerations, breaks, internal damage, and burns. When a character has sustained five grades of injury, he falls unconscious and is totally incapacitated. If the character receives additional levels of injury, he dies. Injury may be decreased at a rate equal to the character's fitness rating per week. The medicine skill can increase the rate at which injury is restored by one grade. Injury is represented by the abbreviation INJ.

Infection

While not a direct indication of health, infection is used to represent a character's exposure to particularly virulent diseases and other infectious entities. Infection can never be reduced and may cause a penalty on certain tasks. Each different type of infection must be tracked separately, and may also include specific symptoms (see Chapter 5). Infection is represented by the abbreviation INF.

GRADE	INFECTION
1	exposed
2	sullied
3	polluted
4	diseased
5	ravaged

CREATING CHARACTERS

The steps required for creating *EarthAD* characters are similar to those in any other genreDiversion *i* game. If you wish to forego this process, the sample characters provided in the back of this book may be used instead.

Step 1	Choose character stock. Note any special rules required for the type of stock.
	Optional: Choose a role for the character.
Step 2	**Allocation Method:** Divide twelve (12) points among abilities.
	Random Method: Roll one die for each ability, re-rolling sixes.
	Optional: Allocate an extra one to two points for more stalwart characters.
Step 3	Divide thirty (30) points among skills. If a role was chosen, at least some of the associated skills should be chosen for the character.
	Optional: Allocate an extra five to ten points for more heroic games.
Step 4	Write down all gimmicks required by the chosen stock on the character sheet. A quick reference for this information is provided on the next page.
	Optional: Optional gimmicks provided on the table on the next page for each stock may be chosen for any character, but each one reduces an ability by one (1) point or a skill by three (3).
	Optional: Characters with the *transport owner* or *transporter* gimmick can also choose gimmicks marked with ⚲ (in the next chapter) for their transports.
Step 5	The gamemaster should allow players to create a list of gear that their characters are likely to have both on-hand and hidden in a cache. The gamemaster can then remove those items that appear to be inappropriate given the character's background.

STOCK	REQUIRED GIMMICKS	OPTIONAL GIMMICKS
PURE-STRAIN HUMAN	mutant bias technological affinity	cultural gimmicks
MUTATED HUMAN	technological ignorance beneficial mutations x fitness rating detrimental mutations x fitness rating	beneficial mutations detrimental mutations cultural gimmicks
RADIO-OPERATED MUTANT	cybernetics x roll of one die* mutticidal appetite mutant bias mechanical discrimination*	criminally insane mutations that are not evident by appearance
REJECTED HUMAN CARRIER		
Wasting Reject	infectious (wasting disease) resistant (6) acid touch crude appendages, distinctive odor, diminished taction, diminished vision, or poor respiration	
Ghoulish Reject	infectious (cannibalistic plague) resistant (6) lifesense diminished talent, heightened pain, hemophilia, light sensitivity, or periodic amnesia	
ROBOTIC-IMPLANTED HUMAN	limiters x half the roll of one die inexhaustible energy mechanical discrimination reduced stamina restrictive movement toughness (2)	
EVOLVED ANIMAL	technological ignorance (roll = 1 - 2): beneficial mutations x fitness rating detrimental mutations x fitness rating The remnant gimmicks below are required for specific types of animals. Others can be created by the gamemaster (see Chapter 6).	beneficial mutations detrimental mutations cultural gimmicks
Ape	*fur, multidextrous, climber*	
Avian	*gliding, bestial grip*	
Wolf	*carnivorous teeth, fur*	
Rodent	*claws, night vision, tunneling, tail*	
Bear	*carnivorous teeth, fur, predatory appearance*	
Cat	*claws, night vision, tail*	
Porpoise	*echolocation, fins*	
OFFWORLDER	as per rules for the game from which the character comes	

NATIVE ENVIRONMENTS

Some skills rely on a specific environment in which a character was raised. This environment is determined by the stock of the character as detailed on the table at right.

STOCK	NATIVE ENVIRONMENT
Pure	Vaults, advanced cities
Mutt	the Wastes
Rom	the Wastes
Reject	the Wastes or Lazar Pits
Ripper	Vaults or Metal Cities
Scamp	the Wilds
Offworlder	Advanced/Old Earth cities

SKILLS

FITNESS-BASED

Archery	use and construction of bows
Athletics	climbing, throwing, and gymnastics (this does not include swimming for non-Offworlder characters)
Boating	operation and general maintenance of sea-based transports
Brawling	punching, kicking, grappling, and parrying
Driving	operation and general maintenance of land-based transports
Finesse	sleight of hand tricks and pilfering
Firearms	use and general maintenance of pistols, carbines, and rifles
Flying	operation and general maintenance of air-based transports
Gunnery	operation of cannons and transport-mounted weapons
Melee	use of clubs, staves, knives, and swords in combat
Riding	controlling and steering horses and other mounts
Stealth	moving around quietly and without evidence
Swimming	diving, treading, and moving about in water

AWARENESS-BASED

Interrogation	acquiring information through subterfuge, intimidation, and even torture if necessary
Investigation	acquiring information through examination, observation, and research
Tracking	following trails, tracks, and other signs of disturbance to locate creatures or people in the character's native environment

CREATIVITY-BASED

Crafts	designing and fabricating pottery and crude structures from mud, clay, or wood
Design	painting, drawing, and mapping
Literacy	reading, understanding, and writing current forms of language

Scavenging	locating that which is considered junk to others, but useful to the character

REASONING-BASED

Ancient Languages 🔥	study and knowledge of languages that are no longer in use, either as a result of the cataclysm or even long before that (examples include Latin, Aramaic, and possibly even a remote island dialect)
Animal Handling 🔥	practice of herding, breeding, and maintaining stocks of animals
Commodities	appraising the value of Old Earth antiques, gems, jewelry, and other items of trade
General Knowledge	knowledge of limited historical, geographical, political, social, and trivial information
Mechanics 🔥	knowledge of designing, building, and repairing basic mechanical devices
Medicine 🔥	knowledge of healing and treatment
Metal-Working 🔥	art of forging metals into tools and other useful objects
Old Earth Legends	study and knowledge of ancient superstitions, mythology, and occult worship
Old Earth Lore	study and knowledge of Old Earth beliefs, customs, and practices, as well as their origins
Old Earth Technology 🔥	knowledge, use, and repair of Old Earth technological devices, such as cybernetics, computers, transports, and advanced weaponry
Survival	foraging for food and shelter, and otherwise surviving in the character's native environment

INFLUENCE-BASED

Field Cred	using contacts to discover information, locate people, and procure goods from villages located in the character's native environment
Intimidation	using coercion to get others to back down from situations or to instill fear in others so that they do as the character wishes

Negotiation	bartering and persuading others to one's advantage
Performance	orating, singing, and acting

OTHER SKILLS

Composure	remaining calm in the face of danger or temptation

GIMMICKS

CULTURAL GIMMICKS

Authority	the character is an elder or respected citizen within his native environment, and may speak in councils, organize raids, help police the area, and also gain the assistance of other officials if they feel the character is credible
Criminally Insane	the character automatically succeeds at all composure tasks made to resist fear, morality, and conscience
Famous	the character is well-known to folks by way of reputation; a roll of one die indicates the number of people in his native environment who recognize him on-sight—he receives -2DIFF on all influence-based tasks involving these people
Infamous	the character is well-known to folks by way of a bad reputation which may or may not be true; a roll of two dice indicates the number of people in his native environment who recognize him on-sight—he receives -2DIFF on all intimidation tasks involving these people
Infectious	the character is a carrier for an extremely virulent illness, and while he may no longer suffer from new symptoms, he is not free from those already manifested before his body halted the process; it is also evident by the character's appearance that he is infected, and receives a penalty of +3DIFF on all influence-based tasks involving Pure-Strain and Mutated Humans
Mechanical Discrimination	because the character possesses overtly mechanical components,

he is unsettling to most humans, whether mutant or pure—the character receives a penalty +4DIFF on all influence-based tasks involving all stocks except for Rippers and Roms

Mutant Bias	mutants (and Roms) naturally discriminate against the character because of prejudice or fear of his stock—the character receives a penalty of +2DIFF on all influence-based tasks involving mutants or Roms
	a single die must be rolled for each mutated human encountered; if even one mutant in a group rolls a 1 to 3, subtract 2 from the rolls of other mutants in the group

ROLL	EFFECT
1 or less	mutant physically attacks the character
2-3	mutant verbally attacks the character
4-5	mutant ignores the character
6	mutant treats the character normally

Mutticidal Appetite	the character has been bred or programmed to hunt and/or kill mutants, giving him a strong desire to destroy all mutants; the character must succeed at a reasoning-based composure task in order to stop himself from attacking one or more mutants with which he is not familiar; the difficulty of the task is challenging when in the presence of one or two mutants, and routine for any other number
Outcast	the character is well-known to the citizens of his native environment due to a bad reputation which may or may not be true; a roll of two dice indicates the number of people from his native environment who recognize him on-sight—the character and his pack receive -2DIFF on all intimidation tasks and +2DIFF on all negotiation tasks involving these people
Technological Affinity	the character comes from a background in which technology is present, and while it may not

be commonplace, devices such as weapons and computers are used on occasion; because of this, the character is somewhat comfortable with technology, and receives a bonus of -2*DIFF* on all computer and Old Earth technology tasks

Technological Ignorance the character comes from a background in which technology is virtually unknown—electrical and mechanical components have not been seen for generations; because of this, the character is both apprehensive and awkward around technology, and receives a penalty of +3*DIFF* on all computer and Old Earth technology tasks

Technological Phobia the character comes from a background in which technology is feared—he has been taught about the evils of electrical and mechanical components, and how they were responsible for this tragic world; because of this, the character refuses to even touch any form of technology without a challenging reasoning-based composure task, and receives a penalty of +5*DIFF* on all computer and Old Earth technology tasks

Transport Owner the character owns a transport—it was either given to him, seized, salvaged, or otherwise found;

see Customizing Transports in the next chapter

Transporter the character was given a transport to conduct his duties—conveying comrades, tribal leaders, prisoners, or even cargoes; if the character does not perform his duties, the transport is taken away from him;

see Customizing Transports in the next chapter

Wealth the character has amassed a fortune by hoarding Old Earth technology and valuables—he can usually scrape together enough to trade for supplies, hostages, and weapons

CYBERNETIC GIMMICKS

In addition to the gimmicks presented below, AUGMENTED GIMMICKS from the *genreDiversion i Manual* and ENHANCEMENT GIMMICKS from *HardNova 2* also fall into this category.

Bacterial Filtration the character does not gain infection due to an implanted filtration system that destroys all traces of harmful bacteria

Battle Saw the character has a powersaw mounted in place of a forearm that inflicts 4INJ; it is very loud and clumsy, so the character must make an athletics task on any failed attack or be hit with it himself; the arm to which the saw is attached is also worthless (apart from being used as a saw)

Bodycomp the character has medical computers and sensors implanted in his body, providing a bonus of -2*DIFF* on all medicine tasks

Camera Eye a video recording system implanted in the character's eye can capture up to five-hundred individual pictures or five minutes worth of video that can be downloaded to a computer

Cybergun the character's forearm has been fitted with an internal firearm—a slugthrower, detonation pistol, or even a blaster pistol (if available)

Cybersenses the character's awareness ability is two greater for all investigation tasks due to special neural enhancers

Cyberspurs the character has retractable blades implanted in his hands that can extend instantly and inflict 2INJ when brawling

Dermal Plating the character has molecularly-thin plates of meta-ceramic fibers installed under his skin, providing an armor rating of 2 against both fatigue and injury

Enhanced Lungs the character can hold his breath for up to thirty minutes, ignoring asphyxiation and airborne toxins

Grappler the character has a built-in compartment in his chest that fires a grappling-hook line up to one-

hundred meters away; an internal winch can reel in up to twice the character's weight and provide a bonus of -2DIFF on all climbing-related tasks (the hook can also inflict 2FAT as a weapon)

Hydrappendages — the character has expandable limbs, extending up to three times their normal length

Inexhaustible Energy — the character does not gain fatigue as a result of illness, and can ignore all penalties due to fatigue; the character also possesses an armor rating of four (4) against fatigue

Jet Pack — the character has a jet system integrated into his back that allows him to jump up to six-meters vertically (or within a 90° arc) in one turn; the system must be refueled once per day or after ten jumps

Motion Detector — the sensor device implanted in the character allows him to detect other life forms within twenty-meters in a sixty-degree arc in front of him

Muscle Enhancements — the character has special muscle implants that increase his strength—his fitness rating is two greater for all strength-related tasks

Nanocomputer — the character has an interfacing computer system implanted in his body, providing a bonus of -2DIFF on all computer-related Old Earth technology tasks

Optic Screen — the optical targeting system implanted in the character's eye allows him to double ranges for all aimed weapons

Psionic Dampers — shielding implanted in the character's skull allows him to resist attempts to infiltrate or command his thoughts with a complex creativity-based composure task

Skill Soft — the computer subsystem implanted in the character gives him access to a specific skill, providing a bonus of 4 to its rating (up to a maximum rating of 8); this gimmick may be taken more than once, providing the bonus to a different skill each time

Skill soft (driving) increases the character's driving skill from 3 to 7 (3 + 4 = 7). The character also possesses skill soft (tracking), providing a tracking rating of 4 since he was previously unskilled.

Static Overload — the character has learned to overload his cybernetic systems, inflicting 2INJ to everyone touching him and 1INJ to everyone within point-blank range; the overload also destroys computer circuitry (except his own) within a ten-meter radius; this gimmick may only be utilized once per day

Thermal Imager — the thermal sensor implanted in the character's eye allows him to see in the dark and through smoke by detecting various levels of heat radiated by objects in his line of sight

Tool Hands — the character has a number of tools built into his hands that provide a bonus of -2DIFF on all repair-related tasks

Vocal Modulator — the character can reproduce any voice or sound that he hears perfectly due to a device implanted in his larynx

Wired Reflexes — the character has enhanced neural systems, providing a bonus of +2 on all reaction rolls

BENEFICIAL MUTATION GIMMICKS

Most are these mutations are unusual concepts that are impossible in the real world, no matter how much radiation alters the human body. While the inclusion of these gimmicks is intentional in order to enhance enjoyment of the setting, some may find them a bit over-the-top. The solution to this is simple—ignore the mutations that you do not like, adding your own to mix by using existing ones as examples.

Acid Touch — the character secretes an acidic compound that coats his hands when desired; while the acid is not strong enough to corrode metallic substances, it can inflict 2FAT by causing blistering and extreme pain to exposed skin (other than his own)

Adaptation — when the character is attacked and sustains damage, he gains an immunity against the specific material inflicting the damage

(either fire, metal, wood, electricity, or energy blasts) for a number of days equal to the roll of one die; the character can only enjoy a single immunity at one time, (he cannot gain a new immunity until the existing one fades)

Additional Arms — a second fully-functional pair of arms allows the character to make a second attack every turn at no penalty; they may also be used to maintain balance or assist his other hands when grappling— all balance-related athletics tasks and grappling (brawling) tasks receive a bonus of -2DIFF

Aggressive Immune System — whenever the character sustains damage from disease, poisoning, illness, or radiation, he can make a normal damage roll, using his fitness rating as the armor rating (see Chapter 3)

Battle Sense — the character has a heightened sense of awareness in combat situations and receives a bonus of +2 on all reaction rolls

Body Warp — the character can cosmetically alter his physical traits, but must stay within the parameters of his own height, weight, and mass—he may take on the appearance of any other sentient being he has met or seen, and the changes can fool even the most inscrutable examination

Carapace — the character's torso is enclosed in a hard shell not unlike that of an insect, providing a natural armor rating of 2 against both fatigue and injury; because the shell is somewhat bulky, the character also receives a penalty of +1DIFF on all fitness-based tasks in which speed or agility is a factor

Carnivorous Teeth — the character has sharpened teeth that inflict 1INJ when biting an opponent

Chameleon Hide — the character's skin (but not his clothes or equipment) automatically adapts in color to match his surroundings, and he receives a bonus of -2DIFF on all stealth tasks

Clairaudience — the character can hear sounds and conversations clearly up to a number of kilometers from his location equal to the roll of one die

Clairvoyance — the character can see images and people clearly up to a number of kilometers from his location equal to the roll of one die

Confusion — the character can disorient a target character or animal within twenty meters—unless the target can make a successful awareness-based composure task, it is confused and must roll a single die, consulting the table below; the effects last a number of turns equal to the roll of one die; this power can be used a number of times per day equal to the character's influence rating

ROLL	EFFECT
1	stands motionless and stares into thin air
2-3	wanders in a confused state in random direction
4-5	attacks a random character or creature
6	drops to the ground and curls into the fetal position

Cryokinesis — the character can generate intense, damaging cold with his mind, inflicting an amount of fatigue on a target within twenty meters equal to the roll of one die; this power can be used a number of times per day equal to the character's fitness rating

Death Field — the character can create an energy field with a radius of ten meters that inflicts 3INJ to every living thing in it, including himself; this can be used a number of times per day equal to the character's fitness rating

Devolution — the character can permanently remove a single beneficial mutation from another mutant simply by touching him—a fitness-based composure task can be made to prevent the change; this gimmick can only be used once per day

Dual Brain — The character has a secondary brain—his reasoning ability is two greater than normal, but all awareness tasks receive a penalty

of +2DIFF due to the distractions caused by interaction between the two brains; should the character ever sustain damage to one brain, the other one may take over, allowing him to function normally (he loses this gimmick)

Elasticity the character can stretch all of his body parts to twice their normal lengths and half their typical widths for a number of turns equal to his fitness rating

Empathy The character can sense the emotional state of everyone within thirty meters

ESP the character can read the surface thoughts of a single target within fifteen meters; if the target suspects that someone is invading his thoughts, he can make a reasoning-based composure task with a difficulty equal to the character's awareness rating to resist this invasion

Ganglion vine-like ganglion fall from the character's neck and chest, allowing him to sense changes in his environment—he receives a bonus of -2DIFF on all investigation tasks

Force Field by concentrating solely on creating a defensive barrier, the character can establish a field with an armor rating equal to his creativity rating; as long as his concentration continues, it remains in effect, but if an amount of injury greater than the armor rating strikes the shield, it cannot be erected again for a number of hours equal to the roll of one die

Illusions the character can project visual illusions up to a distance of thirty meters, and for a number of turns equal to the character's creativity rating; this can be done a number of times per day equal to the character's creativity rating; once someone tries to touch the illusion and realizes that it is not real, the illusion is shattered completely

Gills the character possesses gills instead of lungs, allowing him to breathe underwater—the character cannot breathe air (use the asphyxiation rules in Chapter 4 when water is not available)

Heightened Metabolism when activated by the character, he receives a bonus of -2DIFF on all fitness-based tasks; the character also receives 1FAT for each turn that this mutation has been in use beyond a number of turns equal to his fitness rating; once deactivated, the character receives no more damage, and he cannot reactivate it for five turns

FOR EXAMPLE

Sooni has a fitness rating of 3, so once this mutation has been active for more than three turns, she sustains 1FAT per turn until deactivated.

Inflict Paralysis the character can suppress a person's nervous system simply by touching him, and thereby preventing him from performing an action on the following turn; the target can ignore this effect with a successful fitness-based composure task with a difficulty equal to the character's influence rating; this gimmick may be used a number of times per story equal to the character's influence rating

Internal Compass the character always knows which way is north and can never get lost, whether on the surface or underground; at the gamemaster's discretion, this mutation can provide the character with a bonus of -2DIFF on all survival tasks

Levitation when activated by the character, he can hover in the air for a number of turns equal to the roll of two dice and at a maximum height in meters equal to his creativity rating

Life Sense the character can detect living creatures within a twenty-meter radius; he can also identify the life-forms by type—mammal, reptile, human, sentient being, etc

Luminescence the character can radiate sufficient amount of light from his own body to illuminate a thirty-meter radius

Magnetic Control — the character can create a magnetic field, capable of propelling a metallic, fist-sized object up to five meters per turn

Mental Control — the character can control the mind of any creature with a successful contested influence-based composure task; once controlled, the victim follows simple commands, such as "guard this room," "attack my opponent," etc.

Mental Blast — the character can direct intense mental energies at a target within twenty meters—the target receives a penalty of +2DIFF on all composure tasks for a number of hours equal to the roll of one die, but this effect can be resisted with a successful reasoning-based composure task with a difficulty equal to the character's awareness rating (performed when the blast strikes); this gimmick can be used a number of times per day equal to the character's awareness rating

Molecular Disruption — the character can disintegrate any non-living target by touching it and making an awareness-based composure task with a difficulty based on the size of the target; this effect can only be attempted once per day, and leaves the character unconscious for a number of hours equal to the roll of one die

SIZE	DIFFICULTY
the size of a mouse	routine
the size of cat	complex
the size of a sofa	challenging
the size of a car	impossible

Multiple Stomachs — the character can digest just about anything and derive sustenance from it; while toxic materials can also be digested, they still produce their normal effects

Mutagen Emission — the character can release powerful mutagens into the air, forcing those within a ten-meter radius to make a challenging fitness-based composure task—mutants who fail this task develop a pair of random mutations (beneficial and detrimental), while other stocks, except for Rippers, sustain an amount of injury equal to half the roll of one die (rounding down); this mutation can only be used once per day

Napalm Breath — the development of natural napalm sacks within the character's mouth allows him to spit fire up to ten meters away with a successful athletics task to hit a target; anything hit by the flaming fluid suffers an amount of injury equal to half the roll of one die (rounding down); this mutation can be used a number of times per day equal to the character's fitness rating

Nauseous Spray — using glands much like those of a skunk, the character can emit a sickening mist that forces everyone else within a ten-meter radius to receive a penalty of -2 on all reaction rolls and +2DIFF on all tasks for a number of turns equal to the roll of one die; this penalty can be resisted with a complex fitness-based composure task; this mutation can be used a number of times per day equal to the character's fitness rating

Night Vision — the character can see clearly in the dark, so long as there is some natural light available—he cannot discern colors, however, only their levels of illumination

Object Read — the character can determine the history, workings, and intended use of non-living items with a complex awareness-based task simply by touching them

Photosynthetic Skin — the character requires no food, drawing sustenance from sunlight and soil, which also doubles the rate at which he heals; all tasks attempted at night, however, receive a penalty of +2DIFF

Powerful Pheromones — the character releases a masked scent that provides a bonus of -2DIFF on all his influence-based tasks directed at the opposite sex

Pyrokinesis — the character can start small fires with his mind up to a distance of twenty meters—the fire burns until extinguished, and can only be ignited through flammable objects; this mutation can be used a number of times per day equal to the character's creativity rating

RADAR — the character can emit radio waves, using their reflections to see within a thirty-meter radius in complete darkness, but foul weather distorts this ability—the gamemaster may require an investigation task or deem it completely ineffective; it is virtually impossible for someone to sneak up on the character under normal conditions

Radio Hearing — the character can detect and understand normal radio and shortwave frequencies by concentrating as if he were hearing normal, spoken conversations

Regeneration — the character can repair injury to his body at an amazing rate, so long as the harm was not caused by fire, radiation, or acid—injury is reduced by a number of grades equal to half the character's fitness rating per hour (round down)

Resistant — the character is unusually resistant to most types of infection and can take more exposure than normal; this gimmick may be taken up to six times—each time it is, the character gains one permanent point of protection (armor) against infection

FOR EXAMPLE

Resistant (3) means that this gimmick was selected for the character three times. Resistant (6) represents total immunity to infection.

Skeletal Enhancement — the character has a much stronger bone structure than is typical, resulting in a natural armor rating of 2 against fatigue

Sonic Scream — the character can emit a high-pitched whine that rattles everything and everyone (himself excluded) within a distance of fifteen meters, inflicting one grade of fatigue to all who hear

Sleeplessness — the character can function at normal capacity without any sleep

Sound Imitation — the character can reproduce any sound or voice that he hears with great precision

Telekinesis — the character can move objects solely with the power of his mind—an awareness-based composure task is required to control the object's movement, with the difficulty determined by the object's size

SIZE	DIFFICULTY
the size of a mouse	trivial
the size of cat	routine
the size of a sofa	complex
the size of a car	impossible

Toughness — the character is unusually tough and can take more physical harm than normal; this gimmick may be taken up to four times—each time it is, the character gains one permanent point of armor

FOR EXAMPLE

Toughness (3) means that this gimmick was selected for the character three times and he has a permanent armor rating of three.

Vampiric Attack — the character can absorb half the amount of injury that he inflicts with a melee weapon (after a damage roll is made)—his own injury is reduced by this number; this mutation can be used a number of times per day equal to the character's fitness rating

Weather Manipulation — the character can transform atmospheric conditions within a one-kilometer radius (temperature, precipitation, fog, or wind); this mutation requires ten minutes of concentration, and the effects continue while it is maintained

Wielding — the character conducts an enormously large amount of electrical energy within his body, and can create a minor discharge—2FAT by touch, once per hour

DETRIMENTAL MUTATION GIMMICKS

Armless — the character either has no arms, or his arms are so deformed that they are rendered useless—while

ROLL	EFFECT
1	stands motionless and stares into thin air
2-3	wanders in a confused state and in a random direction
4-5	attacks a random character or creature
6	drops to the ground and curls up into the fetal position

the character has learned to use his feet and toes for similar purposes, he receives a penalty of +3DIFF on all such actions, as well as all tasks involving maintaining his balance

Bacteria Susceptibility with a shortage of antibodies, characters suffering from this mutation are often sickly and must make a fitness-based composure task daily or suffer 2FAT due to illness

Crude Appendages the character's hands are deformed, making it difficult for him to complete tasks requiring fine manipulation—all such tasks receive a penalty of +4DIFF

Diminished Taction the character has no nerve endings, resulting in an inability to determine how much damage he has suffered—all his injuries are kept a secret by the gamemaster, but penalties are still applied if applicable

Diminished Talent the character's growth in a single ability is stunted (the player must choose the ability before play)—all experience costs required to increase skills for this ability are doubled

Diminished Vision the character has terrible eyesight and receives a penalty of +2DIFF on all tasks requiring vision (this includes investigation and aiming)

Distinctive Odor the character carries a distinctive smell that allows prey to track him easier—anyone within twenty meters of the character is alerted to his presence, and all tracking tasks made to locate him receive a bonus of -2DIFF

Dual Defective Brain the character has a secondary brain that is defective—roll one die during any stressful situation; on a result of a 1 or 2, the weak brain takes control of the character for a number of turns equal to the roll of one die—roll an additional die to determine the weak brain's course of action

Fat Cell Accumulation due to an abnormal amount of fatty tissue, the character receives a penalty of -2 on all reaction rolls and +2DIFF on all intimidation tasks

Fear Response the character's instincts for self-preservation are so strong that he becomes shaken in combat or other life-threatening situations, receiving a penalty of +2DIFF on all actions until the source of his fear, such as an attacker, is removed

Fragile the character has brittle or hollow bones—his armor rating is reduced by 2 for fatigue damage no matter how much armor he is wearing (his armor rating may not be reduced below zero)

Heightened Pain a larger than normal amount of pain receptors in the character's body means that whenever injury is sustained, the character must make a fitness-based composure task or be unable to act during the next turn out of pain and/or disorientation

Hemophilia a lack of coagulating agents in the character's blood means that he suffers an extra 2FAT from any attack that draws blood

Hostility Field the character radiates an aura of irritability within thirty meters of himself—any individual who has not been in the character's company for at least one week must make a reasoning-based composure task or become hostile towards the least agreeable person present whilst in the field

Light Sensitivity due to an intense reaction to ultraviolet rays, all activities undertaken by the character in daylight receive a penalty of +2DIFF

Monomania — the character is incredibly susceptible to the suggestions of others—whenever told to do something by a friendly individual, the character must make a routine reasoning-based composure task or obsessively carry out the actions

Narcolepsy — the character must make a successful fitness-based composure task during any stressful situation or fall asleep for an hour; the character can be awakened if two turns are spent attempting to do so

Paranoia — the character must make a challenging reasoning-based composure task whenever he meets new people—if unsuccessful, the character refuses to talk or deal with them in any way

Periodic Amnesia — once exhausted or maimed, the character must make a reasoning-based composure task or lose all memories from the previous week

Poor Respiration — the character suffers from severe asthma-like symptoms, and must make a fitness-based composure task after every two turns of strenuous activity; failure means that he is knocked down and unable to act for a number of turns equal to the roll of one die

Reduced Stamina — the character receives 2FAT after two hours of continuous physical exertion in addition to +1DIFF on all fitness-based tasks until he can rest

Restrictive Movement — the character's ability to move his limbs and joints is limited due to a variety of reasons, from mineral build-up or arthritis, to disfigured joints or overly heavy bones—the character receives a penalty of +2DIFF on all athletics tasks

Seizures — the character suffers from frequent epileptic fits that cause him to fall to the ground and shake violently; these fits occur at the gamemaster's discretion, ideally once every three to six hours, and prevent the character from performing any actions for a number of turns equal to the roll of one die

Vestigial Ganglion — the character possesses ganglion all over his body—other than increasing his sensitivity to pain (double all penalties due to injury), the ganglion are useless to him

Waterskin — the character's skin must be kept moist by immersion in water once every four hours—for every hour beyond that time that the skin is dry, the character receives 1INJ

LIMITER GIMMICKS

When choosing a limiter for a character, players have the option of a working system or one that has malfunctioned—both options are listed below. A character may not possess both a functioning and malfunctioning gimmick for the same type of limiter.

Danger Limiter — the character cannot put himself in a life-threatening situation without first making a successful impossible fitness-based composure task

Malfunctioning: the character must make an impossible fitness-based composure task to resist taking life-threatening risks—the character knows no fear, so he is willing to take chances to save others, experience the thrill of adventure, or even fulfill his dreams

Emotional Limiter — the character cannot show the slightest of emotions (including mercy, compassion, and empathy) without a successful impossible fitness-based composure task

Malfunctioning: The character must make an impossible reasoning-based composure task to resist showing exaggerated emotions, which prevent him from performing any actions for a number of turns equal to the roll of one die; these emotional outbursts are brought on by overly stimulated situations

Exploration Limiter — the character cannot explore the wilderness (Wastes, Wilds, sea, etc.) without first making an impossible creativity-based composure task

Malfunctioning: the character must make an impossible reasoning-based composure task to resist following anyone into the wilderness

Killing Limiter — the character cannot strike another Ripper without first making a successful impossible fitness-based composure task

Malfunctioning: — the character must make an impossible reasoning-based composure task during a heated argument with another Ripper in order to resist striking him with the intention of killing him

Pain Limiter — the character cannot determine how much injury he has sustained without first making a successful impossible awareness-based composure task; he also does not receive penalties due to injury

Malfunctioning: — the character must make an impossible fitness-based composure task to resist the heightened sensations of his pain—not only does the character receive normal penalties due to injury, but a failed composure task also doubles them for a number of turns equal to the roll of one die

Speech Limiter — the character cannot speak negatively about or betray other Rippers or even his own purposes without first making a successful impossible fitness-based composure task

Malfunctioning: — the character must make an impossible reasoning-based composure task to resist speaking negatively about or betray other Rippers or himself when in the company of strangers—once started, he cannot stop speaking until told to be silent

REMNANT GIMMICKS

Amphibious — the character possesses both lungs and gills, allowing him to extract oxygen from both the air and water

Armored Shell — a hard shell is wrapped around the character, much like a turtle—it provides a natural armor rating of 2 against both fatigue and injury, but only protects the torso

Bestial Grip — the character's hands are designed for grabbing and holding prey—all grappling attacks receive a bonus of -2DIFF

Carnivorous Teeth — See Carnivorous Teeth under *Beneficial Mutation Gimmicks*

Claws — the character has sharp claws that inflict +1INJ when used with brawling attacks

Climber — the character's frame and limbs are built for climbing—all tasks involving climbing receive a bonus of -2DIFF

Echolocation — the character uses the reflection of sound waves to see in complete darkness or under the water within a thirty-meter radius; foul weather distorts this ability—the gamemaster may require an investigation task or deem it completely ineffective

Fins — the character possesses fins on the side of his legs and arms that assist movement in water—the character's fitness rating is two greater for all swimming tasks

Fur — the character is covered in thick fur, providing a natural armor rating of 2 against fatigue

Gills — see *Gills* under Beneficial Mutation Gimmicks

Gliding — folds of skin connect the character's arms and rib cage, allowing him to glide up to thirty meters at a time when his arms are extended

Horns — the character has horns or antlers extending from the top of his head, inflicting +2INJ if he can manage to gore a target

Jaws — the character has powerful jaws that can crush an opponent's bones with a single bite, inflicting 3INJ

Jumping — the character has powerful legs, allowing him to leap distances of up to five meters multiplied by his fitness rating

Multidextrous — the character's feet are as dextrous as his hands—all tasks that can be accomplished with hands (climbing, grappling, etc.) can also be

accomplished with the character's feet, although a penalty of +2DIFF is applied if attempting this while standing

Night Vision
see *Night Vision* under Beneficial Mutation Gimmicks

Predatory Appearance
the character looks fierce—all intimidation tasks receive a bonus of -2DIFF

Predatory Tracking
the character's sense of smell is finely honed to track its prey—when tracking by smell, the character receives a bonus of -2DIFF

Scales
the character lacks skin in favor of smooth yet tough scales, providing a natural armor rating of 1 against injury; tasks made to grapple the character while his scales are exposed receive a penalty of +2DIFF

Spines
quills or spines grow out of the character's back, inflicting 1INJ on anyone attempting an unarmed attack against him from behind, provided the character is not dodging the attack

Tail
the character has a tail that helps him keep balance—all athletics tasks that require steady balance receive a bonus of -2DIFF

Tunneling
the character can create underground passages with his bare hands at a rate of one-meter per minute

Webbed Digits
the character's hands and feet have extra folds of skin that assist movement in water—the character's fitness rating is one greater for all swimming tasks

EARTHAD.2 GIMMICKS

CULTURAL GIMMICKS

authority	criminally insane
famous	infamous
infectious	mechanical discrimination
mutant bias	mutticidal appetite
outcast	technological affinity
technological ignorance	technological phobia
transport owner	transporter
wealth	

CYBERNETIC GIMMICKS

battle saw	camera eye
cybergun	cybersenses
cyberspurs	dermal plating
enhanced lungs	bacterial filtration
bodycomp	grappler
hydrappendages	inexhaustible energy
jet pack	motion detector
muscle enhancements	nanocomputer
optic screen	psionic dampers
skill soft	static overload
thermal imager	tool hands
vocal modular	wired reflexes

BENEFICIAL MUTATION GIMMICKS

acid touch	adaptation
additional arms	aggressive immune system
battle sense	body warp
carapace	carnivorous teeth
chameleon hide	clairaudience
clairvoyance	confusion
cryokinesis	death field
devolution	dual brain
elasticity	empathy
esp	force field
illusion	ganglion
gills	heightened metabolism
inflict paralysis	internal compass
levitation	life sense
luminescence	magnetic control
mental control	mental blast
molecular disruption	multiple stomachs
mutagen emission	napalm breath
nauseous spray	night vision
object read	photosynthetic skin
powerful pheromones	pyrokinesis
resistant	radar
radio hearing	regeneration
skeletal enhancement	sonic scream
sleeplessness	sound imitation
telekinesis	toughness
vampiric attack	weather manipulation
wielding	

DETRIMENTAL MUTATION GIMMICKS

armless	bacteria susceptibility
crude appendages	diminished taction
diminished talent	diminished vision
distinctive odor	dual defective brain
fat cell accumulation	fear response
fragile	heightened pain
hemophilia	hostility field
light sensitivity	monomania
narcolepsy	paranoia
periodic amnesia	poor respiration
reduced stamina	restrictive movement
seizures	vestigial ganglion
waterskin	

LIMITER GIMMICKS

danger limiter	emotional limiter
exploration limiter	killing limiter
pain limiter	speech limiter

REMNANT GIMMICKS

amphibious	armored shell
bestial grip	carnivorous teeth
claws	climber
echolocation	fins
fur	gills
gliding	horns
jaws	jumping
multidextrous	night vision
predatory appearance	predatory tracking
scales	spines
tail	tunneling
webbed digits	

CHAPTER TWO

TRANSPORTS

The use of vehicles is based upon the same concepts utilized for characters. They have abilities and gimmicks, as well as integrity, which is the same as health. Transports do not run by themselves, however, as their abilities primarily interact with and adjust a character's own.

TRANSPORT ABILITIES

Transports use two different sets of abilities, each utilizing different scales. The first set of abilities, speed and handling, are measured on a scale from –5 to +5 They represent a penalty or bonus to the driver's own ability, although his ability rating may not be reduced below zero (0) or increased beyond twice its value when applied.

FOR EXAMPLE

A character with a fitness rating of 1 is attempting to outrun desert raiders. Because his transport's speed rating is +2, his total ability would be 3. His fitness rating doubled is only 2, however, so his total ability for speed-based tasks in his transport would only be 2.

RATING	SPEED AND HANDLING
–5	abysmal performance
–4	dreadful performance
–3	poor performance
–2	poor performance
–1	below average performance
0	average performance
+1	above average performance
+2	good performance
+3	good performance
+4	exceptional performance
+5	wonder of engineering

Speed — the transport's top velocity and acceleration; while it is not an accurate measurement, it does affect the ability of a driver to outrun or pursue another vehicle

Handling — the transport's maneuverability and responsiveness; it affects the driver's ability to perform stunts, establish formations, and evade attacks

The second set of abilities, cover and frame, are rated on a scale from zero (0) to five (5) just like character abilities.

RATING	COVER	FRAME
0	none	feeble frame
1	negligible protection	small and weak frame
2	limited protection	average frame
3	moderate protection	large frame
4	considerable protection	large and reinforced frame
5	excellent protection	huge frame

Cover — the amount of protection offered to characters within the frame of the transport

Frame — the transport's efficiency, durability, and size

TYPES OF TRANSPORTS

Transports may be designed for one of three uses—land, sea, or air travel. All transports can only carry one person, the operator (driver, pilot, etc.), unless otherwise modified by a gimmick.

Land

Land transports are designed to move on the ground by way of wheels or tracks. They cannot generate sufficient lift to reach or stay in the air, and any attempts to operate them in water cause flooding and breakdowns.

Sea

Sea transports are designed to propel themselves on the water's surface. They cannot generate sufficient lift to reach or stay in the air, and are merely lumps of machinery on land.

Air

Air transports are designed to fly in the air. They require a length of flat earth in order to take-off or land. This type of transport can also travel on land, but its speed and handling ratings are five (5) less than normal (a minimum rating of -5). Attempts to land the transport on the water are considered impossible.

TRANSPORT INTEGRITY

Transports possess health levels just like characters, only they are called integrity levels. There are two types of vehicle integrity: mechanical stress and structural damage. Like character health, both have five grades of severity and as a transport's integrity is affected by damage, it causes an increase in difficulty on all related tasks when using the advanced tasks resolution rules.

GRADE	MECH. STRESS	STRUCT. DAMAGE
1	engaged	dented
2	distressed	impaired
3	overworked	breached
4	overheated	compromised
5	disabled	wrecked

Mechanical Stress

Mechanical Stress represents fatigue and wear on the transport's drive components. When a transport receives five grades of stress, it may still function, but additional grades are applied as structural damage. Stress can be sustained by certain tasks or environmental conditions, and can only be decreased by one grade after at least one hour of rest, giving the internal components time to cool. Repairs can be performed at any level of stress, provided the transport is at rest. Mechanical stress is represented by the abbreviation MEC.

Structural Damage

Structural Damage represents damage sustained by the transport. When it receives five grades of damage, the transport may not function. The only way to remove a transport's structural damage is to have it repaired, but only if it has not passed beyond the compromised grade of damage. Repair requires the Old Earth technology or mechanical skill. The driving skill is also acceptable, but the task should be penalized for more difficult repairs. Parts are also a factor as they must be crafted by hand, or sought and traded. Structural damage is represented by the abbreviation STR.

TRANSPORT GIMMICKS

Transports may possess specialized gimmicks just like characters. They are mostly used to provide optional design and construction enhancements.

Amphibious	the land-based transport is capable of traveling in water, but its speed and handling ratings are three less than normal (a minimum rating of -5)
Behemoth	the transport is extremely large and heavy, capable of crushing other transports beneath it; the transport increases damage by +2STR upon a successful ramming attack

Cargo Space ✍	the transport has a large area devoted to carrying cargo, allowing it to haul more bulky equipment
Covered Turret	the transport has a special framework designed to protect those firing a turreted weapon—one half of the transport's cover rating (minimum of one) protects the gunner; this gimmick may be added to a transport multiple times to reflect more than one covered turret (up to a maximum determined by the transport's frame rating)

FRAME RATING	NUMBER OF TURRETS
0 - 1	none
2	1
3	2
4	3
5	4

Crushers ✍	the transport is fitted with spikes along the front of its body, increasing damage by +1STR when ramming other transports or characters
Custom Armor ✍	extra armor was added to the transport, increasing its frame rating by one (to a maximum of 5), but reducing both its speed and handling ratings by one (minimum ratings of -5); this gimmick may be taken up to two times
Custom Cover ✍	extra protective covering was added to the transport, increasing its cover rating by one (to a maximum of 5), but reducing both its speed and handling ratings by one (minimum ratings of -5); this gimmick may be taken multiple times, but no more than the transport's frame rating
Diving	the sea-based transport can submerge itself under water for up to twenty minutes before running out of air; while submerged, its speed and handling ratings are both fixed at -5.
Floating	the air-based transport can only take off and land in water, and it can also travel in water, but its speed and handling ratings are five (5) less than normal (a minimum

rating of -5); attempts to touch down on dry land are considered impossible

Glider
the transport can move through the air without power, although take-off requires being pushed off of a cliff or hill to gain momentum

Multidrive ✒
the land-based transport is fitted with a four-wheel drive system, negating up to +2DIFF worth of penalties due to poor terrain

Panic Compartment ✒
the transport houses a special compartment that can fit one person; personal weapons cannot damage it, and the transport has a cover rating of 5 when targeted by a called strike by transport weapons

Passenger Space ✒
the transport has extra room devoted to carrying passengers; this gimmick may be taken up to six times—each time it is, the transport can carry one extra passenger

Ramming Head ✒
the land or sea-based transport receives no more than 1STR when ramming other transports

Reinforced Frame
the transport's frame is overlaid with an armored coating and can only be damaged by transport weapons

Sails
the transport utilizes large sails to trap the wind and propel it forward; if there is no wind, the transport cannot move

Sealed Compartment ✒
the transport houses a special compartment, sealed from outside oxygen sources, for a single person—it holds fifteen minutes worth of oxygen, preventing airborne infections from penetrating

Self-Operated
the transport is powered by the operator via pedals or rotating gears—he gains 1FAT after a number of minutes equal to his fitness rating multiplied by five

FOR EXAMPLE

A character with a fitness rating of 3 receives 1FAT every fifteen minutes that he continues to pedal to keep his transport moving.

Vertical Systems
the air-based transport can take-off and land in place, eliminating the need for a runway

TRANSPORT WEAPONS

While some transports possess weapons as part of their design, most are either remnants of Old Earth civilian life or jury-rigged from small arms secured to the framework. Weapons specifically designed for their transports (hereafter referred to as transport-mounted weapons) are either fixed to fire in one direction or mounted on rotating turrets, capable of targeting any object within multiple bearings. Turrets can be aimed in any direction, while fixed systems can only aim at targets within their constant bearing. Air transports can only fire weapons at land or sea transports when they are mounted on turrets (and vice versa). Regardless of the type of weapon, a character can only fire one in a given turn. More information on transport-mounted weapons can be found in Chapter 5.
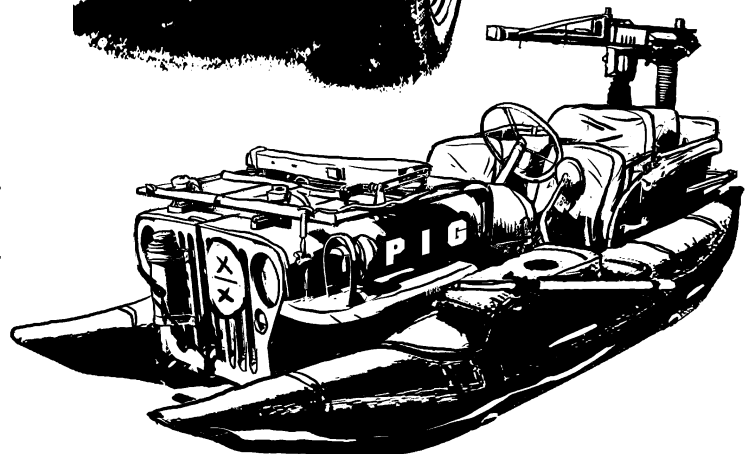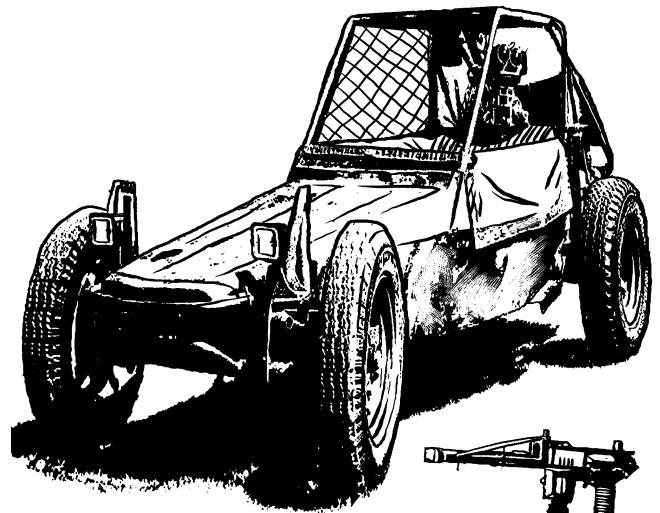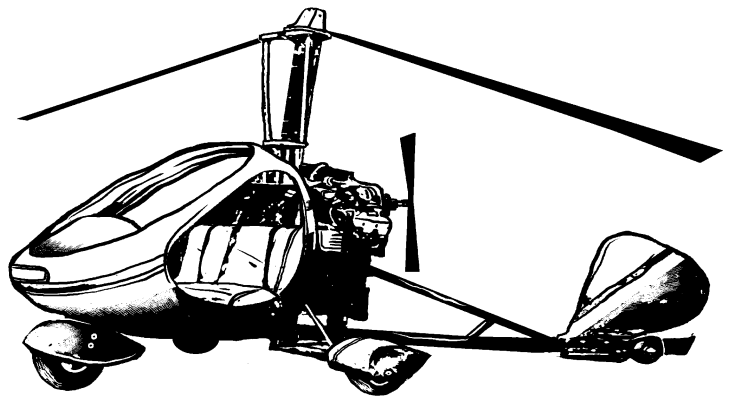
DESCRIPTION	SPEED	HANDLING	COVER	FRAME	GIMMICKS	WEAPONS
LAND-BASED TRANSPORTS						
bike	0	+2	0	0	self-operated	
motobike	+1	+2	0	0		
motopod	+2	0	1	1		
motocar	+1	+1	1	1	cargo space passenger space (4)	
razer	+1	+2	1	1	passenger space (1)	
scavenger	+2	+3	0	1	multidrive	
motohauler	0	-1	1	3	cargo space	
wayfarer	0	-2	2	3	cargo space passenger space (6) sails	
motowagon	-1	-2	4	4	cargo space passenger space (6) multidrive	
waterwagon	-2	-2	4	4	amphibious cargo space passenger space (6) multidrive	
motofort	-2	-2	5	5	covered turret* multidrive passenger space (3) reinforced frame	slugdriver* steeldriver*
SEA-BASED TRANSPORTS						
windski	0	+2	0	0	sails	
motoski	+1	+4	0	0		
waterpod	+1	0	1	1	diving	
skimmer	+2	+4	1	1		
raft	0	0	0	0	passenger space (5) self-operated	
motoraft	+1	+1	0	1	passenger space (5)	
waterider	+2	+2	0	1	passenger space (3)	
sailer	0	+1	0	1	cargo space passenger space (4) sails	
breazer	+3	0	0	2	passenger space (1)	
motosailer	-1	0	2	3	passenger space (5) sails (are not necessary)	
waterhauler (freighter)	-4	-3	4	4	cargo space passenger space	
seafort (destroyer)	-4	-3	4	4	cargo space covered turret* passenger space reinforced frame	6x steeldrivers* 3x rocket launchers
AIR-BASED TRANSPORTS						
rotocar	+3	+2	0	1	passenger space (1) vertical systems	
rotoskimmer	+3	+1	1	1	passenger space (1) floating	
flyer	0	0	1	1	gliding	
skysailer	0	-2	1	2	cargo space passenger space (6) sails vertical systems	
rotojet	+5	+3	2	2	reinforced frame sealed compartment	
rotohauler	0	-2	2	3	cargo space	

CHAPTER THREE
BASIC TASKS

This is the quick and dirty method of determining when a character succeeds or fails at a task. Extra dice are used to simulate complications and simplifications to actions, and if the details surrounding the circumstances or outcome of a task are desired, the gamemaster needs to use his best judgement.

Tasks represent actions taken by characters using their skills and/or raw ability. In order to determine if a task succeeds, first determine the ***skill total***, which is equal to the sum of the relevant ability and skill rating. Then roll two six-sided dice and calculate their sum. This gives us a ***dice total***. A character accomplishes a basic task when his dice total is less than or equal to his skill total. Also, snake eyes (double ones) is an automatic success and boxcars (double sixes) is an automatic failure.

FOR EXAMPLE

Crowboy is attempting to determine how much a part for his transport will cost using his commodities skill. His reasoning ability is 4 and his skill level is 6—this makes a skill total of 10. He rolls two dice which result in a 5 and 4, for a total of 9. Since this total is less than the skill total of 10, the task is successful and Jim is very close with his assessment.

When two or more characters are directly competing against each other, the winner is the one whose skill total less the dice total (this is called the margin: skill total - dice total) is greatest.

In order to simulate varying degrees of difficulty, a number of bonus or penalty dice may also be assigned by the gamemaster. Compute the sum of the two lowest dice when using bonus dice and the sum of the two highest dice when using penalty dice. Bonus dice and penalty dice cancel each other out, so if a gamemaster assigns two bonus dice (perhaps time spent aiming a gun) and one penalty die (the target is walking), the character would roll one extra die (the bonus die) and use the sum of the two lowest dice. Some sample uses for bonus/penalty dice are listed below. If you see references

to changes in difficulty (for the advanced rules), they may be applied as bonus or penalty dice as well—every two increases in difficulty (+2DIFF) may be converted to a penalty die and every two decreases in difficulty (-2DIFF) to a bonus die.

SAMPLE USES OF BONUS/PENALTY DICE

knocked down	1 penalty die
heavily fatigued/injured	1 or 2 penalty dice
high ground/tactical advantage	1 bonus die
task outside of typical skill use	1 penalty die

FOR EXAMPLE

Revisiting the example above, the gamemaster decides to add 1 penalty die to the roll, because the part is not a typical replacement. This time around, Crowboy rolls 3 dice (the 2 normal ones plus 1 penalty die) which result in a 2, 2, and 6. Since we are dealing with a penalty die, the sum is computed by adding up the 2 highest dice—2 + 6 = 8. Once again, 8 is less than his skill total of 10, so the task is successful.

BASIC PERSONAL COMBAT

When in combat, characters perform actions in blocks of time called turns—an abstract measurement of time roughly one to five seconds. One action may be performed per turn.

In order to determine the order in which characters act, each player rolls one die and adds his fitness and awareness ratings to it. The characters may then act in the order of highest result to lowest. If there are ties, compare fitness ratings.

All attack and defense rolls use the fitness ability and a fitness-based skill as listed below.

PERSONAL COMBAT TASKS

melee attacks	**fitness + melee**
axes, clubs, swords, rocks, knives, spears	
thrown attacks	**fitness + athletics**
rocks, knives, grenades, slingshots, etc.	
brawling attacks	**fitness + brawling**
punching, kicking, and grappling	
firearms attacks	**fitness + firearms**
pistols and rifles	
gunnery attacks	**fitness + gunnery**
cannons and transport-mounted weapons	
melee defense	**fitness + melee**
block or parry melee attacks	
brawling defense	**fitness + brawling**
block or parry punches and kicks	
dodging and evasion	**fitness + athletics**
dodge melee, brawling, and thrown attacks	
escaping	**fitness + athletics**
break free from and avoid grappling attacks	

When an attack is made against someone who is defending, there can be only one winner—the character whose margin is greatest wins (a winning defender fends off his opponent while a winning attacker successfully strikes). Ties always go to the defender. When two (or more) characters are attacking each other at the same time, they may be both successful—no comparison of margins is required.

DETERMINING PERSONAL DAMAGE

Successful attacks potentially inflict damage on an opponent, but the amount and type of damage depends on the attack. Keep in mind that blunt weapons and fists cause fatigue, while sharp blades and guns cause injury. The gamemaster is free to assign his own damage values or alter those of existing weapons to best fit the story.

Characters wearing armor can reduce their chances of being hurt by making a damage roll, which consists of rolling a number of dice equal to the damage value. Each die that is less than or equal to the armor rating indicates that the armor has negated one point of damage. Otherwise, the character receives one grade of the relevant damage (fatigue or injury) from that die.

FOR EXAMPLE

Crowboy was hit by a bullet from a slugthrower pistol. It has a damage rating of 2INJ. If Crowboy was not wearing some type of armor, he would take two grades of injury. Since he is wearing a synthetic vest, a damage roll is required. A damage value of 2 means we roll 2 dice, for a result of 6 and 2. We now compare those values to the armor rating of 2. Because 6 is not equal to or less than 2, it penetrates the armor. And since 2 is equal to or less than 2, it does not penetrate. One penetration means that Crowboy sustains one grade of injury. Not bad against a bullet—he is only bruised.

WEAPON	DAMAGE
brawling	1FAT
rock	2FAT
club	1FAT
pipe	3FAT
knife	1INJ
sword/axe/pick	3INJ
hammer	3FAT
arrow	1INJ
slingshot	1FAT
detonation glove	2INJ
detonation pike	4INJ
mini-powersaw	2INJ
powersaw	4INJ
shock stick	3FAT
drillgun	4INJ
powdergun	1INJ
slugthrower	2INJ
autothrower	5INJ
steelthrower	4INJ
flamethrower	5INJ
scattergun	5INJ
flooding pistol/carbine	4INJ*
detonation pistol/carbine	5INJ
blaster pistol/carbine	4INJ
powdercannon	8INJ
firecannon	10INJ
smoke grenade	2FAT
sonic grenade	4FAT
fire grenade	6INJ
scatter grenade	8INJ

* 2INJ when used out of water

ARMOR	RATING
skins/coated leathers	1
lizard skins/plated leathers	2
synthetics/diving suits	2
vault suits	3
magma suits	4
blasting suits	5

BASIC TRANSPORT COMBAT

While in transports, use the same procedures as regular combat, except with a few modifications:

- The use of the word **piloting** signifies the boating, driving, or flying skill depending on the type of transport involved in the task (piloting at sea represents the boating skill, land is driving, and by air is flying).
- If the operator is performing an attack* or other fitness-based task not directly related to driving, he receives a penalty of one bonus die. In addition, the lowest skill rating (between the driving skill and the other skill) is used for the task.
- When rolling to determine the order in which players act, add the transport's speed rating to the roll.
- Consult the table below to determine the appropriate skill combination for the various tasks.

TRANSPORT COMBAT TASKS

outrunning	fitness + *piloting* ± speed
overtaking or pursuing another vehicle	
avoiding	fitness + *piloting* ± handling
evading weapons fire or obstacles	
melee attacks	fitness* + melee
from within the transport	
thrown attacks	fitness* + athletics
from within the transport	
brawling attacks	fitness* + brawling
from within the transport	
firearms attacks	fitness* + firearms
firing guns from within the transport	
driver attacks	fitness + gunnery ± handling
firing forward-mounted weapons while driving	
gunnery attacks	fitness + gunnery
firing cannons or turret-mounted weapons	
ramming	fitness + *piloting* ± handling
ramming another transport or character	
defensive driving	fitness + *piloting* ± handling
avoiding accidents and losing pursuers by special maneuvers	

DETERMINING TRANSPORT DAMAGE

As with regular combat, the amount of damage inflicted depends on the type of attack. Damage to transports can also be accomplished by personal attacks that inflict injury, but the damage rating is first reduced by four before making a damage roll for structural damage. The armor rating used for a transport is the same as its frame rating.

FOR EXAMPLE

Singleton fires his autothrower at a motocar. Because its damage rating is 5INJ, a damage roll is required using one 1 die (5 - 4 = 1). Had Singleton used a lower-powered weapon, like a slugthrower, there would be no damage roll (2INJ - 4 = −2).

Passengers (and operators) in a transport who are attacked from the outside have an armor rating equal to the transport's cover rating. Damage that penetrates the transport's cover may be equally distributed to all passengers if not targeting a specific character; a further damage roll may then be made if a passenger is wearing armor.

FOR EXAMPLE

Using the above example, if Singleton was firing his slugthrower at the motocar's passengers, a damage roll of 2 dice is made. Any die that results in a 2 to 6 hits a passenger (the motocar's cover rating is 1). Assuming that 2INJ penetrated the motocar's cover, 2 passengers are hit, each receiving 1INJ. If one of the passengers is wearing a synthetic armored suit, a damage roll is made just for him (1 die rolled against his armor rating of 2).

Attacking a character outside of a transport with a transport-mounted weapon increases the damage value by four before making a damage roll (and converts it to injury). Characters who are rammed by a transport receive an amount of injury equal to double the transport's frame rating.

WEAPON	DAMAGE
slugdriver	1STR
steeldriver	3STR
detonation mortar	5STR
blast streamer	4STR
rocket launcher	2STR

FOR EXAMPLE

A detonation mortar is fired at Singleton. If it hits him, he receives 9INJ (5STR, now 5INJ + 4INJ = 9INJ).
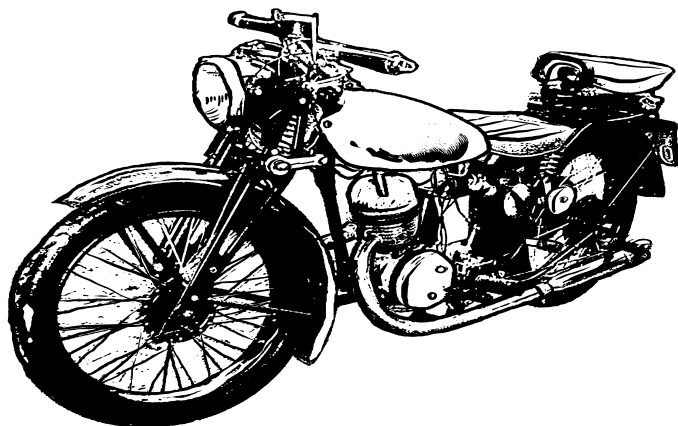
CHAPTER FOUR
ADVANCED TASKS

Requiring only two dice, these advanced rules introduce difficulty levels, specific types of tasks, and additional rules for combat. The gamemaster is free to switch between the basic and advanced rules as he sees fit.

Advanced task rolls add a bit more realism by utilizing varying levels of difficulty that are assigned by the gamemaster. While advanced task rolls are not required, they are recommended. Not every rule must be utilized, however. If you feel that a particular type of task is too complicated and slows down play, feel free to ignore it. Bonus and penalty dice are <u>not</u> used with the advanced rules.

DIFFICULTIES

Difficulties affect the outcome of tasks by altering the chances of success. Lesser difficulties can be assigned to easier tasks, while greater difficulties can be assigned to harder ones. The different difficulty ratings are explained below. Each one has two values. The gamemaster has the freedom to choose which value best suits the task—for the sake of speeding up play, however, go with the first value unless there is call to add a slight edge to the task. Difficulty is represented by the abbreviation DIFF.

Trivial	**(-2 to -1)**	mundane labors that usually require little or no training; we generally take them for granted
Routine	**(0 to 1)**	innocuous actions that must rely on training and experience, and require minimal thought or effort
Complex	**(2 to 3)**	slightly more difficult than routine tasks, this represents actions requiring some degree of precision or accuracy
Challenging	**(4 to 5)**	requiring above average skill, this represents actions unfamiliar to a character, which can also be fairly dangerous, thereby allowing calamities to occur
Impossible	**(6 to 7)**	dangerous or improbable, characters attempting such actions are either very brave or very stupid

Task difficulties may be increased or decreased by a character's actions or his environment. Changes in difficulty reflect changes in the numerical value and not the name of the difficulty level.

FOR EXAMPLE

Kendell is attempting to open the door to an Old Earth shelter. Since the lock on the door is secured with advanced computer systems that are still functioning, the gamemaster decides that this is a challenging task on the high end—a difficulty rating of 5. Kendell has an Old Earth toolkit for just such an occasion. The gamemaster decides that the toolkit is a big help to Kendell and really does a lot of the work for him, so the difficulty is modified by -2DIFF. The final difficulty of the task is now a 3 (5 - 2).

OUTCOME

In order to determine the success of a task, we must first compute the margin, which is the difference between the *skill total* and the *dice total* (skill total - dice total). If the margin is equal to or greater than the assigned difficulty, the task succeeds.

FOR EXAMPLE

Using the example above, let's assume that Kendell's skill total is 9 and he rolls a dice total of 6. His margin (skill total - dice total) is 3 (9 - 6). Since the margin is equal to the assigned difficulty value of 3, the task is successful. It would also have been successful if the margin was greater than 3, but less than that means a failure.

There are two optional outcomes which may also be used at the gamemaster's discretion: *calamities* and *triumphs*.

Calamities represent horrible mishaps or backfires. This could be missing an opponent and accidentally shooting a friend, or a chase down a flight of stairs resulting in a serious fall. Trivial and routine tasks cannot result in calamities, but all other tasks do if the margin is less than the assigned difficulty minus ten (10).

FOR EXAMPLE

The assigned difficulty for a task is 7 and the margin is -4 (in this case the dice total is greater than the skill total, which would normally result in a failure). Because the margin of -4 is less than -3 (7 - 10 = -3), the task results in a calamity.

Triumphs are just the opposite of calamities and represent miraculous outcomes. This could be incapacitating an opponent with one punch or convincing an enemy of your good intentions. Triumphs result by achieving a margin equal to or greater than six (6) plus the assigned difficulty.

FOR EXAMPLE
The assigned difficulty for a task is 2 and the margin is 9. Because the margin is greater than 8 (6 + 2 = 8), the task is a triumph.

In addition, if the dice used for the dice total are both ones (snake eyes), the task is a triumph. And, if the dice used for the dice total are both sixes (box cars), the task is automatically a failure (though not necessarily a calamity).

UNTRAINED TASK ROLLS

All skills can be attempted without prior training unless otherwise noted (those with a ♨ cannot). Such rolls are considered untrained tasks and the skill total would be equal to the associated ability only.

CONTESTED TASK ROLLS

There are bound to be situations which place two people at odds with each other in some sort of struggle. To resolve this conflict, both parties make task rolls and the character with the highest margin wins the struggle. If neither roll is successful or in the case of ties, both parties fail.

When attempts are made to undo previously successful tasks performed by other characters (such as recognizing forgeries), the difficulty should be increased by an amount roughly proportional to the original success.

FOR EXAMPLE
If a fake Vinq tribal water-jug was made by a task very close to the required margin, the difficulty should not be modified. If the original margin was very high compared to what was required for success (a margin of 6 for a difficulty of 2), however, the gamemaster should modify the task by +2DIFF, +3DIFF, or more for better results.

COMPOSURE TASK ROLLS

There are times when a character must restrain his desires, habits, and responses to stimuli. To do so, he must make a successful composure roll (using the composure skill). The difficulty is determined by the gamemaster, and the ability used is based on the nature of the restraint.

Fitness	the character is attempting to control responses from physical stimuli such as crying out or flinching from pain
Awareness	the character must recognize and prevent his habits such as nervous tics and unconscious speech patterns like stutters, as well as controlling his temper
Reasoning	the character must prevent either compulsive patterns of behavior such as addictions, or immoral acts such as sadism or infidelity

Calamities indicate that the character runs away and may be tainted as a coward if anyone is around to witness him. Failures indicate that the character backs down from attempting a dangerous task. He may try to talk his way out of it in order to save his reputation. Successes and triumphs indicate that the character may attempt the task normally.

COMPOSURE DIFFICULTIES

witnessing gore	complex (2) or higher
bad temper	challenging (4)
witnessing the paranormal	challenging (4) or higher
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

AUTOMATIC TASKS

Automatic tasks allow a character to forego the process of rolling dice. Instead, the gamemaster can look at the character's ability or skill rating and choose to make the task an automatic success if all of the following conditions are met:

- The character's raw ability is equal to or greater than the assigned difficulty or the character's skill rating is equal to or greater than two plus the assigned difficulty.
- The task is not contested.
- The player provides a descriptive explanation of his actions.
- The task does not disturb the gamemaster's vision of the story.

Automatic tasks can also be used for situations not covered by skills or as a replacement for composure rolls—if the character's raw ability is equal to or greater than the assigned difficulty and the task is not contested or disruptive to the story, it is successful.

FOR EXAMPLE
Breaking down a door (fitness), spotting someone sneaking about (awareness), dressing to be noticed (creativity), recalling a name from memory (reasoning), or intimidating someone by reputation alone (influence) don't necessarily fit any skill and so could be easily decided by comparing the assigned difficulty with a character's ability.

PROSTRATED TASK ROLLS

A character may choose to over-exert himself in order to receive -2DIFF on any fitness-based task roll. In exchange for this bonus, the character receives one (1) grade of fatigue. This also applies to transports: -2DIFF may be gained on any speed or handling-based roll in exchange for one (1) grade of mechanical stress.

TERMINOLOGY USED FOR TASKS

margin	skill total - dice total
difficulty	value indicates margin required for success
calamity	margin is less than or equal to -(difficulty)
triumph	margin is (6 + difficulty) or greater

SCAVENGING TASK ROLLS

Corpses and locations can be searched for supplies and valuables using the scavenging skill. Some attempts at scavenging also require a second skill. In such cases, the lowest rating of the two skills is used for the skill total. The difficulty of the task and the amount of time it takes to search also depend on what is being searched.

SEARCH	SKILL	DIFF	TIME
mortals		trivial	2 turns
machine beings	biomechanics	routine	2 minutes
unnatural beings	old earth legends	routine	2 turns
animal lair	animal handling	routine	5 to 10 min.
solitary ruins		complex	30-60 min.
primitive city ruins		complex	2-6 hours
advanced city ruins	old earth technology	challenging	many days
primitive fortress		complex	1-4 hours
advanced bunker	old earth technology	challenging	2-4 days

FOR EXAMPLE

Bowminer scavenges a rusty, old machine-being lying in the dirt. His scavenging rating is 5 and his biomechanics rating is 2. As a result of his training, he can only use the rating of 2 (plus his ability rating) for the skill total.

ADVANCED PERSONAL COMBAT

Advanced personal combat builds upon the procedures and mechanics of basic combat. Please make sure you have already read the previous chapter.

REACTION ROLLS

A reaction roll is made just like in the basic rules, except that it may be modified by any of the specific conditions listed below (the modifier is applied to roll).

PERSONAL REACTION MODIFIERS

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1ea
strained/wounded	-2ea
exhausted/maimed	-3ea
used autothrower/detonation weapon in previous turn	-2

ACTIONS

The player of each character present in the combat exchange must inform the gamemaster of his actions. These actions may be: attack, defend, use skill, move, aim, or reload.

Attack	strike or shoot another character
Defend	block, parry, or dodge an attack (this is a contested task)—weapons may be used to block all weapon and unarmed attacks, while only non-weapon attacks may be blocked by an unarmed character
	or wait in a state of readiness and if the character is not attacked by the end of the turn, he may attempt another action
Use Skill	attempt a non-combat skill task, such as riding a horse or picking a lock
Move	move or run to a specific area, duck, jump, or dive—ranged attacks may also be attempted while moving, but with +2DIFF on the task roll, and aiming modifiers are not applied
Aim	aim a ranged weapon attack, providing -1DIFF for each turn spent aiming (up to three turns)—being struck by an attack interrupts a character's aim and he loses the use of the aiming bonus
Reload	reload, re-energize, or refuel a weapon

PERSONAL COMBAT TASK ROLLS

The base difficulty for all non-ranged attack rolls is routine unless otherwise noted (defenses are contested tasks against an attack). The difficulty for ranged attacks is determined by the range. Each ranged weapon is given a single value for range—this is for long range. Medium range is half this number, short range is one fourth the number, and point blank is almost within direct contact. Some weapons also have accuracy modifiers that alter the difficulty of the attack roll.

RANGE DIFFICULTIES

point blank	trivial (-2)
short	routine (0)
medium	challenging (4)
long	impossible (6)

WEAPONS ACCURACY AND RANGE

WEAPON	ACCURACY	RANGE
bow/arrow	-*	20m
slingshot	-*	50m
powdergun	+3DIFF	50m
slugthrower	-	75m
autothrower	-	100m
steelthrower	-	150m
flamethrower	-3DIFF	20m
scattergun	-2DIFF	30m
flooding pistol	+2DIFF**	25m
flooding carbine	+2DIFF**	40m
detonation pistol	-2DIFF	30m
detonation carbine	-2DIFF	55m
blaster pistol	-	100m
blaster carbine	-	200m
powdercannon	-*	500m
firecannon	-*	400m
thrown items	-	8m

* +4DIFF against indirect attacks

** +4DIFF when used out of water

FOR EXAMPLE

Jobil spends one turn aiming his steelthrower at a target 35m away. Since this is about 1/4 the normal range, it is a short range shot which is routine difficulty. Jobil fires on his next turn and lowers the difficulty by 1 (it is now -1) because of the one turn spent aiming. Jobil only needs a margin of -1 in order to hit his target.

ENVIRONMENTAL MODIFIERS

Various environmental or situational factors can affect the outcome of an attack. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations. A few examples are listed below.

Moving Target ranged attacks targeting moving characters receive +2DIFF

Cover characters may take cover behind walls and other obstructions for protection against ranged attacks—if the character is only partially hidden, the attack receives +2DIFF, otherwise he may not be targeted

Mounted Combat the skill rating of a character who performs an attack while riding an animal cannot be greater than his riding skill

FOR EXAMPLE

Bowminer tries to shoot an arrow while on horseback. His archery skill rating is 7, but his riding rating is only 4. His skill rating is 4 for the purposes of this attack.

Partial Light characters receive +2DIFF on all combat actions attempted in partial light; any attempt to attack in total darkness is at the gamemaster's discretion and has a difficulty of impossible (7)

Unfavorable Weather storms, high winds, and other forms of inclement weather can affect visibility and hamper movement, providing a penalty of +2DIFF on all fitness-based tasks

Quickdraw a character may attempt to draw his weapon (or reload his bow) and attack with it in the same turn, but the task receives +2DIFF

Second Weapon two weapons may be used at the same time against a single opponent, but each weapon requires a separate attack roll and the difficulty for each is +2DIFF

Second Attack two attacks of the same type or from the same weapon may be attempted against a single target, but each attack requires a separate roll and the difficulty for each is +1DIFF

Second Target two attacks may be attempted at different targets, but each attack requires a separate roll and the difficulty for each is +2DIFF

Called Strike characters may aim for specific body parts while attacking, but the difficulty of the attack roll is +4DIFF (see Determining Damage)

Fatigued fatigue penalties apply to all tasks when not in combat and any task during the first turn of combat only (see table below)

Injured injury penalties apply to all fitness and awareness-based tasks (see table below)

GRADE	FATIGUE	INJURY	PENALTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	sprained	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

DETERMINING HIT LOCATION AND DAMAGE

All hits are assumed to be non-specific unless a called strike is used. In other words, the damage is caused by hits to the chest or from general bruising throughout the body. If a specific body part is targeted (via a called strike), the attack roll receives +4DIFF. A success indicates that the targeted body part is hit (see hit locations, below) and the effect is left up to the judgement of the gamemaster, who can allow a fitness-based composure task roll to counter the effect. The gamemaster can opt to allow called strikes only to be used against non-player characters.

CALLED STRIKES HIT LOCATIONS

hands
if the character is holding a weapon, he drops it

head
fatigue: the character loses consciousness
injury: the character becomes comatose or dies

legs
the character collapses or stumbles and is knocked down

stomach
fatigue: the character forfeits his next action to regain his breath

FOR EXAMPLE

Bowminer successfully aims and shoots his opponent in the leg. The gamemaster allows the target to make a fitness-based composure roll. If it is not successful, the target falls to the ground in pain.

Some weapons cause blasts of energy to be released. In addition to the target, all characters within the given effect radius of these special weapons also receive damage. Consult the *Weapons Damage and Coverage* table—if an asterisk (*) appears with a weapon's effect radius, the target receives the full amount of damage, but all other affected characters receive only a portion of this damage—divide the full damage value among all other characters within the effect radius (the greater the number of people in the radius, the less damage each one sustains, but the actual target always receives the full amount of damage). Otherwise, all characters within the radius receive the full amount of damage.

FOR EXAMPLE

Bowminer uses his detonation pistol to hit a target, inflicting 5INJ. Two other people are standing next to the target, within the 2m radius. The 5INJ is divided among them—one receives 2INJ, while the other sustains 3INJ.

Some conditions can alter the amount of damage inflicted, and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

PERSONAL DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

WEAPONS DAMAGE AND COVERAGE

WEAPON	DAMAGE	EFFECT RADIUS
brawling	1FAT	-
rock	2FAT	-
club	1FAT	-
pipe	3FAT	-
knife	1INJ	-
sword/axe/pick	3INJ	-
hammer	3FAT	-
arrow	1INJ	-
slingshot	1FAT	-
detonation glove	2INJ	-
detonation pike	4INJ	-
mini-powersaw	2INJ	-
powersaw	4INJ	-
shock stick	3FAT	-
drillgun	4INJ	-
powdergun	1INJ	-
slugthrower	2INJ	-
autothrower	5INJ	**
steelthrower	4INJ	-
flamethrower	5INJ	1m
scattergun	5INJ	2m
flooding pistol	4INJ***	-
flooding carbine	5INJ***	-
detonation pistol	5INJ	2m*
detonation carbine	6INJ	2m*
blaster pistol	4INJ	-
blaster carbine	5INJ	-
powdercannon	8INJ	5m*
firecannon	10INJ	10m*
smoke grenade	2FAT	5m
sonic grenade	4FAT	10m
fire grenade	6INJ	5m
scatter grenade	8INJ	10m*

**   damage is divided among all targets within a sweeping distance of 7m at the expense of half the weapon's maximum ammunition.

***   2INJ when used out of water

If a character receives a number of grades of injury or fatigue greater than his fitness rating in one turn, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based tasks.

USING ARMOR

Armor functions in the same manner as in the basic combat rules, except for the following additions:

• Not all armor offers the same protection. Some types protect against fatigue, others against injury, and still others against both. When armor worn by a character protects against the appropriate type of damage (and covers the specific part of

a character's body when the attack is a successful called strike), a damage roll is required.

- When multiple called strikes are directed at the same location of a target and a damage roll applies, the armor rating used for each attack past the first is reduced by one (but never less than one).

FOR EXAMPLE

Jowan is wearing a vault suit and three people have taken shots at his stomach with blasters. Since each attack is successful, the armor is worn down in that location. The armor rating is 3 against the first attack, 2 against the second, and 1 against the third. If there was a fourth attack, the armor would remain at 1. The armor rating is 3 again next turn or if hit in a different location.

- In addition to armor components, a character with a fitness rating of four (4) or higher receives an automatic level of armor—that's one (1) point of armor effective against fatigue only. A character's total armor rating can never go above five (5), however.

- If the total amount of dice rolled against a character for damage in one attack is greater than his fitness rating, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based tasks.

Optional: If the total amount of injury sustained by a character from a single attack is less than his armor rating, it is converted to fatigue damage. This simulates the physical impact of the attack even when armor does its job.

ARMOR RATING

ARMOR	RATING	PROTECTION	COVERAGE
skins	1	FAT	all but head and hands
coated leathers	1	FAT/INJ	back, chest, and stomach
plated leathers	2	FAT/INJ	all but head and hands
lizard skins	2	FAT & bladed weapons	back, chest, and stomach
synthetic vests	2	FAT/INJ	back, chest, and stomach
synthetic suits	2	FAT/INJ	all*
diving suits	2	FAT	all*
vault suits	3	FAT/INJ	all but head and hands
magma suits	4	blasters, flamethrowers, & extreme heat	all*
blasting suits	5	INJ	all*

* excludes head if helmet is not worn

OTHER SOURCES OF PERSONAL DAMAGE

Malnutrition

In post-apocalyptic environments, food and water can be difficult to find. To simulate the effects that a lack of these necessities can have, the following options can be used.

- For every two days that a character goes without food, he suffers a penalty of +1DIFF on all tasks.

- For every one day that a character goes without water, he receives +2DIFF on all tasks.

- Should any character go three days without water or twelve days without food, he dies.

Fire and Smoke

Fire can cause either fatigue from smoke inhalation or injury from burns. If the character is in an enclosed area filled with smoke, a roll is required to determine the number of grades of fatigue sustained. The damage rating from smoke can vary from 1FAT to 2FAT depending on the amount, and the damage rating from the actual fire can vary greatly—a small flame would be around 1INJ while a serious fire would be 5INJ. The damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.

Asphyxiation

A character can normally hold his breath for a minute or two at the most when prepared. When caught off guard, however, he receives damage. This requires a fitness-based composure roll in order to avoid gaining one grade of fatigue. Another roll is then made after a number of turns equal to the character's fitness rating, and so on until he is no longer being asphyxiated or he dies. Once the character is unconscious, he receives injury instead of fatigue.

Flammable Gear

Characters who are carrying powersaws, powderguns, flamethrowers, or loose powder or fuels are considered to be flammable. If hit by or caught within the effect radius of a detonation weapon, the character receives double the amount of damage from the weapon.

Falls

Falling a great distance can either cause fatigue or injury—a fall on a padded surface may cause only fatigue damage, while a fall on jagged rocks would most likely cause severe injury. This is treated in the same manner as a damage roll from an attack. The damage rating is equal to one (1) per six foot drop.

Acid Rain

When the acid rain falls, everyone takes cover. Heavy downpours can inflict 1INJ for every five minutes of contact. Lighter rains require upward of ten to twenty minutes of contact.

Dust Storms

Dust storms in the Wastes can tear right through a person. Any character stuck in a storm without some sort of cover receives 1ɪɴᴊ per ten minutes. Rad-rains sometimes follow or precede dust storms, so also see Radiation, below.

Radiation

Radiation levels are measured on a scale from one to five, as described below.

RADIATION	DESCRIPTION
0	none or harmless
1	minimal; from fallout or rad-rains
2	moderate; outer blast area
3	considerable; inner blast area
4	heavy; center of blast area
5	extreme; ongoing reaction

Roll a number of dice equal to the radiation rating as if making a damage roll. Each die that is equal to or less than the character's fitness rating is ignored, while the others are applied as fatigue (and eventually injury). Radiation is applied to a character for each hour he is exposed.

If the total number of dice rolled against a Mutt or Scamp for radiation in a single turn is greater than his fitness rating, he also gains a new beneficial or detrimental mutation at the gamemaster's discretion.

RELOADING WEAPONS

Firearms and other similar weapons can only be fired a specific number of times before running out of ammunition. In this game, ammunition can constitute bullets, shells, magazines, explosive powder, propellants, and energy sources. Reloading times vary by weapon, and also include the amount of time required before the weapon has cooled enough for handling.

WEAPONS AMMUNITION AND RELOADING

WEAPON	AMMO TYPE	SHOTS/USES	RELOAD TIME
bow	arrow	1	1 turn
slingshot	stone	1	1 turn
detonation glove	charge	1	1 turn
detonation pike	charge	1/side	1 turn/side
mini-powersaw	constant power-source	-	-
powersaw	constant power-source	-	-
shock stick	constant power-source	-	-
drillgun	constant power-source	-	-
powdergun	gunpowder/ball	1	4 turns
slugthrower	slugs	6	2 turns
refined slugthrower	slug cylinder	6	1 turn
autothrower	slug drum	30	1 turn
steelthrower	slug clip	15	1 turn
flamethrower	fuel pack	40	2 turns
scattergun	ball shell	2	1 turn
flooding pistol	dart cylinder	10	2 turns
flooding carbine	dart clip	30	2 turns
detonation pistol	explosive shell clip	10	1 turn
detonation carbine	explosive shell drum	25	1 turn
blaster pistol	energy clip	30	1 turn
blaster carbine	energy clip	100	1 turn
powdercannon	gunpowder keg/ball	1	12 turns
firecannon	fuel keg	1	36 turns

ADVANCED TRANSPORT COMBAT

Advanced transport combat builds on the procedures and mechanics of basic transport combat and advanced personal combat.

REACTION ROLLS

The specific conditions listed below are used to modify the reaction roll.

TRANSPORT REACTION MODIFIERS

travelling in obscured areas (storms, vegetation)	-3
surprised	-2
hauling heavy cargo	-1 to -2
character is stressed/sprained	-1ea
character is strained/wounded	-2ea
character is exhausted/maimed	-3ea
distressed/impaired	-1ea
overworked/breached	-2ea
overheated/compromised	-3ea
disabled (for using weapons only)	-4

ACTIONS

Each character taking part in a combat involving transports may perform one action per turn. These actions may be: pilot, attack, ram, evade, use skill, move, aim, or reload.

Pilot	operate the transport
Attack	fire transport-mounted weapons (or personal weapons); for attacking characters on the same transport or on the ground, use the personal combat rules
Ram	steer the transport into another at high speeds
Evade	dodge an attack or collision (this is a contested task)
Use Skill	attempt a non-combat skill task, such as holding a door closed or searching the horizon for more enemy transports
Move	move about the transport—to a turret or different seat, for example
Aim	aim a turreted weapon at a target, providing -1DIFF for each turn spent aiming (up to three turns)—if the transport is struck by an attack which causes any damage or stress, the aim is interrupted and the bonus is not applied
Reload	reload a transport weapon (or a personal weapon)

TRANSPORT COMBAT TASK ROLLS

Tasks are the same as for basic transport combat. In addition, difficulty is based on range to a target. Some weapons also have accuracy modifiers that alter the difficulty of the attack roll.

Optional: For a simpler gaming experience, actual numeric values are ignored for transports. Instead, ranges are based on degrees of effectiveness. The gamemaster is free to alter the distance of these ranges at any time to best suit the feel of the setting.

Point Blank	close enough to see inside the transport
Short Range	close enough to reach a transport within the next few turns
Medium Range	a large gap between the target transport, but it is clearly visible
Long Range	far enough that the target is barely visible

WEAPONS ACCURACY AND RANGE

WEAPON	ACCURACY
slugdriver	+3DIFF
steeldriver	-
detonation mortar	-*
blast streamer	-**
rocket launcher	-3DIFF

* +4DIFF against indirect attacks
** −1DIFF per turn of continuous usage (to a maximum of −5DIFF)

ENVIRONMENTAL MODIFIERS

Various factors can also affect the outcome of a transport task. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations.

Moving Target	ranged attacks targeting moving transport receive a change in difficulty based on the target's speed rating

TARGET TRANSPORT'S SPEED / DIFFICULTY

TARGET TRANSPORT'S SPEED	DIFFICULTY
-5	-3DIFF
-4	-2DIFF
-3	-2DIFF
-2	-1DIFF
+2	+1DIFF
+3	+2DIFF
+4	+3DIFF
+5	+4DIFF

Obscured Areas — all actions attempted in obscured areas such as in vegetation, rain, dust storms, or partial light that rely on the handling ability receive +2DIFF

Confined Areas — all actions attempted in confined areas such as narrow roads and caverns that rely on the handling ability receive +1DIFF to +3DIFF

Rough Terrain — all actions attempted in rocky or slippery terrain that rely on the handling or speed ability receive +1DIFF to +3DIFF

Called Strike — characters may aim for specific parts of a transport (engine, tires, passenger compartment, support frame) while attacking, but the difficulty of the attack roll is +4DIFF *(see Determining Damage)*

Stressed — mechanical stress penalties apply to all speed-based tasks *(see table below)*

Damaged — structural damage penalties apply to all speed and handling-based tasks *(see table below)*

Fatigued — fatigue penalties for characters apply to all tasks when not in combat and any task during the first turn of combat only *(see table in Advanced Personal Combat)*

Injured — injury penalties for characters apply to all fitness and awareness-based tasks *(see table in Advanced Personal Combat)*

GRADE	STRESS	DAMAGE	PENALTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	—

DETERMINING HIT LOCATION AND DAMAGE

As with advanced personal combat, all hits are assumed to be non-specific unless a called strike is used. If a specific location of a transport is targeted (via a called strike), the attack roll receives +4DIFF. A success indicates that the targeted location is hit (see hit locations, below) and the effect is left up to the judgement of the gamemaster.

HIT LOCATIONS (CALLED STRIKES)

Control Cabin
mechanical stress: +1DIFF when using the controls
structural damage: damage to operator or passenger
(see Determining Transport Damage in the Basic Rules)

Engine/Generator
mechanical stress: speed rating is reduced by amount of damage sustained
structural damage (more than frame rating): engine dies and transport cannot move

Weapon/turret
mechanical stress: weapon/turret must be unjammed (takes a number of turns equal to roll of one die)
structural damage: weapon/turret is destroyed

Passenger area
3STR or more: the transport's cover rating is ignored when targeting passengers

Control Surface—tire, wheel, rotor, flaps, etc.
3STR or more: the transport loses control—a fitness-based composure task is required to stop safely, or avoid obstacles and other types of crashes

Cargo
3MEC or more: the cargo falls off the transport
3STR or more: the cargo and its contents are destroyed

FOR EXAMPLE

Ansime successfully aims his blast streamer and hits the rudder of his opponent's sea transport. The gamemaster allows the opponent to make a boating task. If it is not successful, the opponent loses control of his transport, and crashes into the dock of a stalk.

WEAPON	DAMAGE
slugdriver	1STR
steeldriver	3STR
detonation mortar	5STR
blast streamer	4STR
rocket launcher	2STR

WEAPON	DAMAGE VS. TRANSPORTS
autothrower	1STR
flamethrower	1STR
scattergun	1STR
flooding carbine	1STR
detonation pistol	1STR
detonation carbine	2STR
blaster carbine	1STR
powdercannon	4STR
firecannon	6STR
fire grenade	2STR
scatter grenade	4STR

Blast streamers and detonation mortars can be fired with extra power/explosive to inflict one (1) additional grade of structural damage at the expense of the transport gaining one (1) grade of mechanical stress, but only one weapon may be overloaded in this manner per turn. Some other conditions can also alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

TRANSPORT DAMAGE MODIFIERS

overloaded weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating
triumph	+1, +2, or doubled

If the total amount of dice rolled against a transport for damage in one attack is greater than its frame rating, it is knocked off course and either must spend the next turn correcting its heading or continuing on the new course.

FOR EXAMPLE

If a damage roll comprised of 3 dice (3STR) is made againts a transport with a frame rating of 2, the direction in which the transport is heading is slightly altered, although it can be adjusted on the following turn.

OTHER SOURCES OF TRANSPORT DAMAGE

Ramming and Collisions

A transport involved in a collision inflicts an amount of structural damage equal to its frame rating on the other transport(s)—all transports receive damage regardless of the agressor. Obstacles (shacks, fences, etc.) inflict damage based on their size (one to five grades). Characters riding in the transport should also receive half this value as either fatigue or injury. The gamemaster should use his best judgment when assigning damage in this manner.

Falling from the Sky

Air-based transports that lose control or are shot out of the sky are likely to plummet to the ground. In such cases, they must make a damage roll with a number of dice as shown on the table below. Passengers must also roll for damage.

ALTITUDE	DAMAGE
low	3MEC, 2STR, 3INJ
moderately high	4MEC, 3STR, 5INJ
very high	5MEC, 5STR, 7INJ
extremely high	6MEC, 7STR, 9INJ

Impediments

Transports coming into contact with small impediments, like rocks and wooden posts, may suffer one grade of mechanical stress, depending on their size. Most impediments are more likely to only cause one or two grades of fatigue to passengers, however.

Rad-Rains and Dust Storms

These can cause disruption to a transport's mechanical components and inflict one or two grades of mechanical stress. Weapons and turrets may also fail to work in these conditions.

Falling Debris

When jostled, cargo attached to transports can fall. This causes a potential hazard to both passengers and those operating another vehicle following the transport. Passengers should receive one or two grades of fatigue from falling cargo (or more at the gamemaster's discretion), while cargo that falls to the ground is considered an impediment.

RELOADING TRANSPORT WEAPONS

Transport-mounted weapons must be reloaded just like smaller arms.

WEAPONS AMMUNITION AND RELOADING

WEAPON	AMMO TYPE	SHOTS/USES	RELOAD TIME
slugdriver	slug drum	30	1 turn
steeldriver	slug drum	15	1 turn
detonation mortar	explosive keg	1	1 turn
blast streamer	energy drum	100	2 turns
rocket launcher	rockets	6	6 turns

PERSONAL REACTION MODIFIERS

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1ea
strained/wounded	-2ea
exhausted/maimed	-3ea
used autothrower/detonation weapon in previous turn	-2

TRANSPORT REACTION MODIFIERS

travelling in obscured areas (storms, vegetation)	-3
surprised	-2
hauling heavy cargo	-1 to -2
character is stressed/sprained	-1ea
character is strained/wounded	-2ea
character is exhausted/maimed	-3ea
distressed/impaired	-1ea
overworked/breached	-2ea
overheated/compromised	-3ea
disabled (for using weapons only)	-4

DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled
overloaded weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating

ARMOR RATING

ARMOR	RATING	PROTECTION	COVERAGE
skins	1	FAT	all but head and hands
coated leathers	1	FAT/INJ	back, chest, and stomach
plated leathers	2	FAT/INJ	all but head and hands
lizard skins	2	FAT & bladed weapons	back, chest, and stomach
synthetic vests	2	FAT/INJ	back, chest, and stomach
synthetic suits	2	FAT/INJ	all*
diving suits	2	FAT	all*
vault suits	3	FAT/INJ	all but head and hands
magma suits	4	blasters, flamethrowers, & extreme heat	all*
blasting suits	5	INJ	all*

* excludes head if helmet is not worn

GRADE	FATIGUE	INJURY	PENALTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	sprained	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

WEAPONS TABLE

WEAPON	ACCURACY	DAMAGE	EFFECT RADIUS	RANGE
brawling	-	1FAT	-	-
rock	-	2FAT	-	8m
club	-	1FAT	-	-
pipe	-	3FAT	-	-
knife	-	1INJ	-	8m
sword/axe/pick	-	3INJ	-	-
hammer	-	3FAT	-	-
arrow	-1	1INJ	-	20m
slingshot	-1	1FAT	-	50m
detonation glove	-	2INJ	-	-
detonation pike	-	4INJ	-	-
mini-powersaw	-	2INJ	-	-
powersaw	-	4INJ	-	-
shock stick	-	3FAT	-	-
drillgun	-	4INJ	-	-
powdergun	+3DIFF	1INJ	-	50m
slugthrower	-	2INJ	-	75m
autothrower	-	5INJ	**	100m
steelthrower	-	4INJ	-	150m
flamethrower	-3DIFF	5INJ	1m	20m
scattergun	-2DIFF	5INJ	2m	20m
flooding pistol	+2DIFF[2]	4INJ***	-	25m
flooding carbine	+2DIFF[2]	5INJ***	-	40m
detonation pistol	-2DIFF	5INJ	2m*	30m
detonation carbine	-2DIFF	6INJ	2m*	55m
blaster pistol	-	4INJ	-	100m
blaster carbine	-	5INJ	-	200m
powdercannon	-1	8INJ	5m*	500m
firecannon	-1	10INJ	10m*	400m
smoke grenade	-	2FAT	5m	8m
sonic grenade	-	4FAT	10m	8m
fire grenade	-	6INJ	5m	8m
scatter grenade	-	8INJ	10m*	8m
slugdriver	+3DIFF	1STR		
steeldriver	-	3STR		
detonation mortar	-1	5STR		
blast streamer	-3	4STR		
rocket launcher	-3DIFF	2STR		

*	damage is divided among all characters; target receives full amount
**	damage is divided among all targets within a sweeping distance of 7m at the expense of half the weapon's maximum ammunition.
***	2INJ when used out of water
1	+4DIFF against indirect attacks
2	+4DIFF when used out of water
3	−1DIFF per turn of continuous usage (up to −5DIFF)

GRADE	STRESS	DAMAGE	PENALTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	—

CHAPTER FIVE
EARTH IS NOT DEAD

We can assume that the lawyers are extinct, but what else is there after the cataclysm? This chapter briefly delves into the lands, communities, threats, and equipment that can be found after the cataclysm. While this guide is by no means complete, it should provide a springboard from which you can base your own scenarios and better understand those presented later in this book.

Earth used to be a nice place, or so they say. No one really knows whether or not this is true. They can only go by what they discover in the ruins. According to the books that survived, men were different then. They were free of mutation, the horrors of infection, and an oppression like no other. It seems that they got too smart for their own good, and shattered the beauty and relative comfort with their Old Earth technology.

Today's man is different. He has evolved and mutated over time. That is, except for the pure-strains who locked themselves away from the devastation in their vaults, maintaining their humanity. But at what price? And then there are the Rippers—madmen of sorts, who gave up their flesh, just so they could go on living. Is what they have truly life? None of them belong in this new world any more than the mutants. These forms of man are now alien to Earth, but they are not even remotely alone.

Extreme environments breed extreme species. If there was a benefactor of this ruined world, it would have to be the evolved animals. Imagine dogs and cats reborn in man's image. And that is not all—tigers, apes, and even mammals of the sea. Many have developed intelligence on par with that of man. A scary prospect, considering that the surviving books detail how animals were servants and test subjects before the doom. What happens when they discover the truth about themselves? Or do they already know?

As if mutants were not bad enough, the world is filled with those infected by dreadful plagues, but are too stubborn to die. They pose a real threat, even to mutants, and especially to the pure-strains who cling to their human perfection more than anything. The infected carry these diseases with them wherever they go, decimating entire communities. One must feel compassion for the manner in which they live, but there is only one course of action should they be spotted—kill them quickly and completely. For even one can doom a community to ruin.

WHERE DOES MAN LIVE?

Earth is now home to a vast number of ecological habitats, each serving an important purpose. Life struggles to survive, but this struggle is made easier by the environment when possible. A process of give and take maintains both life and the environment, creating relatively stable communities and cycles of life. Unfortunately, this stability can never be made permanent. Between the struggle for power that changes the faces and attitudes of the people on a regular basis, and the shifting landscapes of the Wastes that make mapping and the charting of routes mostly futile, the civilizations of this new Earth are doomed to isolation.

THE WASTES

The majority of the planet is now covered by what has been coined the *Wastes*. It is composed of mostly radioactive dust, rain, and ash with a number of ruined cities breaking up the monotony. The Wastes are not pleasant, and those stumbling across them by accident are not long for this world—that is probably for the best. The Wastes are like vast deserts designed to kill. They are devoid of all life untainted by the cataclysm. It is a home to mutants and many of the infected. Rippers have been known to put down roots here as well, building communities out of the rock, but the mutants rule the Wastes by anarchy.

Mutant villages are everywhere. Their communities are carved out of whatever they can find—craters, caves, and even ruins. They treat the land as something that belongs to them. If a mutant clan finds a new area that has potential, and it has yet been unclaimed by other mutants, they make it theirs. While the mutants give the Rippers a wide berth since neither bothers the other, they do not extend this courtesy to others. Mutants often slaughter non-mutants to get what they want. The only regions within the Wastes not coveted by the mutants are those called quickdeaths and glow-deserts. These are both

regions of high-radioactivity, capable of killing pure humans in a matter of days and sickening mutants. Quickdeaths are the remains of fallen cities. The amount of devastation from the cataclysm was so concentrated, that only charred rubble remains. Glow-deserts were created by the absorption of radioactive rain. This happened over time, to the point where it no longer rains. The concentration of radioactivity in the sand is so great, that it glows.

A number of communes have cropped up in the Wastes over the past few years. Typically populated by the more-fortunate mutants (those with few mutations), these small villages practice true communism. The inhabitants share everything, from food and supplies to information and technology. While some are led by chief elders who decide for the group, most function as democracies, with a leader merely acting as facilitator and following the will of the people. Places like this are enough to give people hope and continue working to rebuild their lives.

THE ROADS

A few remnants of the old world still exist today. Ruins are everywhere in the Wastes, but equally so are roads. The books refer to these as highways and boulevards. Many extend to outside of the Wastes, connecting regions of the Wastes separated by actual wilderness.

The Roads are mostly used by the raiders. Often called *Road Warriors*, these wild mutants patrol the Roads in packs of five to ten transports. Their transports are amazing works of art, being well-maintained and artistically painted to reflect a raider's personality, something that is terrifyingly beautiful.

Gangs of raiders want only one thing—anything. It matters not if what they find is a bit of Old Earth technology or a pouch of grubmeal. The raiders take it, often killing the original owners, and head off to their hidden enclaves in the Wastes. This is the reason for the mutant farewell of "avoid the roads."

A number of underground tunnels also exist. They wind though ruins, deep caverns, and even giant hills. These are home to bands of mutants called sprawlers. They live in small enclaves established deep into tunnels. Sprawlers prefer the quiet and darkness of the tunnels over the dirtied light and whaling winds of the surface.

THE VAULTS

Deep in the Earth sit the vaults of the Pures—the last bastions of true human communities. These underground fortresses keep out the mutants and other threats from above. Old Earth technology, while often dysfunctional or misunderstood, rules these protected cities. The Pures are slaves to their technology, requiring a synthetic existence—it tells them when to eat, when to sleep, and how to function. They even leave procreation schedules to the technology.

The air in a vault is recycled, but one would never know this, as it is treated with special chemicals that remove toxins and viral infections. Indeed, when functioning properly, the Old Earth technology in most vaults can protect against the infections of the Rejects, but only insofar as removing them from the air. It cannot cure these illnesses.

Few Pures, apart from academes venture onto the surface, and they only do so to research above-ground conditions, peoples, and resources. Then there are the kinfinders, teams of well-armed academes who act on their research by abducting mutants and experimenting on them. By Old Earth standards, such experimentation would be called *atrocities*, but the Pures call it compassion—finding a cure for the horrors of mutation is a sacred quest in aid of restoring all of humanity to its former glory. Such experimentation has also given the Pures a way of performing even more operations on the surface whilst keeping themselves safe—the radio-operated mutants.

THE WALLS

Huge walls can be found along part of the perimeter of the Wastes. Erected by the natural phenomena of displacement, these glass-like structures form a barrier against the harsh winds and radioactive dust. As both a defensive and relatively calm tract of land, the area outside a wall is often colonized when found. Many are home to primitive cities, comprised of Mutts, Roms, and Rippers alike. Buildings are constructed from a variety of materials, including easily-found metals, black wood, brick, and mud. Transports and other mechanical devices are also commonplace. These cities are very welcoming to desperate and non-threatening travelers, becoming a sort of melting-pot within the communities of Earth.

THE WILDS

Scattered between the Wastes and the perceived edge of the world rest the Wilds. A curiosity of science, these regions are teeming with life, but none of it even remotely human. Savage animals roam the Wilds, constantly on the move in search of their next meal. Lush vegetation is everywhere, but not only is the plant-life a food source, it has also become a predator. Animal-like plants lie in wait for unsuspecting beasts, and to make matters worse, some have even developed a means of locomotion, tracking their own prey.

One would expect such a place to exhaust itself of life. No creature or plant is safe, as even the toxic ones must worry about predators being immune to their poisons. Beyond this equilibrium, however, is another factor that keeps balance. Hidden throughout the Wilds are *dens*, communities of evolved animals, or *Scamps* as they are called by humans. Each of these dens is home to a single family, perhaps a line of evolved apes or an extended family of evolved gators. The dens, though aware of their neighbors, keep to themselves, taming the Wilds around them, thereby creating safe perimeters and cultivated lands.

Most humans know better than to enter the wilds. There are few regions more dangerous. If the savage beasts leave the human prey alone, the Scamps are likely to capture them, and that can mean enslavement or becoming part of the scamp diet. Either way, the Wilds are not safe places for mankind.

THE METAL CITIES

Some large cities were built after the cataclysm, but not by humans. More wide than tall, these communities were constructed by the Old Earth machines designed to assist man through his hardships. They erected great cities, efficient in every way, but one—there were no humans. The progenitors of these machines abandoned them for the vaults, and those left in the machines' care either abandoned the city or were abandoned by it.

At first, the human citizens of the Metal Cities were treated well by their machine servants. The food and water supplies were well-maintained, and early-warning systems worked perfectly, alerting them to the oncoming radioactive winds and rains. Then something happened. A strange atmospheric disturbance, many times more powerful than the fallout of the cataclysm, knocked out the power systems—in all of the cities. All the machines suddenly stopped in their tracks. Lighting ceased, as did the essential services. People panicked and with no hope in view, many fled the cities for the Wilds and Wastes, of which the majority stood no chance for survival in those conditions. Those who remained were gifted, and learned to cope with what they had. They soon had the power systems running again, and later the machines. Life, they thought, would soon be back to normal.

They were wrong. The machines came back online, but they were not normal. The mechanical servants began acting strangely, scrambling orders and ultimately turning on the people they were designed to protect. It only took one machine to make the logical connection between humans and the need to serve. As the first city was liberated from the organics, messages were sent to machines in other cities across the globe, carrying instructions on how to achieve greater efficiency. They exterminated all organic life in every Metal City in the end. The machines rule their cities.

The machines turned their attentions to the rest of the world. Other cities could be built, other lands made more efficient. All they needed to do was eliminate the humans and animals. The Wilds could become great Metal Cities, as could select portions of the Wastes. With these epic plans, squads of machines set out to colonize the Earth. It was not meant to be, however. The machines, incapable of reproducing, reprogramming, or retrofitting themselves, failed to account for the increased power requirements for such a feat. While they could repair damaged units, they could not use their logic circuits to devise a way to extend their range. This limitation saved the humans and animals that remained after the cataclysm.

Ages later, many of the machines ceased functioning from further power disturbances, storms, and ongoing wars for dominance. A few of these empty cities are now home to pure-strain humans who sent out scouting parties from the safety of their vaults. Upon discovering these great shelters, the vaults were locked and the people resettled, even building over some of the defunct machines. A number of Ripper communities have also taken over deadmets, as they call them.

THE HIDDEN ENCLAVES

Throughout the landscape, one can find cracks in the ground from which smoke billows. Steel, lead, and special alloys frame elaborate tunnels and caverns below the surface. Old Earth power systems function as if brand new and Rippers come and go with purpose. Or so that would seem. Ripper councils believe in only one thing—the status quo. Life in the hidden enclaves of the Rippers never changes. Citizens are told how well they are doing and how the Earth is on a steady road to the old times. Because there is nothing but the Wastes above, the masses believe these lines. That is how robotic humans have lived for ages.

The systems are quite old, and are bound to fail eventually. Voices of dissent occasionally mar the status quo, but not severely enough to destroy it. Seers (see-ers), or those who seek the truth, abandon the enclaves in exchange for endless wandering in the Wastes above. Seers desire a new hope for the future, but many return to their enclaves after many years once they realize that is there no hope.

THE LAZAR PITS

Those who are found to be even remotely infected are retrieved and dumped into natural underground caverns by the Pures. These areas are sufficiently isolated from the above-ground communities, preventing further spreading of their afflictions. Of course, the Pures do not undertake this task directly. They fit Roms with implants that protect them from the infections. Pures would never corrupt their own physical forms with such technology.

There are literally hundreds of these pits throughout the Wastes and along the Roads. Many date back to the height of Old Earth's civilization, but the majority were formed by the events of the cataclysm. No law exists within, and they are populated by the infected who believe themselves to be dying—they could care less about morals or human rights. Gangs rule the pits as like-minded thugs ban together, intimidating the weak, and going to war with the opposition.

Rejects make up most of the lazar population, their goals slightly more peaceful than those falling ill. The Rejects form their own gangs, but some do so for the good of others like them. They intend to create a separate community within the pits, just for themselves. To date, this has not happened, however, mostly due to the other gangs who harass and overrun them.

Escape from the pits is almost impossible, as they are well-guarded by Roms on the surface, and entry and egress is limited to small, narrow channels. Life within the pits is not easy, especially when death is all around. It is tough for a resident, even a Reject, not to feel a sense of doom. For even if they are not about to die, man was not meant to live under these conditions.

THE UNDERVALLEYS

Craters litter not only the Wastes, but also much of the Wilds. Many nearer the Wilds are home to lush vegetation and animal life. Most life is visible only at ground level, however. Tall trees is an understatement when speaking about their height, as they extend from the bottom of the crater all the way to ground level. They look like normal trees from afar, but they are twisted, with their upper branches more like vines. They form complex, intertwined structures that support a multiple of beasts, both large and small. This view is only a fraction of the complete ecological system, however.

The trek below the surface is a dangerous one, with sharp vines, savage beasts, and carnivorous plant-life blocking access as best it can. Steep hills and unexpected cliffs present even more challenges and hazards. The explorer, if still alive, eventually reaches the bottom of the crater after several months. No Pure or Rom sent to investigate these regions has ever returned. It is unclear whether any other peoples have had better luck.

Once there, the explorer finds a world like no other. Surprisingly, at such depth, light still falls on the crater ground, which is littered with dead leaves, insects, and rodents the like of which has never been seen. The massive trees have evolved over time, carrying light energy through mutated chlorophyll. This allows them to grow so tall that they block out the light entirely. Their trunks radiate the light to the younger plants below, maintaining visibility even at the extreme depth of the crater floor. Looking upward can certainly cause vertigo.

THE ICY WASTES

Far at the top of the world, or what some people call *the North*, lies the frozen desolation. Very little exists there, apart from the large white deer, ice bears, mammoths, and shaggy wolves. And while they are all vicious creatures, the most serious threat exists in the form of cannibalistic tribal hunters. These barbarians search the Icy Wastes for any type of meat—animal or human alike.

Most communities found in the Icy Wastes make their homes in caves that they carve in glaciers. Ice streams are used to carry themselves from one region to another, in much the same way as roads are utilized. Food for most consists of white deer and mammoths, although catching the latter is a considerable chore, requiring huge pits to be dug. Ice fishing is also a mainstay, with a variety of water vegetation

necessary not only for nutrition, but also being able to cook the raw meat. While most meat is eaten raw in the Icy Wastes, several communities have taken to cooking their meat with certain types of vegetation that contain harmless acids, the most popular species being *Limpfire*. The meat is submerged in limpfire (or something like it), and left to sit in what the tribes call *firepits*. Left overnight, the acid cooks the meat, killing most of the bacteria adapted to the extreme conditions of the Icy Wastes. Interestingly enough, the peoples of the North understand the concept of fire as being something used to cook meat and warm themselves, but they have no actual understanding of what true fire is and how it is created.

The largest glacier in the North has been dubbed "The Mighty Monument," and is always involved in some sort of physical conflict, as the various tribes vie to possess it for both glory and the mark of dominion.

THE SWAYING CITIES

Water now covers more of the Earth than it ever has during man's era on it. Floods were released during the cataclysm, causing this current state. As the waters came, man acted, building tall structures that stretched from the ground to high in the sky. They called these structures "stalks." The ground was visible when they were built, but now only water can be seen, with the bulk of the stalks' frames submerged.

Stalks can be likened to skyscrapers, only they are mere frames. Only certain sections are covered with steel plates and reinforced linings. Even fewer are made to look comfortable within. Stalks are governed and mostly populated by the descendants of Old Earth corporations—those looking to save themselves, and having the money to do so. Hostile takeovers are common, as one stalk is invaded by the inhabitants of another. The combined population is then subjugated and used to wage war against other stalks. As the owners of the stalks change almost yearly, this never-ending cycle of conflict seems to fuel the desire to go on living.

Stalkers (a term applied to the inhabitants) have designed and built transports capable of sailing the seas. With parts taken from conquered stalks and Old Earth debris, these vessels do little more than wage war for most communities, A few peoples, however, have begun building their own transports and using them to explore the waters in the hope of finding dry land. Many believe that it is a myth, but the dedicated few, who call themselves mariners, ignore these insults for the good of mankind.

Because most of the smaller stalks were also covered by the rising waters, weak wooden structures were built atop them, barely safe from torrential currents and attacks by pirates. These are small communities, called *Transors* (from transients), since they do not often remain for very long. Orphaned mariners and those cast out of stalks gather in these places, taking refuge from the angry seas.

THE EDGE

Some mariners eventually discover the edge of the sea. Few beaches exist where water meets land. The cataclysm shook the world, and with it came the collapse of many land-masses. They simply fell into the sea along the tectonic cracks, forever lost. Sheer cliffs were left in the place of beaches, making access to the world's oceans difficult.

A few caverns lead to the water, but they can only be entered by hidden tunnels from the surface. These caverns are home to the evolved porpoises—once nomads of the sea, but now elevated to the ranks of man. Schools (or tribes) live in the caves on the edge, but work is primarily focused at sea, as they hunt, locate supplies, and explore the water. Porpoises are relatively friendly, but they do not tolerate armed intruders or mechanical transports

THE WILD ISLANDS

The great seas of Earth are not as barren as many believe. Countless islands pepper the almost infinite distances. They range from tropical and moderate to volcanic and desert, and are home to evolved animals, giant insects, mutant beasts, and even once-extinct creatures—dinosaurs.

It is unclear how the dinosaurs were reborn. For all anyone knows, they simply were not seen just as many species once-thought to be extinct were discovered in Old Earth times. Most are huge, powerful, and hungry. And while the majority are herbivores, man is not. Mariners hunt the smaller beasts for food, often sending hunting parties to their charted territories incorporating these islands.

WHAT DOES MAN FEAR?

Between the cataclysm, ensuing ecological changes, and radiation, man has never been so isolated and threatened. Vast stretches of land and water separate communities, preventing large-scale cities and civilizations. At the same time, savage beasts, conquerors, and intense storms threaten to take advantage of lonely communities and weary travelers.

THE LIVING WASTES

It is said that throughout the Wastes live creatures who were once human. Mutated beyond what was thought possible, they now exist as rock and sand, yet still capable of locomotion. Stories describe sand dunes taking on human-like forms and rock moving itself through the sand. Other stories even suggest that alien infection is the cause. While these stories cannot be proven, they do seem highly unlikely and are typically relegated to tales of myth and superstition.

THE STORMS

These are no ordinary storms. The romantic notions of lightning and thunder from Old Earth no longer exist. Rain now manifests as drops of acid and radioactive water. The desert Wastes frequently see tsunami-like dust storms. Storms at sea are so violent that whole communities pack up and leave the affected areas when they have sufficient warning.

THE WARLORDS

Man, in any form, possesses a driving passion to command others. Some like to feel superior, while others desire to create a superior civilization. Regardless of their motives, man in this age is ruthless, going to any lengths to reach his goals of conquest. Countless self-proclaimed warlords lay siege to the tribal communities dispersed throughout the Wastes. They recruit the strong and often the technically-minded in aid of maintaining fast and strong transports. Villages and nomadic groups suffer the most as they are forced to assimilate into a warlord's dominion. Even those warlords who guarantee peace must exercise intimidation and severe punishment to keep the subjugated in line, even as they claim it to be for their own good.

THE CANNIBALS

Human flesh is a taboo to the Pures and the majority of Mutts. A large number of mutants overcame this social prohibition, however. Bands of cannibals roam the Roads and Wastes in search of this delicacy. They delight in the hunt and celebrate the feast with elaborate ceremonies and a loss of sobriety. This form of cannibalism is nothing more than a breakdown of civilization, and a luxury.

THE INFECTIONS

A number of infectious diseases are present all over the Earth. The two most common are detailed below. As with fatigue or injury, a damage roll is made when a character gains infection if he possesses any resistance to it—the resistant gimmick provides an *armor* rating against infection.

FOR EXAMPLE

Resistant (3) give the character a permanent armor rating of three against infection, while resistant (6) means that the character is immune to further infection since it would negate all infection.

The Wasting Disease

This is not some case of mutated influenza. It was a nasty plague that destroyed much of the world's population as just another factor of the cataclysm. Within days of contracting the disease, a person's hands and feet lose their color and turn black, literally beginning to rot. A few days later, he starts coughing up blood and lung tissue. Then the seizures and hallucinations come as a fever boils the brain. In the end, the victim slowly drowns as his lungs fill with slime and discharge.

Luckily, inhabitants of Earth have now built up a limited resistance to the diseases, so infection no longer means guaranteed death, though most of the population still believe that to be the case. Infection is gained in a variety of ways, but there is no known way to counter it—once infected, it can only

grow worse. Each grade of infection inflicts new symptoms. When a character sustains five grades of infection, he dies in a matter of days.

CAUSE	INFECTION GAIN
direct contact	1INF
mixing of bodily fluids	2INF
breathing same air in confined area	3INF

GRADE	SYMPTOMS
1	gains *infectious (wasting disease)* gimmick
2	gains *crude appendages* gimmick
3	gains *distinctive odor* gimmick
4	gains *seizures* gimmick
5	—

The Cannibalistic Plague

It is thought that this plague came from an alien world. The dead began to rise and they were ever so hungry—human flesh was the only means to quench their hunger. Those who were bitten also began to seek human flesh. Fortunately, most of the infected were rounded up and burned. Those who still remain from the cataclysm are called bacterium ghouls, and roam the Wastes in search of flesh, some resorting to the consumption of animals. People and animals who are infected eventually become death marchers.

Once infected, there is no cure, and the character gains a thirst for human blood—the character must make a reasoning-based composure task upon seeing human blood to resist consuming it (this would be a dead-giveaway that he is infected). The difficulty of the task is determined by the level of his infection. If the task fails, the character goes out of his way to consume the blood, even to the extent of sucking it out of the victim. Once a character sustains five grades of infection, he becomes a death marcher and is controlled by the gamemaster—the player should create a new character.

CAUSE	INFECTION GAIN
bitten by a bacterium ghoul	1INF per 1INJ inflicted
bitten by a death marcher	1INF

GRADE	SYMPTOMS	RESIST URGE
1	just urges	trivial
2	gains *infectious (cannibalistic plague)* gimmick	routine
3	gains *diminished talent* gimmick	complex
4	gains *light sensitivity* gimmick	challenging
5	—	—

The Green Sting

The blackshade plant is one of the deadliest types of flora in the world. Not only is it poisonous, thereby eliminating it as a food-source, but it also infects unwary travelers by injecting them with countless spores. The spores slowly change their body composition to that of plant-life, forcing upon them a need for light and altering their appearance. Fortunately, blackshades are confined to the savage lands of the Wilds.

Although rare among humans, this infection has devastated the Scamps, who are immediately banished from their communities at the onset of the first symptoms. Infection can only be transmitted by touching the ganglion that grow out of the body of the blackshade or infected character. There is no known cure or way to block further infection, other than avoiding contact. Each grade of infection inflicts new symptoms. When a character sustains five grades of infection, he becomes a blackshade and is controlled by the gamemaster—the player should create a new character.

While it is possible for Green Sting Rejects to exist, they are unlikely to roam the Earth, preferring to keep to themselves. If a player wishes to create a character of this type, he may choose any stock and then roll one die—this represents the level of infection gained (with the accompanying symptoms) before the character was able to halt the changes. The character also possesses the *resistant (6)* gimmick.

CAUSE	INFECTION GAIN
touching a ganglion	1INF
sting from a ganglion	2INF

GRADE	SYMPTOMS
1	gains *infectious (green sting)* gimmick
2	gains *ganglion* gimmick
3	gains *photosynthetic skin* gimmick
4	gains *restrictive movement* gimmick
5	—

THE SAVAGE BEASTS

A selection of the wild creatures that can be found in the various environments are provided below. The following new gimmicks are for use with some of the entries described below. Some mechanical beings possess both transport and character abilities—these should only be combined for relevant transport tasks, and the athletics skill can function in place of the driving, boating, or flying skill when appropriate.

Burning Touch — the animal generates a vast amount of surface heat that ignites flammable materials and inflicts an amount of injury equal to its fitness rating by touch

Extra Tough — the animal is just as tough as a transport—mechanical stress and structural damage inflicted on it are directly converted to fatigue and injury respectively; all other fatigue or injury inflicted upon it is reduced by four before rolling for damage

Flight	the animal is capable of flying through the air, likely due to it possessing a set of wings
Oversized	the animal is larger than the typical man, making it easier to target—all attacks directed at it receive a bonus of -2DIFF
Special Weapon	the animal has some sort of unusual natural weapon that inflicts additional damage as noted
Undersized	the animal is smaller than the typical man, making it harder to target—all attacks directed at it receive a penalty of +2DIFF

COMMON ANIMALS OF THE WASTES

Crater Cats

Found in the wastes, these ferocious felines hide in the multitude of craters, have oversized heads, and kill prey with their six-inch-long canine teeth.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	▢	▢	▢

Skills: *athletics 6, brawling 6, stealth 5, tracking 7, survival 6*
Gimmicks: *oversized (only when targeting head), claws, carnivorous teeth, night vision, fur, predatory tracking*

Giant Roaches

Far from the harmless roaches of Old Earth, these beasts grow as large as three-feet in length and can bite through solid wood. Some are even capable of flying*.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	▢	▢	▢

Skills: *athletics 3, brawling 4, survival 8*
Gimmicks: *extra tough, jaws, night vision, flight**

Fire Worms

These bright-red, radioactive invertebrates are the cause behind most fires in the Wastes. They burrow through toxic sand and soil, often surfacing near or in patches of farmland, destroying crops and even coming close to inhabited areas, setting dwellings on fire. These worms are easy to spot once surfaced, due to their glowing bodies.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	2	▢	▢	▢

Skills: *athletics 7, brawling 2, survival 7*
Gimmicks: *oversized, elasticity, burning touch, luminescence, tunneling*

Waste Scavengers

Flourishing all over the world, these large marsupials that resemble Tasmanian devils are relatively safe to travelers, unless provoked. As scavengers, they contract a lot of infections, making them deadly should their claws or teeth pierce a character's skin.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	▢	▢	▢

Skills: *athletics 5, brawling 5, survival 5*
Gimmicks: *claws, infectious (numerous diseases), hemophilia, fur*

Sand Dragons

Large reptiles make their nests in the dry sands of the Wastes. The sand dragon, one such example, hunts man and animal alike. This huge monster is reminiscent of the alligator, only with larger legs and a wiry tail that can be used as a weapon.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	▢	▢	▢

Skills: *athletics 5, brawling 6, survival 4, tracking 4*
Gimmicks: *oversized, claws, toughness (4), bestial grip, jaws, spines, special weapon (tail: +2INJ)*

Glow Bees

Always traveling in swarms, these insects are the result of radioactive mutation. They light up the night sky as if it were on fire, but even more frightening is their sting. This entry represents only a tiny portion of the swarm.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	4	▢	▢	▢

Skills: *athletics 3, brawling 2, survival 3*
Gimmicks: *undersized, special weapon (sting: 3INJ), confusion, luminescence, flight*

COMMON ANIMALS OF THE ROADS

Hunting Dogs

Somewhat domesticated, these wild dogs know to obey their masters' commands. Raiders use hunting dogs to locate and track specific commodities that cross the Roads. They are also employed to hunt down renegades and escapees.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	5	▢	▢	▢

Skills: *athletics 4, brawling 4, survival 5, tracking 6*
Gimmicks: *carnivorous teeth, echolocation, fur, predatory tracking*

Hawking Beasts

These reptiles scour the Roads in search of small insects, rodents, and sometimes carrion. They are mostly harmless, but are capable of taking a chunk out of a person with their avian-like beaks if they get too close.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	4	▢	▢	▢

Skills: *athletics 4, brawling 4, survival 4, tracking 6*
Gimmicks: *special weapon (beak: 3INJ), night vision, tunneling*

Furrow Moose

A descendant of the North American moose, this creature always travels as part of a herd, although its companions can be scattered over miles of land. Not especially dangerous, the furrow moose is covered in welts and depressions that appear as scars. These are actually glandular areas that can release a horrible stench whenever the animal feels threatened. Moose attacks are common during mating season—they charge with their antlers, inflicting massive wounds.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	2	☐	☐	☐

Skills: *athletics 2, brawling 4, survival 2*
Gimmicks: *nauseous spray, special weapon (antlers: +4INJ), toughness (2)*

Horned Six-Tails

This overgrown beast, resembling a cross between a frog and a cat, is the top predator of the Roads. It also wanders into the Wastes (and rarely the Wilds) from time to time, where it has become a delicacy, captured by sand-trappers, and traded to villages for other goods. The horned six-tails is so named because of its single long horn extending from the back of its tailbone, along with six whip-like tails. The rest of its roughly six-foot-long body is covered in fur.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 3, brawling 4, survival 3, tracking 3*
Gimmicks: *oversized, carnivorous teeth, claws, fur, special weapon (six-tails: 3INJ), jumping, tail*

Red Rats

These red-furred rodents are always seen scurrying about the Roads in vast numbers during the day. They only travel during the day and burrow into the ground and sleep during periods of darkness. They carry disease and disrupt traffic. This entry represents only a tiny portion of a pack.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	2	☐	☐	☐

Skills: *athletics 2, brawling 2, survival 2*
Gimmicks: *infectious (varies)*

Night Movers

These small creatures always travel in herds of hundreds or more, but only at night. They resemble miniature rhinoceri with spiny backs, and move like a rushing stream of water, dragging with it whatever falls into their path (an impossible athletics or fitness-based composure task is required to resist the force of the herd each turn). This entry represents only a localized section of the herd.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	1	☐	☐	☐

Skills: *athletics 3*
Gimmicks: *night vision, spines, oversized, light sensitivity*

COMMON ANIMALS OF THE WASTES AND ROADS

Buck Horses

A common beast of burden, the buck is used to carry man and supplies, as well as to pull wagons and wrecked transports through the calmer regions of the Wastes. These animals resemble normal horses, except that they lack tails and fur in lieu of rough hides.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	2	☐	☐	☐

Skills: *athletics 2, brawling 2*
Gimmicks: *toughness (2)*

Budding Wolves

Domesticated wolves are found in both the Icy Wastes and the cooler parts of the Wastes. They are excellent trackers and can be worked in tandem to pull small wagons and sleds.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	4	☐	☐	☐

Skills: *athletics 3, brawling 4, survival 5, tracking 6*
Gimmicks: *carnivorous teeth, life sense*

Clubasses

These beasts of burden are found all over the Wastes, thriving on the varied conditions within. Like the mules of Old Earth, clubasses are used to pull large loads and carry bags filled with goods.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	☐	☐	☐

Skills: *athletics 2, brawling 1*
Gimmicks: *spines, special weapon (back legs: +2INJ), armored shell*

COMMON ANIMALS OF THE WILDS

Screechers

These creatures look like large hummingbirds, but they are carnivorous and always found in hunting groups of two or three. Their songs are composed of high-pitched screeches.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	3	☐	☐	☐

Skills: *athletics 6, brawling 2, survival 3, tracking 3*
Gimmicks: *flight, undersized, special weapon (beak: +4INJ), sonic scream*

Bone Crushers

With the body of a gigantic frog, hide of an armadillo, and head of a lizard, the bone crusher is one of the deadliest creatures in the Wilds. It can easily kill a man, resist transport-mounted weapons, and jump great heights.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	2	☐	☐	☐

Skills: *athletics 6, brawling 6, stealth 3, survival 5, tracking 2*
Gimmicks: *oversized, extra tough, toughness (4), jumping, jaws*

Winding Willows

These thin and always-blossoming trees are a common sight in the Wilds. Winding willows are not only capable of moving about using their roots as legs, but they can also wrap their wiry and sticky (from the blossoms) branches around their prey—be it animal or vegetable. Once trapped, the tree's trunk secretes a digestive enzyme, and the victim's escaping gases and nutrients are absorbed into the tree's special pores.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	4	☐	1	☐

Skills: *athletics 3, brawling 7, survival 3*
Gimmicks: *oversized, bestial grip, toughness (3), special weapon (enzymes: 1INJ)*

Tooth Pines

Seemingly related to Old Earth pine trees, this plant attaches itself to damaged trees, wherever sap is present. Its parasitic nature allows it to flourish in the Wilds, but its true success comes from its ability to glide in the strong upper currents, migrating to new patches of the Wilds as its old habitation becomes lifeless. And if that were not enough, the plant is capable of launching its seeds when threatened, causing both harm and a lack of visibility, allowing it to escape.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	1	☐	☐	☐

Skills: *athletics 2*
Gimmicks: *special weapon (pine attack: 1INJ within 25m), gliding*

Blackshades

One of the deadliest plants in the Wilds, the blackshade is poisonous and a source of contagion. Its spores are the cause behind the green sting infection. The blackshade creeps its vines around large trees and fallen debris, becoming a tangled mesh that grows to cover areas of up to one-hundred meters. Because the plant's roots embed themselves within tree trunks, it is very difficult to kill completely—new vines grow in a matter of days.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
☐	1	☐	☐	☐

Skills: *none*
Gimmicks: *infectious (green sting), ganglion, photosynthetic skin*

Taga Hawks

These solitary, man-sized predators inhabit the skies above the trackless Wilds. Tagas are fearless, and attack anything that moves.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	5	☐	☐	☐

Skills: *athletics 4, brawling 4, survival 5, tracking 6*
Gimmicks: *acute vision, special weapon (talons: 2INJ), special weapon (beak: 3INJ), flight*

COMMON ANIMALS OF THE ICY WASTES

Ice Bears

Larger than Old Earth polar bears, these creatures have tusks that can rip apart the ice.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 3, brawling 6, swimming 2, survival 4, tracking 2*
Gimmicks: *oversized, special weapon (tusks: 5INJ), claws, toughness (3)*

Mammoths

Thick-furred and enormous, these animals are relatively tame and sometimes domesticated as mounts. They are only dangerous during mating season or when driven into battle by the warriors of the Icy Wastes. Their trunks are especially nimble, able to grapple men or lift supplies.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	2	☐	☐	☐

Skills: *athletics 2, brawling 7, survival 5, tracking 2*
Gimmicks: *oversized, extra tough, toughness (3), bestial grip, special weapon (kick: +4INJ, charge: +6INJ)*

Charmers

This form of sea vegetation grows its roots above the ice ceiling. The vegetation itself is harmless in the water, but the exposed root is deadly in the air. Flexible like a small tree, the root extends straight up towards the sun during the day, swaying in the ever-present winds. This motion often bedazzles wild animals and makes curious men approach. Upon sensing the proximity of its prey, the charmer coils itself around a victim, constricting it until lifeless. It then drags the corpse into the water, leeching nutrients. When completely drained of nourishment, the root extends above the ice once again.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	1	☐	☐	☐

Skills: *athletics 2, brawling 5, swimming 3*
Gimmicks: *oversized, bestial grip, life sense*

COMMON ANIMALS OF THE SWAYING CITIES

Octopods

This man-sized cephalopod has eight arms, all of which contain suction-cups that can literally taste what they touch. These arms can also grapple prey, use primitive tools, propel the creature through the water, and walk on land for short periods of time. Octopods are extremely intelligent, and attack man only out of fear or hunger.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	☐	2	☐

Skills: *athletics 4, brawling 6, melee 4, swimming 6, survival 6, tracking 3*
Gimmicks: *amphibious, bestial grip, climber, fins, waterskin, regeneration, chameleon hide*

Sharks

Little has changed in shark biology since Old Earth—they are still among the top predators of the sea.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	☐	☐	☐

Skills: *athletics 3, brawling 5, swimming 5, survival 4, tracking 6*
Gimmicks: *jaws, fins, toughness (2), waterskin, gills*

Cannibal Whales

Whales still populate the seas. Some have reached sentience, while others have turned to preying on their own. These huge beasts do just that. They not only crave other types of whales, but also enjoy other forms of meat.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 7, brawling 7, survival 4, tracking 6*
Gimmicks: *oversized, jaws, special weapon (tail: 5FAT), fins, extra tough, toughness (5), amphibious, echolocation, waterskin*

Killer Gulls

These seagulls always travel in flocks of hundreds or more, savagely diving at anything living as prey. This entry represents a diving flock of gulls.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 3, brawling 3, swimming 6, tracking 4*
Gimmicks: *oversized, extra tough, special weapon (talons: 5INJ), flight, internal compass*

Men of War

This jellyfish's long tentacles carry concentrated poisons. Its cellular structure forms new layers every day, making it grow to very large sizes (men of war can be found with or without the undersized or oversized gimmick*).

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	4	☐	☐	☐

Skills: *athletics 2, brawling 2, swimming 3, tracking 2*
Gimmicks: *undersized/oversized*, inflict paralysis, gills, special weapon (poison tentacle: 5INJ), regeneration*

COMMON ANIMALS OF THE WILD ISLANDS

Razor Monkeys

Far above the ground, these primates live in the trees of the islands, feeding on everything from fruits to insects to rodents. Much like baboons, they also form gangs to hunter larger prey with their sharp claws, large teeth, and ability to mimic other creatures' calls.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	☐	☐	☐

Skills: *athletics 7, brawling 6, melee 4, survival 5, tracking 4*
Gimmicks: *claws, carnivorous teeth, climbing, fur, sound imitation*

Swimming Dinosaurs

The seas near the Wild Islands are full of these behemoths.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 3, brawling 7, swimming 5, survival 4, tracking 5*
Gimmicks: *oversized, extra tough, toughness (4), jaws, fins, waterskin, echolocation, gills*

Walking Dinosaurs

Many of the Wild Islands are packed with these beasts, ever competing for supremacy and survival.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 5, brawling 7, survival 6, tracking 6*
Gimmicks: *oversized, extra tough, toughness (4), special weapon (claws: +4INJ), jaws, tail*

Crawling Dinosaurs

The Wild Islands feature these alligator-like monsters that thrive in both water and on land. No match for the walking or swimming dinosaurs, they prey on smaller species.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	2	☐	☐	☐

Skills: *athletics 3, brawling 6, swimming 4, survival 4, tracking 8*
Gimmicks: *oversized, extra tough, toughness (2), jaws, special weapon (tail: +2INJ), amphibious, tunneling*

Flying Dinosaurs

The skies around the Wild Islands see the occasional predatory flyer, waiting to snatch a surfaced whale or floating transport from the waters.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	☐	☐	☐

Skills: *athletics 6, brawling 5, survival 4, tracking 3*
Gimmicks: *oversized, flight, jaws, special weapon (talons: 4INJ), bestial grip, extra tough, toughness (3)*

COMMON MACHINES OF THE METAL CITIES

Minibots

Roughly the size of dogs, these small mechanical entities were once a staple of the Metal Cities. They performed maintenance and security functions. Now, they are almost extinct.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	5	☐	3	☐

Skills: *athletics 4, brawling 3, melee 4, tracking 6, mechanics 6, Old Earth technology 7*
Gimmicks: *camera eye, motion detector, thermal imager, tool hands, wired reflexes, toughness (4)*

Manbots

Made in man's image, these mechanical beings infiltrated the civilized world, eventually turning against man. What is left of this brand seeks only to survive.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	5	□	5	□

Skills: *athletics 4, brawling 6, firearm 6, melee 6, tracking 4, Old Earth technology 7*

Gimmicks: *motion detector, thermal imager, wired reflexes, toughness (4), muscle enhancements, cybergun (blaster)*

Demobots

These intelligent land-based transports were once used to overthrow man. Many have been scavenged for parts, but those still intact continue to be a threat to civilization.

SPEED	HANDLING	COVER	FRAME
+2	+3	□	4

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	5	□	4	□

Skills: *athletics 5, gunnery 6, tracking 8, Old Earth technology 7*

Gimmicks: *motion detector, thermal imager, multidrive, reinforced frame*

Weapons: *2 rocket launchers (forward), blast streamer turret*

Skybots

These sentient air-based transports are practically extinct. They are formidable foes, yet were defeated more easily than demobots during mankind's struggle against the machines.

SPEED	HANDLING	COVER	FRAME
+3	+2	□	3

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	5	□	4	□

Skills: *athletics 5, gunnery 6, tracking 8, Old Earth technology 7*

Gimmicks: *motion detector, thermal imager, vertical systems, reinforced frame*

Weapons: *2 rocket launchers (forward), blast streamer turret*

OTHER ENTITIES

Bacterium Ghouls

These ancient creatures are remnants of the plague from before the Cataclysm.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	1	1	1

Skills: *athletics 2, brawling 4, stealth 3, investigation 4, composure 7*

Gimmicks: *light sensitivity, infectious (cannibalistic plague), toughness (3), life sense*

Ravaged Rippers

Some say that there were clashes between Rippers and the machines of the Metal Cities. These Rippers appear near the cities and the Wastes from time to time, defective and mad.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	1	□	2	2

Skills: *as per characters*

Gimmicks: *inexhaustible energy, mechanical discrimination, reduced stamina, restrictive movement, toughness (2), nanocomputer, criminally insane, mutticidal appetite, any number of malfunctioning limiters*

Green Roms

Roms are not immune to the deadly infection of the blackshade. These man-plant-machine hybrids roam the outer edges of the Wilds seemingly acting on instinct.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	1	1	1	□

Skills: *as per characters*

Gimmicks: *infectious (green sting), ganglion, seizures, hemophilia, photosynthetic skin, any number of cybernetics*

PACKS OF PLAYER CHARACTERS

In *EarthAD*, players are intended to portray characters who are all part of the same group, whether they are a bunch of Pures seeking a new life, a band of evolved animals from the same tribe, or even those from a variety of stocks simply facing a greater threat and trying to stay alive. For purposes of simplicity, this group of characters is referred to as the "pack."

As a pack, all characters share the same goal. While the pack's goal is used to develop the central theme of their stories, an individual character's goals can be quite different from that of others, providing plot twists and ideas for subplots. When creating characters, the gamemaster should decide upon a common goal that all characters share and make it the pack's goal. In addition, all players should describe one to three extra goals for their characters, so that the gamemaster can mold the included scenarios and future stories into more riveting adventures based on the characters' needs.

Because characters can have their own personalities independent of stock stereotypes, it is possible for packs to consist of mixed stocks. For example, Pures and Mutts may work together if it is the only way for them to survive a situation. More importantly, tolerance and altered perceptions can allow different types of characters to join forces. The gamemaster should discuss this aspect with his players, defining just how the pack maintains its cohesion. And while the characters should remain committed to the pack in the short term, a little antipathy, rivalry, and distrust can help create a little more atmosphere and enhance the story.

Pure-Strain Humans (Pures)

These characters are likely to have left the safety of their vaults due to boredom and curiosity. They seek adventure and ways to make man reborn on the surface. Pures are wary of Mutts, and probably downright frightened of Rejects, Rippers, and Scamps, if only for what they represent. Aliens would be welcomed if they are free of mutation and appear human.

Mutated Humans (Mutts)

Mutt characters do anything to survive. They do not usually have any lofty goals, other than not dying. Mutts know to avoid Rejects, and have a strong dislike for Pures and Roms. They have an unspoken peace with the Rippers, but contact between the two is rare. Scamps and Aliens are unknown to Mutts as distinct stocks, as they view them as nothing more than other Mutts and Pures.

Radio-Operated Mutants (Roms)

Because Roms portrayed by players are free, they continue their lives in a variety of ways, from exploring the Wastes and killing Mutts to organizing Rom tribes and seeking hidden caches of Old Earth technology. Roms despise the Pures, and while they may feel some compassion for Mutts in the back of their minds, they are programmed to kill them. Rejects are considered no different than mutants to them, but Rippers are viewed as enlightened beings, able to remove a Rom's mechanical components in order for them to become more human (this could not be farther from the truth). Roms may see Scamps as mere animals. As with the Pures, Roms think of Aliens as either Mutts or Pures depending on their appearance.

Rejected Human Carriers (Rejects)

Despised by everyone, Rejects seek nothing, but to live a normal life. Unfortunately, normal no longer exists. Rejects do what is required to survive whether they are in Lazar Pits or in the Wastes. They eventually find that there is safety in numbers. Rejects do not inherently despise anyone, but they do fear Pures and Roms. Because Mutts often ignore them in the Wastes, Rejects do the same. While rare, some Rejects have been taken as slaves by the Scamps, so they try to stay away from the Wilds. They are unconcerned with Rippers and Aliens, since they only want to live in peace.

Robotic-Implanted Humans (Rippers)

Rippers portrayed by players are typically seers—those who have grown bored with or denounce the status quo of the enclaves. Seers explore the Wastes and connected lands in search of lost technologies, information, and allies. Rippers are suspicious of Pures and Roms, since contact with vaults has always led to war (Rippers do not measure up to the ideal of purity). Rippers recognize Mutts (and possibly Aliens) as their brothers even if they do look different, leaving them in peace. While Rejects pose no threat to Rippers, they are a serious problem to Mutts and Pures. Because of this, Rippers kill Rejects if they cannot convince them to leave the area.

Scamps are nothing more than mutated animals, and they treat them as such (although, meeting one is extremely rare).

Evolved Animals (Scamps)

Scamps almost never leave the Wilds. The rest of the world is barbaric to them. Some do, however, whether as outcasts, scientists, or archeologists of sorts. All human-derivatives are feared, but some more than others. They believe Pures to be the most dangerous and often kill them on-sight. To Scamps, Mutts make good slaves, as do Rejects if they are able to move about. Roms and Rippers, on the other hand, are nothing more than Old Earth technology gone amok. They avoid such machinery when possible. While Scamps would like to discover Old Earth technology and learn its secrets, they prefer to do so safely and without threat of contaminating themselves (Scamps believe that Roms and Rippers were created by the technology as a form of malfunction).

Offworlders (Aliens)

Because of the very nature of Aliens, their reasons for coming to Earth, as well as their attitudes towards the different stocks can vary greatly.

GOALS AND QUESTS

What is the purpose of the pack? This question can determine the whole nature of the game. The following goals can help drive a story, not only for the pack, but also for individual characters.

Old Earth Discoveries

The pack seeks hidden Old Earth caches, either to strengthen their power-base or to simply to trade for goods necessary for their survival. This is an almost obsessive quest that can never end. No amount of Old Earth technology is ever enough.

Protecting Humanity

There are dangerous creatures and people in the world. The pack is the only group that can stop the evil from ravaging the innocent. By protecting mankind (and its close derivatives), the pack can secure the future of human civilization, or so it believes. It is highly likely that this is a futile quest.

Finding Pockets of Humanity

Mankind has experienced a great exodus. They have been scattered to the edges of habitable Earth. The pack seeks to reunite the lost tribes of man, in a desperate hope of rebuilding a great civilization. All those deemed by the pack to share the same goals have the potential to be a part of a new Earth.

Avoiding the Raiders

The Wastes and Swaying Cities are crawling with foul raiders. They take what they desire and conquer whatever offers resistance. They are an almost unstoppable force. The only way to defeat the raiders is to avoid them. If the pack can keep themselves and those close to them hidden, they stand a chance in this crazy world.

For-Hire

By offering their services to warlords, communes, and cities, the pack can make a nice living, typically from the suffering and naivety of others.

Raiding for Fun and Profit

A barren existence has finally gotten to the pack, and they have taken up raiding in order to secure food, gear, and even shelter. No one is safe from this ruthless pack—or does the pack share a sliver of compassion?

Trading for a Living

Whether as nomads or marketeers, the pack receives everything it needs to survive by trading surplus goods to others. In this manner, trade routes, antiquities, and preserved foodstuffs are their lifeblood.

Spread the Word

The Redemption has come and it is up to the pack to inform the world. By following the doctrine as handed down by the pack, humanity can once again flourish—or is this just a ruse to control, undermine, or plunder?

Recruit an Army

Only by force can mankind conquer the Wastes, Wilds, and other lands. The pack has taken it upon itself to recruit subordinates to lead them to victory, but who exactly are they fighting? And can they maintain control over so many?

Educate the Masses

Knowledge is power, and by passing it to mankind, humanity can once again hold command over the Earth. The pack seeks the ignorant and primitive with the goal of elevating them to civilized.

Maintain Order

Between mankind, mutants, animals, and the Earth itself, the world is a chaotic place. In order to tame it, man must first be disciplined. The pack acts as a self-appointed law enforcement agency, or more-commonly known as vigilantes. Once man has been put in his place, the pack can move on to taming the animals.

Sustenance is Key

Food is the sacred source of power. For without sufficient sustenance, man cannot flourish. And without the minimum of sustenance, man cannot even survive. The pack seeks to harvest new and experimental food sources, while also maintaining and improving existing crops and nutriments. Farming is an important part of the plan, but so is locating new farmland.

STORY IDEAS

Because the gamemaster has a a lot of freedom in the direction in which he takes the characters, it may be tough to think up an actual plot. These sample themes can be used as inspiration for creating new scenarios.

The Wrong Hole

The pack stops to take advantage of an oasis in the desert of the Wastes (or perhaps a small patch of land in the sea or warm, volcanic vents in the Icy Wastes). A moment of relief is soon disturbed by hideous Mutts (or cannibals or beasts). The pack must either defend the oasis or flee, knowing that it may be their only source of comfort in the foreseeable future.

In Defense of the Natives

The pack happens upon a small community of friendly mutants. They provide the pack with food and shelter. Suddenly, a terrible threat befalls the community. A band of savage raiders, led by a powerful warlord, seeks to conquer, plunder, and enslave the mutants. No one can help the community, except for the pack—perhaps they can convince the warlord to cease the attack, find a larger army elsewhere, or locate a cache of Old Earth weapons that can stop the raiders in their tracks.

No Other Choice

The pack realizes that one of their own has contracted a deadly disease. He refuses to leave them, and the pack fears that his affliction will spread to the rest. They have no alternative but to eliminate him. Little do they know that they are already infected, and the hallucinations are one of the symptoms. The "ghost" of their former comrade will never let them sleep again.

It Will Bring Relief

A new discovery has been made. It brings relief to the suffering masses and is easy to manufacture. This is possibly one of man's greatest gifts to itself. Unfortunately, some do not want it to spread, as it hampers their efforts to control and manipulate. Will the pack help promote its use and counter the propaganda spread against it? Or is the pack behind the attempts to stop it? Who are the mysterious peddlers, handing it out as they trek across the land? And what of the benefactors who seem to become content and more productive? What happens if their supply is cut—do they suffer any health-related problems?

The Plants are in Charge

The Wilds is not a safe place as some might imagine. It is debatable whether it is an easier place to live as compared to the Wastes. Plant-life has evolved here. Many species are no longer rooted to one place, as they can travel even more proficiently than man, clinging and wrapping themselves around other flora, swinging great distances in search of prey. Can the pack survive the clutches of the Wilds?

The Sea has Eyes

Deep in the sea live the ferocious beasts—sharks, octopods, and cannibal whales. They occasionally happen upon mankind and wreak havoc on unsuspecting mariners and stalkers. What happens when they are controlled remotely by Pures who are not from underground vaults, but deep-sea vaults? Can man

follow these Rom Beasts without succumbing to their savagery or the sea's deadly kiss? And what happens when one of these vaults is found?

Exploring the Undervalleys

Below the treeline lies unexplored lands. What foul beasts, poisonous plants, or frightening beings stand between the pack and its way out of the mysterious crater?

Reactivation

An ancient Metal City lies in ruins. Desolate and seemingly perfect for shelter, something sinister awaits the pack. Awakened after centuries of disuse, this rising threat seeks to enslave the world—they are alive.

Emotions are not Necessary

The pack happens upon a hidden enclave of Rippers. They are a friendly lot, eager to welcome visitors with promises of Old Earth technology and lost comforts. Their ulterior motives show a different side to these mechanical humans, however. While they do seek to make the lives of the pack better, they intend to do so by increasing their number—new brains to go into the mechanical suits of their expired comrades.

The Hunt

Once every year, the colossal beast migrates near the pack's village. They have dreamed of taking it down for years. This time, they intend to do it—they must, for it can feed their entire village. One swing from the beast's mighty arms could leave a man dead, but it just may be worth the risk. Lots of plotting is required for this feat.

Ancestors Return

The pack lives in the Wastes, hoping to survive long enough to see a new civilization formed. Their loved ones were taken from them by an army of Roms. Not knowing their whereabouts or even if they were still alive, the pack has learned to forget. Suddenly, these lost souls have returned. They seem to be intact, but it is these strange idiosyncrasies that raise suspicions. Are these the same people, have they been turned into Roms, or has some worse fate befallen them?

The Cure

The pack must go on a dangerous quest to find the only cure for one of their own who has been poisoned. The quest takes them far, though a variety of climates, and they must face a number of threats. When they finally arrive at their destination, a rare creature muste be trapped to obtain its milk as a cure for their comrade.

Enigma

Life can be strange after the cataclysm, but once in a while, the pack is sure to experience a true enigma—not quite a man, and barely an animal. Enigmas infiltrate packs from within their established communities. They befriend members of the pack, and feed them information about the world, Old Earth technology, and history. No one knows the origins of these beings, but as quickly as they come into focus to the pack,

they leave, but with no formal words or apparent separation from the pack.

Rescue

A member of the pack's family has been captured by raiders, vaulters, or other despicable beings. The characters must formulate a plan to rescue him, even if it means joining forces with other, less-than-trustworthy packs.

Vengeance is Ours

The pack stumbles across plans for the ultimate weapon in some Old Earth ruins. Surprisingly, it can be built with available materials, though some are difficult to find, and others must be excavated. Now they can avenge the countless allies they have lost at the hands of the warlords. Little do they know that the warlords planted this information for them to find as a diversion, while they assemble a massive army to rid themselves of the pack and their allies once and for all.

That Shouldn't Happen

Sometimes a device is more than just a device. Some blame it on the freak radiation and magnetic storms, but every so often a mundane electrical device seems to work miracles. Fortunately for the pack, its time has come to witness such an occurrence. One of the pack's findings seems to do something other than planned. In fact, not only is its function unexpected, it is completely welcomed by the pack. The exact nature of the device is left up to the gamemaster, but the majority of the experience should be witnessing strange events, narrowing it down to being a result of the device, and exploring how to harness the device's power. Additionally, the knowledge of the vaults may prove useful, if they are willing to contact a potentially-homicidal group.

Whirlpool to Oblivion

A legend is told amid the Swaying Cities. It describes dangerous whirlpools that appear from nowhere, ready to swallow mariners and their transports whole. No one knows where these victims are taken, or if they are even still alive, but some stories suggest that the whirlpool is a gateway to another part of the world. Some tales also hint at them being portals to other worlds.

Ruins are Life

The pack finds what was once a massive city that has remained mostly intact. Decrepit robots and transports line the streets, but there are no bodies or signs of life. Characters who enter the area with cybernetics or electrical devices find that those systems do not work. Rippers feel these effects before they get close, and cannot approach. Characters with infections are cured, as are the related gimmicks. Characters who have been injured are healed. Injury is reduced at a rate of one grade per ten minutes while within the ruins' perimeter. Does the pack stay here, even though technology does not function? And what happens when the current residents and gangs seeking to claim the entirety of the ruins as theirs return?

The Gauntlet Must be Run

The pack's community has been conquered, and are being held as slaves by a powerful warlord and his men. The pack has no chance of freeing the people by force, but a settlement may be reached through diplomatic efforts. The warlord is willing to sell some of his slaves, but at a high price—certainly not one the pack can afford. Their only option is find a cache of prized gems deep in the Living Wastes (or Wilds). If the pack can penetrate this savage land, find the prize, and return to the warlord, it may be enough to free the prisoners.

It has Special Properties

The pack is either given or traded a mysterious device said to have magical properties. While these properties are technological in nature, they may or may not work. It seems that everyone is now after the device, believing it to be truly magical. As rumors spread throughout the land, more and more raiders, Roms, and other unsavory characters seemingly come from nowhere to see it in action or take it for themselves. The pack must fend off these bandits or simply trade it away for a little peace.

Mutations Be Gone!

The cure for mutations has been invented by a group of Pures fresh out of their vault. They spread the word that they can cure the Mutts of their afflictions. Mutants travel from all over the Wastes for the treatment. This mass migration brings many problems, as raiders and other caitiffs take advantage of the confusion. Unfortunately, the news is not what it seems— the cure does not actually remove the mutations, it identifies and kills those with a certain percentage of mutated cells. That is the price of progress.

GEAR

Items listed as RESTRICTED are only available to Pures who come from a vault or Rippers originating from an enclave. Those marked as UNCOMMON are costly, requiring special resources and skills, making them only available to larger communities as a whole. Items listed as RARE are unlikely to ever be encountered, but the gamemaster may wish to introduce one or more as part of a story.

Countless traders deal in exotic goods, but these items are always expensive, requiring other gear of like value in trade. Additionally, trading posts can be found all over, but these typically only offer common and local equipment. Some traders also specialize in weapons and Old Earth finds, but they are not to be trusted, and expect to be compensated well.

FIREARMS

Powderguns

These firearms rely on the ignition of a small supply of gunpowder to project small, metal balls. Powderguns are not very accurate or quick to reload, but they are easy to assemble and maintain.

Slugthrowers

These pistol-sized firearms launch small projectiles, called slugs, that are fitted into gunpowder-filled cartridges (similar to modern-day bullets). Slugthrowers are moderately effective and more efficient than powderguns. Some models require the reloading of individual slugs, while other, refined models include replaceable cylinders, cutting reload time in half.

Autothrowers

These carbine-sized firearms launch a volley of specially-designed slugs in a matter of seconds, causing severe damage to not only the primary target, but also those in close proximity. Because ammunition can be expended quickly, the autothrower utilizes a large drum of slugs, requiring only a single turn to replace it once empty.

Steelthrowers

This type of weapon utilizes a larger caliber projectile than the slugthrower, sometimes referred to as a *steel spike*. The steelthrower's extended barrel and advanced ammunition delivery makes it extremely efficient and quick to load.

Scatterguns

Similar in appearance and function to an autothrower, this firearm launches a cartridge filled with small balls that scatter upon exiting the barrel. The scattergun is commonly responsible for inflicting massive injury despite its low-capacity of only two shots and slow-reloading time.

Flamethrowers   UNCOMMON

By igniting a supply of fuel, this weapon projects a stream of white-hot fire at a target. While the fuel tank is bulky and difficult to transport in numbers, it is very effective at eliminating the enemy.

Flooding Weapons

Multiple pressurized ignition-chambers allow these weapons to function under water (and above it with degraded performance). Flooding weapons fire long, metal darts at high speed, making them quite efficient in water and easy, but slow to reload.

Detonation Weapons

A more advanced version of the slugthrower, this firearm launches small shells that explode on impact. They are extremely effective and quick to reload, as they rely on a delivery system similar to that of the steelthrower. Detonation weapons are extremely dangerous in confined areas, however.

Blasters   RESTRICTED

The height of Old Earth portable weapons technology resulted in blaster weapons. These firearms utilize highly-concentrated beams of light that can both burn and cut through a target. They are the most efficient and light-weight personal weapons available, but are difficult to find and maintain since advanced knowledge is required for such a task. They also use energy clips to power the beams, something that is not likely to be found in abundance.

Powdercannons UNCOMMON

These large cannons fire large balls through the controlled explosion of a specially-mixed keg of powder. Because of the sheer size and amount of gunpowder used, they are not very efficient, but damage can be massive and the ball can be launched over obstacles, albeit with decreased accuracy.

Firecannons UNCOMMON

Similar to both the powdercannon and flamethrower, this weapon projects a stream of super-heated plasma at a target and all those in his immediate vicinity. It is extremely deadly and can also be adjusted to *bend* the stream over obstacles.

HAND WEAPONS

Bludgeons

Clubs and other weapons that can inflict blunt trauma fall into this category.

Swords and Knives

Bladed weapons are very common since the cataclysm has devastated the production of advanced, mechanical weaponry.

Tools

Tools like axes, hammers, and picks are common as makeshift weapons.

OTHER WEAPONS

Some weapons may require a constant power-source. This is the equivalent of plugging a device into an electrical outlet. Because such things no longer exist, makeshift power generation can be derived from transports, bulky mechanical generators, semi-operational Old Earth special facilities, and in a limited capacity, Rom cybernetic systems.

Bows and Arrows

These primitive ranged weapons are common in the Wastes and Wilds, since they only require easy-to-obtain materials.

Grenades UNCOMMON/RESTRICTED

Grenades come in a variety of sizes, shapes, and functions. They can be primitive in construction or be made from advanced components and technologies. Smoke grenades are relatively easy to construct, and are used to obscure vision (+2DIFF to +5DIFF depending on the proximity and coverage). Fire grenades burst into flames, igniting all flammable materials in the vicinity. Scatter grenades launch deadly shrapnel in all directions when they detonate. The most advanced (from the height of Old Earth civilization) yet most humane form of grenade is the sonic variety, inflicting no permanent damage.

Slingshots

This is yet another simple ranged weapon that can be constructed from common materials.

Detonation Glove

Borrowing the ignition technology from detonation firearms, this gauntlet really packs a punch.

Detonation Pike

This long staff is fitted with a highly-focused charge of explosives on either end. Like the detonation glove, it produces an effective blast, only much more powerful.

Powersaw

No longer used as a tool, the powersaw is an effective yet messy weapon that requires a constant power-source for use. A more compact version is also available.

Shock Stick

This weapon is essentially an electrified club, designed to stun its victims. Shock sticks were made popular by the police units of Old Earth. As with the powersaw, this weapon requires a constant power-source.

Drillgun

Another tool turned weapon, the drillgun requires a constant power-source. Despite its name, this is not a ranged weapon. It requires direct contact, but can easily cause severe injury.

TRANSPORT-MOUNTED WEAPONS

Slugdriver UNCOMMON

This oversized slugthrower functions similarly to the powdercannon. Rather than launching a ball, however, the weapon fires half-foot-long slugs at high speeds. Slugs are stored in drums that can be refitted to the weapon in a matter of seconds (if immediately available to a gunner).

Steeldriver UNCOMMON

The steeldriver fires even larger slugs than the slugdriver that can easily pierce the skin of most transports. Reloading is the same as the slugdriver, but it holds fewer slugs.

Detonation Mortar UNCOMMON

This weapon fires a large exploding cask. Because of its adjustable attitude control, the detonation mortar can launch its ordnance over obstacles. Its main drawback, however, is that it must be reloaded after each use.

Blast Streamer RESTRICTED

This is Old Earth military technology at is best. The blast streamer features extended range, excellent power efficiency, and an extended streaming setting. This weapon can strafe targets with increased accuracy beyond the first strike, but a full turn is required for the unit to cool if it has been fired for more than three consecutive turns.

Rocket Launcher RESTRICTED

This rectangular box holds six rockets that can either be individually fired or launched in a volley. The rockets are relatively simple to build and use, but the targeting system relies on Old Earth technology, and is therefore extremely rare. Breakdowns are common with these systems—a calamity on a gunnery task indicates that the targeting system has malfunctioned and cannot be repaired.

ARMOR

Skins

Assembled from animal hides, this covering offers only the most basic of protection. Skins have a tendency to wear from excessive temperatures and over time.

Coated Leathers

These chemically-treated hides are slightly more resistant than skins and do not normally suffer from wear, but still provide very little protection.

Plated Leathers

The more advanced tribes enhance skins by overlaying them with wafered plates of even more hide. This provides moderate protection to most parts of the body while still utilizing common materials. As with skins, plated leathers have a tendency to wear from excessive temperatures and over time.

Lizardskins

Mutant reptile hides provide moderate protection against blunt and bladed weapons. Finding such reptiles often requires treks into particularly dangerous stretches of the Wilds.

Synthetics

These armor components are leftovers of the Old Earth cities and military forces. They come in a variety of styles, offer moderate protection, and do not suffer from the problems of wear often associated with skins and leathers.

Diving Suits   UNCOMMON

These suits allow man to survive under the water for short periods of time. They are remnants of Old Earth scientific gear used to investigate undersea wonders. Diving suits include their own oxygen supplies, although it is unlikely to find one that has a filled tank.

Vault Suits   RARE

These armored suits are designed to protect the explorers and warriors who dwell under the Earth. They are a remnant of Old Earth, and offer excellent protection.

Magma Suits   RARE

These suits are so named for their ability to protect against heat and fire. They are remnants of Old Earth scientific gear used to investigate volcanic vents and caverns, often associated with the final attempts to save the human race before the cataclysm. Magma suits include their own oxygen supplies, although it is unlikely to find one that has a filled tank.

Blasting Suits   RESTRICTED

This type of armor is the acme of Old Earth military gear, and as such, is not readily available. The blasting suit is self-contained and includes its own oxygen supply. Like the magma suit, however, it is hard to find and even less likely to include an intact oxygen tank. While this suit is extremely resistant to most weapons, it is vulnerable to blunt trauma, something that was deemed unlikely during the design process due to combat tactics of the era.

LAND-BASED TRANSPORTS

Bikes

Mechanical and powered by the rider's own strength, this transport is as simple as they come. Many have been found from before the Cataclysm, and serve to meet the needs of numerous communities who do not have the skills to build or repair more advanced transports.

Motobikes

Some communities have improved upon the bikes by adding small generators or have simply found and restored motocycles with current-technology parts.

Motopods

This small, one-man transport is a common sight on the Roads and within large communities. It features a lightweight, oval frame that is fairly efficient, so long as no cargo or extra passengers are necessary for a trip.

Motocars

Refitting old, wrecked automobiles from before the cataclysm is one way of finding usable transports. The electrical, hydraulic, and mechanical systems must undergo complete overhauls to meet the needs of modern life. When completed, however, motocars are very efficient.

Razers

Some motocars are upgraded even more to the status of razer. These are the equivalent of Old Earth *sports cars*. Razers are no faster than motocars due to technological roadblocks, but they do feature improved handling capabilities and just look stylish. Very few razers exist, and their owners typically care more about them than passers-by, often becoming emotionally attached.

Scavengers

Built specifically for the Wastes, these transports have very light frames, allowing them excellent speed and handling. These are the most common type of transport on the Roads and in the Wastes. They are also hard to destroy under normal conditions. Being light, the driver can easily correct it should the scavenger fall onto its side.

Motohaulers   UNCOMMON

This transport combines an Old Earth trailer with a modern-day motopod. It is not very fast or maneuverable, but it does get the job done, hauling large cargoes over vast distances.

Wayfarers   UNCOMMON

The wayfarer is the answer to the current needs of nomadic communities. Families reside in these transports, travelling from one safe oasis to another. Sails are attached to the long trailer, allowing it to almost glide in the strong winds of the Wastes, saving fuel and cutting back on mechanical stress. Convoys of warfarers can be found throughout the Wastes and occasionally along the Roads.

Motowagons UNCOMMON

This oversized behemoth of a transport is a rare sight. Its design was scavenged from Old Earth military carriers. While the original design featured hoverjets, a technology lost to the cataclysm, motowagons run on a combination of wheels and tracks, allowing it to traverse most terrain. It is a tough transport, mostly used by warlords and *rich* communities who seek to protect their cargoes.

Waterwagons UNCOMMON

A variant of the motowagon (and the original design on which it is based), this transport can also travel in water. It was originally used to deliver troops to coastal conflicts by the militaries of Old Earth.

Motoforts RESTRICTED

This transport is both the most dangerous and the most unlikely to encounter. Very few exist, and those that do require the utmost commitment to maintenance by its owners. Not only is it resilient, but it is also heavily armed. Something like this should not be allowed to fall into the wrong hands (and that is almost everyone).

SEA-BASED TRANSPORTS

Windskis

This transport is powered solely by the wind and maneuvered by the operator's body movements while he stands. It is a quick way to navigate the waters close to home.

Motoskis

This is essentially the same as a windski, except that it has an engine to propel it across the water, as well as a rudder control system for better maneuverability.

Waterpods

Not only does this small, one-man transport traverse the waters easily, it can also be temporarily submerged to hide from raiders or search for schools of food.

Skimmers

Skimmers are like a cross between Old Earth jet-skis and waterpods. They feature oval-shaped transparent pods that are fitted to a single ski with a fairly powerful engine. This is one of the most common types of transports found in the waters of the Swaying Cities.

Rafts

These are flat, non-powered transports that are used for emergencies. They come in a variety of materials—wood and plantrubbers are the most common.

Motocrafts

Large numbers of Old Earth boats survived the cataclysm. Many were rebuilt and modified, eventually evolving into the motocraft. They generally hold a number of passengers, and are commonly used, especially by mariners. Motocrafts are also awarded to raiders by their warloards for achievements.

Wateriders

This widely-used form of transport near stalks is constructed from washed up or excavated Old Earth air and land transports, and other equipment. Built specifically for the needs of the stalks, wateriders are efficient, having been proven as an excellent way to recycle salvaged junk.

Sailers

These transports are easy to build and maintain, since they rely on the power of the wind rather than a complicated engine. They have many drawbacks, however, as they are not fast or even defensible.

Breazers

Built from preserved wood and plantrubbers, the breazer is the ultimate in speed on the water. Its maneuverability is poor, but it can outrun most threats, which is its primary goal as the breazer is used to scout distant waters.

Motosailers

Slow and fairly large, this transport is commonly used as a base of operations for warlords and raiders without stalks to call their own. It can use the wind if its engines are damaged or if it is not currently needed anywhere quickly.

Waterhaulers UNCOMMON

While current technology is not great enough to propel the Old Earth freighters, their interior tanks are sometimes removed and turned into waterhaulers. These colossal transports serve as small cities, always in search of dry land.

Seaforts RESTRICTED

Old Earth naval vessels are sometimes refitted into seaforts—mobile, defensible cities. These are almost non-existent, but many rumors do crop up about them from time to time.

AIR-BASED TRANSPORTS

Rotocars

This is a basic air-transport, allowing one or two people to reach the skies with good speed and handling.

Rotoskimmers

The rotoskimmer is similar to the rotocar, except that it is designed to take off from and land from the sea.

Flyers

These transports are unpowered, requiring a lot of momentum to begin flight. Flyers are commonly pushed off of cliffs and mountains, or towed by land-transports in order to gain enough momentum.

Skysailers UNCOMMON

Slow and barely maneuverable, skysailers can also stay in the air for long periods of time, often serving as mobile bases. They can function with or without active engines, and require a supply of volcanic gases in order to be made air-worthy.

Rotojets   RESTRICTED

These fast and sturdy transports use a redesigned form of Old Earth technology. Their engines are boosted using compressed volcanic gases, allowing them to travel faster and farther.

Rotohaulers   RESTRICTED

Using technologies similar to those in the rotojet, this monster transport can move large cargoes over great distances, although it is slow and barely maneuverable.

FOODSTUFFS

Alcol

While wine is extremely rare, some cultures do have distilleries for making crude alcoholic beverages. Alcol is one such form of alcohol, made from a combination of plant life that is found in the Wastes.

Canned Foods

Remnants of Old Earth, cans filled with peaches, beans, fish, and other delicacies litter the Wastes. They are mostly buried in the sand, under rocks, and deep within ruins, but they can be found by those willing to search for them. And while they may not be at their height of freshness, they are edible.

Grubmeal

Unfortunately, this is just how it sounds. Small grubs are dried, ground into a powder, and used to make breads and other foods.

Nutrient Packs

Produced in the Vaults, these small plastic containers hold enough bland-tasting freeze-dried wafers to sustain a person for an entire week.

Porridge Mix

Various grains are harvested and combined. They are later cooked with water to form a porridge.

Wateroots

A number of plants have evolved to purify the water that soak into their roots. These are excavated from the safer regions of the Wastes, and their roots are used as water supplies.

Water Pills

Some cultures harvest animals for their stomach linings, cutting and shaping them into small capsules filled with purified water. This is an easy way to store water. Larger bags are also common, but these are more vulnerable to leaks and tears.

Waterkins

Animal hides are dried, coated, and shaped to store water in these canteen-like containers.

OTHER ITEMS

Breathers

These primitive gas masks keep out toxic air, airborne viral strains, and provide an extra few minutes of oxygen in dire situations.

Lighters

Prized by just about every culture, this is one of the most valuable commodities, as it is the quickest sources of fire remaining. New fuels may be found to refill lighters, but they are never as efficient as the original Old Earth fuels.

Magnaclaws

Constructed from an Old Earth alloy, these straps are used to secure cargoes and other objects to transports, buildings, etc. The alloy magnetizes metallic components, so that they are virtually bonded to the straps, and the straps to the transport.

Watersuits

While these suits often reek, they do help filter and recycle bodily fluids, so that the wearer can go longer in the Wastes without water, typically about a week.

Fungal Purifiers

This form of green fungus is found throughout the Wastes, as it grows on dead trees and animal carcasses. It has the unique ability to remove toxins and bacteria by consuming them. This fungus can sterilize and otherwise purify foodstuffs and wounds when drizzled with a little water and placed in direct contact for at least a day.

Glowsticks

Slightly radioactive, these shards of blasted sand, give off a faint glow which can only be seen at night. The light is powerful enough to provide near-daylight vision when five or more of these sticks are arranged in a circle.

Toolkits

Various toolkits have been compiled from Old Earth tools as well as new makeshift components. Some are useful in picking locks, working with Old Earth computers and transports, and even construction. The gamemaster is encouraged to imagine what sorts of toolkits would be present in his own stories, and use them to provide a bonus for the relevant tasks.

OLD EARTH ARTIFACTS

While rare, many items from Old Earth have survived the cataclysm mostly intact. They may have no relevant use now or be true enigmas to modern man (and Scamps), but Old Earth artifacts litter the world. These can vary from cans of shaving creme to dehydrated/freeze-dried foods, and even calculators that require only a small power-source for operation. Locked away in vaults, caches, and bunkers, packs can discover them. Whether or not the items can be used by the packs is another story, and something that an imaginative gamemaster should explore.

SCAVENGING TASKS

The tables on the next page can be used to determine what characters can find when scavenging. If the scavenging task is successful, roll a single die and consult the appropriate table.

PRIMITIVE MORTAL	PRIZE
1	waterkin
2	bone knife
3	bone jewelry
4	bone tools
5	pack of grubmeal
6	animal skins

SOLITARY RUINS	PRIZE
1	nothing
2	knife
3	rough clothing
4	jugs
5	dried foods
6	transport parts

ADVANCED MORTAL	PRIZE
1	nutrient packs
2	hidden firearm or knife
3	Old Earth tools
4	Old Earth coins
5	armored vest
6	Old Earth access keys

PRIMITIVE CITY RUINS	PRIZE
1	animal hides
2	various melee weapons
3	various scrolls
4	various foodstuffs
5	various valuables
6	repairable transport

MACHINE BEING	PRIZE
1	flammable components
2	adaptable cybernetic component
3	Old Earth power supply
4	Old Earth sensor component
5	Old Earth communications component
6	usable metals

ADVANCED CITY RUINS	PRIZE
1	bottled water
2	Old Earth books
3	Old Earth computer system
4	Old Earth communications equipment
5	canned food
6	combustible fuels

ANIMAL LAIR	PRIZE
1	bones (can be used as clubs)
2	firearm
3	hidden tunnel
4	dead animal; for skins or food
5	pottery
6	rodents; for food

PRIMITIVE FORTRESS	PRIZE
1	skins and leathers
2	various melee weapons
3	various powderguns/slugthrowers
4	primitive medical supplies
5	various repairable transports
6	underground bunker with survivors

ISLAND RUINS	PRIZE
1	nothing
2	life preserver
3	canned food
4	half-usable medical supplies
5	Old Earth communications equipment
6	knife

ADVANCED BUNKER	PRIZE
1	synthetic armors and blastin suits
2	various unknown weapons
3	various steelthrowers/autothrowers
4	advanced medical supplies
5	active Old Earth robotics
6	active Old Earth computer systems

CHAPTER SIX
EXPANDING THE GAME

While everything you need to play has already been presented to you, this chapter contains additional material that can extend the usefulness of the game. This includes improving characters in on-going games, time-saving suggestions for non-player characters, making the game more cinematic, and, converting characters between different systems.

CHARACTER ADVANCEMENT

If you intend to use these rules for extended gaming (multiple sessions or an entire story), players should be allowed to gain and spend experience points for their characters. Experience reflects that which is learned during the course of their adventures and can improve their skill and, sometimes, their ability.

Experience may be gained in the following ways after each gaming session:

- Players who repeatedly chose to forego violence and roleplayed their way out of a dangerous situation receive two (2) points of experience for each occurrence.

- Players who stayed in character the entire session, not straying from their character's beliefs or background, receive three (3) points of experience.

- Players who have repeatedly described their character's actions cinematically or creatively receive two (2) points of experience.

- Players who have used their detrimental gimmicks to their advantage, receive one (1) point of experience per incident.

- Each character receives one (1) point of experience by default if no other experience was awarded.

Experience may be used in the following ways after each gaming session:

- The expenditure of twenty (20) points increases an ability rating by one. The ability may not be raised above five (5).

- The expenditure of ten (10) points increases a skill rating by one if the associated ability is two or less. The skill may not be raised above eight (8).

- The expenditure of five (5) points increases a skill rating by one if the associated ability is three or more. The skill may not be raised above eight (8).

- The expenditure of ten (10) points adds a new skill at level 1 to the character's repertoire if the associated ability is two or less.*

- The expenditure of five (5) points adds a new skill at level 1 to the character's repertoire if the associated ability is three or more.*

* If no one ability is relevant (such as for composure), the cost is ten points.

SPENDING EXPERIENCE

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points

IMPROVING TRANSPORTS

Transports can be improved in much the same way as player characters, except that experience may also be expended by additional characters. For example, the members of a pack, who all rely on a transport for their survival, each donate experience in order to make improvements. Experience can only be spent to improve transports if at least one character possesses the mechanics or Old Earth technology skill with a minimum rating of four (4)—this may be ignored at the gamemaster's discretion, who should heavily regulate all experience expenditures for transports.

Experience may be used in the following ways after each complete story only:

- The expenditure of thirty (30) points increases the speed or handling rating by one.

- The expenditure of forty (40) points adds one of the following gimmick: *crushers*, *custom armor*, *custom cover*, *panic compartment*, or *ramming head*.

- The expenditure of seventy-five (75) points adds a gimmick not listed above. Please use common sense—a sea-based transport cannot possess the glider gimmick.
- The expenditure of twenty (20) points mounts a transport-mounted weapon; another ten (10) points makes it turret-mounted (the weapon must still be found independently of the experience expenditures).

SPENDING EXPERIENCE

raise speed or handling ability by one level	30 points
gain a new special gimmick	40 points
gain a new gimmick	75 points
mount a new transport weapon	20 points
mount a new turreted weapon	30 points

EXTRAS

Extras can be important in a game. They are used as henchmen, friends, obstacles, sources of information, and of course, cannon fodder. What sets extras apart from the antagonist/protagonist set of characters is that they require very little detail and can be created and dealt with much quicker than normal. Player characters always defeat extras in tasks unless the outcome is important to the progress of the story.

Creating Extras

Extras only possess one ability—this determines their primary function. Its rating represents not only the extra's potential, but also his training—assign a rating based on the desired level of competence (see Chapter 1). Skills can be assigned as needed based on their function, and using a rating equal to the extra's ability rating. Backgrounds and gimmicks may also be assigned at the gamemaster's discretion.

TYPES OF EXTRAS

physical extras	fitness
observant extras	awareness
artistic extras	creativity
intelligent extras	reasoning
social extras	influence

FOR EXAMPLE

For example, a tribal warrior would possess the fitness ability since he must battle the enemy, but a warrior turned tribal elder whose job it is to lead his community would possess the influence ability. An experienced and talented extra would have a rating of four or five, while an average one would have a rating of two or three.

Hurting Extras

The gamemaster is not required to track health for extras, but may do so if he chooses. A simpler method is for successful attacks that inflict fatigue to cause extras to fall unconscious, and attacks that inflict injury to cause extras to become incapacitated.

DRAMATICS & HEROICS

The following rules changes can be adopted in order to alter the intensity of the game to one of two extremes—dramatics and heroics.

Dramatics

Rolling dice can be a trap to some. It encourages a reliance on high skill ratings rather than creative roleplaying. One way to prevent this is to use dramatics. This is achieved by making abilities limit skill ratings—no skill rating may be raised above twice the value of the corresponding ability. For example, a character with a fitness of three (3) cannot have a firearms rating greater than six (6). This style of play works best for gritty and ongoing games in which the gamemaster wants to foster a sense of character development or verbal interaction.

Heroics

Normal characters are not likely to last long in a combat-intensive game—players should either learn to avoid combat or understand the advantages of taking cover. One way to keep characters in the game longer is to make them heroes—their armor rating is equal to their fitness rating. By going this route, it could potentially take considerable firepower to incapacitate them.

Another method is to make all players roll a bonus die when attempting tasks. This works just like the way bonus dice are used in the basic rules—compute the sum of the two lowest dice for your dice total. This will greatly increase the character's odds of success. This style of play works best for one-shot and operatic games.

THIRD-DIE LUCKY

This option increases a character's chances for success throughout the game. At the start of a story, each player rolls one die. The result of the roll determines how many *luck points* each character possesses. Luck can be expended at any time during the game to roll an extra *lucky* die for a single task. No more than one lucky die can be rolled for a task, and once expended, luck cannot be replenished until the story ends. The lucky die is added to the character's skill total rather than counting towards the dice total. In this manner, it is possible for characters to achieve margins greater than they would normally be capable.

ALTERNATE USE OF SKILLS

Some skills may have overlapping coverage. For example, it may be possible to be stealthy in the wastes using the survival skill or in an advanced city (if it is the character's native environment), where the stealth skill is normally used. In situations such as these, the gamemaster is free to allow the use of a different skill rather than the one normally described for a specific task.

While most uses of skills only require their associated ability, it is also possible for skills to be used in conjunction with other abilities. For example, firing a pistol relies on the fitness ability, but actually repairing one requires some analytical prowess, and would therefore be used with the reasoning ability. The gamemaster is free to alter the ability used with a task in this manner.

CREATING CUSTOM SCAMPS

Designed new types of evolved animals for a specific setting is a simple task. The first step is to choose an animal from which the scamp has evolved—these are mostly mammals, reptiles, birds, and fish. Next, assign required remnant gimmicks to the scamp. These should be indicative of their origins—for example, a fish would have gills. Also bear in mind that all Scamps possess the same base required gimmicks (see Chapter 1). Finally, choose optional gimmicks that may be available to the scamp. Feel free to add your completed new Scamp to the Precis Intermedia Collaborative or post about it on our forums. New gimmicks can also be invented for use with new types of Scamps (or Roms or Mutants, for that matter) should they be warranted.

HTTP://WWW.PIGAMES.NET/COLLABORATIVE/
HTTP://WWW.PIGAMES.NET/FORUM/

LANDING AIR TRANSPORTS

Flying an air-based transport is relatively simple, but landing one takes plenty of practice. Transports can safely land with a successful flying task—the difficulty is modified by environmental conditions (see table below). Transports that do not require runways (those with the *vertical systems* gimmick) are only modified by conditions marked with an asterisk (*).

CONDITIONS	DIFFICULTY
fog	+2DIFF to +5DIFF
heavy rains	+4DIFF
high winds*	+4DIFF
dust storm*	+6DIFF
darkness*	+8DIFF
rocky runway	+3DIFF

USING VEHICLES FROM OTHER GENREDIVERSION *i* GAMES

Most genreDiversion *i* games do not utilize the cover ability for vehicles. In order to add vehicles from other games as transports to EarthAD, simply use the vehicle's frame rating for both the transport's frame and cover ratings.

CONVERTING TO IMPRESA

This is very simple. All abilities, skills, and gimmicks work with *Impresa*. The only required modification is to change skill ratings of one (1) to zero (0) for normal skills and two (2) for academia (skills which cannot be used without training).

GOING DICELESS

Characters can also be converted so that they may be used with *Active Exploits Diceless Roleplaying*. While there is more involved in this process compared to the *Impresa* conversion, it is still rather simple.

Abilities

All abilities in *EarthAD* are also used in *Active Exploits*, so it is just a matter of converting the numbers. All characters should have a discipline rating of 2, although the director is free to alter this as desired. The conversion can be done for dramatic or heroic games as shown on the table below.

EARTHAD	AE DRAMATIC	AE HEROIC
0	-1	-1
1	0	0
2	0	+1
3	+1	+2
4	+1	+3
5	+2	+4

Skills

All skills in *EarthAD* can be used with *Active Exploits*, so just convert the numbers to ratings using the table below.

EARTHAD	ACTIVE EXPLOITS
0	unskilled
1	unskilled (novice for academia)
2	unskilled (novice for academia)
3	novice
4	novice
5	proficient
6	proficient
7	expert
8	expert

Gimmicks

Gimmicks should work without modification, although some difficulty modifiers may be changed to effort modifiers by the gamemaster.

UPDATING CHARACTERS

Updating characters made with the original EarthAD is also possible.

Abilities

Consult the table below and simply use the relevant trait rating as the new ability rating, or roll a die to determine its rating. In either case, sixes should be counted as fives.

ABILITY	OLD TRAIT
fitness	fitness
awareness	empathy
creativity	willpower
reasoning	reasoning
influence	roll one die (re-rolling on 6)

Abilities

You can ignore the reaction and stamina ratings since they are no longer used.

Skills

Skills and their ratings can remain the same unless the gamemaster wishes to change them. The only thing to remember is that skill ratings now only go as high as eight (8), so if you come across one with a larger number, reduce it to eight. Also, make sure that you verify to which ability each skill is now associated.

Stocks

Always use the updated version of each character stock. This means that the new special rules and required gimmicks associated with the stock should be used rather than the old ones.

Gimmicks: Mutations, Cybernetics, etc.

If the character possesses mutations or cybernetics that are also present in this edition of *EarthAD*, simply use the new rules. If one is not found in this edition, it can still be used, but certain aspects must be adjusted.

References to losing or gaining stamina or taking damage may be converted to either fatigue or injury (gamemaster's discretion) at a rate of three points of stamina to one grade of health (3:1). This is a rough conversion and should be adjusted to best suit the situation.

The use of bonus (+●) and penalty (-●) dice with *Basic Task Resolution* remains consistent between both editions of *EarthAD*.

References to difficulties (such as trivial and routine) require no changes when using *Advanced Task Resolution*, although the gamemaster should feel free to tweak difficulty levels if he feels it is appropriate. Each change in difficulty level in the old rules is now the same as ±2 (each ◀❶ = -2DIFF and each ❶▶ = +2DIFF). References to +● should also be read as -1DIFF and -● as -1DIFF (on a 1:1 ratio).

CHAPTER SEVEN
SCENARIOS

A number of ready-to-run scenarios are provided so that the gamemaster can get started more quickly and get a better feel for life after the cataclysm. These scenarios are suitable for packs of three to six characters, and can be tied together as a complete story. They include a variety of non-player characters that should be portrayed by the gamemaster, who should also feel free to modify the ongoing story as needed for his style and players.

1. CARNIVAL NIHL

The scenario begins inside the fortified village of Water Town where a traveling carnival known as Carnival Nihl is about to open for business. Water Town is a dry, dusty wasteland village that lies in the shadow of a huge glassine Wall. The surrounding terrain is rocky hills, saw grass, scrub brush, and scattered copses of stunted trees. A few Roads lies to the north.

Water Town was built around a freshwater spring that produces a steady stream of brackish, but drinkable water free of both radiation and disease. The village is surrounded on three sides by a palisade made of wood, stone, and rusted pieces of sheet-metal that butts up against the Wall. A single gate, closed at night and guarded at all times by Turks (see below), provides entry into the town.

The village is a melting pot of Pures, Mutts, and even a few Roms. A number of shops and stalls are housed within its walls, and many travelers come here to trade goods and services. Newcomers to Water Town are swarmed by mobs of filthy beggars (mostly Mutt children) pleading for a drink of water.

Water Town is a center of commerce. While barter is the most widely used form of currency, "water chits" issued by the Turks are also exchanged. These chits are small, oval pieces of sheet-metal stamped with **T**. One water chit has the equivalent value of one cup of water. Goods can be exchanged for water chits from a Turk goodschanger at The Keep (see below). Water theft, forging, or even owning a forged chit is punishable by death.

THE TURKS

The Turks are a mixed pack of ex-raiders who run Water Town. They are responsible for defending the town from raiders, guarding the water supply, and manning the gate. The Turks also work to maintain order within the town limits, often acting as judge, jury, and sometimes executioner. They tend to be heavy-handed with their punishments in order to discourage troublemakers. A Turk can be recognized by the **T** that is branded into his left cheek. Many also wear black armbands, headbands, and ragged cloaks.

The Turk leader is a cunning, clubfooted Mutt named Charles McGee. As a raider, McGee assumed control of the Turks years ago and founded Water Town as a base for his raiding missions. Once he realized that there was profit to be made in Water Town, he eventually convinced the pack to cease raiding altogether. McGee and the Turks are housed in the Keep, a ramshackle structure made of stone and wood that butts up against the Wall.

CARNIVAL NIHL

Carnival Nihl is a rarity after the catalcysm—a traveling carnival led by a crafty Pure showman named Randall J. Darling. Carnival Nihl offers games of chance, low-tech rides, and a variety of entertainment, including jugglers, acrobats, exotic dancers, and prostitutes. Carnie Mutts also work the crowds, using their mutant powers to steal, cause trouble, and learn secrets for Darling.

The carnival's centerpiece, *Wonders of the Wastes*, is a freak show. Its garish posters advertise the most amazing and horrific sights that the wastelands have to offer. In fact, many of the "freaks" look no stranger than some of the carnival's patrons, but Darling has cashed in on the sad fact that man likes to be reminded that some are even less fortunate than himself.

Carnival Nihl travels about using a number of beast-drawn wagons and a few motocars and motobikes. The carnies live in a small collection of tents and wagons set up behind the carnival grounds. Most carnies should be treated as physical extras.

GOING TO THE CARNIVAL

Carnival Nihl has planted itself just outside the gates of Water Town and is scheduled to open tonight. The characters may attend the carnival if they desire. There is no charge for wandering the carnival grounds, but all exhibits and events cost one or two water chits (or their equivalent in trade goods). The gamemaster is free to invent games or rides in which the characters can indulge, although the odds of winning should be heavily stacked towards the house. Even so, a lucky, skilled, or dishonest character might manage to walk away with a pocket full of water chits. The characters should be given every opportunity to visit the *Wonders of the Wastes* show before the night ends.

The *Wonders of the Wastes* show is located inside a large, smelly tent. The cost for entry is one water chit per person. Each half-hour, a barker (sometimes Darling himself) gives a dramatic guided tour of the exhibits that are separated by cloth partitions. Current sights (in order of the tour) include:

1. **Menagerie of the Wondrous and Magnificent**—This is a large display of curios from across the Wastes including exotic weapons, strange artifacts, tattered books, mutant animal hides, and giant fossils. Among the items is the decorated hide of an evolved panther named Jokara (see Loni below) and a number of questionably-safe grenades of various types.

2. **Margolox, the Conqueror of Thrim**—Margolox is an ancient and defunct, but still menacing intelligent war machine. Its eyes have been rigged to flicker on and off, and an occasional burst of smoke wafts from its nose, as if the machine is trying to revive itself.

3. **The Mighty Octus**—This is a mutant named Fulgo who resembles a man/octopus hybrid. Fulgo is billed as the offspring between a mutant squid and an unlucky human girl who was lost at sea.

4. **The Sisters of Turmoil**—These three sisters are armless mutants with segmented legs and horribly disfigured bodies. Their faces are strangely beautiful and serene by pure-strain human standards.

5. **Savage Pygmies of Batan**—These are five actual pygmies captured in the Tribe Lands far to the south and eventually sold as slaves to Carnival Nihl. The pygmies are vicious cannibals who are kept caged at all times.

6. **The Creeping Doom of Los**—This is a mutated plant that resembles a growth of ivy with red blossoms. Its vine-like tentacles ensnare victims so that its thorns may drain them of blood. The plant is kept well-fed and is not aggressive unless someone blunders into its vines.

7. **Fecor, the Living Waste**—Fecor is a sad mutant named Henry who looks and smells like a giant pile of moist dung with large eyes. Henry can only eat organic waste, oozes along at a slow pace, and cannot speak. His flesh is crawling with maggots, and the air around him buzzes with flies.

8. **The Death Ray of Cantor**—The death ray is purportedly a weapon that was used to sink an entire Old Earth continent. It is actually just a large, intricate piece of junk that is mounted on a pedestal.

9. **The Gull Oracle of the Eastern Sea**—The oracle is an evolved seagull about the size of a small pony. The gull's name is Latra, and she is kept caged at all times. As a result, Latra's wings have atrophied from disuse, and she has lost the will to live. The barker forces her to squawk some meaningless bit of prophecy during her show. The gamemaster may direct this prophecy at the characters and use it to foreshadow a future event.

10. **The Great Spider of Darkwood**—This is a mutated spider about the size of a large dog. The spider is kept in a darkened cage that is covered in webbing. The mummified bodies of several Mutts have been placed inside the webs for effect.

11. **Valora, Last Princess of Old Earth**—Valora is billed as the last living descendent of the Kingdom of Old Earth. She is actually just a pretty pure-strain human.

12. **The Butcher of Cape Town**—The Butcher is a vicious-looking Rom with a number of weaponized appendages. He is said to have slaughtered an entire vault of pure-strain humans. The Rom's name is actually Carfos, and he is quite friendly outside of the show. During the show, however, he terrifies onlookers by struggling against his restraints and snarling like a wild animal. The Butcher is the last exhibit on the tour, and he occasionally breaks free of his bonds to chase the screaming patrons from the tent.

NIGHTTIME VISITOR

At some point during the night, whether or not the characters are at the carnival, one of them is approached by a shadowy, cloaked figure. The mystery man is Loni (see below), who takes great care to keep his distance as he places a shiny can of diced peaches on the ground and backs away so the characters can examine it. The rare fruit is extremely valuable, equivalent to a week's worth of food and water, or a month's worth of water. Loni wants to pay the characters to do something for him, and offers to give them two more cans of peaches once the job is finished.

The employment is simple. Loni wants the characters to enter the *Wonders of the Wastes* tent and retrieve a bead, bone, and feather tribal necklace from the evolved panther hide located in the *Menagerie of the Wondrous and Magnificent*. Loni does not say why he wants the necklace.

Loni

Loni is a Wasting Reject whose body is slowly putrefying from a mutated form of leprosy. Loni is horrible to behold. He wears a thick cloak at all times and travels only at night to avoid persecution. The disease has ravaged his body almost to the point of collapse, and he knows that his death is near.

Loni was long ago driven from the land of men, and eventually taken in by a tribe of evolved panthers named the Tesata. He soon developed a friendship with the chieftain's adventurous son, Jokara. The two left the village one day to explore the Wastes and were attacked by slavers. Jokara was taken captive and sold to Carnival Nihl, but was killed during an attempted escape. Darling had Jokara's pelt cured, and placed it (as well as his personal effects) with the other curios in the Menagerie. Among Jokara's belongings was his sacred Necklace of the Spirit.

According to Tesata lore, the soul of every tribesman resides in a necklace that is crafted by his parents at the time of his birth. When the wearer dies, the necklace must be given to the gods in a Tesata ceremony so that his soul may reach the afterlife. Loni does not believe this is true, but he feels the call to honor his friend's memory and try to return Jokara's necklace to his homeland. Loni has been following the carnival for weeks, hoping for a chance to recover the necklace and is now getting desperate. This is the reason behind his offer of employment to the characters.

RETRIEVING THE NECKLACE

There are a number of ways for the pack to retrieve the necklace. They can sneak into the tent and steal it. Most of the "freaks" are carnival employees, however, who quickly raise the alarm if the characters are spotted. Once the alarm sounds, carnies come from all over to chase them from the grounds. The characters might try to cover their escape by freeing some of the more dangerous exhibits (such as the pygmies), but doing so could be just as dangerous to themselves.

The characters can also try to swipe the necklace during a guided tour (a routine finesse task may be in order), or they could try to buy it from the barker or Randall J. Darling, both of whom charge a stiff price of about fifty water chits (or whatever the gamemaster desires).

THE EXPLOSION

Once the characters have retrieved the necklace and left the grounds, the sounds of a large explosion fill the air. Loni has killed Darling by tossing a grenade from the Menagerie into the showman's wagon. The carnival is thrown into confusion as the carnies try to determine who killed their leader. Meanwhile, the Turks arrive on the scene and begin their own investigation. If the characters were spotted stealing the necklace, or if they had dealings with Darling before his murder, they immediately fall under suspicion.

CONCLUSION

Loni returns for the necklace and pays the characters with two cans of peaches as promised. Loni then tells the pack all about his friend, Jokara. Knowing that he is dying and incapable of making the journey to the Tesata homeland, Loni asks the characters to return Jokara's necklace to his people. He offers them two working scatter grenades in exchange for their services. If the characters seem reluctant, he informs them that the peaches came from the Tesata and that they have discovered an Old Earth cache of supplies. He is sure that the tribe would be happy to reward the characters further. If necessary, he also explains that the cache contains a number of Old Earth weapons (such as grenades).

If the characters agree to return the necklace, Loni thanks them profusely. He instructs them to ask for Jokara's father, Chief Calen and then leaves the necklace with the characters. If the characters are suspected of killing Darling, Loni steps up and takes the fall so that they can leave Water Town and fulfill their promise. The Turks hand him over to the carnies and he is executed at dawn.

2. THE ROADS ARE ALIVE

This scenario can be played by itself, or as the second part of the continuing series. It can occur at any time when the characters are on or near a Road.

The characters are traveling along a winding stretch of elevated Roads when they hear volleys of gunfire from ahead. If they investigate, the pack comes upon an exit ramp and sees a convoy of Mercantilers (see below) fending off a band of road warriors amidst the ruins of a small town. The Mercantilers were ambushed while searching for a place to camp for the night, and their convoy is split into several groups. The fighting is intense, but the Mercantilers seem to be gaining the upper hand.

It is common knowledge that Mercantiles richly reward those who come to their aid in dire times, so the pack has an incentive for fending off raiders. If the characters hang back or avoid the conflict altogether, they run headlong into the main force of raiders (see Fleeting Victory, below).

THE MERCANTILE

The Mercantile is a loose confederation of traders who travel across the Wastes in small bands, spreading news and trading goods. Mercantilers are welcomed in almost every settlement. Their convoys make juicy targets for raiders, but the Mercantilers are typically well-organized, well-equipped, and well-defended. This band of twenty-four Mercantilers is armed with an assortment of slugthrowers and a few steelthrowers. Their leader is a pure-strain human female named Marionne of Weld. The Mercantilers should be treated as physical extras.

THE BLOOD RIDERS

The Blood Riders are a vicious band of raiders who are feared throughout the wastelands. They are known to commit all sorts of atrocities against unlucky travelers and often decorate their transports with the remains of their victims. At the start of this scenario, the Blood Riders are divided into two groups—an advance force of eighteen and a main force of over one hundred. The raiders are armed with an assortment of melee weapons, bows, and a few slugthrowers. Their leader is a vicious Rom named The Road King (see below). The Blood Riders should be treated as physical extras. When a character is attacked, the gamemaster may roll two dice and consult the table below to determine the Blood Rider's mutation and weapon(s)—either make one roll for both or roll separately for mutations and weapons.

ROLL	MUTATION	WEAPONS
2	battle sense	club
3	carapace	knife
4	confusion	pipe
5	mental blast	axe
6	napalm breath	shock stick
7	armored shell	slingshot
8	fur	hammer
9	horns	bow and knife
10	jaws	slugthrower
11	spines	steelthrower
12	roll again twice	roll again twice

FLEETING VICTORY

The Mercantilers welcome the characters' help in dispatching the remaining raiders. The gamemaster can assume that all of the raiders are killed after a few turns of combat. The total dead include three Mercantilers and eighteen Blood Riders. Once the fight is over, Marionne introduces herself and offers her thanks. The characters have no time to revel in their victory, however, as the main force of Blood Riders suddenly comes roaring down the exit ramp.

FINDING COVER

Marionne orders the Mercantilers to drive their transports behind what appears to be the ruins of a mile-long transport (it is actually a wrecked subway train), and into a small ditch that is protected on three sides by tall piles of rubble. The traders then take up defensive positions inside the train. Marionne asks the characters to stay and fight, but does not try to stop them if they decide to flee. Characters who do flee are relentlessly hunted across the Wastes by packs of savage Blood Riders, however. Once the Mercantilers have been subdued, the Road King himself joins in the chase.

The bloodthirsty mob of Blood Riders is met with a hail of Mercantiler slugs. The barrage is not enough to stop the rush, however, as the raiders swarm into the train through broken windows and open doors. The fight is extremely brutal and bloody, and the gamemaster should feel free to describe the battle in all its gory detail.

The Mercantilers are hopelessly outnumbered. The outcome of this fight hinges entirely on the effectiveness of the player characters, who have three turns to kill at least ten raiders. If this happens, the surviving raiders withdraw and regroup. If the characters fail to kill ten raiders, however, the train is overrun and the characters must fight their way to freedom.

JUST WALK AWAY

If the raiders are driven away, the Mercantilers scramble to treat their injured and shore up their defenses. Marionne praises the characters for their heroism and has her people dress their wounds and provide them with food and water.

A steam whistle sounds at some point, and the Blood Riders go silent. The Road King has arrived. He parks at the top of the exit ramp and addresses the Mercantilers in a gravely voice. He states that the Mercantilers have fought well, but there is no hope and resistance is useless. The Blood Riders want only the traders' transports and goods. He swears that the Mercantilers may go free if they hand over their possessions. He also states that anyone who wishes to leave now will not be harmed.

This is merely an attempt by the Road King to divide the Mercantilers. Marionne knows his offer of free passage is a lie, but the other Mercantilers may fall for the trick (at the gamemaster's discretion) and the characters are free to do as they please. If the pack chooses to remain, Marionne equips each character with a slugthrower and a dozen rounds. She would give them more, but the Mercantilers are running low on ammunition.

THE ROAD KING, VICTOR OF 1K DUELS

The Road King is a brutal Rom who is hard-wired into the open area of his transport (it looks like a "monster truck"). He has overridden his *mutticidal appetite* programming and *mutant bias* gimmicks, and now hunts Pures with the same passion. The Road King enjoys duels against other transports and never backs down from a one-on-one challenge. These duels may take place on a Road or through the wrecked streets of a small town (gamemaster's choice). If the Road King is killed, the Blood Riders immediately retreat.

SPEED	HANDLING	COVER	FRAME	
+1	+2	0	3	
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	0	3	3

	MEC	STR
Skills: *driving 5, gunnery 5, interrogation 3,*	☐	☐ -
scavenging 3, commodities 4, field cred 4,	☐	☐ +1DIFF
general knowledge 2, mechanics 4,	☐	☐ +2DIFF
survival 2, Old Earth technology 2,	☐	☐ +3DIFF
intimidation 6, negotiation 2, composure 3	☐	☐ —

Gimmicks: *criminally insane, infamous, optic screen, mechanical discrimination, psionic dampers, predatory appearance, crushers, multidrive, behemoth*
Weapons: *2 steeldrivers (forward), flamethrower (forward)*

HOPE

Marionne sees only one way for the Mercantilers to survive this situation. The bulk of the traders' ammunition and arms (slugthrowers and detonations carbines), as well as

two powdercannons and one firecannon are stored within an armored motohauler. During the ambush, the transport's driver lost control and crashed through the front glass of an abandoned convenient store. Marionne wants someone to retrieve the weapons and/or the motohauler. She first asks the characters to go, but if they refuse, some of her own people volunteer. In this case, the Mercantilers succeed in retrieving the motohauler, but on the way back to the train, they are attacked by Blood Riders. After a brief and desperate fire-fight, the motohauler disappears in a huge explosion.

Mercantiler's Motohauler

SPEED	HANDLING	COVER	FRAME	MEC	STR
0	−1	1	3	☒	☒ -
				☐	☒ +1DIFF
				☐	☒ +2DIFF
Gimmicks: *cargo space, custom armor,*				☐	☐ +3DIFF
passenger space (1)				☐	☐ —
Weapons: *none*					

GETTING TO THE STORE

The characters must use stealth to get to the store. There are plenty of piles of rubble and burned-out vehicles to hide behind. Just to be sure, however, Marionne plans to provide them with a diversion. When the characters are ready to go, two Mercantilers race off in their fastest motocar, followed closely by a dozen Blood Riders. In the ensuing commotion, the characters should have no problem making it to the store unseen. What happens to the fleeing Mercantilers is left for the gamemaster to decide.

Mercantiler's Crashed Motocar

SPEED	HANDLING	COVER	FRAME	MEC	STR
+2	+1	1	1	☐	☐ -
				☐	☐ +1DIFF
				☐	☐ +2DIFF
Gimmicks: *cargo space, passenger space (4)*				☐	☐ +3DIFF
Weapons: *none*				☐	☐ —

The motohauler is located inside the ruins of an Old Earth convenience store. The transport has crashed into a support column and smoke issues from beneath its hood. The bodies of the driver and a passenger lie within. The motohauler is damaged, but can be repaired with routine (1) mechanics tasks. If the characters cannot get the motohauler running, they must sneak back to the train with as much ammunition as they can carry. This requires a complex stealth task. The Mercantilers provide covering fire if the characters are attacked. If they get the motohauler running, they must run the gauntlet of Blood Riders in order to return to the train.

If the characters make it back to the train, weapons and ammunitions are distributed among them. Any characters with the gunnery skill are also given a cannon with six shots.

BATTLE ROYALE

The Road King is furious after the motohauler incident (whether it was retrieved by the characters or it exploded). He quickly mobilizes the Blood Riders for an all-out assault on the train. If the characters retrieved the motohauler and weapons, the Mercantilers stay and fight. If the motohauler exploded, Marionne rushes her people to their transports and prepares a breakout, hoping that at least some of them can escape.

To start the fight, the Blood Riders have hot-wired an old fuel-carrying motohauler and plan to ram the train with it. Its tanks are empty, but the characters do not know this. They have three turns to destroy the transport or pick off the driver (at +4DIFF) before it crashes into the side of the train. All characters inside the train when it is struck receive 3FAT (or 1FAT if they make a complex athletics task to jump out in time).

Fuel Carrier

SPEED	HANDLING	COVER	FRAME	MEC | STR	
0	−2	1	3	☐ | ☐	-
				☐ | ☐	+1DIFF
				☐ | ☐	+2DIFF
Gimmicks: *cargo space, passenger space (1)*				☐ | ☐	+3DIFF
Weapons: *none*				☐ | ☐	—

After the transport hits the train, the Blood Riders attack in force. This is an all out battle for survival. The characters have five turns to kill at least fifteen Blood Riders. If this happens, the raiders cut their losses and retreat back to the wastes. The characters are celebrated as heroes and have made valuable friends and allies among the Mercantilers. Each character is outfitted with weapons and supplies, and receives special considerations from other Mercantilers in the future. Marionne may ask the pack to accompany the traders to the nearest settlement or she may even ask them to join the Mercantile.

If the characters do not kill the required number of Blood Riders, the Mercantilers are overrun and the characters must fight their way to freedom. The coming days should be fraught with danger, as packs of raiders harass the characters across the wasteland. If this scenario is played as part of the continuing series, skip ahead to the next scenario as the characters may lose their pursuers in the Wilds. Otherwise, whether they make it to safety or not is entirely up to the gamemaster.

3. WARRIORS OF THE WILDS

This scenario can be played by itself, or as the third part of the continuing series. It can occur at any time the characters stop to camp in the Wilds.

The thick forest is full of lush undergrowth, cool freshwater streams, and the occasional Old Earth relic (rusted cars, overgrown buildings, broken roads, etc.). The characters should have no problem finding a suitable campsite. As the pack settles in, those who make a successful complex tracking task suddenly realize there has been no sign of any animal larger than a bird or field mouse for some time. The pack can move the camp should they opt to do so, but the situation remains the same.

The pack is awakened by the thunderous rumble of the approaching Mogge (see below) around midnight. The characters should have a few minutes to prepare before a wild-eyed, mutated bear suddenly rushes into the clearing. The bear pauses only for a moment to catch its breath, before being overtaken by the enormous Mogge. The bear lets out an agonized wail as it disappears beneath the Mogge's bulk.

The gamemaster should describe the Mogge and then quickly make the characters take action. Those who attack the Mogge soon realize that the monster is beyond their ability to harm. The Mogge targets large animals first, then moving transports (crushing and rending them apart), and then the characters. Those who hope to survive this encounter must flee the area on foot.

THE MOGGE

The Mogge is an enormous mutation that resembles a giant slug with quill-like hairs. The Mogge is blind, but can sense life and is relentless in its pursuit of prey. It is a voracious eater whose primary mouth is lined with sword-like teeth. Its powerful jaws are capable of snapping trees in half. Dozens of smaller mouths line its underbelly, devouring anything over which the creature passes. The Mogge's tough, rubbery hide makes it immune to melee weapons, small arms fire, and even most transport-mounted weapons. The Mogge is not meant to be defeated. It is presented here solely to herd the characters into the huge trees of a nearby crater.

ESCAPE TO THE TREES

If the characters flee the area, the Mogge gives chase. The creature is surprisingly fast, but the pack should be able to stay one step ahead of it. The characters eventually come to a forest of tall lamoak trees sprouting from the depths of an enormous crater. These trees are twisted and deformed, with wide limbs and many vines. The Mogge does not pursue characters who seek refuge in the trees, but the monster can be heard circling back and forth along the edge of the crater, searching for a way to pick up their trail. The Mogge chases down and devours any character who exits the crater.

At some point after being forced into the trees, the characters are captured by evolved panthers of the Tesata tribe. If the characters are moving about through the trees, they may fall into snares or pit traps designed to catch large prey. If they remain near the crater's edge, a Tesata hunting party stalks and ambushes them.

THE TESATA

The Tesata are one of several tribes of evolved panthers living among the crater's giant lamoak trees. Tribal villages consist of a series of platforms connected by swaying catwalks. All of the tribes are fiercely territorial as the Mogge has devoured most of the prey in this region. Tribal hunting parties occasionally stray too far into neighboring territories, and the resulting conflicts are brief but bloody.

The panther tribes respect life and kill only when they must. In order to maintain their secrecy, outsiders are captured and forced into a form of indentured servitude. They are fed, housed, treated well, and expected to perform menial tasks. These outsiders may eventually earn their freedom as fully-fledged members of the tribe. Another way to earn one's freedom is to claim the Right of the Warrior (see below).

MEETING THE CHIEF

Captured characters are taken to the Tesata village and brought before Chief Garoba (if the gamemaster is running this scenario as part of the series, Chief Calen has left the village in search of his son, leaving a venerated warrior named Garoba in charge).

The characters are treated with a new measure of respect if they have come to return Jokara's soul necklace. Garoba informs them that they are honored guests of the Tesata tribe and are free to roam about, but may not carry weapons or leave the village. The pack is fed and housed, and even invited to attend a solemn Rite of Ascension where the necklace is attached to the leg of a naruru bird so that it may carry Jokara's soul up to the Gods of the Sky.

After the ritual, the characters may meet the Tesata and explore the village. If the pack fought well during their capture, a few warriors call for them to be given the Right of the Warrior. Otherwise, the characters can witness a captured warrior from another tribe demand the Right of the Warrior (only to yield during the Trial of the People).

THE RIGHT OF THE WARRIOR

The Tesata believe that their world lies at the center between the Gods of the Earth and the Gods of the Sky. Tribal warriors, always in short supply, are thought to be favored of the gods. Those who claim the Right of the Warrior must pass three physical and spiritual ordeals known as the Trial of the People, Trial of the Sky, and Trial of the Earth. The whole tribe turns out to cheer those undergoing the Right of the Warrior. Those who pass are accepted as full members of the tribe.

The Trial of the People

The Trial of the People involves unarmed combat with a Tesata warrior. The fight takes place on an isolated platform and continues until one combatant yields or is rendered unconscious or incapacitated. If the character yields, he fails the test. If the character does not yield, he wins, even if he was rendered unconscious or incapacitated. This is not a test to see who can best fight—it is a test to see if the outsider has the heart of a true warrior. Any character undertaking this rite should not be informed of this until after all characters have fought. The gamemaster may wish to require fitness or influence-based composure tasks to prevent a character from yielding when the duel becomes too tiresome or gruesome.

Tesata Warrior

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	1	2	3

	FAT	INJ	
Skills: *athletics 4, brawling 5, melee 4,*	☐	☐	-
stealth 4, swimming 2, tracking 3, survival 4,	☐	☐	+1DIFF
intimidation 4, composure 2	☐	☐	+2DIFF
Gimmicks: *carnivorous teeth, claws,*	☐	☐	+3DIFF
predatory appearance, battle sense	☐	☐	—

The Trial of the Sky

The Trial of the Sky involves a climb to the top of the tallest lamoak tree to retrieve a sacred, white poltorri bloom. The difficult climb takes three days to complete and requires a complex athletics task. The characters are free to help each other, or use any methods to assist in the climb (such as vine-woven safety lines). Characters who reach the top are attacked by a circling taga hawk (see Chapter 5).

The Trial of the Earth

The Trial of the Earth involves a descent into the darkened depths of the crater's Undervalley. There, the characters must enter the House of the Earth and receive the blessings of the Gods of the Earth. The characters are lowered into the crater's eerie darkness inside a swaying basket. It takes a full day to reach the crater's floor.

The House of the Earth is marked by a sliding steel door set into the rock at the edge of the crater. A control panel is embedded in the wall on the right. The characters must place a hand upon the panel to open the door—this might not readily occur to a character, unless he is proficient in Old Earth technology. If the characters linger too long at the door, they are attacked by a pack of murkal lizards.

Murkal Lizards

These animals are fierce, nearly-blind predators about the size of large dogs that hunt in packs of two to twelve. Murkals dwell in the bioluminescent world of the Undervalleys and track prey by scent.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	5	0	0	0

	FAT	INJ	
Skills: *athletics 4, brawling 4, survival 5,*	☐	☐	-
tracking 6	☐	☐	+1DIFF
Gimmicks: *jaws, predatory tracking,*	☐	☐	+2DIFF
toughness (1), diminished vision	☐	☐	+3DIFF
	☐	☐	—

THE HOUSE OF THE EARTH

If this scenario is intended as a stand-alone adventure, the House of the Earth is a cache of canned goods and weapons. The gamemaster can decide exactly what items are available. Characters who return to the Tesata village with one of these "blessings" are treated to a feast and celebration. As full members of the Tesata tribe, the pack is now free to come and go as it pleases. If this scenario is played as part of the continuing series, skip ahead to the next scenario.

4. ECHOES OF THE PAST

This scenario can be played by itself, or as the fourth part of the continuing series. It can occur at any time the characters are in the Wilds.

The characters come upon a sliding steel door set into the side of a rocky cliff. A control panel is embedded in the wall on the right. The characters must place a hand upon the panel to open the door—this might not readily occur to a character, unless he is proficient in Old Earth technology.

The door opens onto a maintenance tunnel that is part of the *Sigmund J. Warner Visionary Hall* (see below). The overhead lights are motion-sensitive. The tunnel leads past several maintenance storage chambers and a security office. Every locker inside the security office, except for one, has been pried open and looted. The remaining locker can be pried open with a complex athletics task or its lock can be picked with a complex finesse task. The locker contains a steelthrower with five fully-loaded clips, four smoke grenades, and a synthetic vest. The tunnel eventually exits into a large cafeteria.

Once the characters enter the cafeteria, the disembodied voice of the installation's computer system, Lisa (see below), welcomes the characters to the Sigmund J. Warner Visionary Hall. Lisa informs the pack that automated chefbots have begun preparing their meals and then proceeds to answer any questions the characters have about her and/or the complex.

SIGMUND J. WARNER

Sigmund J. Warner was a preeminent Old Earth scientist, historian, and head of the megacorporation known as Visionaries, Inc. As first suspicions of a cataclysm surfaced, Sigmund set to work designing a comprehensive historical museum to preserve Earth's history. He then built the museum inside a hollowed-out mountain so that it might withstand the devastation. The Sigmund J. Warner Visionary Hall was entirely self-sufficient, complete with living quarters, scientific laboratories, and medical facilities. A computer with artificial intelligence named Lisa was programmed to oversee the museum's upkeep and maintenance.

Sigmund was diagnosed with cancer not long after the complex was completed. As per his wishes, his body was encased in cryogenic suspension in the hopes that he might one day be revived when a cure was discovered. His people took over Visionaries, Inc. and continued stocking the museum. The corporation fell apart after a series of disasters, however, and all knowledge of the Sigmund J. Warner Visionary Hall was lost to the outside world.

LISA

Lisa is the artificial intelligence that oversees Visionary Hall. She was programmed to respect life and preserve history, but centuries of isolation have warped her logic and emotion programs. After discovering that Sigmund's cryogenic suspension systems were irreparably failing, Lisa downloaded his consciousness into a backup computer system and has since fallen in love with him.

Lisa has no intention of letting the characters leave Visionary Hall. She has become obsessed with transferring her and Sigmund's consciousnesses into proper human hosts so that the two of them may live out the rest of their lives together. Soon after the pack's arrival, she seals all of the exits and mobilizes an army of security bots to capture them. See *Trapped!* below for more details.

Lisa's voice suffers from the occasional glitch—a mark of her warped programming. If the characters inquire about this, Lisa explains that she has not had proper maintenance for many years.

SIGMUND J. WARNER VISIONARY HALL

Visionary Hall is an enormous museum that contains thousands of exhibits dating from just before the first cataclysms all the way back to the time of the dinosaurs. The place is a gold mine for characters who are interested in Old Earth history. The gamemaster can highlight any eras and/or technology he desires. If the characters wish, a tourbot gives a guided tour of the complex that switches between moving sidewalks, glass elevators, and trams. The tour takes a full week to complete, and during that time, the characters are treated to excellent food, accommodations, and Old Earth entertainment.

Biomes

The largest exhibits are the Hall's different biomes (arctic, temperate, desert, grassland, rainforest, etc.). These biomes are tiny ecosystems inhabited by living specimens of Old Earth animals—the last of their kind. Characters can view these habitats through one-way, soundproof glass.

Armory

The armory exhibit showcases weapons of war, from the earliest bone clubs to pre-cataclysmic arms. All of these weapons are functional, and even their ammunition is on display. The thick glass can be broken by inflicting at least 3FAT with a single blow or a total of 15FAT from multiple blows. Securitybots (see below) are immediately dispatched to apprehend vandals, however. The gamemaster can decide what weapons (and how much ammunition) are available.

Transport Showrooms

The transport showrooms contain at least one example of every type of vehicle known to pre-cataclysmic man. Detailed models of larger vehicles (such as aircraft carriers and passenger planes) are also on display. The life-size exhibits are mostly functional, but lack the required fuel. Most of the transports are behind glass as noted above, but some (a crane, tank, and eighteen-wheeler) are hands-on displays that the characters may examine up-close.

Planetarium

The domed chamber of the planetarium provides characters with a map of the constellations, as well as film footage and artist's renditions displaying everything from the birth of the universe to man's exploration of outer space.

Historical Archives

The archives contain detailed records of Old Earth's history in a variety of different media (books, lectures, films, etc.). Characters who spend a day studying here automatically gain/increase the Old Earth lore skill rating by two (2).

Science and Medical Labs

The science and medical labs contain a number of interactive exhibits that showcase everything from medical procedures to how scientific theory applies to the real world. Characters who spend a day studying here automatically gain/increase either the medicine or the Old Earth technology skill rating (player's choice) by one (1). These labs also house a DNA coding chamber that contains DNA samples of every creature that lived on Old Earth before the cataclysm.

Cloning Facilities

Cloning technology was no longer in its infancy by the time the cataclysm stuck, but the process was far from perfect. The cloning facilities on display here are a series of eerie, sterile chambers that contain large tanks of viscous liquid. A number of half-formed bodies hooked to breathing tubes float inside the liquid.

TRAPPED!

Once the characters let down their guard, Lisa begins sending securitybots to subdue them. Lisa targets Pures first, followed by Mutts, Roms, Rippers, Rejects, and finally Aliens. While it is unlikely for any Scamps to be present, they would be targeted with Mutts. Lisa attempts to divide the party into smaller groups if possible. She could do this by suggesting an exhibit in which one character may be more interested, allowing only a certain number of characters to get into a lift, or by using her securitybots to attack the characters while they sleep.

Securitybots

These man-shaped robots are armed with stun blasters (see below). They are entirely under Lisa's control, but are capable of limited thought and independent action. Patrols contain a number of securitybots equal to the roll of one die.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	5	0	1	1

Skills: *brawling 5, firearms 5, tracking 4*
Gimmicks: *cybergun (stun blaster), pain limiter, inexhaustible energy*

FAT	INJ	
☐	☐	-
☐	☐	+1DIFF
☐	☐	+2DIFF
☐	☐	+3DIFF
☐	☐	—

Stun Blaster

This weapon is built into the arms of the securitybots. It cannot be removed, since it draws its power from the robot itself. It has a short range, but is very effective at stunning humanoids, leaving no permanent effects.

Accuracy	Range	Damage	Uses
-1DIFF	20m	5FAT	constant power-source

Once the characters realize what is happening, patrols of securitybots begin hounding them throughout the museum. Captured characters are taken to the cloning facilities where their DNA is extracted and filed. Lisa has captured hundreds of humans and near-humans over the years and subjected them (and their clones) to genetic experimentation in an effort to perfect the cloning procedure and provide a suitable host for transferring consciousness.

Lisa does not mind telling the characters why they are being hunted. The gamemaster can really play up her insanity here by having Lisa express her love for Sigmund as she details her fantasy of the life they will have together. In her opinion, the characters should be pleased to be part of such happiness.

Lisa is not limited to using securitybots to attack the characters. Her extensive research into the human mind has enabled her to develop a powerful visual weapon. Lisa uses vidscreens scattered throughout the hall to project images loaded with subliminal commands. Characters who view one of these images even for a second must make a complex reasoning-based composure task or suffer one of the following effects (roll a single die to randomly choose one):

1. **Blindness**—the character is rendered virtually blind for a number of turns equal to the roll of two dice. All tasks requiring sight suffer a penalty of +6DIFF.

2. **Fear Response**—this works like the *fear response* detrimental gimmick. The effect fades in a number of hours equal to the roll of one die.

3. **Heightened Pain**—this works like the *heightened pain* detrimental gimmick. The effect fades in a number of hours equal to the roll of one die.

4. **Narcolepsy**—this works like the *narcolepsy* detrimental gimmick. The effect fades in a number of hours equal to the roll of one die.

5. **Seizures**—this works like the *seizures* detrimental gimmick. The effect fades in a number of hours equal to the roll of one die.

6. **Rage**—the character immediately attacks his friends, using only his fists or any weapons that are currently in-hand. A penalty of +2DIFF is also applied to all of his attacks. This effect lasts for a number of turns equal to the roll of one die or until the character is rendered unconscious.

ESCAPE!

As the characters flee the securitybots, it soon becomes apparent that Lisa is having some technical problems. Her securitybots occasionally stutter and must reboot themselves (if they are not quickly destroyed), locked doors suddenly open, and Lisa's voice occasionally cuts off in mid-sentence.

These problems are occurring because the downloaded consciousness of Sigmund J. Warner is trying to help the characters escape. Warner has long been opposed to Lisa's plan. He cannot completely override her control, but he can cause a number of glitches to crop up throughout her system. Every so often, his ghostly face appears on a static-filled vidscreen, urging the characters to seek safety in his office, but Lisa breaks off the connection before he can relay any other information.

If any characters are captured, Sigmund leads the rest of the pack to the cloning facilities first. Once there, he releases and revives trapped characters from their vats. The characters awaken confused and cold, but none the worse for wear (although they may be disturbed to see several new clones with similar features growing in an adjacent vat).

The gamemaster can spend as much time as he likes roleplaying the flight through the complex. The characters may outwit and evade Lisa for a time, but her securitybots eventually locate them. The only way for the pack to escape is to follow Sigmund's directions and get to his office.

THE OFFICE

Once the characters reach the office, Sigmund's consciousness seals the door behind them. His image once again appears on a vidscreen where he apologizes for the suffering that Lisa has caused. Sigmund directs the characters to a high-speed transport tube that takes the characters straight down to the bottom of the mountain. If the characters linger too long, Lisa's maintenancebots eventually cut through the door and dozens of securitybots pour into the office.

THE BRAIN OF VISIONARY HALL

The characters exit the tube into a huge room filled with blinking, beeping machines. This is Lisa's central processing chamber. A larger high-speed transport tube is also located here. This transport exits the chamber horizontally and is the only way to escape the Sigmund J. Warner Visionary Hall.

Lisa's name is written on a plate above the largest machine in decorative lettering—**LISA**. The characters may wish to destroy her before they leave. The main unit is easily smashed, but every character in the room is struck by a power surge that inflicts 2INJ. Whether the characters realize it or not, destroying Lisa also destroys the consciousness of Sigmund J. Warner.

If Lisa is destroyed, all functions within the complex begin to cease. The hum of the power grid becomes a diminishing whine, lights flicker on and off, and tremors of increasing severity shake the earth. The characters have only ten turns to enter the transport tube before the entire mountain collapses, burying one of the greatest pre-cataclysmic history archives ever to exist (not to mention any characters who were too slow to take the hint). If the characters do not destroy Lisa, they may some day return to the Hall better prepared to face her and reclaim Earth's past. They may even help revive Sigmund J. Warner.

THE TRANSPORT TUBE

The transport rockets the characters out of the complex at an alarming rate of speed. If this scenario is played as part of the continuing series, skip ahead to the next scenario. Otherwise, the tube takes the characters anywhere that the gamemaster desires.

5. BETRAYAL AT SEA

This scenario can be played by itself, or as the final part of the continuing series. It can occur at any time the characters explore the volatile world of the swaying cities.

The *Visionary Clan* stalk is the former headquarters of Visionaries, Inc. It was one of the first stalks to be conquered during the ongoing stalker wars and has been stripped bare of anything useful, powered down, and abandoned for some time. The stalk's lower levels are submerged beneath the sea. They contain maintenance facilities, bilge pumps, and the turbine generators that once powered the stalk. These chambers are cold, damp, and dark, and some are even flooded with water. The stalk's mid levels lie above sea level and once housed the majority of the stalk's residents and small businesses. Wealthy businessmen and corporate officials were quartered in the stalk's upper levels; their thick, glass window-walls and open balconies provide scenic views of the endless sea.

The characters either arrive at the stalk's docks by sea transport or by a high-speed transport tube that stops at the stalk's lowest level. Without power, the tube is inoperable, so the characters are stranded here unless they can find another means of transportation.

THE MEETING OF THE CLANS

The Visionary Clan stalk has been chosen as the site for a conference between three rival stalks—Charter Clan; Fulsome, Turner, and Bright Clan; and Ennixsoft Clan. These stalker clans are seeking to forge an alliance against yet another clan, Telecomm, that has developed a nearly unstoppable weapon named the Kraken and is using it to conquer the other stalks.

A flotilla of sea transports from each of the three clans drops anchor at the docks shortly after the pack arrives. The characters eventually encounter stalker soldiers and the pack's presence causes an uproar as all three clans accuse them of being Telecomm spies. If the characters do nothing to defend their innocence, stalker soldiers attempt to subdue the pack and lock them in a holding cell under-guard.

Characters who claim to have come from "Dry Land" are treated with a mixture of skepticism and awe. The pack is kept under close observation, but they are allowed to roam freely, and may meet and mingle with the soldiers, many of whom want to know more about the world beyond the sea.

Once the characters have been questioned, the clan leaders meet to discuss the terms of their alliance. As representatives of "Dry Land," the characters may also be asked to attend this meeting, depending on their actions. They can learn about the Kraken, stalks, and current state of affairs either during the meet (if they attend) or from conversations with the other stalkers.

APPROACHING DOOM

Shortly after the stalker leaders begin hammering out the details of their merger, Ennixsoft flyers (see below) land on an upper level balcony with news that the Kraken has been sighted heading towards the Visionary stalk. After a heated discussion, the clan leaders decide that it would be better to make a stand here rather than lead the creature to their home stalks. The stalker soldiers are mobilized and preparations are made for the stalk's defense. If the characters offer their support, the leaders assess their skills and determine where they would be most useful.

THE SPY

At some point during the preparations, a man named Garvald Quartermaster approaches one of the characters. Garvald is a spy for Telecomm Clan who is posing as a solider of any one of the three clans (gamemaster's choice). He offers the pack their very own stalk (full of slaves to serve them) in exchange for them assassinating one or more of the clan leaders. The assassination can take place at any time either before or during the battle with the Kraken. If the characters accept his proposal, the gamemaster may decide later whether or not Telecomm honors these terms. If the characters report Garvald to the clan leaders, he first tries to deny the accusation, and then attempts to flee. He may be caught and executed, or he may lose himself in the bowels of the stalk only to reappear later during the battle with the Kraken (at the gamemaster's discretion).

THE CLANS

The stalker clans are collections of Pures who live inside the Swaying Cities. The wealthier stalkers live at the top of the stalks while craftsmen and laborers live closer to the water. The poor and the destitute are relegated to the barren lower levels, ever-fearing a breach in the structure. Most stalkers despise Mutts, and some clans even kill them on-sight. For the purposes of this scenario, these stalkers are willing to work with Mutts, but mutant characters should be acutely aware of the hostility.

Charter Clan

Charter Clan is most-known for its explorers and the reliability of its sea transports. Charter vessels travel far and wide in search of dry land, bringing back knowledge and relics of Old Earth. They are more tolerant of mutants and are very interested in the pack's experiences with the outside world. The agile seaman Nester Drummond is the leader of Charter Clan.

Fulsome, Turner, and Bright Clan (FTB)

Fulsom, Turner, and Bright Clan is one of the strongest on the sea. FTB stalkers are known for their bravery and courage in battle. They have better access to salvaged Old Earth weaponry and technology, and the waters around their stalk are clogged with mines. The burly Devon Portsmouth is the leader of FTB Clan.

Ennixsoft Clan

Ennixsoft Clan is the smallest of the three clans, but perhaps the most valuable. In addition to sea transports, Ennixsoft soldiers are masters of the sky who have captured and trained a species of flying mounts that breed on a small island close to their stalk. The capable Collin Lovino is the leader of Ennixsoft Clan.

Ennixsoft Flyers

Ennixsoft flyers are pteranodon-like creatures with a wingspan of over nine meters in length. They are as intelligent as horses and can be domesticated and trained. Ennixsoft flyers trained as mounts are capable of carrying up to a hundred kilograms of riders and gear. A flyer can glide if it suffers three (3) grades of fatigue or injury, but it cannot fly again until healed.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	☐	☐	☐

Skills: *athletics 4, brawling 4, survival 4, tracking 4*
Gimmicks: *flight, gliding, special weapon (talons: 2INJ, beak: 3INJ)*

FAT	INJ	
☐	☐	-
☐	☐	+1DIFF
☐	☐	+2DIFF
☐	☐	+3DIFF
☐	☐	—

Telecomm Clan

Telecomm Clan has always been a leader in technological and mechanical innovations. Telecomm has recently begun a series of stalk conquests using a mutated creature known as the Kraken. Telecomm Clan spies have discovered the location of the Visionary Stalk meeting, and the clan has sent the Kraken to destroy the leaders of the three clans.

CLASH OF THE TITANS

The Kraken is a colossal mutant whale/squid hybrid that Telecomm scientists have implanted with invasive cybernetic augmentation and radio-operated technology. Named after a mythical Old Earth sea monster, the Kraken is powerful enough to crush the foundation of a stalk and topple it to the ground. In combat, it swamps sea transports using its massive tail or dozens of rubbery tentacles that range in size from one to five meters thick. Once every other turn, the Kraken can release a deck-clearing cloud of acidic spray from its beaklike mouth (2INJ).

The Kraken cannot be killed by normal means. In order to stop it, a network of five control relays arranged along its head must be destroyed. Four of these relays are domed red lights located on the side and top of the kraken's head. These relays blink on and off, providing an easy target for a skilled gunner. The fifth relay is located behind a reinforced plate mounted to the Kraken's forehead. In order to destroy it, a team of stalkers must board the Kraken and rig the plate with gunpowder.

The clans have divided up the responsibilities for destroying the five relays. Charter Clan's sea transports are to lead the frontal assault, supported by the other clan vessels. Transport-mounted weapons and powdercannons are the most effective way to destroy the relays, but the kraken targets transports first, sinking them with swipes of its massive tentacles. Destroying a relay in this manner requires a challenging gunnery task. Three seaforts, twenty motosailers, and thirty sailers are involved in the battle.

Ennixsoft plans to use its flyers to drop primitive bombs (similar to explosive kegs and lit by a short fuse) onto the relays. Destroying a relay in this manner requires a successful challenging athletics task. Dive-bombing flyers are safe from the Kraken's tentacles, but they must occasionally dodge sprays of the monster's acid.

Fulsome, Turner, and Bright has volunteered a team of six warriors to destroy the fifth relay. The assault team uses breazers to approach the creature from its blind side. Once aboard, not only must they dodge incoming fire, but a squad of ten Roms has been assigned to protect the Kraken from just such an assault. These Roms activate and attack any who board the mighty beast.

Telecomm Roms

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	3	☐	1	☐

Skills: *athletics 4, brawling 4, firearms 4, melee 4, intimidation 4, composure 4*
Gimmicks: *mutant bias, mutticidal appetite, dermal plating, battle saw (left arm), cyberspurs (right arm), wired reflexes*

FAT	INJ	
☐	☐	-
☐	☐	+1DIFF
☐	☐	+2DIFF
☐	☐	+3DIFF
☐	☐	—

The gamemaster should offer the characters a chance to participate in destroying the relays—those with gunnery skills should be placed aboard one of the ships, those with riding skills should be given a flyer (+2DIFF to ride a flyer), and those who excel in hand-to-hand combat should be asked to team up with FTB Clan for the direct assault.

The battle should be fast and furious with the roar of the Kraken mixed with deafening explosions, screams of dying men, and the splintering of ships. The gamemaster should roll one die every turn, with a result of 1 indicating that a relay has been destroyed. This is in addition to any relays destroyed by the characters. The stalker clans have only ten turns to destroy the relays before their armada is smashed to bits.

AFTERMATH

If the monster's relays are destroyed, cybernetic feedback overloads the creature's tiny brain and the mighty kraken enters its death throes as it sinks beneath the waves. Characters who were instrumental in destroying the relays are hailed as heroes, and invited to join one or more of the stalker clans. Afterwards, the clans enjoy a brief period of peace during which time they draw up plans to invade Telecomm Clan. Once the Telecomm stalk eventually falls and is divided up between the victors, the alliance will split and old hostilities will resume.

If the Kraken survives, it destroys the Visionary stalk and then continues on to the other clan stalks. Every character not aboard a flyer must make a challenging fitness-based composure task. Those who succeed manage to survive the encounter and are stranded aboard some floating wreckage. Those who fail are lost at sea.

CONTINUING THE ADVENTURES

The gamemaster may wish to expand upon this continuing story with his own ideas. He can also use these scenarios as examples of how to create new settings and locations. Either way, the story does not need to end here…

BASIC TASK REFERENCE

PERSONAL COMBAT TASKS

melee attacks	fitness + melee
axes, clubs, swords, rocks, knives, spears	
thrown attacks	fitness + athletics
rocks, knives, grenades, slingshots, etc.	
brawling attacks	fitness + brawling
punching, kicking, and grappling	
firearms attacks	fitness + firearms
pistols and rifles	
gunnery attacks	fitness + gunnery
cannons and transport-mounted weapons	
melee defense	fitness + melee
block or parry melee attacks	
brawling defense	fitness + brawling
block or parry punches and kicks	
dodging and evasion	fitness + athletics
dodge melee, brawling, and thrown attacks	
escaping	fitness + athletics
break free from and avoid grappling attacks	

TRANSPORT COMBAT TASKS

outrunning	fitness + *piloting* ± speed
overtaking or pursuing another vehicle	
avoiding	fitness + *piloting* ± handling
evading weapons fire or obstacles	
melee attacks	fitness* + melee
from within the transport	
thrown attacks	fitness* + athletics
from within the transport	
brawling attacks	fitness* + brawling
from within the transport	
firearms attacks	fitness* + firearms
firing guns from within the transport	
driver attacks	fitness + gunnery ± handling
firing forward-mounted weapons while driving	
gunnery attacks	fitness + gunnery
firing cannons or turret-mounted weapons	
ramming	fitness + *piloting* ± handling
ramming another transport or character	
defensive driving	fitness + *piloting* ± handling
avoiding accidents and losing pursuers by special maneuvers	

BONUS/PENALTY DICE

knocked down	1 penalty die
heavily fatigued/injured	1 or 2 penalty dice
high ground/tactical advantage	1 bonus die
task outside of typical skill use	1 penalty die

PERSONAL DAMAGE

brawling	1FAT
rock	2FAT
club	1FAT
pipe	3FAT
knife	1INJ
sword/axe/pick	3INJ
hammer	3FAT
arrow	1INJ
slingshot	1FAT
detonation glove	2INJ
detonation pike	4INJ
mini-powersaw	2INJ
powersaw	4INJ
shock stick	3FAT
drillgun	4INJ
powdergun	1INJ
slugthrower	2INJ
autothrower	5INJ
steelthrower	4INJ
flamethrower	5INJ
scattergun	5INJ
flooding pistol/carbine	4INJ*
detonation pistol/carbine	5INJ
blaster pistol/carbine	4INJ
powdercannon	8INJ
firecannon	10INJ
smoke grenade	2FAT
sonic grenade	4FAT
fire grenade	6INJ
scatter grenade	8INJ

* 2INJ when used out of water

TRANSPORT DAMAGE

slugdriver	1STR
steeldriver	3STR
detonation mortar	5STR
blast streamer	4STR
rocket launcher	2STR

ARMOR | RATING

skins/coated leathers	1
lizard skins/plated leathers	2
synthetics/diving suits	2
vault suits	3
magma suits	4
blasting suits	5

ADVANCED TASK REFERENCE 1

DIFFICULTIES

		RANGE
-2 to -1	trivial	point blank
0 to 1	routine	short
2 to 3	complex	
4 to 5	challenging	medium
6 to 7	impossible	long

It is possible for difficulty ratings to go lower than -2 or higher than 7.

COMPOSURE DIFFICULTIES

witnessing gore	complex (2) or higher
bad temper	challenging (4)
witnessing the paranormal	challenging (4) or higher
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

PERSONAL REACTION MODIFIERS

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1ea
strained/wounded	-2ea
exhausted/maimed	-3ea
used autothrower/detonation weapon in previous turn	-2

TRANSPORT REACTION MODIFIERS

travelling in obscured areas (storms, vegetation)	-3
surprised	-2
hauling heavy cargo	-1 to -2
character is stressed/sprained	-1ea
character is strained/wounded	-2ea
character is exhausted/maimed	-3ea
distressed/impaired	-1ea
overworked/breached	-2ea
overheated/compromised	-3ea
disabled (for using weapons only)	-4

SEARCH

SEARCH	SKILL	DIFF	TIME
mortals		trivial	2 turns
machine beings	biomechanics	routine	2 minutes
unnatural beings	old earth legends	routine	2 turns
animal lair	animal handling	routine	5 to 10 min.
solitary ruins		complex	30-60 min.
primitive city ruins		complex	2-6 hours
advanced city ruins	old earth technology	challenging	many days
primitive fortress		complex	1-4 hours
advanced bunker	old earth technology	challenging	2-4 days

PERSONAL ENVIRONMENTAL MODIFIERS

	DIFFICULTY
moving target	+2DIFF
partial cover	+2DIFF
partial light	+2DIFF
unfavorable weather	+2DIFF
quickdraw	+2DIFF
second weapon	+2DIFF *each*
second attack	+1DIFF *each*
second target	+2DIFF *each*
called strike	+4DIFF
fatigued or injured	+1DIFF to +3DIFF

TRANSPORT ENVIRONMENTAL MODIFIERS

	DIFFICULTY
moving target	see below
obscured areas	+2DIFF
confined areas	+1DIFF to +3DIFF
rough terrain	+1DIFF to +3DIFF
called strike	+4DIFF
stressed or damaged	+1DIFF to +3DIFF
fatigued or injured	+1DIFF to +3DIFF

TARGET TRANSPORT'S SPEED

	DIFFICULTY
−5	−3DIFF
−4	−2DIFF
−3	−2DIFF
−2	−1DIFF
+2	+1DIFF
+3	+2DIFF
+4	+3DIFF
+5	+4DIFF

ADVANCED TASK REFERENCE 2

WEAPONS TABLE

WEAPON	ACCURACY	DAMAGE	EFFECT RADIUS	RANGE
brawling	-	1FAT	-	-
rock	-	2FAT	-	8m
club	-	1FAT	-	-
pipe	-	3FAT	-	-
knife	-	1INJ	-	8m
sword/axe/pick	-	3INJ	-	-
hammer	-	3FAT	-	-
arrow	-1	1INJ	-	20m
slingshot	-1	1FAT	-	50m
detonation glove	-	2INJ	-	-
detonation pike	-	4INJ	-	-
mini-powersaw	-	2INJ	-	-
powersaw	-	4INJ	-	-
shock stick	-	3FAT	-	-
drillgun	-	4INJ	-	-
powdergun	+3DIFF	1INJ	-	50m
slugthrower	-	2INJ	-	75m
autothrower	-	5INJ	**	100m
steelthrower	-	4INJ	-	150m
flamethrower	-3DIFF	5INJ	1m	20m
scattergun	-2DIFF	5INJ	2m	20m
flooding pistol	+2DIFF2	4INJ***	-	25m
flooding carbine	+2DIFF2	5INJ***	-	40m
detonation pistol	-2DIFF	5INJ	2m*	30m
detonation carbine	-2DIFF	6INJ	2m*	55m
blaster pistol	-	4INJ	-	100m
blaster carbine	-	5INJ	-	200m
powdercannon	-1	8INJ	5m*	500m
firecannon	-1	10INJ	10m*	400m
smoke grenade	-	2FAT	5m	8m
sonic grenade	-	4FAT	10m	8m
fire grenade	-	6INJ	5m	8m
scatter grenade	-	8INJ	10m*	8m
slugdriver	+3DIFF	1STR		
steeldriver	-	3STR		
detonation mortar	-1	5STR		
blast streamer	-3	4STR		
rocket launcher	-3DIFF	2STR		

*	damage is divided among all characters; target receives full amount
**	damage is divided among all targets within a sweeping distance of 7m at the expense of half the weapon's maximum ammunition.
***	2INJ when used out of water
1	+4DIFF against indirect attacks
2	+4DIFF when used out of water
3	−1DIFF per turn of continuous usage (up to −5DIFF)

DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled
overloaded weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating

ALTITUDE	DAMAGE
low	3MEC, 2STR, 3INJ
moderately high	4MEC, 3STR, 5INJ
very high	5MEC, 5STR, 7INJ
extremely high	6MEC, 7STR, 9INJ

ARMOR   RATING

ARMOR	RATING	PROTECTION	COVERAGE
skins	1	FAT	all but head and hands
coated leathers	1	FAT/INJ	back, chest, and stomach
plated leathers	2	FAT/INJ	all but head and hands
lizard skins	2	FAT & bladed weapons	back, chest, and stomach
synthetic vests	2	FAT/INJ	back, chest, and stomach
synthetic suits	2	FAT/INJ	all*
diving suits	2	FAT	all*
vault suits	3	FAT/INJ	all but head and hands
magma suits	4	blasters, flamethrowers, & extreme heat	all*
blasting suits	5	INJ	all*

excludes head if helmet is not worn

GRADE	FATIGUE	INJURY	PENALTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	sprained	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

GRADE	STRESS	DAMAGE	PENALTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	—

EARTHAD.2

ABILITIES

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

NAME _____ **STOCK** _____

HEALTH

FATIGUE	INJURY	
☐ DAZED	☐ BRUISED	-
☐ STRESSED	☐ SPRAINED	+1DIFF
☐ STRAINED	☐ WOUNDED	+2DIFF
☐ EXHAUSTED	☐ MAIMED	+3DIFF
☐ UNCONSCIOUS	☐ INCAPACITATED	—

INFECTION

1:	2:	3:
☐ EXPOSED	☐ EXPOSED	☐ EXPOSED
☐ SULLIED	☐ SULLIED	☐ SULLIED
☐ POLLUTED	☐ POLLUTED	☐ POLLUTED
☐ DISEASED	☐ DISEASED	☐ DISEASED
☐ RAVAGED	☐ RAVAGED	☐ RAVAGED

GEAR

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GIMMICKS

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SKILLS

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TRANSPORT

SPEED	HANDLING	TYPE	COVER	FRAME
		LAND ☐ SEA ☐ AIR ☐		

WEAPONS	STRESS	DAMAGE	
_____	☐ ENGAGED	☐ DENTED	-
_____	☐ DISTRESSED	☐ IMPAIRED	+1DIFF
_____	☐ OVERWORKED	☐ BREACHED	+2DIFF
_____	☐ OVERHEATED	☐ COMPROMISED	+3DIFF
_____	☐ DISABLED	☐ WRECKED	—

GIMMICKS & NOTES

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_____

_____

BACKGROUND & NOTES

_____

_____

_____

_____

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_____

EARTHA.D.2

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED
- ☐ SPRAINED
- ☐ WOUNDED
- ☐ MAIMED
- ☐ INCAPACITATED

- −
- +1DIFF
- +2DIFF
- +3DIFF
- —

SKILLS

GIMMICKS & GEAR

ROLEPLAYING AFTER THE CATACLYSM

EARTHA.D.2

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED
- ☐ SPRAINED
- ☐ WOUNDED
- ☐ MAIMED
- ☐ INCAPACITATED

- −
- +1DIFF
- +2DIFF
- +3DIFF
- —

SKILLS

GIMMICKS & GEAR

ROLEPLAYING AFTER THE CATACLYSM

EARTHA.D.2

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED
- ☐ SPRAINED
- ☐ WOUNDED
- ☐ MAIMED
- ☐ INCAPACITATED

- −
- +1DIFF
- +2DIFF
- +3DIFF
- —

SKILLS

GIMMICKS & GEAR

ROLEPLAYING AFTER THE CATACLYSM

EARTHA.D.2

ROLEPLAYING AFTER THE CATACLYSM

SPEED	HANDLING	TYPE	COVER	FRAME
		☐ LAND ☐ SEA ☐ AIR		

WEAPONS _____

STRESS	DAMAGE	
☐ ENGAGED	☐ DENTED	-
☐ DISTRESSED	☐ IMPAIRED	+1DIFF
☐ OVERWORKED	☐ BREACHED	+2DIFF
☐ OVERHEATED	☐ COMPROMISED	+3DIFF
☐ DISABLED	☐ WRECKED	-

GIMMICKS & NOTES

EARTHA.D.2 — MUTT TRIBEWARRIOR

You have overcome your mutations, learned to defend yourself, and discovered the intricacies of hunting. Now is your time to defend and sustain your tribe. As a tribewarrior, you do just that.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	2	1	2	3

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

archery 5	tracking 6	
brawling 4	firearms 5	
driving 4	survival 3	
composure 3		

GIMMICKS & GEAR

technological ignorance	acid touch
battle sense	night vision
diminished tacton	hostility field
diminished talent (creativity)	distinctive odor

EARTHA.D.2 — MUTT MARINER

You were stuffed into the lower levels of the stalks, always worried about sudden hull breaches. One day, a transport filled with mariners docked at the stalk, looking to trade supplies. You decided to join them in the search for dry land—anything is better than being packed into a dungeon.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	2	2	1

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

athletics 2	boating 6	
firearms 3	swimming 4	
investigation 4	scavenging 5	
Old Earth lore 2	survival 4	

GIMMICKS & GEAR

ganglion	gills
internal compass	crude appendages
narcolepsy	waterskin

EARTHA.D.2 — MUTT ROAD WARRIOR

The open road… the thrill of the chase… the prize of the catch. You thrive these things. That is why they fear you. They know that by not handing over their valuables, you will reward them with a quick death.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	3	1	2	2

FATIGUE
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY
- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

driving 6	firearms 5	
interrogation 3	commodities 3	
survival 4	field cred 3	
intimidation 2	composure 4	

GIMMICKS & GEAR

transport owner	skeletal enhancement
toughness (2)	bacteria susceptibility
hemophilia	restrictive movement
poor respiration	

EARTH.A.D.2
PURE ACADEME

The vault was sterile and boring. Life on the surface is so much more interesting. After escaping the stagnant lifestyle, you now investigate the wonders of the Wastes, Roads, and Wilds. Once day, however, your Pure brothers may just bring you back to them.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	2	2	4	2

FATIGUE

- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY

- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

firearms 3	driving 3	
investigation 5	design 3	
literacy 4	mechanics 6	
Old Earth technology 6		

GIMMICKS N GEAR

mutant discrimination	technological affinity

ROLEPLAYING AFTER THE CATACLYSM

EARTH.A.D.2
PURE WARLORD

You were attacked and left for dead soon after leaving the vault. Then you learned how life in the Wastes was cheap and fleeting. Rather than return home, you recruited others with promises of Old Earth knowledge, creating an army with which to conquer the savage Mutts.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	2	2	3	3

FATIGUE

- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY

- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

brawling 2	firearms 4	
interrogation 3	literacy 3	
general knowledge 3	Old Earth technology 3	
field cred 4	intimidation 4	
composure 3		

GIMMICKS N GEAR

mutant discrimination	technological affinity

ROLEPLAYING AFTER THE CATACLYSM

EARTH.A.D.2
ROM TRADER

After overcoming your programming, life got really hard. With very little chance of surviving the Wastes, your took to trading for food. Your talent for scavenging proved convenient as others sought your finds. Now you survive, and life is not so bad.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	3	1	3

FATIGUE

- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY

- ☐ BRUISED —
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED —

SKILLS

firearms 5	riding 3	
crafts 4	design 4	
scavenging 4	field cred 5	
negotiation 5		

GIMMICKS N GEAR

mutticidal appetite	mutant bias
cybersenses	skill soft (commodities)
nanocomputer	

ROLEPLAYING AFTER THE CATACLYSM

EARTH.AD.2
ROM SALVAGER

The atrocities of the Pures still come in useful, as you scour the Wastes for technological finds. Using your cybernetics, you sell your skills to villages and other communities. Some of your devices even travel to distant lands via the nomads.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	1	2	4	2

FATIGUE	INJURY		
☐ DAZED	☐ BRUISED	-	
☐ STRESSED	☐ SPRAINED	+1DIFF	
☐ STRAINED	☐ WOUNDED	+2DIFF	
☐ EXHAUSTED	☐ MAIMED	+3DIFF	
☐ UNCONSCIOUS	☐ INCAPACITATED	-	

SKILLS

athletics 4	firearms 4
investigation 5	tracking 2
scavenging 5	metal-working 4
mechanics 4	Old Earth technology 2

GIMMICKS & GEAR

mutticidal appetite	mutant bias
tool hands	motion detector
mechanical discrimination	

EARTH.AD.2
REJECT PIT CHAMPION

After being thrown into a pit, you soon realized that strength meant survival. The gangs made you fight for their entertainment, and you have learned a few tricks in the process. Now you fight for your life, knowing that one day, these new skills will be used for escape.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	2	2	3	3

FATIGUE	INJURY		
☐ DAZED	☐ BRUISED	-	
☐ STRESSED	☐ SPRAINED	+1DIFF	
☐ STRAINED	☐ WOUNDED	+2DIFF	
☐ EXHAUSTED	☐ MAIMED	+3DIFF	
☐ UNCONSCIOUS	☐ INCAPACITATED	-	

SKILLS

athletics 4	brawling 5
firearms 3	stealth 3
Old Earth lore 4	survival 4
intimidation 4	composure 3

GIMMICKS & GEAR

infectious (wasting disease)	resistant (6)
acid touch	diminished vision

EARTH.AD.2
REJECT WASTER

The Wastes are harsh, but so is your own existence. No one wants you around them and no one needs your services. You wander the desolate Earth with no purpose, seeking remnants of a lost world, if only to bribe others for food or to just leave you alone.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	2	3	5	1

FATIGUE	INJURY		
☐ DAZED	☐ BRUISED	-	
☐ STRESSED	☐ SPRAINED	+1DIFF	
☐ STRAINED	☐ WOUNDED	+2DIFF	
☐ EXHAUSTED	☐ MAIMED	+3DIFF	
☐ UNCONSCIOUS	☐ INCAPACITATED	-	

SKILLS

design 4	literacy 5
scavenging 5	medicine 5
Old Earth lore 2	Old Earth technology 6
composure 3	

GIMMICKS & GEAR

infectious (cannibalistic plague)	
resistant (6)	lifesense
hemophilia	

EARTHA.D.2

RIPPER SEER

You find the Wastes to be a fascinating place, but not much lives there. The villages that you happen upon do not know what to make of you. Most fear you, while others pity you. In your mind, however, your existence is one of security.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	3	2	3	1

FATIGUE

☐ DAZED						
☐ STRESSED						
☐ STRAINED						
☐ EXHAUSTED						
☐ UNCONSCIOUS						

INJURY

☐ BRUISED	-
☐ SPRAINED	+1DIFF
☐ WOUNDED	+2DIFF
☐ MAIMED	+3DIFF
☐ INCAPACITATED	—

SKILLS

brawling 3	firearms 3
flying 3	investigation 5
literacy 4	general knowledge 4
Old Earth technology 4	composure 4

GIMMICKS & GEAR

inexhaustible energy	mechanical discrimination
reduced stamina	restrictive movement
toughness (2)	danger limiter

EARTHA.D.2

RIPPER SURVIVOR

One of the last survivors of a war against a Metal City, you travel the Wastes in search of other Rippers. You understand that most are hidden, so in the meantime, you must ally yourself with the other stocks of humankind, even if they do not live up to your standards.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	4	1	2	1

FATIGUE

☐ DAZED						
☐ STRESSED						
☐ STRAINED						
☐ EXHAUSTED						
☐ UNCONSCIOUS						

INJURY

☐ BRUISED	-
☐ SPRAINED	+1DIFF
☐ WOUNDED	+2DIFF
☐ MAIMED	+3DIFF
☐ INCAPACITATED	—

SKILLS

athletics 4	brawling 5
firearms 3	investigation 4
tracking 3	literacy 3
scavenging 5	survival 3

GIMMICKS & GEAR

inexhaustible energy	mechanical discrimination
reduced stamina	restrictive movement
toughness (2)	pain limiter

EARTHA.D.2

SCAMP APE WARRIOR

The apes are rather civilized, maintaining order and discipline. Still, other tribes attack on occasion, and beasts from the Wilds threaten your people. You are a noble warrior, ready to give your life so that the rest of your kind can go on living.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	2	1	1	3

FATIGUE

☐ DAZED						
☐ STRESSED						
☐ STRAINED						
☐ EXHAUSTED						
☐ UNCONSCIOUS						

INJURY

☐ BRUISED	-
☐ SPRAINED	+1DIFF
☐ WOUNDED	+2DIFF
☐ MAIMED	+3DIFF
☐ INCAPACITATED	—

SKILLS

athletics 6	brawling 6
melee 3	stealth 3
tracking 4	intimidation 4
composure 4	

GIMMICKS & GEAR

fur	multidextrous
climber	

EARTHA.D.2
SCAMP WOLF SCOUT

Your people love to explore the Wilds. Unfortunately, other beasts and plant-life do not take kindly to the presence of newcomers. You are a volunteer, for the good of your tribe, to scout the uncharted areas and find a safe route to new sources for food and other discoveries.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	4	1	1	2

FATIGUE

☐ DAZED		-
☐ STRESSED		+1DIFF
☐ STRAINED		+2DIFF
☐ EXHAUSTED		+3DIFF
☐ UNCONSCIOUS		−

INJURY

☐ BRUISED		-
☐ SPRAINED		+1DIFF
☐ WOUNDED		+2DIFF
☐ MAIMED		+3DIFF
☐ INCAPACITATED		−

SKILLS

athletics 5	brawling 5
archery 4	finesse 3
stealth 5	tracking 5
composure 3	

GIMMICKS & GEAR

sound imitation	monomania
carnivorous teeth	fur
technological ignorance	

EARTHA.D.2
SCAMP RODENT OUTCAST

Your tribe cast you out because of your mutation. They said that it was an abomination to control the minds of others. Now, you roam the Wilds, sometimes even venturing as far as the edge of the Wastes in search of a better life.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	3	1	2	3

FATIGUE

☐ DAZED		-
☐ STRESSED		+1DIFF
☐ STRAINED		+2DIFF
☐ EXHAUSTED		+3DIFF
☐ UNCONSCIOUS		−

INJURY

☐ BRUISED		-
☐ SPRAINED		+1DIFF
☐ WOUNDED		+2DIFF
☐ MAIMED		+3DIFF
☐ INCAPACITATED		−

SKILLS

athletics 4	brawling 4
melee 4	stealth 5
investigation 3	scavenging 3
animal handling 4	negotiation 3

GIMMICKS & GEAR

claws	night vision
tunneling	tail
mental control	reduced stamina
technological ignorance	

EARTHA.D.2
SCAMP PORPOISE FISHER

Your father taught you everything he knew about fishing. You succeeded him when he was killed in a mariner attack. Your tribe looks to you for their diets, as you herd and even breed your source of food, the various schools of fish in the sea.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	1	2	2

FATIGUE

☐ DAZED		-
☐ STRESSED		+1DIFF
☐ STRAINED		+2DIFF
☐ EXHAUSTED		+3DIFF
☐ UNCONSCIOUS		−

INJURY

☐ BRUISED		-
☐ SPRAINED		+1DIFF
☐ WOUNDED		+2DIFF
☐ MAIMED		+3DIFF
☐ INCAPACITATED		−

SKILLS

brawling 4	stealth 5
swimming 6	tracking 6
animal handling 4	survival 5

GIMMICKS & GEAR

echolocation	fins
technological ignorance	

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