

GURPS®

Fourth Edition

AFTER THE END™ 1

WASTELANDERS™



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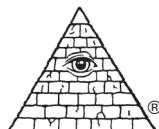
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Don't run away! I need your face!

– *Psycho, in Borderlands 2*

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About *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

INTRODUCTION

*Did you see the frightened ones?
Did you hear the falling bombs?
The flames are all gone, but the pain lingers on.
– Pink Floyd, “Goodbye Blue Sky”*

Armageddon. The End Times. World War III. The End. It finally happened. Maybe the bombs fell. Maybe someone weaponized a virus or it just mutated out of control. Maybe our own machines rose up against us. Or maybe the dead started to walk the Earth. Either way, it spelled the death of billions and the end of civilization as we know it . . .

But that was *generations* ago! Why focus on old news like that? That's no fun . . . not when there's a wasteland to explore!

*They say two thousand zero zero, party over – oops,
out of time,
So tonight I'm gonna party like it's 1999!
– Prince, “1999”*

GURPS After the End is about boldly adventuring through the ruins of what used to be civilization. Heroes will deal with dangerous enemies, environmental hazards, and the poor wretches who always seem to need help. The focus is on exploring this new world rather than rebuilding the old – because hiding in a bunker all day and managing community resources isn't nearly as much fun as raiding bandit camps and fighting mutants!

GURPS After the End 1: Wastelanders has everything you need to build a party of post-apocalyptic adventurers. The templates herein assume a 150-point game, allowing the PCs to be heroic, yet still very human. However, if the GM wants to run a game of super-mutant action heroes built on 200 points or more, there's support for that as well, with plenty of “power-up” lenses and new rules for mutations and Freakishness! **Wastelanders** isn't here to judge – be as realistic or as gonzo as you wish.

In addition to the templates (and the optional lenses and mutations to enhance them), **Wastelanders** provides easy rules for dealing with the dangers of this new world. This includes simplified methods for tracking Fatigue Points, dealing with radiation exposure, acquiring and maintaining gear, making every bullet count, and bartering in a world without currency. Everything you need to build your heroes is here in a single book.

It's a brave, unexplored new world now . . . so get out there and make it your own!

RECOMMENDED BOOKS

This book is fully self-contained; only the **GURPS Basic Set** is required to play. The GM may want to include additional gear, however, from **GURPS Low-Tech**, **GURPS High-Tech**, **GURPS Bio-Tech**, and **GURPS Ultra-Tech**. Groups wishing to add psi to their games will find **GURPS Psionic Powers**, **GURPS Psis**, and **GURPS Psi-Tech** useful. And zombie-hunters will benefit greatly from **GURPS Zombies** and **GURPS Zombies: Day One**.

Beyond the Apocalypse

Wastelanders is useful for more than just post-apocalyptic gaming. Any modern or futuristic game can make use of the included templates and most of the lenses. The mutations (and new Freakishness trait) can easily fit into a cyberpunk or supers game, particularly a moralistic one. The simple rules for ethanol, biodiesel, and gasifier engines let modern **GURPS** vehicles run off of more than just gasoline. And the modifiers and tables for cheap, damaged, and improvised equipment can find a home in *any* game where the PCs are scraping to get by with low-end gear – from spacers trapped on a garbage planet to street kids raiding the local dump. In many ways, post-apocalyptic settings are just a look at the worst of our current times; the wasteland of *After the End* isn't that different from the slums of the modern world.

ABOUT THE AUTHOR

The Right Reverend Jason “PK” Levine has seen the End Times coming, my friends! He's been granted visions of the Earth scorched and the rivers turned to dust. And that is why he has used his position as the Assistant **GURPS** Line Editor to write this tome – to guide you through Armageddon in one piece and help you survive (and adventure!) on the other side. In preparation for these events, he has moved to the easily overlooked outskirts of Chattanooga, with his beautiful wife, adoring animals, and a variable selection of family members.

*I am the scales of justice! The conductor of the choir of death!
[firing a machine gun] Sing, Brother Heckler! Sing, Brother Koch!
Sing, brothers! Sing! Sing!*

*– The Bullet Farmer, in **Mad Max: Fury Road***

CHAPTER ONE

WASTELANDER TEMPLATES

It's a constant struggle just to *survive* in a post-apocalyptic wasteland – much less to actively adventure in one! The templates in this chapter help ensure that every PC is up to the challenge. Aside from the basic survival skills shared by all templates, each has a distinct focus and expertise – a *niche* that sets it apart from the others. For example, the doc (below) is the healer and chemical expert, while the trader (pp. 14-15) is the negotiator and merchant. To preserve this uniqueness, the GM *may* wish to make templates mandatory, contrary to what some other **GURPS** supplements suggest. If used, this restriction should be balanced by allowing wastelanders to later acquire *anything* listed on their template with bonus character points – even advantages that can't normally be bought in play.

POWER LEVEL

A realistic human being is typically built on 50 points or less . . . but then again, a realistic human being will spend his

whole life hiding in a bunker, only making occasional forays for food. Not very exciting! Thus, the default assumption is that *After the End* PCs will be normal humans built on 150 points – squarely in the “heroic” range for **GURPS**. The heroes will be competent enough to survive, but not so capable that they can forgo intelligent tactics and caution.

However, if everyone wants to play action heroes with a special edge (e.g., intensive training or mutation), you may need more points. To facilitate this, every template has an Experienced lens, which effectively raises the template from 150 to 200 points. As well, the universal lenses on pp. 17-18 have the same effect when added to *any* template. If the GM wants to run a higher-powered game, he can allow each player to add a lens to his character – or even multiple lenses! Because this will produce more experienced, capable heroes, the GM should compensate by beefing up the party's challenges.

TEMPLATES

To use one of these templates, simply pay the point cost, select any options it leaves open, and write down the abilities it gives you. For more details, see *How to Use Character Templates* (p. B258).

Each template can be further customized in two ways. First, the disadvantage options listed are *suggestions*; you may always substitute your own choices of equal point value, subject to GM approval. (To best fit the genre, choose from those on pp. 20-21.) Second, you may add up to five quirks, and spend the points on anything the GM allows – even traits that aren't on your template!

For an explanation of the new Radiation Threshold Points (RP) secondary characteristic, see p. 24.

Doc

150 points

The group counts on you to patch them up after a fight, but you're versed in much more than that. Depending on your particular field

of study, you may be an expert on drugs (both curative and recreational), a naturalist who can heal with herbs, a skilled surgeon, or a psychiatrist trained at getting inside others' heads. Your combination of medical knowledge and wasteland experience allows you to accurately identify and deal with many environmental hazards, which helps you stave off some injuries before they have a chance to happen!

*When atomic fire consumed the earth,
those who survived did so in great,
underground vaults. When they opened,
their inhabitants set out across ruins
of the old world to build new societies,
establish new villages, form new tribes.*

– Narrator, in *Fallout: New Vegas*

How Did It All End?

Civilization (and most of humanity) can be wiped out in a depressingly large number of ways. The following are the apocalypses that *After the End* was designed to support – primarily those with a scientific (or at least pseudo-scientific) bent – but with a modest amount of tweaking, these rules can be used for *countless* post-apocalyptic scenarios!

Bombs Away: The nukes fell, wiping out huge chunks of the landscape and tainting the area with radiation for generations to come. Intact ruins can be justified by assuming that the bombs of the future are deadlier to humans than to buildings.

Cosmic Rays: We were taken out by solar flares, a nearby supernova, a comet's tail, or something similar. It may have killed most of humanity instantly, or perhaps it just sterilized nearly everyone and our numbers have dwindled.

Dinosaur Killer: A comet, asteroid, or similar chunk of something *huge* slammed into the Earth. Tsunamis and earthquakes destroyed most of the world, and abrupt climate change is threatening to finish the job.

Mega-Virus: An ultra-potent virus or bacteria spread out of control, doing strange things to a few victims while killing almost everyone else. It has since mutated into a lesser version (or survivors have developed immunity), allowing people to venture outdoors without dying.

Mother Nature: The world got sick of us, or at least decided that change was needed. This can be anything from mutant pollen spores that work like a mega-virus (above) to climate change that's covered tropical islands in ice or pushed every coastline a thousand miles inward.

Reign of Steel: The robots rose up and started killing us off. The enemy may be visible bots, nanotech "gray goo," or both. Most nanotech behaves like a virus (above) – except

for "gray goo," which *needs* controls in place to restrict its growth (otherwise, the Earth *will* be eaten in its entirety no matter what anyone does).

Things Fall Apart: Society simply crumbled. This may be due to the aftereffects of a (nonnuclear) war, a deadly meme, a lack of resources, or any other number of socio-political factors. For whatever reason, we reverted to barbarism and nearly wiped *ourselves* off the map.

Walkers and Shufflers: Zombies are usually a symptom of one of the other choices, but it's possible for the zombies to *be* the apocalypse. There is usually a pseudo-scientific explanation involving secret government or corporate projects, but what's important is that it isn't easily cured.

X-Factor: Where "X" stands for "eXtraterrestrial." Aliens decided that they didn't like us very much, and they showed this by unleashing waves of destruction – the specifics of which are usually best represented with one of the *other* choices.

The most interesting settings will combine a few of the above. For example, after the bombs fell, the radiation may have mutated common bacteria into a mega-strain. Or the zombies rose up, and the government nuked its own cities in desperation, after which society rebelled and fell apart. Use your imagination!

When deciding how long ago the apocalypse happened, it's important that it be far enough in the past for the average person to have grown up in the wasteland, but not so long ago that evidence of the previous world has vanished. Anywhere from two to 10 generations is reasonable, depending on how much the GM wants to distance the current world from the old.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; RP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Healer 4 [40]. • Another 40 points chosen from among ST +1 [10], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], RP +1 to +11 [1/level], Basic Speed +0.25 to +1.50 [5/+0.25], Basic Move +1 [5], Allies (Nurses, guards, etc.; Built on 50%; 9, 12, or 15 or less) [2, 4, or 6], Charisma 1-3 [5/level], Combat Reflexes [15], Common Sense [10], Contacts (Former patients, etc.; Skill-12, 15, or 18; 12 or less; Somewhat Reliable) [2, 4, or 6], Daredevil [15], Eidetic Memory [5] or Photographic Memory [10], Favor [Varies], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/gizmo], High Manual Dexterity 1-4 [5/level], Higher Purpose (Heal others) [5], Luck [15] or Extraordinary Luck [30], Plant Empathy [5], Reputation +1 or +2 (Skilled doctor; Everyone; 10 or less) [2 or 5], Resistant to Disease (+3) or (+8) [3 or 5] or Immunity to Disease [10], Resistant to Poison (+3) [5], Sensitive [5] or Empathy [15], Serendipity 1 or 2 [15 or 30], Signature Gear [1/item], or spend points to start with additional gear (p. 28).

Disadvantages: -15 points chosen from among reduced Basic Speed [-5/-0.25], Charitable [-15*], Code of Honor

(Professional) [-5], Delusion ("No one will attack a medic who's healing someone!") [-10], Duty (Town, caravan, etc.) [Varies], Greed [-15*], Pacifism [Varies], Secret (Organlegger, etc.) [Varies], Selfish [-5*] or Selfless [-5*], Sense of Duty [Varies], or Vow (Never refuse a request for medical assistance) [-10]. • Another -15 points chosen from among the previous traits or Addiction [Varies], Alcoholism [-15], Bad Sight (Correctable) [-10], Chummy [-5] or Gregarious [-10], Combat Paralysis [-15], Curious [-5*], Easy to Read [-10], Flashbacks [Varies], Guilt Complex [-5], Oblivious [-5], Overweight [-1] or Skinny [-5], Post-Combat Shakes [-5*], or Xenophilia [-10*]. • A further -15 points chosen from among the previous traits or Callous [-5], Cowardice [-10*], Gluttony [-5*], Low Pan Threshold [-10], Nightmares [-5*], Shyness [Varies], Sleepwalker [-5*], Stubbornness [-5], or Truthfulness [-5*].

Primary Skills: Hazardous Materials (Biological, Chemical, or Radioactive) (A) IQ+1 [4]-13 and Diagnosis and Physician, both (H) IQ+4 [4]-16†. • One of the following 13-point packages:

1. **Chemist:** Merchant and Streetwise, both (A) IQ [2]-12; Poisons (H) IQ [4]-12; Psychology (H) IQ+2 [1]-14†; and Pharmacy (Synthetic) (H) IQ+4 [4]-16†.

2. **Herblist:** Naturalist (H) IQ+1 [8]-13; Pharmacy (Herbal) (H) IQ+4 [4]-16†; and Veterinary (H) IQ+2 [1]-14†.
3. **Medic:** Surgery (VH) IQ+4 [8]-16†. • *One of Poisons (H) IQ-2 [1]-10, or Pharmacy (Synthetic) or Veterinary, both (H) IQ+2 [1]-14†.* • Spend 4 points for +1 to Physician.
4. **Shrink:** Detect Lies (H) Per [4]-12; Diplomacy (H) IQ [4]-12; and Psychology (H) IQ+4 [4]-16†. • *One of Body Language (A) Per-1 [1]-11; Interrogation (A) IQ-1 [1]-11; or Pharmacy (Synthetic) (H) IQ+2 [1]-14†.*

Secondary Skills: *Three* of Area Knowledge (any) or Current Affairs (Regional), both (E) IQ+1 [2]-13; Scrounging (E) Per+1 [2]-13; or Survival (any terrain type or Radioactive Wasteland) or Urban Survival, both (A) Per [2]-12. • *Four* of Beam Weapons (any), Brawling, Guns (any), or Knife, all (E) DX+2 [4]-12; Climbing, Cloak, NBC Suit, Shortsword, Staff, Stealth, Throwing, or Wrestling, all DX+1 [4]-11; Acrobatics or Judo, both DX [4]-10; or Intimidation (A) Will+1 [4]-13.

Background Skills: *Eight* of Bicycling (E) DX [1]-10; Driving (any) or Riding (any), both DX-1 [1]-9; Cartography, Electronics Operation (Medical), or Weather Sense, all (A) IQ-1 [1]-11; Anthropology, Brainwashing, Chemistry, Expert Skill (Mutants), or Hypnotism, all (H) IQ-2 [1]-10; Biology (VH) IQ-3 [1]-9; Autohypnosis (H) Will-2 [1]-10; Observation (A) Per-1 [1]-11; or spend 1 point on any unchosen primary or secondary skill.

* Multiplied for self-control number; see p. B120.

† Includes +4 for Healer.

Lens

Experienced (+50 points): *Either +2 IO [20] or +1 DX [20] and +1 IQ [20].* • Spend an additional 10 points on advantages or to add or improve any primary skills.

Inappropriate Skills

A few skills depend on certain things existing in the campaign. If the GM has decided not to include them, he must inform the players so they can avoid spending points on these now-useless skills:

Battlesuit, Beam Weapons, and Gunner (Beams): Depend on TL9+ tech (see p. 29).

Computer Programming and Expert Skill (Robotics): Depend on bots, either hostile or friendly. (Computer Programming has *some* use outside of robots, but not much.)

Expert Skill (Mutants): Depends on mutants or zombies.

Hazardous Materials (Radioactive) and Survival (Radioactive Wasteland): Depend on lots of radiation, which usually means nukes (*How Did It All End?*, p. 5).

Professional Skill (Forester): Depends on gasifiers (p. 34) – and is weak if wood (whether living or dead) is especially rare.

Research: Depends on there being some libraries or similar buildings still standing or the occasional working computer loaded with databases.

Skating and Skiing: Depend on ice and snow.

If a template or lens treats an inappropriate skill as mandatory, ignore it and spend those points to add or improve any *other* template or lens skills.

Customization Notes

Your primary skill set will determine the most about you. Each one suggests certain complementary advantages and skills.

Chemist: Charisma and Empathy will help you sell your wares or obtain raw materials – as can a Contact. Resistant to Poison makes thematic sense. Take Hazardous Materials (Chemical) as a primary skill and be sure to grab Chemistry as a background. It may be worth stealing Naturalist and Pharmacy (Herbal) from the Herbalist package, to better round out your knowledge. You're more likely to have Current Affairs and Scrounging than much Survival.

Herblist: Plant Empathy meshes with your outdoorsy approach, and can warn you if the plant you're about to harvest from is dangerously mutated – and Serendipity and Gizmos can otherwise help you locate ingredients. Hazardous Materials (Biological) fits your training, though if radiation is a common outdoor hazard, you may be more familiar with it. Load up on Survival specialties and consider Biology, Cartography, and Weather Sense for your backgrounds.

Medic: Higher Purpose and Luck will help you heal others . . . others who may become Allies or Contacts. Resistant (or Immunity) to Disease is very useful when dealing with plague victims, and High Manual Dexterity suits a surgeon. Combat Reflexes and Daredevil fit the medic who has to patch up friends while under fire. Take a mix of Area Knowledge, Scrounging, and Survival, as your skills are needed just about everywhere – and don't hesitate to spend background points on skills from the other primary choices.

Shrink: If your group lacks a trader (pp. 14-15), you can be a decent “face man”; take any of Charisma, Empathy, and Reputation to get along well with others. Skills like Anthropology, Autohypnosis, Brainwashing, Hypnotism, and Observation can all represent your knowledge of the human mind.

You may want to figure out what equipment you'll need *before* buying advantages; that way, you can set aside any required points ahead of time. Before choosing disadvantages, decide if you do what you do for the highest bidder, because you care about others, or for pure research purposes.

You aren't a combat monster, so either focus on non-combat physical skills (e.g., Climbing, NBC Suit, and Stealth) or pick a balanced mix of fighting methods – one unarmed, one melee, and one ranged skill will usually do the trick.

HULK

150 points

Big, tough, intimidating . . . you've been called it all. Sometimes the best way to avoid trouble in the wasteland is to look like the strongest thing around, and at 7'-8' tall, you sure do! Or you may be normal-sized, but rippling with impressive muscles. This lets you tote larger weapons – from huge pieces of rebar to vehicular miniguns – and be fairly effective even without them.

Attributes: ST 15 [45]†; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0]; RP 13 [0]; Basic Speed 6.00 [0]; Basic Move 7 [0]‡; SM +1.

Advantages: 15 points chosen from among ST +1 [9]†, HT +1 [10], HP +1 to +4 [2/level], RP +1 to +14 [1/level], Combat Reflexes [15], DR 1 or 2 (Tough Skin) [5 or 10], High Pain Threshold [10], Penetrating Voice [1], Recovery [10], or Striking ST 1-3 [4.5/level]†. • Another 30 points chosen from among the previous traits, further ST [9/level]†, or DX +1 [20], Will +1 to +3 [5/level], Per +1 or +2 [5 or 10], Alcohol Tolerance [1], Allies (Gang members, followers, etc.; Built on 50%; 9, 12, or 15 or less) [2, 4, or 6], Breath Holding 1 [2], Danger Sense [15], Daredevil [15], Enhanced Parry 1 (Bare Hands or One Weapon) or (All Weapons) [5 or 10], Extra Attack 1 [25], Favor [Varies], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hand Cannon 1 or 2 [1 or 2], Hard to Kill [2/level], Hard to Subdue [2/level], Improvised Weapons (any) [1], Less Sleep 1-4 [2/level], Luck [15] or Extraordinary Luck [30], Night Vision 1-5 [1/level], Off-Hand Weapon Training [1/skill] or Ambidexterity [5], Quick Reload (any) [1], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [1/item], Temperature Tolerance 1-3 [1/level], or spend points to start with additional gear (p. 28).

Disadvantages: Gigantism [0]. • Another -20 points chosen from among Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Charitable [-15], Code of Honor (Pirate's) [-5], Compulsive Brawling [-10*], Impulsive [-10*], Intolerance (Weaklings – ST 10 or less) [-5], On the Edge [-15*], Overconfidence [-5*], Pacifism (Cannot Harm Innocents or Self-Defense Only) [-10 or -15], Sense of Duty (Friends) [-5], or Stubbornness [-5]. • A further -25 points chosen from among the previous traits or reduced Basic Speed [-5/-0.25], Basic Move -1 or -2 [-5/level], Alcoholism [-15], Appearance [Varies], Chummy [-5] or Gregarious [-10] or Loner [-5*], Gluttony [-5*], Gullibility [-10*], Jealousy [-10], Klutz [-5], Low Empathy [-20], Odious Personal Habits (Arrogant, aggressive, etc.) [-5 to -15], Overweight [-1], or Wounded [-5].

Primary Skills: Intimidation (A) Will+1 [4]-12‡. • One of the following 19-point packages:

1. **Bruiser:** One of Boxing (A) DX+1 [4]-13; Brawling (E) DX+2 [4]-14; or Karate (H) DX [4]-12. • One of Sumo Wrestling or Wrestling, both (A) DX+1 [4]-13; or Judo (H) DX [4]-12. • Spend 8 points for either +1 to both previously chosen skills or +2 to one of them. • Three of Beam Weapons (any), Crossbow, Fast-Draw (any), Guns (any), Knife, Liquid Projector (any), Shield, or Thrown Weapon (any), all (E) DX [1]-12; or Axe/Mace, Bow, Broadsword, Lasso, Shortsword, Spear, Spear Thrower, Staff, Throwing, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX-1 [1]-11.
2. **Heavy Gunner:** One of Gunner (Beams, Machine Gun, or Rockets), Guns (GL, Gyroc, LAW, or LMG), or Liquid Projector (Flamethrower or Water Cannon), all (E) DX+3 [8]-15. • Two skills from the previous list, Beam Weapons (any), or Guns (Musket, Pistol, Rifle, Shotgun, or SMG), all (E) DX+2 [4]-14. • Three of Brawling, Fast-Draw (any), Knife, or Thrown Weapon (any), all (E) DX [1]-12; or Axe/Mace, Broadsword, Shortsword, Spear, Spear Thrower, Staff, Throwing, Two-Handed Axe/Mace, Two-Handed Sword, or Wrestling, all (A) DX-1 [1]-11.
3. **Melee Generalist:** Four of Crossbow, Knife, Shield, or Thrown Weapon (any), all (E) DX+2 [4]-14; Axe/Mace, Bolas, Bow,

Hulking Equipment

Anyone with Gigantism, such as the hulk (pp. 6-7), has a hard time finding garments that fit; double the effective cost of all clothing and armor. Fortunately, he can use regular tools and weapons . . . but if he can *find* outsize melee weapons, they're more potent. Multiply the ST, weight, and effective cost of such a weapon by 1.5. If its damage bonus (e.g., the +2 in "swing+2") after all modifiers is +4 or higher, multiply it by 1.5 and round down; otherwise, it does +1 damage.

Broadsword, Lasso, Polearm, Shortsword, Spear, Spear Thrower, Staff, Throwing, Two-Handed Axe/Mace, Two-Handed Sword, or Whip, all (A) DX+1 [4]-13; or Flail, Kusari, Net, or Two-Handed Flail, all (H) DX [4]-12. • Three of Beam Weapons (any), Brawling, Fast-Draw (any), Guns (any), or Liquid Projector (any), all (E) DX [1]-12; or Boxing, Sumo Wrestling, or Wrestling, all (A) DX-1 [1]-11.

4. **Melee Specialist:** One of Knife (E) DX+4 [12]-16; Axe/Mace, Broadsword, Polearm, Shortsword, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+3 [12]-15; or Flail, Kusari, or Two-Handed Flail, all (H) DX+2 [12]-14. • One of Crossbow, Shield, or Thrown Weapon (any), all (E) DX+2 [4]-14; Bolas, Bow, Lasso, Spear Thrower, Throwing, or Whip, all (A) DX+1 [4]-13; Net (H) DX [4]-12; or spend 4 points to either add another weapon skill from the previous list (at -2 to skill) or give +1 to existing skill. • Three of Beam Weapons (any), Brawling, Fast-Draw (any), Guns (any), or Liquid Projector (any), all (E) DX [1]-12; or Boxing, Sumo Wrestling, or Wrestling, all (A) DX-1 [1]-11.

Secondary Skills: One of Scrounging (E) Per+1 [2]-11 or Survival (any terrain type or Radioactive Wasteland) or Urban Survival, both (A) Per [2]-10. • Five of Forced Entry, Garrote, or Jumping, all (E) DX+1 [2]-13; Climbing or Stealth, both (A) DX [2]-12; First Aid (E) IQ+1 [2]-11; Armoury (any), Leadership, Soldier, or Streetwise, all (A) IQ [2]-10; Expert Skill (Mutants) or Tactics, both (H) IQ-1 [2]-9; Carousing or Swimming, both (E) HT+1 [2]-13; Hiking, Lifting, or Running, all (A) HT [2]-12; Breath Control (H) HT-1 [2]-11; or spend 2 points for +1 to any secondary skill.

Background Skills: Five of Battlesuit, Driving (any), or Riding (any), all (A) DX-1 [1]-11; Area Knowledge (any), Camouflage, Current Affairs (Regional), or Gesture, all (E) IQ [1]-10; Acting, Artillery (any), Fast-Talk, or Gambling, all (A) IQ-1 [1]-9; Skating or Skiing, both (H) HT-2 [1]-10; Observation (A) Per-1 [1]-9; or spend 1 point on any unchosen primary or secondary skill.

* Multiplied for self-control number; see p. B120.

† Cost reduced for Size (-10%). For Striking ST, round the final cost up.

‡ Gigantism gives +1 to SM and Basic Move, and often +1 to Intimidation.

Lenses

Experienced (+50 points): +2 ST (Size, -10%) [18] and +1 DX [20]. • Spend another 10 points on advantages. • Spend 2 points on another secondary skill. • **Exception:** If you are normal-sized (below), the ST here costs 20 points, so don't add the 2-point skill.

Normal-Sized (+0 points): Remove Gigantism. • Change ST to 15 [50], Basic Move to 6, and SM to 0. • Spend 5 fewer points on advantages, removing the Size limitation from all options.

Customization Notes

Your traits revolve around combat and action, so embrace this! Your primary skill choices depend more on your preferred weapons than any personal philosophy.

Bruiser: Unarmed combat is risky and does minimal damage – but it has the *huge* advantage of not needing any equipment to be effective! In a world where gear is difficult to find or replace, it's great to be able to rely on your fists. Grappling is often more effective than striking, but it requires you to make prolonged contact, which is dangerous when fighting certain enemies. Get extra ST and DR as advantages, and try to budget for Combat Reflexes, High Pain Threshold, or both.

Heavy Gunner: First, the bad news: You're not going to be able to afford to start off with the *really* good guns. The cheapest LMG on p. B281 is worth \$26,000 after inflation (p. 29) – something you'll have to save up for or loot. So don't neglect your small arms skills at first. Note your defaults! Guns (LMG) is a useful main skill, as most other Guns specialties *and* Gunner (Machine Gun) default to it at only -2 (see p. 23). Hand Cannon and Quick Reload are inexpensive and made for you; be sure to pick up Fast-Draw (Ammo) for the latter. If you raise ST to 18 and take Hand Cannon 2, you can wield a .50-caliber HMG!

Melee (Either): The generalist can choose from a wider array of equipment, which means he has a better chance of finding new weapons over time. Conversely, the specialist is limited in scope, but much better at using his preferred instrument. Either way, you can't go wrong with Improvised Weapons, as you'll be coming across quite a few of them; Combat Reflexes is also a must. You're one of the few heroes for whom a polearm (improvised or not) makes sense. If you prefer one-handed weapons, the combination of Ambidexterity (or Off-Hand Weapon Training) plus Extra Attack is a vicious one! Always remember that, due to your long arms, a Reach C weapon counts as Reach 1.

Aside from these decisions, there are many ways to play a hulk. The *gang leader* has plenty of Allies (possibly a group; see p. B37), Leadership, Streetwise, and Tactics. The *gentle giant* relies on Intimidation, Fast-Talk, and grappling skills, and likely has some form of Pacifism. The *berserker* combines Berserk and On the Edge, but compensates with Daredevil, DR, and Luck; he generally uses unarmed or Melee Weapon skills.

Finally, a note for the GM: To build a classic “giant mutant,” start with the hulk and add the mutated (p. 18) lens – possibly multiple times.

HUNTER

150 points

You are at home in the wilderness, capable of living off the land – even a befooled wasteland. Your keen senses and quick reflexes make you good in a straight-up fight, but you'd much rather ambush than confront your foes directly. Every hunter has preferred duties – stealthy reconnaissance, silent killing,

navigating safe journeys, or simply dealing with the hazards of the world – but at heart, it all comes down to self-sufficiency.

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 13 [10]; FP 12 [0]; RP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 20 points chosen from among DX +1 [20], IQ +1 [20], Per +1 or +2 [5 or 10], Fit [5] or Very Fit [15], or Outdoorsman 1 or 2 [10 or 20]. • Another 25 points chosen from among the previous traits or RP +1 to +12

[1/level], Basic Move +1 or +2 [5 or 10], Absolute Direction [5], Acute Senses (any) [2/level], Animal Empathy [5], Animal Friend 1-4 [5/level], Breath Holding 1 [2], Combat Reflexes [15], Common Sense [10], Danger Sense [15], Deep Sleeper [1], DR 1 or 2 (Tough Skin) [5 or 10], Favor [Varies], Hard to Kill 1-3 [2/level], Hard to Subdue 1-3 [2/level], High Pain Threshold [10], Improvised Weapons (any) [1], Intuition [15], Less Sleep 1-4 [2/level], Luck [15], Night Vision 1-9 [1/level], Outdoorsman 3-4 [10/level], Peripheral Vision [15], Plant Empathy [5], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5] or Immunity to Disease [10], Serendipity 1 [15], Signature Gear [1/item], Single-Minded [5], Temperature Tolerance 1-3 [1/level], or spend points to start with additional gear (p. 28).

Disadvantages: -20 points chosen from among Bloodlust [-10*], Callous [-5], Charitable [-15*], Code of Honor (Pirate's or Soldier's) [-5 or -10], Cowardice [-10*] or Overconfidence [-5*], Loner [-5*], Lunacy [-10], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty [Varies], or Stubbornness [-5]. • Another -25 points chosen from among the previous traits or reduced Basic Speed [-5/-0.25], Clueless [-10], Delusion (“The outdoors is *always* safer than in a building!”) [-10], Greed [-15*], Impulsiveness [-10*], Intolerance (City-dwellers) [-5], Lecherousness [-15*], Light Sleeper [-5], Low Empathy [-20], No Sense of Humor [-10], Oblivious [-5], Paranoia [-10], Phobia (Crowds) [-15*], Shyness [Varies], or Stuttering [-10].

Primary Skills: Camouflage (E) IQ+1 [2]-12; Scrounging (E) Per [1]-13; and Survival (any terrain type or Radioactive Wasteland) (A) Per+1 [4]-14. • One of Beam Weapons (Rifle), Crossbow, or Guns (Rifle), all (E) DX+3 [8]-15; or Bow (A) DX+2 [8]-14. • One of the following 16-point packages:

1. **Scout:** Observation (A) Per [2]-13; Stealth (A) DX+2 [8]-14; Tracking (A) Per+1 [4]-14; and Traps (A) IQ [2]-11.
2. **Sniper:** Climbing (A) DX [2]-12; Shadowing (A) IQ+1 [4]-12; and Stealth (A) DX+1 [4]-13. • Spend 2 points for +1 to Camouflage and 4 points for +1 to primary weapon skill.
3. **Sojourner:** Area Knowledge (any) (E) IQ+1 [2]-12; Cartography (A) IQ [2]-11; Navigation (Land) (A) IQ+2 [8]-13; and Survival (second specialty) (A) Per [2]-13. • One of Hiking (A) HT [2]-12, or Skating or Skiing, both (H) HT-1 [2]-11.
4. **Survivor:** Naturalist (H) IQ+1 [8]-12. • Two additional specialties of Survival, both (A) Per [2]-13. • Either Tracking (A) Per+1 [4]-14 or Traps (A) IQ+1 [4]-12.

Secondary Skills: Two of Beam Weapons (any not yet chosen), Brawling, Guns (any not yet chosen), Knife, or Thrown Weapon (any), all (E) DX+1 [2]-13; Axe/Mace, Bolas, Boxing, Broadsword, Lasso, Shortsword, Spear, Spear Thrower, Staff, Throwing, or Wrestling, all (A) DX [2]-12; or Blowpipe or Net, both (H) DX-1 [2]-11. • Five of the previous skills or Boating (any), Driving (any), or Riding (any), all (A) DX [2]-12; Acrobatics (H) DX-1 [2]-11; Animal Handling (any), Armoury (Missile Weapons or Small Arms), Disguise (Animals), Professional Skill (Forester), Prospecting, or Weather Sense, all (A) IQ [2]-11; or Mimicry (Animal Sounds or Bird Calls) (H) IQ-1 [2]-10.

Background Skills: Five of Fast-Draw (any), Forced Entry, Jumping, or Knot-Tying, all (E) DX [1]-12; First Aid or Seamanship, both (E) IQ [1]-11; Carousing or Swimming, both (E) HT [1]-12; Running (A) HT-1 [1]-11; or spend 1 point on any unchosen primary skill.

* Multiplied for self-control number; see p. B120.

Lens

Experienced (+50 points): +1 DX [20] and +1 IQ [20]. • Spend an additional 10 points on advantages or to add or improve any primary or secondary skill.

Customization Notes

Energy weapons are rare and expensive; don't take Beam Weapons (Rifle) as your primary weapon skill unless you're very certain you'll be able to obtain one at some point! Your other primary skill choices should influence your first pick of advantages.

Scout: Load up on Per, then consider Outdoorsman. If you make a poor choice regarding which way to sneak up on someone, either Common Sense or Danger Sense can warn you before it's too late. Acute Vision helps you track, and Intuition can pick up a lost trail. There's potential overlap with the scavenger (pp. 11-12) here; if someone else is playing one, be sure you're not both trying to be the sneakiest character!

Sniper: Boost your DX – then consider Luck and Night Vision, to offset situational penalties. Single-Minded helps if you need to wait for hours to get that perfect shot. Combat Reflexes and Danger Sense are great if the targets start shooting back!

Sojourner: Raise your IQ, or go with Outdoorsman if you'll be adding other appropriate skills. The +3 to Navigation makes Absolute Direction a *must*. Fit (or Very Fit) and Resistant to Disease will make your treks easier.

Survivor: Grab as much Outdoorsman as you can afford, or bump up IQ if you'll be taking many other brainy (but not outdoorsy) skills. Other advantages should be things that can help you survive hazards: Breath Holding, DR, Resistant, extra RP, etc.

Even after choosing your primary skills, you have a lot of flexibility in designing your hunter. If you have no animal-oriented nomad (below) in your group, you can compensate by taking Animal Empathy or Animal Friend, and by learning Animal Handling, Disguise (Animals), and Riding. Or if your adventures take place near water, adding any of Boating, Seamanship, or Swimming better prepares you for river or lake travel.

At character creation, it's best either to pick up an inexpensive ranged weapon (in the hopes of upgrading or replacing it

later) or to sink some points into acquiring a good one *and* making it Signature Gear.

NOMAD

150 points

Staying put is for fools. No matter how fortified the bunker or well-stocked the town, you *know* it'll eventually fall. That's why you keep moving, always one step ahead of danger. Your conveyance varies: Animals are inexpensive, can be fed off the land, and will defend themselves – but vehicles can be driven indefinitely (with occasional breaks to obtain fuel) and offer better protection. Either way, you're an expert on whatever you ride.

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; RP 10 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: Absolute Direction [5] and Driver's Reflexes 4 [20]†. • Another 30 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 [10], Per +1 or +2 [5 or 10], RP +1 to +11 [1/level], Basic Speed +0.25 to +1.25 [5/+0.25], Acute Senses (any) [2/level], Alcohol Tolerance [1], Allies (Caravan buddies, etc.); Built on 50%; 9, 12, or 15 or less [2, 4, or 6], Artificer 1-3 [10/level], Charisma 1 [5], Combat Reflexes [15], Common Sense [10], Danger Sense [15], Daredevil [15], Favor [Varies], Fearlessness [2/level], Gizmos 1-3 [5/gizmo], High Pain Threshold [10], Higher Purpose (Keep my ride up and running) [5], Less Sleep 1-4 [2/level], Luck [15] or Extraordinary Luck [30], Night Vision 1-9 [1/level], Patron (Entire convoy; 9, 12, or 15 or less) [10, 20, or 30], Penetrating Voice [1], Peripheral Vision [15], Resistant to Disease (+3) [3], Serendipity 1 or 2 [15 or 30], Signature Gear [1/item], Temperature Tolerance 1-3 [1/level], or spend points to start with additional gear (p. 28).

Disadvantages: -20 points chosen from among Bad Temper [-10*], Code of Honor (Pirate's) [-5], Delusion ("I'm always safer on my ride than off it!") [-10], Duty (To lead or guard convoy, etc.) [Varies], Impulsiveness [-10*], Obsession (Obtain a particular reasonably priced ride or Obtain a particular *prohibitively* expensive ride) [-5* or -10*], Odious Personal Habits (Overly protective of ride, etc.) [-5 to -15], On the Edge [-15*], Overconfidence [-5*], Paranoia [-10], Sense of Duty (Passengers, mount, etc.) [Varies], or Stubbornness [-5]. • Another -25 points chosen from among the previous traits or reduced Basic Speed [-5/-0.25], Bully [-10*], Chummy [-5] or Gregarious [-10] or Loner [-5*], Clueless [-10], Cowardice [-10*], Enemies (Rival riders, etc.) [Varies], Extra Sleep [-2/level], Jealousy [-10], Low Pain Threshold [-10], Oblivious [-5], Overweight [-1], or Unfit [-5].

Primary Skills: Three of Boating (Large Powerboat, Motorboat, or Sailboat), Driving (Automobile, Halftrack, Heavy Wheeled, Motorcycle, or Tracked), or Piloting (Autogyro, Glider, Helicopter, Light Airplane, Lighter-Than-Air, or Ultralight), all (A) DX+4 [2]-16‡. • Spend 6 points for +2 to one of the previously chosen skills. • Four of Artillery (Bombs or Catapult), Electronics Operation (Comm or Sensors), Freight Handling, Mechanic (any vehicle type, Biodiesel Engine, Ethanol Engine, or Gasifier Engine), Professional Skill (Forester), or Shadowing, all (A) IQ+1 [4]-13; or Shiphandling (Airship or Ship) (H) IQ [4]-12§.

Secondary Skills: Navigation (Air, Land, or Sea) (A) IQ+2 [1]-14¶. • Two of Area Knowledge (any) (E) IQ+1 [2]-13; Cartography (A) IQ [2]-12; Scrounging (E) Per+1 [2]-13; or Survival (any terrain type or Radioactive Wasteland) (A) Per [2]-12. • Two of Beam Weapons (any), Crossbow, Gunner (any), Guns (any), all (E) DX+2 [4]-14; or Dropping or Throwing, both (A) DX+1 [4]-13. • Two of Brawling or Knife, both (E) DX+1 [2]-13; Broadsword, Climbing, Short-sword, Spear, Staff, Stealth, or Wrestling, all DX [2]-12; Acrobatics DX-1 [2]-11; or spend 2 points to add a skill from the previous list at one level lower.

Background Skills: Five of Bicycling, Fast-Draw (any), or Knot-Tying, all (E) DX [1]-12; Battlesuit or NBC Suit, both (A) DX-1 [1]-11; Airshipman, Camouflage, Current Affairs (Regional), First Aid, or Seamanship, all (E) IQ [1]-12; Armoury (Heavy Weapons or Vehicular Armor), Electronics Repair (Comm or Sensors), Fast-Talk, Leadership, Lockpicking, Merchant, Navigation (any not yet chosen), Smuggling, or Streetwise, all (A) IQ-1 [1]-11; Anthropology, Computer Programming, Diplomacy, or Expert Skill (Robotics), all (H) IQ-2 [1]-10; Carousing or Swimming, both (E) HT [1]-11; Intimidation (A) Will-1 [1]-11; or Urban Survival (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† A new Talent benefiting Boating, Driving, Piloting, and Submarine. *Reaction bonus:* passengers, gamblers betting on you. 5 points/level.

‡ Includes +4 for Driver's Reflexes.

§ Shiphandling (Airship) requires Airshipman, Leadership, and Navigation (Air). Shiphandling (Ship) requires Leadership, Navigation (Sea), and Seamanship.

¶ Includes +3 for Absolute Direction.

Lenses

Experienced (+50 points): Either +2 DX [40] or +1 DX [20] and +1 IQ [20]. • Spend 8 points to add or improve any primary or secondary skills. • Spend 2 points to get two more background skills.

Rider (0 points): In advantages, replace Driver's Reflexes 4 [20] with Animal Empathy [5] and Animal Friend 4 [20]. • Replace all primary skills with: Animal Handling (mount) (A) IQ+5 [4]-17* and Veterinary (H) IQ+2 [1]-14*. • Either Riding (mount) (A) DX+6 [8]-18* or Teamster (mount) (A) IQ+6 [8]-18*. • Three of Riding (any not yet chosen) (A) DX+4 [2]-16*, or Animal Handling (any not yet chosen), Packing, or Teamster (any not yet chosen), all (A) IQ+4 [2]-16*. • One of Disguise (Animals) or Weather Sense, both (A) IQ+1 [4]-13; or Mimicry (Animal Sounds) or Naturalist, both (H) IQ [4]-12.

* Includes +4 for Animal Friend.

Customization Notes

With such a range of options available, the key is to ensure that you tie them all together properly. Mechanic skill is a *must* if you operate a vehicle; if your ride breaks down, you're out of luck. The only reason it's not a mandatory part of the template is to allow for the possibility of having a dedicated tech (pp. 12-14) repairman in your team. Similarly, if your vehicle runs on a gasifier (p. 34), consider either taking Professional Skill (Forester) or buying up ST; either will help you chop wood that much faster.

Further advice depends on your ride(s) of choice.

Airship: Some settings feature zeppelins cruising across the sky – often using hot air for lift instead of (extremely rare) helium. If this excites you, take Piloting (Lighter-Than-Air), Navigation (Air), and any of Airshipman, Artillery (Bombs), Dropping, Electronics Operation, Freight Handling, Gunner, Leadership, Mechanic (Lighter-Than-Air and possibly by engine type; see pp. 33-34), and Shiphandling (Airship).



Autogyro, Glider, or Ultralight: None of these are group conveyances, but all can be very useful to keep packed on the back of a different vehicle! Piloting (Autogyro, Glider, or Ultralight) and Navigation (Air) should suffice, though Dropping may be useful.

Boat (Oceangoing): Even if the water is contaminated, ships still float! Check with the GM first, to ensure that a campaign on the high seas fits his plans. Then take Boating (Large Powerboat or Sailboat), Navigation (Sea), and any of Climbing (for rigging), Electronics Operation, Gunner, Knot-Tying, Leadership, Mechanic (Large Powerboat or Sailboat), Seamanship, Shiphandling (Ship), and Swimming. On a large enough ship, you may have use for Artillery (Catapult) and Gunner (Catapult)!

Boat (Riverbound): This is a more likely scenario, generally involving a smaller boat. You want Boating (Motorboat or Sailboat), Navigation (Land), and any of Gunner, Knot-Tying, Mechanic (boat type or engine type), Professional Skill (Forester) to replenish your gasifier (if any) from riverbank trees, and Swimming. If you have a trader (pp. 14-15) in the group, you can help him with Freight Handling and Merchant – hopefully for a share of the profits!

Car or Big Rig: A classic choice. You can bring the whole team along (and their gear, with a large enough car or any size rig), you have a place to sleep, a bit of armor, and so on. Take Driving (Automobile or Heavy Wheeled), Navigation (Land), and a mix of Freight Handling, Gunner (if you can afford weapons), Mechanic (vehicle type or engine type), Professional Skill (Forester) if you use a gasifier, Scrounging and Streetwise (both help to find replacement parts, though through different means), and Shadowing (if vehicles are somewhat common).

Helicopter or Plane: Understand that the odds of you obtaining a working plane or helicopter (not to mention fuel!) are *really* slim . . . so unless you plan to bribe the GM, this should be a backup plan. Just grab Piloting (Helicopter or Light Airplane) and Navigation (Air), though if you're really counting on this paying off, also learn Artillery (Bombs), Electronics Operation, Gunner, and Mechanic (vehicle type).

Motorcycle: It lacks armor and can only carry one extra person, but there's something so *cool* about it. As for the car or big rig (above), but with Driving (Motorcycle) and no reason to take Freight Handling or Gunner.

Tank or Halftrack: Your GM will *not* let you start with one of these unless he's been reading *way* too many Hewlett and Martin comics. But if you can't decide on a third vehicle to specialize in, why not? Load up on Driving (Halftrack or Tracked) and Navigation (Land), and consider Armoury (both options!), Electronics Operation, Gunner (probably Cannon), Mechanic (vehicle type or engine type), and Professional Skill (Forester) if it uses a gasifier. If you have a tank, Intimidation is probably superfluous.

The main issue you're going to have in play is that vehicles are *expensive*. If you want to start off with one, it's very likely that the whole party will need to chip in just to get a broken-down, relatively cheap one. As an alternative, if the GM is willing to work with you, it can be understood that the first few sessions of play will revolve around you (and your team) acquiring a starter vehicle – however you manage to pull that off.

Due to the complex differences between handling vehicles and animals, the latter is presented as a lens rather than a simple skill package. The rider lens doesn't change the cost of the template, nor does it count as taking a lens if the GM allows extra lenses (*Power Level*, p. 4). In this lens, the term "mount" is used as a placeholder for any specific mount that exists in the setting, from horses to giant red pandas. More animal advice:

Lone Rider: If you prefer to ride a mount, learn a backup Animal Handling/Riding combination for safety and take Mimicry (to call it from out of sight) or Weather Sense (to know when to seek shelter).

Team Rider: Efficiently hitching up a wagon requires other skills, primarily Teamster and Packing. Of the final primary skills, Naturalist may be your best bet – with multiple animals, knowing what plants you can and can't feed them in an emergency is helpful!

SCAVENGER

150 points

The ruins of civilization are your home. You could survive out in the wilderness if necessary, but why bother? Every building in a (former) city is a potential treasure trove and defensible fort rolled into one. You're proud of your knowledge, but you aren't flashy; sticking to the shadows is the best way to ensure a long life. There are many different niches you can fill, depending on whether you emphasize your sneakiness, your nose for finding useful stuff, your willingness to take from *other* scavengers, or your knowledge of (and ability to get around) the city . . . but no matter which you favor, your skills are useful in a wide range of situations.

Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 14 [15]; FP 11 [0]; RP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 [10], Per +1 or +2 [5 or 10], RP +1 to +11 [1/level], Basic Speed +0.25 to

+1.00 [5/+0.25], Acute Senses (any) [2/level], Breath Holding 1 [2], Catfall [10], Combat Reflexes [15], Contact Group (City-dwellers, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, or 15], Craftiness 1-4 [5/level]†, Danger Sense [15], Deep Sleeper [1], DR 1 (Tough Skin) [5], Eidetic Memory [5], Enhanced Dodge 1 [15], Favor [Varies], Flexibility [5] or Double-Jointed [15], Forgettable Face [1], Gizmos 1-3 [5/gizmo], Hard to Kill 1-3 [2/level], Hard to Subdue 1-3 [2/level], High Manual Dexterity 1-4 [5/level], Honest Face [1], Intuition [15], Less Sleep 1-4 [2/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Night Vision 1-9 [1/level], Perfect Balance [15], Pitiable [5], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5] or Immunity to Disease [10], Resistant to Poison (+3) [5], Serendipity 1 or 2 [15 or 30], Signature Gear [1/item], or spend points to start with additional gear (p. 28).

Disadvantages: -15 points chosen from Callous [-5], Cowardice [-10*] or Overconfidence [-5*], Curious [-5*], Fearfulness [-2/level], Greed [-15*], Jealousy [-10], Kleptomania [-15*], Loner [-5*], Oblivious [-5], Shyness [Varies], or Stubbornness [-5]. • Another -15 points chosen from among the previous traits or Extra Sleep 1-4 [-2/level], Laziness [-10], Light Sleeper [-5], Low Pain Threshold [-10], Paranoia [-10], Post-Combat Shakes [-5*], Skinny [-5], Sense of Duty [Varies], or Trickster [-15*]. • A further -15 points chosen from among the previous traits or reduced Basic Speed [-5-0.25], Bad Temper [-10*], Combat Paralysis [-15], Compulsive Gambling [-5*], Compulsive Lying [-15*], or Impulsiveness [-10*].

Primary Skills: Scrounging (E) Per+1 [2]-15; Search (A) Per-1 [1]-13; Stealth (A) DX+1 [4]-14; Streetwise (A) [2]-11; and Urban Survival (A) Per [2]-14. • One of the following 24-point packages:

1. ***Ghost:*** Holdout (A) IQ+1 [4]-12. • *Three* of Beam Weapons (Pistol), Fast-Draw (any), Garrote, Guns (Pistol), or Knife, all (E) DX+2 [4]-15; Acting or Disguise, both (A) IQ+1 [4]-12; or Poisons (H) IQ [4]-11. • Spend 8 points for +2 to Stealth.
2. ***Looter:*** Forced Entry (E) DX+1 [2]-14; Architecture (A) IQ-1 [1]-10; and Lockpicking and Traps, both (A) IQ+2 [8]-13. • Spend 2 points for +1 to Scrounging and 3 points for +2 to Search.
3. ***Thief:*** Filch (A) DX [2]-13 and Pickpocket (H) DX+1 [8]-14. • Two of Brawling (E) DX+2 [4]-15; Climbing (A) DX+1 [4]-14; Escape or Sleight of Hand, both (H) DX [4]-13; Acting or Holdout, both (A) IQ+1 [4]-12; or spend 4 points for +1 to Stealth. • Spend 6 points for +2 to Streetwise.
4. ***Urban Explorer:*** Jumping (E) DX+1 [2]-14; Climbing (A) DX+1 [4]-14; Acrobatics and Escape, both (H) DX [4]-13; Architecture (A) IQ [2]-11; and Running (A) HT [2]-11. • Spend 6 points for +2 to Urban Survival.

Secondary Skills: Anthropology (H) IQ-1 [2]-10 and Merchant (A) IQ-1 [1]-10. • Two of Area Knowledge (any) or Current Affairs (Regional), both (E) IQ+1 [2]-12; or Survival (any terrain type or Radioactive Wasteland) (A) Per [2]-14. • Two of Beam Weapons (any), Brawling, Crossbow, Guns (any), Knife, or Thrown Weapon (any), all (E) DX+1 [2]-14; Axe/Mace, Boxing, Bow, Broadsword, Shortsword, Staff, Throwing, or Wrestling, all (A) DX [2]-13; or Blowpipe (H) DX-1 [2]-12.

Background Skills: Four of Bicycling (E) DX [1]-13; Driving (any), NBC Suit, or Riding (any), all (A) DX-1 [1]-12; Camouflage, First Aid, or Gesture, all (E) IQ [1]-11; Armoury (any), Cooking, Disguise, Electronics Repair (any), Explosives (Demolition or EOD), Fast-Talk, Gambling, Hazardous Materials (any), or Smuggling, all (A) IQ-1 [1]-10; Body Language, Lip Reading, or Observation, all (A) Per-1 [1]-13; or spend 1 point on any unchosen primary skill.

* Multiplied for self-control number; see p. B120.

† A Talent benefiting Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. *Reaction bonus:* none! 5 points/level.

Lens

Experienced (+50 points): +1 IQ [20]. • Spend 20 more points on advantages. • In secondary skills, spend 3 points to make the first list Anthropology (H) IQ [4]-12 and Merchant (A) IQ [2]-12; then spend 4 points total to get one additional skill from *each* of the two lists that follow. • Spend 3 points for another three background skills.

Customization Notes

You're very skill-focused, but your advantage choices will determine *how* you use those skills. In addition to the following advice, note that Shadowing (on foot) defaults to Stealth-4; that skill is not included as part of the template because it's more efficient to raise Stealth and use this default.

Ghost: Decide whether to go for "faceless and nondescript" or "sneaky backstabber." For the former, grab Craftiness, Forgettable Face, Pitiable, Acting, and Disguise. For the latter, you want Combat Reflexes, Fast-Draw, and a good weapon skill. Don't accidentally duplicate your weapon choice when picking secondary skills!

Looter: You're an expert at breaking into places (subtly or not) and finding all of the good stuff. Better ST and Lifting ST help you carry things and smash down doors. Boosted IQ or Per will raise your skills. Serendipity can be used for finding "treasure" in trash heaps. In background skills, remember that Electronics Repair can turn a broken piece of junk into a working gadget, Explosives (EOD) pairs *very* well with Traps, and Hazardous Materials can identify common urban dangers.

Thief: Stealing from *others* is more dangerous than scrounging, but you're more likely to get something of value! For advantages, consider improved DX, Craftiness, or High Manual Dexterity. Match your skill choices to your style; e.g., Sleight of Hand for tricksters or Brawling for thugs. This option can overlap slightly with the others; in a game with multiple scavengers, try to avoid redundancy. (Speaking of redundancy, be sure not to grab Brawling twice, as it's offered in the secondary skills as well.)

Urban Explorer: Not only do you know the city like the back of your hand, you're adept at reaching any part of it quickly and efficiently! Your Parkour skills make Catfall and Perfect Balance a match, and Flexibility provides useful skill bonuses. Disguise, Fast-Talk, and Gambling are all useful for dealing with city gangs, while Observation can help you avoid them in the first place.

Plenty of scavengers have survived an impossible situation by having one of *everything* crammed into a backpack; you can achieve this effect with a handful of Gizmos . . . or with plenty of ST and Lifting ST. If you want to maximize your carrying

capacity, you can start with ST 13 and Lifting ST 3 – giving you a Basic Lift of 51 lbs., better than some hulks (pp. 6-8)!

The year is now 2471. It is nearly impossible to describe the vast changes that have occurred since the devastation of the Shadow Years.

– *Gamma World, First Edition*

TECH

150 points

Who says there isn't still *plenty* of good gear out in the wastes of civilization? You just have to know how to fix it up and use it . . . and you do. While most wastelanders have gone low-tech, falling back on swords and push-carts, you refuse to join them in the Dark Ages. Whether your goal is creating new toys, repairing the old ones, understanding the basic scientific principles behind technology, or just knowing everything about how to *use* the stuff, you know that you can count on your equipment more than anyone or anything else.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; RP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: 25 points chosen from among DX +1 [20], IQ +1 [20], Artificer 1 or 2 [10 or 20], Eidetic Memory [5] or Photographic Memory [10], Gadgeteer [25], Gadgeteer (Specialized, p. 20, -50%) [13], Gizmos [5/gizmo]†, Quick Gadgeteer‡ (Specialized, p. 20, -50%) [25], Signature Gear [1/item], Single-Minded [5], Versatile [5], or spend points to start with additional gear (p. 28). • Another 30 points chosen from among the previous traits or ST +1 [10], HT +1 or +2 [10 or 20], RP +1 to +11 [1/level], Basic Speed +0.25 to +0.75 [5/+0.25], Absolute Timing [2], Flexibility [5], Hand Cannon 1 or 2 [1 or 2], High Manual Dexterity 1-4 [5/level], Improvised Weapons (any) [1/skill], Intuition [15], Lightning Calculator [2] or Intuitive Mathematician [5], Luck [15], Pitiable [5], Resistant to Disease (+3) [3], Serendipity 1 [15], or take further levels of DX [20/level], IQ [20/level], or Artificer [10/level]. • Alternatively, take Quick Gadgeteer‡ [50] and Versatile [5] instead of *any* other advantage options.

Disadvantages: -15 points chosen from among Will -1 to -3 [-5/level], Per -1 to -3 [-5/level], Absent-Mindedness [-15], Appearance [Varies], Bad Sight (Correctable) [-10], Clueless [-10], Compulsive Gadgeteering [-5*], Curious [-5*], Delusion ("Technology is always safe and fixes all problems!") [-10], Impulsiveness [-10*], Oblivious [-5], or Stubbornness [-5]. • Another -15 points chosen from among the previous traits or ST -1 [-10], reduced Basic Speed [-5/-0.25], Charitable [-15*], Chummy [-5] or Gregarious [-10] or Loner [-5*], Easy to Read [-10], Gullibility [-10*], Low Self-Image [-10], Short Attention Span [-10*], or Truthfulness [-5*].

- A further -15 points chosen from among the previous traits or Greed [-15*], Intolerance (Luddites) [-5], Jealousy [-10], Klutz [-5], Lecherousness [-15*], No Sense of Humor [-10], Overweight [-1] or Skinny [-5], Post-Combat Shakes [-5*], Shyness [Varies], or Trickster [-15*].

Primary Skills: Scrounging (E) Per+1 [2]-15. • One of the following 22-point packages:

1. **Inventor:** Engineer (Artillery, Clockwork, Electrical, Electronics, Materials[§], Robotics, Small Arms, or specific vehicle type) (H) IQ+1 [8]-15. • Three additional specialties of Engineer, all (H) IQ [4]-14, or spend 4 points for +1 to existing Engineer skill. • You may substitute Computer Programming for any of the Engineer options. • Spend 2 points for +1 to Scrounging.
2. **Repairman:** Electrician and Machinist, both (A) IQ-1 [1]-13. • Five of Armoury (Battlesuits, Body Armor, Heavy Weapons, Melee Weapons, Missile Weapons, Small Arms, or Vehicular Armor), Electronics Repair (Comm, Media, Medical, Scientific, Security, Sensors, or Surveillance), or Mechanic (Biodiesel Engine, Clockwork, Ethanol Engine, Gasifier Engine, Robotics, Rockets, Steam Engine, Tracked, Wheeled, or specific vehicle type), all (A) IQ+1 [4]-15; or Computer Programming or Expert Skill (Robotics), both (H) IQ [4]-14.
3. **Scientist:** Research (A) IQ [2]-14. • Five of Hazardous Materials (Biological, Chemical, or Radioactive) or Weather Sense, both (A) IQ+1 [4]-15; Chemistry, Expert Skill (Mutants), Naturalist, or Pharmacy (Synthetic), all (H) IQ [4]-14; Biology or Physics, both (VH) IQ-1 [4]-13; or spend 4 points for +1 to existing skill.
4. **Technophile:** Five of Beam Weapons (Pistol or Rifle) or Gunner (any), both (E) DX+2 [4]-12; Battlesuit, Driving (Automobile, Motorcycle, or Tracked), or NBC Suit, all (A) DX+1 [4]-11; Electronics Operation (Comm, Media, Medical, Scientific, Security, Sensors, or Surveillance), Explosives (Demolition or EOD), Holdout, or Photography, all (A) IQ+1 [4]-15; Computer Programming (H) IQ [4]-14; or spend 4 points for +1 to existing skill. • One of Airshipman or Seamanship, both (E) IQ+1 [2]-15; Artillery (any) or Traps, both (A) IQ [2]-14; or spend 2 points for +1 to Scrounging.

Secondary Skills: Spend six points total on six unchosen primary skills from any skill package, which will each be (E) DX [1]-10, (A) DX-1 [1]-9, (E) IQ [1]-14, (A) IQ-1 [1]-13, (H) IQ-2 [1]-12, or (VH) IQ-3 [1]-11. • Two of Beam Weapons (Pistol or Rifle), Brawling, or Guns (Pistol, Rifle, Shotgun, or SMG), all (E) DX+2 [4]-12; Boxing, Broadsword, Shortsword, Staff, Throwing, or Wrestling, all (A) DX+1 [4]-11; or Acrobatics or Judo, both (H) DX [4]-10. • Three of First Aid (E) IQ+1 [2]-15; Architecture, Cartography, or Merchant, all (A) IQ [2]-14; or Anthropology,

Brainwashing, Intelligence Analysis, Poisons, or Psychology, all (H) IQ-1 [2]-13. • One of Area Knowledge (any) (E) IQ+1 [2]-15 or Survival (any terrain type or Radioactive Wasteland) (A) Per [2]-14.

Background Skills: Four of Climbing or Stealth, both (A) DX-1 [1]-9; Acting, Cooking, Freight Handling, Lockpicking, Navigation (Land or Sea), or Packing, all (A) IQ-1 [1]-13; Swimming (E) HT [1]-11; Observation, Search, or Urban Survival, all (A) Per-1 [1]-13; or spend 1 point on any unchosen secondary skill.

* Multiplied for self-control number; see p. B120.

† Normally limited to three levels. However, if you take Gadgeteer or Quick Gadgeteer (with or without Limited Scope), you may take as many Gizmos as you wish.

‡ Requires GM permission!

§ Requires Chemistry prerequisite, available from "scientist" skill package as a secondary skill.



Lens

Experienced (+50 points):
Either +1 DX [20] or +1 IQ [20]. • Spend 30 more points on advantages.

Customization Notes

After the apocalypse, working technology is rare; for you, this is a double-edged sword. On the one hand, you may go several sessions without encountering new types of gear to play with. But on the other, the fact that you're well-trained in dealing with such equipment means that it's even more valuable in your hands!

Every tech knows something about how to create, repair, analyze, and use high-tech gear, but specializes in one of these four areas.

Inventor: The Gadgeteer advantage was made for you; either take it at the full 50-point level (if the GM will let you!), or buy a lesser version and add Artificer. Either way, Versatile is a must. Choose whether to be broadly or narrowly trained; you can have four Engineer specialties at skill 14-15 or a single one at skill 18. It's valid to take Quick Gadgeteer (Specialized) and then only load up on Engineer skills for that one field – but be warned! When your expertise can be applied to the current situation, you'll be amazing . . . but when it can't, you may feel useless.

Repairman: You can't have too much Artificer, and Flexibility will help with hard-to-reach repairs. It's often best to pick a field or two to focus on. You can be a vehicle expert by taking any of Armoury (Heavy Weapons and Vehicular Armor), Electronics Repair (Comm and Sensors), and either Mechanic (Biodiesel Engine, Ethanol Engine, Gasifier Engine, Tracked, and Wheeled) or Mechanic for a few specific vehicle types.

Or a robotics expert, with Armoury (Body Armor and Small Arms), Computer Programming, Expert Skill (Robotics), and Mechanic (Robotics). A defense and weapons specialist needs Armoury (Body Armor, Melee Weapons, Missile Weapons, and Small Arms). Take a look at the type of gear your party will be using, and choose the skills necessary to keep it running.

Scientist: It's easy to pick up a broad range of knowledge, especially if you use advantage points to raise your IQ. Still, if you focus on Biology or Physics, you may want to drop the extra 4 points into skill to get it up to IQ level. If there's no doc (pp. 4-6) in your party – or if there is, but everyone agrees the team needs more medics – add Diagnosis and Physician, both (H) IQ [4]-14, to your primary skill options.

Technophile: You may not be an expert at designing and repairing gadgets, but you're great at using them! You'll need to trade some points for equipment if you want to *start* with fun toys. If you plan on grabbing a few of the DX-based skills, consider raising your DX *and* trading in a choice or two for +1 to existing skill. (If you take Beam Weapons, don't accidentally duplicate it when choosing secondary skills.) Electronics Operation is your most important skill, so be sure to snag at least one or two specialties, but otherwise, go wild! Vehicles are technology, so you can be a fair hand behind the wheel or help out on a larger craft; if a fellow PC is a nomad (pp. 9-11) captain, you're a good potential first mate.

The first secondary skills you select are actually unchosen primary ones – try to pick a broad range from all three of the other packages. When in doubt, select two from each. If you lack a dedicated trader (below) in the group, be sure to take Merchant to help you trade for fun gear. With enough repair-oriented skills, you can come out ahead by trading for *broken* equipment, then fixing it up! Similarly, if you lack a scavenger (pp. 11-12), grab Search for finding hidden caches in ruins or bandit camps.

You aren't an expert combatant, so don't try to be. Beam Weapons and Guns are easier for you to use than hand-to-hand and low-tech missile weapons – even if the weapons are more expensive – so focus on them. Reserve unarmed or melee skills for defense; Acrobatics, Judo, and Staff are particularly good choices for avoiding attacks.

TRADER

150 points

You make a living by traveling from place to place, offering your goods or services at each stop. Locals trade for safe travel to their destination, for the equipment and provisions you bring, for your stories and news, or even just for the pleasure of your company. Because you interact with people so much, you've come to excel at it, whether that means saying what they wish to hear or judging if they have it in for you. Your constant travels across the wasteland have honed your awareness of environmental dangers as well, making you one of the few people equally comfortable in civilized company or in the middle of an irradiated crater.

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; RP 10 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from among Appearance (Attractive or Handsome/Beautiful) [4 or 12], Business Acumen 1 [10], Charisma 1-3 [5/level], Contact Group (Merchant caravan, small town, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, or 15], Contact (Merchant, scavenger, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [1, 2, or 3], Contact (Trusted trading partner; Skill-12, 15, or 18; 12 or less; Usually Reliable) [4, 8, or 12], Favor [Varies], Honest Face [1], Reputation +1 or +2 (Trustworthy; Everyone; 10 or less) [2 or 5], Sensitive [5] or Empathy [15], Smooth Operator 1 [15], or Voice [10]. • Another 20 points chosen from among the previous traits or ST +1 [10], IQ +1 [20], HT +1 [10], RP +1 to +11 [1/level], Basic Speed +0.25 [5], Absolute Direction [5], Alcohol Tolerance [1], Allies (Guards, etc.; Built on 50%; 9, 12, or 15 or less) [2, 4, or 6], Common Sense [10], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Fit [5], Gizmos 1-3 [5/gizmo], Lightning Calculator [2], Luck [15], Night Vision 1-5 [1/level], No Hangover [1], Patrons (Merchant company, etc.) [Varies], Penetrating Voice [1], Resistant to Disease (+3) or (+8) [3 or 5], Serendipity 1 [15], Signature Gear [1/item], Temperature Tolerance 1-3 [1/level], additional levels of Business Acumen [10/level] or Smooth Operator [15/level], or spend points to start with additional gear (p. 28).

Disadvantages: -15 points chosen from among Chummy [-5] or Gregarious [-10], Cowardice [-10*], Gluttony [-5*], Greed [-15*], Kleptomania [-15*], Laziness [-10], Pacifism (Cannot Harm Innocents or Self-Defense Only) [-10 or -15], Post-Combat Shakes [-5*], or Trickster [-15*]. • Another -30 points chosen from among the previous traits or ST -1 [-10], reduced Basic Speed [-5/-0.25], Combat Paralysis [-15], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Curious [-5*], Extra Sleep [-2/level], Impulsiveness [-10*], Jealousy [-10], Lecherousness [-15*], Overconfidence [-5*], Overweight [-1], Selfish [-5*], Sense of Duty (Friends) [-5], Slow Riser [-5], or Xenophilia [-10*].

Primary Skills: Merchant (A) IQ+2 [8]-15. • Two of Area Knowledge (any) or Current Affairs (Regional), both (E) IQ+1 [2]-14; Navigation (Land or Sea) (A) IQ [2]-13; or Survival (any terrain type or Radioactive Wasteland) or Urban Survival, both (A) Per [2]-13. • One of Driving (Automobile, Heavy Wheeled, or Motorcycle) or Riding (any), both (A) DX+1 [4]-13; Teamster (A) IQ+1 [4]-14; Hiking (A) HT+1 [4]-12; or Skating or Skiing, both (H) HT [4]-11. • One of the following 10-point packages:

1. **Guide:** Two more of Area Knowledge (any) or Current Affairs (Regional), both (E) IQ+1 [2]-14; Navigation (Land or Sea) (A) IQ [2]-13; or Survival (any terrain type or Radioactive Wasteland) or Urban Survival, both (A) Per [2]-13. Don't duplicate any existing choices! • Three of First Aid (E) IQ+1 [2]-14; Cartography, Cooking, Hazardous Materials (Biological, Chemical, or Radioactive), Soldier, Traps, or Weather Sense, all (A) IQ [2]-13; Expert Skill (Mutants or Robotics) or Naturalist, both (H) IQ-1 [2]-12; or Observation (A) Per [2]-13.
2. **Merchant:** Three of Fast-Talk, Freight Handling, Packing, Propaganda, or Smuggling, all (A) IQ [2]-13; Diplomacy or Psychology, both (H) IQ-1 [2]-12; or Detect Lies (H) Per-1 [2]-12. • Spend 4 points for +1 to Merchant.

3. *Orator*: Public Speaking (A) IQ+1 [4]-14. • *Three* of Acting, Electronics Operation (Comm or Media), Fast-Talk, Leadership, or Propaganda, all (A) IQ [2]-13; Diplomacy, Mimicry (Speech), Philosophy (any), or Theology (any), all (H) IQ-1 [2]-12; or Sex Appeal (A) HT [2]-11.

4. *Sweet-Talker*: Five of Acting, Disguise, Fast-Talk, Leadership, Propaganda, or Public Speaking, all (A) IQ [2]-13; Diplomacy (H) IQ-1 [2]-12; Sex Appeal (A) HT [2]-11; Intimidation (A) Will [2]-13; Body Language (A) Per [2]-13; or Detect Lies (H) Per-1 [2]-12.

Secondary Skills: *Three* of Filch or Stealth, both (A) DX [2]-12; Animal Handling (any), Gambling, Holdout, or Streetwise, all (A) IQ [2]-13; Anthropology (H) IQ-1 [2]-12; Carousing (E) HT+1 [2]-12; or Scrounging (E) Per+1 [2]-14. • *One* of Beam Weapons (Pistol or Rifle), Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Thrown Weapon (any), all (E) DX+2 [4]-14; or Bolas, Bow, or Throwing, all (A) DX+1 [4]-13. • *Two* of the previous skills or Brawling, Fast-Draw (any), or Knife, all (E) DX+2 [4]-14; or Boxing, Broadsword, Shortsword, Spear, Staff, Two-Handed Sword, or Wrestling, all (A) DX+1 [4]-13.

Background Skills: *Six* of Bicycling or Knot-Tying, both (E) DX [1]-12; Boating (any) or Climbing, both (A) DX-1 [1]-11; Sleight of Hand (H) DX-2 [1]-10; Camouflage (E) IQ [1]-13; Electronics Repair (Comm, Media, Medical, Scientific, Security, Sensors, or Surveillance) or Mechanic (Biodiesel Engine, Clockwork, Ethanol Engine, Gasifier Engine, Robotics, Wheeled, or specific vehicle type), both (A) IQ-1 [1]-12; Veterinary (H) IQ-2 [1]-11; Lifting (A) HT-1 [1]-10; Search (A) Per-1 [1]-12; or spend 1 point on any unchosen primary skill.

* Multiplied for self-control number; see p. B120.

Lens

Experienced (+50 points): +1 IQ [20]. • Spend 20 more points on advantages. • Choose *two* 10-point primary skill packages instead of one, taking care not to choose overlapping skills.

Customization Notes

Your first advantage choices reflect the “edge” that’s keeping you in business; do you survive based on your network of friends, your personal charm, or your ability to read and manipulate people? The optimal selections depend on your vocational preference.

Guide: People hire you to get them to their destination safely. A Reputation will earn you clients, Absolute Direction provides a *huge* (+3) Navigation boost, and Danger Sense can keep you alive in the wasteland. Be sure to take the

background skills necessary to maintain your ride; e.g., if you run a mule-drawn carriage (Teamster), you’ll also want Animal Handling (Equines), Mechanic (Wheeled), and Veterinary. If there’s also a hunter (pp. 8-9) in the party, work with his player to make sure you don’t overlap too much.

Merchant: It’s all about speculation, buying whatever’s in low demand at one town, then traveling to a place where it’s in high demand. Empathy – along with Body Language, Detect Lies, or Psychology – can help gauge how much a customer will really pay. Consider Business Acumen if you’re taking (and planning to use) Gambling and Propaganda; the combination of skill bonus and reaction bonus can be a good deal if you have 2+ levels. This skill package *also* works for a courier – someone paid to deliver letters, small packages, or even just verbal news to a far-off destination. For that, you’ll need a Reputation, since others are trusting you with their most valuable possessions.

Orator: You travel from town to town, selling stories and news. Choose advantages that benefit your Public Speaking: Charisma helps Leadership (good for rabble-rousing), while Voice also raises Diplomacy, Fast-Talk, Mimicry, and Sex Appeal. If you can’t decide, get both! Eidetic Memory means you’ll never forget a story. Get Electronics Operation to be one of the last DJs – though it should be a part-time gig at best so you’ll have time for adventuring. Consider your demeanor as well – it can range from thuggish (Carousing, Gambling, Streetwise) to saintly (Diplomacy, Leadership, Theology). Don’t dismiss the latter; when the world’s been taken away from folks, religion becomes more important than ever.

Sweet-Talker: You trade goods or services, like the merchant above, but that’s incidental to your real strengths. You can play people like an instrument, working your way into their good graces so well that they’ll take care of you instead of you having to do it yourself. Smooth Operator and Voice are your mainstays, with Charisma making an excellent third choice. Take Appearance if you’ll be focusing on Sex Appeal. If you go past mooching into outright theft, get Filch, Holdout, and Stealth as well. Alternatively, you may be very open about the sort of trade you expect . . . prostitution is one of the world’s oldest professions for good reason.

You have enough combat training to defend yourself, but not enough that you can afford to start trouble. If you want to attack other traders (a true “hostile takeover”), you’ll need to invest in a group of Allies or talk the other PCs into helping.

Use background skill points to pick up maintenance skills and useful primary skills that you had to pass on (from your skill package or others). What was your *second* favorite type of trader, when you were comparing the alternatives? Choose skills from that list.

The war tore a hole in the sky, the sun came down, burnt everything, everyone. I wandered. I didn’t really know what I should do or where I was going . . . And then one day I heard this voice. I don’t know how to explain it; it’s like it was coming from inside me . . . It told me to carry the [Bible] west . . . That was thirty years ago and I’ve been walking ever since.

– Eli, in *The Book of Eli*

TROOPER

150 points

As long as you have your firearm of choice by your side, you could face Death himself – and you do on a regular basis (at least metaphorically). You've mastered the art of the gun, and have been given extensive field training to prepare you for the hazards of the wasteland. The specifics depend greatly on the organization that trained you; common choices include the mafia or a similarly influential gang, whatever passes for the local law, a private mercenary/guard/security company, or a military group (either remnants of national armed forces or a new paramilitary unit). Whether you're a free agent or still working for them, your training serves you well in any situation.



Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; RP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 5 points chosen from Hand Cannon 1 or 2 [1 or 2], Off-Hand Weapon Training (Beam Weapons (Pistol) or Guns (Pistol or SMG)) [1/skill] or Ambidexterity [5], Quick Reload (any) [1], Signature Gear [1/item], or spend points to start with additional gear (p. 28). • Another 25 points chosen from among the previous traits or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 or +2 [5 or 10], Per +1 or +2 [5 or 10], RP +1 to +11 [1/level], Acute Senses (any) [2/level], Alcohol Tolerance [1], Allies (Gang members, fellow mercs, etc.; Built on 50%; 9, 12, or 15 or less) [2, 4, or 6], Combat Reflexes [15], Common Sense [10], Danger Sense [15], Daredevil [15], Deep Sleeper [1], DR 1 or 2 (Tough Skin) [5 or 10], Enhanced Dodge 1 [15], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Forgettable Face [1], Gizmos 1 [5], High Pain Threshold [10], Improvised Weapons [1/skill], Intuition [15], Luck [15], Night Vision 1-5 [1/level], No Hangover [1], Patron (Militia, Rangers, etc.) [Varies], Peripheral Vision [15], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], or Temperature Tolerance 1-3 [1/level].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Code of Honor (Soldier's) [-10], Duty (Usually to Patron) [Varies], Fanaticism (Country, code, etc.) [-15], Flashbacks [Varies], Greed [-15*], Impulsiveness [-10*], On the Edge [-15*], Overconfidence [-5*], or Sense of Duty (Friends) [-5]. • Another -25 points chosen from among the previous traits or reduced Basic Speed [-5/-0.25], Alcoholism [-15], Bully [-10*], Callous [-5], Chummy [-5] or Gregarious [-10] or Loner [-5*], Guilt Complex [-5], Jealousy [-10], Lecherousness [-15*], Nightmares [-5*], Oblivious [-5], Odious Personal Habits [-5 to -15], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].

Primary Skills: Fast-Draw (Ammo) (E) DX [1]-13; Stealth (A) DX [2]-13; and Tactics (H) IQ+1 [8]-13. • One of Beam Weapons (Pistol or Rifle) or Guns (Pistol, Rifle, Shotgun, or SMG), both (E) DX+3 [8]-16. • One of the following 9-point packages:

1. **Gangster:** Intimidation (A) Will+1 [4]-13; Streetwise (A) IQ+1 [4]-13; and Urban Survival (A) Per-1 [1]-11.
2. **Marshal:** Criminology (A) IQ [2]-12 and Intelligence Analysis (H) IQ [4]-12. • Either Diplomacy (H) IQ-1 [2]-11 or Intimidation (A) Will [2]-12. • Either Area Knowledge (any) or Current Affairs (Regional), both (E) IQ [1]-12.
3. **Private Security:** Body Language (A) Per-1 [1]-11 and Observation (A) Per+1 [4]-13. • Two of Animal Handling (Dogs), Electronics Operation (Security or Surveillance), or Shadowing, all (A) IQ [2]-12; Diplomacy (H) IQ-1 [2]-11; Intimidation (A) Will [2]-12; or Search (A) Per [2]-12.
4. **Soldier:** Gesture (E) IQ [1]-12 and Soldier (A) IQ+1 [4]-13. • Two of Artillery (any) (A) IQ [2]-12; Battlesuit (A) DX [2]-13; Engineer (Combat) (H) IQ-1 [2]-11; Gunner (any) (E) DX+1 [2]-14; or Hiking (A) HT [2]-11.

Secondary Skills: First Aid (E) IQ [1]-12. • Two of Beam Weapons (any not yet chosen), Brawling, Crossbow, Fast-Draw (any), Guns (any not yet chosen), Knife, Liquid Projector (any), or Thrown Weapon (any), all (E) DX+1 [2]-14; Axe/Mace, Bow, Boxing, Broadsword, Shortsword, Spear, Spear Thrower, Staff, Throwing, Two-Handed Axe/Mace, Two-Handed Sword, or Wrestling, all (A) DX [2]-13; or Acrobatics, Judo, Karate, or Kusari, all (H) DX-1 [2]-12. • Three of the previous skills or Forced Entry or Jumping, both (E) DX+1 [2]-14; Climbing (A) DX [2]-13; Camouflage (E) IQ+1 [2]-13; Armoury (Heavy Weapons or Small Arms), Explosives (Demolition or EOD), Fast-Talk, Holdout, Interrogation, Leadership, or Merchant, all (A) IQ [2]-12; or Running (A) HT [2]-11. • One of Scrounging (E) Per+1 [2]-13 or Survival (any terrain type or Radioactive Wasteland) (A) Per [2]-12.

Background Skills: Four of Knot-Tying (E) DX [1]-13; Boating (any), Driving (any), or Riding (any), all (A) DX-1 [1]-12; Acting, Cartography, Freight Handling, Gambling, Hazardous Materials (Biological, Chemical, or Radioactive), Packing, or Public Speaking, all (A) IQ-1 [1]-11; Expert Skill (Mutants or Robotics) (H) IQ-2 [1]-10; Carousing or Swimming, both (E) HT [1]-11; Skating or Skiing, both (H) HT-2 [1]-9; or Survival (any not yet chosen) or Tracking, both (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

Lens

Experienced (+50 points): +1 IQ [20]. • Spend 20 more points on advantages. • Spend 2 points (total) to raise Fast-Draw (Ammo) to (E) DX+1 [2]-14 and First Aid to (E) IQ+1 [2]-13. • Spend 8 points for another four secondary skills.

Customization Notes

Note your weapon defaults! For example, if you have Guns (Rifle)-16, you *also* have Beam Weapons (Rifle)-12, Guns (GL, Gyroc, and LAW)-12, and Guns (LMG, Musket, Pistol, Shotgun, and SMG)-14. It's easy to be proficient with multiple firearms without spending any extra points. If you choose Guns (Pistol, Rifle, Shotgun, or SMG) as your primary skill, putting 2 points into any of the *other* three specialties actually raises them from default, giving you (E) DX+2 [2]-15 instead of the listed skill level.

It's important to decide whether you still work for the people who trained you or are a free agent. In the former case, you need to take some level of both Patron and Duty; in the latter, you'll want Merchant (possibly with the *optional* specialty of Mercenary Contracts) to better sell your services to the highest bidder. Further choices depend heavily on your career path.

Gangster: You're probably a gang leader, since leading is more fun than following, so take Allies and Leadership. Load up on combat-useful advantages, such as Combat Reflexes, Daredevil, and High Pain Threshold. Skills like Fast-Talk, Forced Entry, and Interrogation all fit the image. For weapon skills, grab at least one that works well with improvised weapons (p. 31) – along with the perk of the same name.

Marshal: You may be a town sheriff, a member of what's left of a national bureau (e.g., the U.S. Marshals or FBI), or just a traveling gunslinger obsessed with justice. Regardless, you don't have Legal Enforcement Powers, because there's no society to back that up! (If you are supported by an organization, take them as a Patron.) Acute Senses, Common Sense, and Intuition can all help you track down guilty parties, as can Interrogation, Running, and Tracking. Leadership and Public Speaking are good for dispersing a mob or forming a posse.

Private Security: You're an expert at protecting others, sizing up dangerous situations, and taking out threats. Danger Sense, Enhanced Dodge, and Peripheral Vision will all help you survive ambushes. To deal with a range of threats, grab Explosives (EOD), Hazardous Materials, and further types of Survival. Guilt Complex is common, even if you're not sentimental, as it reflects pride in your work.

Soldier: As a current or former member of a military unit, you should be rough and rugged. Consider extra ST or HT . . . and Fit, Rapid Healing, or their "Very" versions are *highly* appropriate. If you were *just* regular infantry (but very good at it), the GM may allow you to take Gesture (E) IQ [1]-12 and Soldier (A) IQ+2 [8]-14 as your only lens skills. For your other skills, grab a range of useful field training: Armoury, Camouflage, Explosives, and Leadership are especially fitting.

Because guns are so expensive, you'll probably *need* to trade points for cash. Choose a weapon and get that out of the way first, *then* spend whatever is left of your first five advantage points on perks and such. Revolvers and their speedloaders are fairly inexpensive. An SMG is intimidating, but burns through ammo *quickly*! Shotguns may be the best of both worlds, but they reload slowly by comparison, even with Quick Reload. A rifle gives you good long-range accuracy, though if there's a hunter (pp. 8-9) in the group, you two may be fighting for the "best shot" spotlight. Beam weapons are a pipe dream; only focus on them if you and the GM plan to make your first campaign arc "The Quest to Find the Trooper a Laser Rifle."

Because ammunition is so costly (see p. 32 for prices), you want to have at least one unarmed, Melee Weapon, or muscle-powered ranged weapon skill. That way, when you run out of bullets, you can still hold your own until you're able to loot some ammo off your enemies' bodies.

Guns and ammunition are expensive, so be sure to know an alternate way of fighting.

LENSSES

Each of these lenses adds 50 points to *any* of the templates in this chapter. See *Power Level* (p. 4) for guidelines on using them. Unless stated explicitly otherwise, each lens can only be taken once, though you *can* combine multiple lenses – a Blessed, Experienced, Fast, Hardy, Learned, Mutated Trooper is perfectly valid if the GM is running a 450-point game!

Unless the GM declares otherwise, traits added via a lens do not allow you to exceed the normal maximum; e.g., you cannot add Extra Attack 1 from your template *and* Extra Attack 1 from fast (p. 18), as that exceeds the maximum level specified in *Suitable Advantages* (pp. 19-20). As well, if a lens reduces secondary characteristics to partially offset an attribute bonus, this does not count against any disadvantage limit.

Three of the templates (blessed, fast, and hardy) include a wide range of advantage choices. To assist new players (and the GM trying to quickly build NPCs), these lenses *also* offer a

list of suggested advantages to select. These are *only* suggestions; you may choose freely from the full list.

Blessed

+50 points

You have always been amazingly lucky. You survive situations that should kill you, you fire the shot that happens to take out the enemy leader, and so on. This doesn't imply actual supernatural or divine intervention – though it's entirely possible you believe this! Delusion ("I am God's favorite!") makes an excellent quirk.

Advantages: One of Per +1 [5], Gizmos 1 [5], or Reputation +3 ("Good-luck charm"; Everyone; 7 or less) [5]. • Another 45 points chosen from among Daredevil [15], Luck [15] or Extraordinary Luck [30], or Serendipity 1-3 [15/level].

Suggested Advantages: Because Luck is so generally useful, take Extraordinary Luck, then decide between Daredevil (if you're impulsive and live on the edge) or Serendipity 1 (if not).

Fast

+50 points

Your reflexes are like lightning, and you move like an action hero. Others have a hard time getting the jump on you. You aren't literally faster than a bullet, but if you can see the shooter, you're rarely standing in the same spot you were when he decided to pull the trigger.

Advantages: 50 points chosen from among DX +1 or +2 [20 or 40], Basic Speed +0.25 to +2.00 [5/+0.25], Basic Move +1 or +2 [5 or 10], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1 [15], Enhanced Parry 1 (Bare Hands, One Weapon, or All Parries) [5, 5, or 10], or Extra Attack 1 [25] or Extra Attack 1 (Multi-Strike*, +20%) [30].

* You can attack twice using the *same* weapon or limb. This does not allow you to exceed the RoF of a ranged weapon.

Suggested Advantages: The best combination above may be Basic Move +1, Combat Reflexes, and Extra Attack 1 (Multi-Strike), if you don't already have any of those traits.

*Doc Connelly's amazed.
She's wanted a blood sample from
me for a year now. Apparently my
immune system's so powerful it's
killing everything [the zombies]
dumped into me.*

– Peter Clines,
Ex-Heroes

Hardy

+50 points

You are very hard to put down. You shrug off the pain of incoming attacks, you walk through disease-infested areas, you laugh at venomous animals, and you don't hesitate to brave radioactive craters. Well, in truth, all of these things *can* still kill you, but they have a much harder time doing so.

Attributes: +2 HT [20].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: 40 points chosen from among HP +1 to +3 [2/level], FP +1 to +3 [3/level], RP +1 to +11 [1/level], DR 1 or 2 (Tough Skin) [5 or 10], Fit [5] or Very Fit [5], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5] or Immunity to Disease [10], or Resistant to Poison (+3) [5].

Suggested Advantages: Take DR 2, High Pain Threshold, and Recovery, unless you already have them. Then either take

Immunity to Disease, RP +10, or split the difference with Resistant to Disease (+8) and RP +5.

Learned

+50 points

You have studied the ways of the old world. You know about what culture and society were like before the end times, which gives you insight into the kind of issues you might face today. To reflect this broad training, once per session, you can use *any* IQ-, Will-, or Per-based skill as if you knew it at attribute level.

Note that Wild Talent is not a generally recommended advantage as per pp. 19-20, but is appropriate as part of this specific lens. Similarly, Wasteland Wisdom is a unique Talent designed for this specific lens; it is not generally available otherwise.

This lens may be taken twice; the second time, add the *Learned 2* lens, below.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5] and -1 Per [-5].

Advantages: Wasteland Wisdom 4 [20]* and Wild Talent 1 (Focused, Mental, -20%) [16].

Skills: One of the following 4-point packages, depending on whether you already know Anthropology:

1. *I Know It:* Four of Area Knowledge (any large region) (E) IQ [1]; Architecture (A) IQ+3 [1]†; Expert Skill (Mutants or Robotics) or Naturalist, both (H) IQ+2 [1]†; or Survival (Radioactive Wasteland) Per+3 [1]†.
2. *I Don't Know It:* Anthropology (H) IQ+3 [2]†. • Two of Area Knowledge (any large region) (E) IQ [1]; Architecture (A) IQ+3 [1]†; Expert Skill (Mutants or Robotics) or Naturalist, both (H) IQ+2 [1]†; or Survival (Radioactive Wasteland) Per+3 [1]†.

* A new Talent benefiting Anthropology, Architecture, Expert Skill (Mutants and Robotics), Naturalist, and Survival (Radioactive Wasteland). *Reaction bonus:* anyone genuinely interested in or concerned about the old ways. 5 points/level.

† Includes +4 for Wasteland Wisdom.

Learned 2 (+50 points): +1 IQ [20]; +1 Will [5]; and +1 Per [5]. • Raise Wild Talent level to 2 [32] for 16 points. • Spend 4 points to add or improve any lens skill.

Mutated

+50 points

You are no longer a normal human being! Instead, you've been mutated by radiation, strange viruses, or something else. While this sets you apart from humanity, there's no included Social Stigma – instead, the Freakishness (pp. 25-26) that accompanies all mutations serves that purpose.

Because the advantages added via this lens are mutations, they are an exception to the rule that lens traits cannot exceed normal maxima. See p. 25 for details.

This lens may be taken multiple times; there is no limit other than campaign power level.

Advantages: 50 points chosen from the mutations on pp. 26-27.

Skills: You may spend leftover mutation points on Expert Skill (Mutants) (IQ/H) and Innate Attack (Breath) (DX/E); the latter is a useful skill if you have Bellow Lungs or Mighty Roar (*Attack Mutations*, p. 26).

CHAPTER TWO

WASTELANDERS’ CHEAT SHEET

The GM doesn’t *have* to use the templates in Chapter 1; if the players are comfortable with **GURPS** character creation, he can let them make whatever wastelanders they’d like. However, even experienced players can use advice regarding which traits are appropriate and useful for the setting. This chapter strips all of the inappropriate advantages, disadvantages, and skills from the **Basic Set**, distilling the vast array of **GURPS** options into a few straightforward lists. Taking any trait not found below requires GM approval.

*The vast array of **GURPS** distilled into a few simple lists perfect for post-apocalyptic adventuring.*

SUITABLE ADVANTAGES

The following list excludes most supernatural and exotic advantages (*explicitly* including Radiation Tolerance!), along with those dependent on civilization (e.g., Status and Wealth) and those unlikely to come into play due to the limited scope of the campaign (e.g., Cultural Familiarity and Languages). It does include a few “cinematic” traits (e.g., Quick Gadgeteer) for abilities commonly found in post-apocalyptic fiction or gaming – but the GM has final say over whether to include these. If a specific level or range of levels is listed (e.g., Breath Holding 1), you cannot buy higher levels of that advantage.

Advantage	Cost	Page
Absolute Direction	5	B34
Absolute Timing	2	B35
Acute Senses	2/level	B35
Alcohol Tolerance	1	B100
Allies	Variable	B36
Ambidexterity	5	B39
Animal Empathy	5	B40
Appearance	Variable	B21
Breath Holding 1	2	B41
Catfall	10	B41
Charisma	5/level	B41
Claim to Hospitality	1 to 10	B41
Combat Reflexes	15	B43

Advantage	Cost	Page
Common Sense	10	B43
Contact Group	Variable	B44
Contacts	Variable	B44
Danger Sense	15	B47
Daredevil	15	B47
Deep Sleeper	1	B101
Double-Jointed	15	B56
DR 1-2 (Tough Skin)	5 or 10*	B46
Eidetic Memory	5	B51
Empathy	15	B51
Enhanced Defenses 1	Variable	B51
Extra Attack 1	25	B53
Favor	Variable	B55
Fearlessness	2/level	B55
Fit	5	B55
Flexibility	5	B56
Gadgeteer†	25 or 50	B56
Gizmos	5/gizmo	B57
Hard to Kill	2/level	B58
Hard to Subdue	2/level	B59
High Manual Dexterity	5/level	B59
High Pain Threshold	10	B59
Higher Purpose	5	B59
Honest Face	1	B101
Immunity to Disease	10	B80
Intuition	15	B63
Intuitive Mathematician	5	B66
Less Sleep 1-4	2/level	B65
Lifting ST 1-3	3/level	B65
Lightning Calculator	2	B66
Luck	Variable	B66
Night Vision 1-9	1/level	B71
No Hangover	1	B101
Patrons	Variable	B72
Penetrating Voice	1	B101
Perfect Balance	15	B74
Peripheral Vision	15	B74
Photographic Memory	10	B51
Pitiable	5	B22
Plant Empathy	5	B75
Rapid Healing	5	B79
Recovery	10	B80
Reputation	Variable	B26
Resistant to Disease (+3) or (+8)	3 or 5	B80
Resistant to Poison (+3)	5	B80

Advantage	Cost	Page
Sensitive	5	B51
Serendipity	15/level	B83
Shtick	1	B101
Signature Gear‡	1/item	B85 and 28
Single-Minded	5	B85
Striking ST 1-3	5/level	B88
Talent (any)	Variable	B89
Temperature Tolerance	1/level	B93
Unfazeable	15	B95
Versatile	5	B96
Very Fit	15	B55
Very Rapid Healing§	15	B79
Voice	10	B97

* Cost has been inflated via an included Unusual Background.

† Quick Gadgeteer always requires GM permission.

‡ Provides plot protection, but no funds. See p. 28 for details.

§ Doubles your RP (p. 24) recovery rate as well as your natural HP healing.

New Limitation: Specialized

This is a new -50% special limitation for Gadgeteer or Quick Gadgeteer. Your Gadgeteer applies only to a limited set of technologies. Outside of that narrow range, you are a normal, noncinematic engineer. You must choose what to specialize in – valid options include:

Armaments: Anything involving melee weapons, firearms, beam weapons, explosives, etc.

Biology: Anything involving diseases, mutations, physiology, medicine, etc.

Computers: Anything involving computers, robots, programs, etc.

Electronics: Anything involving circuits, relays, batteries, etc. – but not computers.

Mechanics: Anything involving gears, springs, wheels, etc. – but nothing powered by electricity.

Nuclear: Anything involving nuclear radiation, fusion, fission, etc.

Vehicles: All forms of transportation, though not their accessories or weaponry. This overlaps significantly with Electronics and Mechanics, but *only* where vehicles are concerned.

NEW PERKS

A † after the perk's name means you must specialize.

Forgettable Face: Your face is hard to pick out or remember. You get +1 to Shadowing in crowds, and others have -1 to recognize you from pictures, recall meeting you, etc. This is incompatible with Appearance above Attractive or below Unattractive, and with any amount of Freakishness (pp. 25-26).

Hand Cannon: You can fire huge guns! Your ST is treated as one level higher for the sole purpose of meeting the ST

requirements of firearms. You may buy this perk twice, for double the benefit.

Improvised Weapons†: You've practiced using everyday items with a specific weapon skill, and never suffer a skill penalty when doing so. Specialize by any Melee Weapon or ranged combat skill.

Off-Hand Weapon Training†: You can ignore the -4 for using your "off" hand with a particular skill; you must specialize. This perk completely replaces the technique on p. B232.

Quick Reload†: You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most automatics), Internal Magazine (for pump-action shotguns and bolt-action rifles), or Revolver (which requires use of a speedloader). A successful Fast-Draw (Ammo) roll allows you to reload as a free action for Detachable Magazine or Revolver, or with a single Ready maneuver for anything else. See below for a variant.

Quick Reload (Muzzleloader): This specialty of Quick Reload (above) comes in levels, for 1 point/level. At level 1, a successful Fast-Draw (Ammo) roll reduces your reloading time for any *black-powder weapon* by 25%. Level 2 cuts it by 50%; level 3, 75%; and level 4 (the maximum) reduces your reloading time to just three seconds!

SUITABLE DISADVANTAGES

Not every disadvantage in the *Basic Set* suits post-apocalyptic adventuring. In a post-apocalyptic world, many mental and physical disadvantages can be explained as stress, battle scars, or even mutation – but truly crippling problems (e.g., Blindness) lead to "heroes" who are more suited to hanging back and keeping an eye on the bunker than to boldly venturing forth into the wastes! As well, most exotic and supernatural traits are simply inappropriate . . . though the GM may always allow one or two, particularly for mutants (see pp. 25-27).

An asterisk (*) next to cost means that a self-control number is required; see pp. B120-121. The listed cost is for a self-control number of 12.

Disadvantage	Cost	Page
Absent-Mindedness	-15	B122
Addiction	Variable	B122
Alcoholism	-15	B122
Appearance	Variable	B21
Bad Grip	-5/level	B123
Bad Sight†	-10 or -25	B123
Bad Smell	-10	B124
Bad Temper	-10*	B124
Berserk	-10*	B124
Bloodlust	-10*	B125
Bully	-10*	B125
Callous	-5	B125
Charitable	-15*	B125
Chronic Pain	Variable	B126
Chummy	-5	B126
Clueless	-10	B126
Code of Honor	-5 to -15	B127
Colorblindness	-10	B127
Combat Paralysis	-15	B127
Compulsive Behavior	-5* to -15*	B128

Disadvantage	Cost	Page
Cowardice	-10*	B129
Curious	-5*	B129
Delusions	-5 to -15	B130
Disturbing Voice	-10	B132
Duty	-2 to -15	B133
Dwarfism	-15	B19
Easy to Read	-10	B134
Enemies	Variable	B135
Extra Sleep	-2/level	B136
Fanaticism	-15	B136
Fearfulness	-2/level	B136
Flashbacks	-5 to -20	B136
Gigantism	0	B20
Gluttony	-5*	B137
Greed	-15*	B137
Gregarious	-10	B126
Guilt Complex	-5	B137
Gullibility	-10*	B137
Ham-Fisted	-5 or -10	B138
Hard of Hearing	-10	B138
Hunchback	-10	B139
Impulsiveness	-10*	B139
Insomniac	-10 or -15	B140
Intolerance	-5 or -10	B140
Jealousy	-10	B140
Kleptomania	-15*	B141
Klutz	-5	B141
Lame (Crippled Legs)	-10‡	B141
Laziness	-10	B142
Lecherousness	-15*	B142
Light Sleeper	-5	B142
Loner	-5*	B142
Low Empathy	-20	B142
Low Pain Threshold	-10	B142
Low Self-Image	-10	B143
Lunacy	-10	B143
Manic-Depressive	-20	B143
Missing Digit	-2 or -5	B144
Night Blindness	-10	B144
Nightmares	-5*	B144
No Sense of Humor	-10	B146
No Sense of Smell/Taste	-5	B146
Oblivious	-5	B146
Obsession	-5* or -10*	B146
Odious Personal Habits	-5 to -15	B22
On the Edge	-15*	B146
One Arm	-20	B147
One Eye	-15	B147
One Hand	-15	B147
Overconfidence	-5*	B148
Overweight	-1	B19
Pacifism	-5 to -30	B148
Paranoia	-10	B148
Phantom Voices	-5 to -15	B148
Phobias	-5* to -20*	B148
Post-Combat Shakes	-5*	B150
Pyromania	-5*	B150
Reputation	Variable	B26
Secret	-5 to -30	B152
Selfish	-5*	B153
Selfless	-5*	B153

Disadvantage	Cost	Page
Sense of Duty	-2 to -20	B153
Short Attention Span	-10*	B153
Shyness	-5 to -20	B154
Skinny	-5	B18
Sleepwalker	-5*	B154
Slow Riser	-5	B155
Squeamish	-10*	B156
Stubbornness	-5	B157
Stuttering	-10	B157
Susceptible to Disease	-4/level	B158
Susceptible to Poison	-4/level	B158
Trickster	-15*	B159
Truthfulness	-5*	B159
Unfit	-5	B160
Unluckiness	-10	B160
Very Unfit	-15	B160
Vow	-5 to -15	B160
Wounded	-5	B162
Xenophilia	-10*	B162

† Player's choice as to whether his vision problem is common enough that easily scrounged glasses can correct it [-10] or too obscure to treat this way [-25].

‡ Plus the value of halving your Basic Move (typically another -15 or -20 points).

Disadvantage Limit

The wasteland is teeming with the crippled and insane – but the heroes are supposed to be better than that! Thus, the GM should enforce a disadvantage limit of -50 points: -45 from the disadvantages and reduced attributes and secondary characteristics on each template, and an additional -5 from quirks.

To further keep disadvantages under control, the GM may wish to adopt the following optional rule. The players should assume it is *not* in effect unless the GM says so!

Ham Clause: The player can voluntarily inflict one of his PC's disadvantages on him during a *pivotal* scene where this would make sense. In the absence of specific effects, *all* success rolls during that scene are at -1 per -5 points (or fraction thereof) of disadvantages. The GM should then consider the problem roleplayed for the session, ignoring its usual game mechanics. For example, when fighting a roving gang, the player of a hero with Greed (12) [-15] could declare, "I can't stop thinking about looting their bodies afterward," and fight the battle at -3; after that, the GM should give him the benefit of the doubt when a trader tries to bribe him later in the same game session.

QUIRKS

With the exceptions of Acceleration Weakness and Cannot Float, all of the quirks from pp. B163-165 are valid choices. As well, players should be creative when coming up with new ones. The GM may veto any quirk that seems too passive, but should remain open-minded about quirks that encourage roleplaying!

As a general rule, the points from quirks are “unrestricted” – even if the GM is making templates mandatory, players can spend these points on *any* of the traits from this chapter or on equipment (p. 28). This allows for a bit of extra diversity and customization.

SUITABLE SKILLS

If a skill could plausibly exist in what’s left of the world, then some wastlander *somewhere* probably knows it. Still, many skills have little obvious application to adventuring, from overly highbrow scientific skills (e.g., Astronomy) to those aimed more at rebuilding society than at adventuring (e.g., Farming). As well, some skills simply rely on things that don’t exist, such as large-scale social structures (e.g., Economics) or the supernatural (e.g., Thaumatology). The latter include cinematic martial-arts skills like Power Blow – though as with any excluded skills, the GM may overrule this and include them if they fit the flavor of his game.

Because there is no easily defined “tech level” in *After the End* (see p. 29 for details), ignore the /TL notation on skills, as well as *Tech-Level Modifiers* (p. B168); e.g., if you know Armoury (Small Arms), you’re considered to know it for *all* TLs. This does not change the need for required specialties – for any skill below marked with an asterisk (*), the player must choose a specialty (p. B169). For skills that require specialization by planet or species, the assumption is always “Earthlike” or “Human” (which includes mutants), respectively.

To keep things running smoothly and simply, the GM should ignore *Familiarity* (p. B169) – unless strange alien technology exists, in which case such penalties can represent the learning curve necessary to understand it.

Skill	Type	Page
Acrobatics	DX/H	B174
Acting	IQ/A	B174
Airshipman	IQ/E	B185
Animal Handling*	IQ/A	B175
Anthropology†	IQ/H	B175
Architecture	IQ/A	B176
Area Knowledge*	IQ/E	B176
Armoury*	IQ/A	B178
Artillery*	IQ/A	B178
Artist (Drawing)	IQ/H	B179
Autohypnosis	Will/H	B179
Axe/Mace	DX/A	B208
Battlesuit	DX/A	B192
Beam Weapons*	DX/E	B179
Bicycling	DX/E	B180
Biology	IQ/VH	B180
Blowpipe	DX/H	B180
Boating*	DX/A	B180
Body Language	Per/A	B181
Bolas	DX/A	B181
Bow	DX/A	B182
Boxing	DX/A	B182
Brainwashing	IQ/H	B182
Brawling	DX/E	B182
Breath Control	HT/H	B182
Broadsword	DX/A	B208
Camouflage	IQ/E	B183
Carousing	HT/E	B183

Skill	Type	Page
Cartography	IQ/A	B183
Chemistry	IQ/H	B183
Climbing	DX/A	B183
Cloak	DX/A	B184
Computer Programming	IQ/H	B184
Cooking	IQ/A	B185
Criminology	IQ/A	B186
Crossbow	DX/E	B186
Current Affairs (Regional)	IQ/E	B186
Detect Lies	Per/H	B187
Diagnosis	IQ/H	B187
Diplomacy	IQ/H	B187
Disguise	IQ/A	B187
Driving*	DX/A	B188
Dropping	DX/A	B189
Electrician	IQ/A	B189
Electronics Operation*	IQ/A	B189
Electronics Repair*	IQ/A	B190
Engineer*‡	IQ/H	B190
Escape	DX/H	B192
Esoteric Medicine§	Per/H	B192
Expert Skill (Mutants)¶	IQ/H	B193
Expert Skill (Robotics)¶	IQ/H	B193
Explosives*	IQ/A	B194
Fast-Draw*	DX/E	B194
Fast-Talk	IQ/A	B195
Filch	DX/A	B195
First Aid	IQ/E	B195
Flail	DX/H	B208
Forced Entry	DX/E	B196
Freight Handling	IQ/A	B197
Gambling	IQ/A	B197
Garrote	DX/E	B197
Gesture	IQ/E	B198
Gunner*#	DX/E	B198
Guns*#	DX/E	B198
Hazardous Materials*	IQ/A	B199
Hiking	HT/A	B200
Holdout	IQ/A	B200
Hypnotism	IQ/H	B201
Intelligence Analysis	IQ/H	B201
Interrogation	IQ/A	B202
Intimidation	Will/A	B202
Judo	DX/H	B203
Jumping	DX/E	B203
Karate	DX/H	B203
Knife	DX/E	B208
Knot-Tying	DX/E	B203
Kusari	DX/H	B208
Lasso	DX/A	B204
Leadership	IQ/A	B204
Lifting	HT/A	B205
Lip Reading	Per/A	B205
Liquid Projector*	DX/E	B205
Lockpicking	IQ/A	B206
Machinist	IQ/A	B206
Mechanic*	IQ/A	B207
Merchant	IQ/A	B209
Mimicry*	IQ/H	B210
Naturalist	IQ/H	B211

Skill	Type	Page
Navigation*	IQ/A	B211
NBC Suit	DX/A	B192
Net	DX/H	B211
Observation	Per/A	B211
Packing	IQ/A	B212
Pharmacy*	IQ/H	B213
Philosophy*	IQ/H	B213
Photography	IQ/A	B213
Physician	IQ/H	B213
Physics	IQ/VH	B213
Pickpocket	DX/H	B213
Piloting*	DX/A	B214
Poisons	IQ/H	B214
Polearm	DX/A	B208
Professional Skill*	IQ/A or DX/A	B215
Propaganda	IQ/A	B216
Prospecting	IQ/A	B216
Psychology	IQ/H	B216
Public Speaking	IQ/A	B216
Research	IQ/A	B217
Riding*	DX/A	B217
Running	HT/A	B218
Scrounging	Per/E	B218
Seamanship	IQ/E	B185
Search	Per/A	B219
Sex Appeal	HT/A	B219
Shadowing	IQ/A	B219
Shield	DX/E	B220
Shiphandling	IQ/H	B220
Shortsword	DX/A	B208
Skating	HT/H	B220
Skiing	HT/H	B221
Sleight of Hand	DX/H	B221
Sling	DX/H	B221
Smuggling	IQ/A	B221
Soldier	IQ/A	B221
Spear	DX/A	B208
Spear Thrower	DX/A	B222
Staff	DX/A	B208
Stealth	DX/A	B222
Streetwise	IQ/A	B223
Sumo Wrestling	DX/A	B223
Surgery	IQ/VH	B223
Survival*	Per/A	B223

Skill	Type	Page
Swimming	HT/E	B224
Tactics	IQ/H	B224
Teamster*	IQ/A	B225
Theology*	IQ/H	B226
Throwing	DX/A	B226
Thrown Weapon*	DX/E	B226
Tonfa	DX/A	B208
Tracking	Per/A	B226
Traps	IQ/A	B226
Two-Handed Axe/Mace	DX/A	B208
Two-Handed Flail	DX/H	B208
Two-Handed Sword	DX/A	B208
Urban Survival	Per/A	B228
Veterinary	IQ/H	B228
Weather Sense	IQ/A	B209
Whip	DX/A	B208
Wrestling	DX/A	B228

† Does not take specialties. Instead, roll against Anthropology to answer questions about pre-apocalyptic society and culture.

‡ No Mathematics prerequisite, due to the flexible tech level.

§ Treat as First Aid in all respects, but with mystical trappings.

¶ Can be used to answer general questions, identify weaknesses, differentiate between types, and estimate capabilities. Expert Skill (Mutants) includes zombies (if they exist).

In addition to the defaults listed in the **Basic Set**, Gunner (Machine Gun) and Guns (LMG) default to each other at -2.

Will Work for Food

While *Suitable Skills* (pp. 22-23) lacks many craft and professional skills such as Carpentry, Farming, Fishing, Sewing, Smith, and Teaching, this doesn't mean that these skills are uncommon in the setting. In fact, they're very common . . . among NPCs. A PC *may* spend background skill points or points acquired from quirks or in play to add a common craft or professional skill. Although the GM is not obligated to make such a choice "pay off," situations may come up in which (e.g.) someone's Sewing ends up saving the day!

SECONDARY CHARACTERISTICS

After the End introduces Radiation Threshold Points (RP), a secondary characteristic that's tracked alongside HP and FP. A second new concept – Long-Term Fatigue Points (LFP) – interacts with FP but isn't a secondary characteristic in itself. A glance at these four running tallies allows a quick assessment of a wastelander's physical woes, as follows:

HP: Used to track injury from combat, poison, and severe hazards.

FP: Used to track short-term exhaustion, whether from extra effort, chopping wood, heat, cold, or hunger.

LFP: A subset of FP, specifically to track starvation, dehydration, and long-term exhaustion.

RP: Used to track how much radiation has been absorbed.

At first, adding two additional scores may seem like it involves extra paperwork, but it's actually *simpler* than the current rules for tracking detailed FP loss and radiation accumulation.

FATIGUE POINTS (FP AND LFP)

In a fun, action-heavy game of wasteland exploration, it's tempting to avoid tracking FP altogether. After all, the game can bog down when you have to record not only every FP lost, but *why* it was expended; e.g., 1 FP lost to starvation requires food to recover, while 1 FP lost to cold requires warmth to recover. However, in a setting where safe food, clean water, and restful sleep are (literally!) more valuable than gold, to ignore these needs is to ignore much of what makes this genre interesting. Thus, as a compromise, the following changes are in effect for any *After the End* game:

1. If something causes FP loss, *ignore* the reason for it and simply mark it off the FP score. Each FP can be recovered by resting 10 minutes, modified by Fit, Breath Control, etc.
2. Every adventurer must keep track of a new problem: *Long-Term Fatigue Points* (LFP). The new rules below for starvation, dehydration, and missed sleep inflict not just FP but also LFP.
3. The maximum size of your overall FP pool is reduced by your accumulated LFP. Your FP cannot recover to any higher than (maximum FP score) - LFP until you remove some of those Long-Term Fatigue Points!

Example: Karaly started the game with FP 12 and (like everyone else) 0 LFP. At the moment, she has 5 FP left and has suffered 3 LFP. If she rests for 40 minutes, she can recover 4 FP, giving her 9 of her 12 FP. She can't do any better until she deals with the 3 LFP, which cap her FP pool at 9! The LFP don't reduce her FP secondary characteristic, though; e.g., even with 3 LFP, she passes out automatically at -12 FP, not at -9 FP.

Sarah Connor: Did you see this war?

Kyle Reese: No. I grew up after. In the ruins . . . starving.

– The Terminator

Starvation and Dehydration

At the end of each day, mark off three meals. A meal must consist of at least 0.5 lb. of food and one pint (1 lb.) of water. If you don't have enough to eat and drink, lose 1 FP and add 1 LFP for every missed portion of food, and do the same for every missed pint of water!

Missed Sleep

A normal human needs to sleep eight hours a night, modified by Less Sleep and Extra Sleep. On any night when you get less than this amount, lose 1 FP and add 1 LFP. If you miss your target by more than four hours, *double* these amounts; if you get no sleep at all or miss it by more than eight hours, *triple* them.

Failing a self-control roll for Nightmares (p. B144) always costs you 1 FP and adds 1 LFP, in addition to any actual missed sleep.

Removing LFP

At the end of each day in which you eat three full meals (food and drink) *and* get a full night of sleep, remove 4 LFP. If you spend the whole day doing *nothing* but resting and eating, double this (8 LFP).

RADIATION THRESHOLD POINTS (RP)

Note: The following rules vastly simplify radiation absorption, and replace the existing rules on pp. B435-436 and the Radiation Tolerance advantage. The effects of radiation, which primarily sicken the victim, no longer depend on a HT roll – and it's always possible to recover from it fully. If the GM prefers to use the more complex, realistic approach in the *Basic Set*, he must inform the players so they know to ignore the RP characteristic.

Everyone has a new secondary characteristic, *Radiation Threshold Points* (RP), the base value of which is equal to $(ST + HT)/2$, rounded down. It may be raised to a maximum of ST + HT, or lowered to a minimum of $(ST + HT)/4$, for ± 1 point/level.

The RP score is used to track radiation absorption. Losing 1 RP is *roughly* the equivalent of accumulating 10 rads. As your RP drop, you suffer from the following effects.

Less than 1/3 of your RP left – You are queasy and slightly dizzy: -1 to all attribute and skill rolls. The only exceptions are passive resistance rolls (e.g., a HT roll to avoid contagion).

0 RP – You are sick to your stomach: -2 to all attribute and skill rolls, and -1 to all active defenses. If you lose further RP, each point you lose *also* costs you 1 FP. Remember that once your FP goes below 0, you begin losing HP as well; if you cannot safely rest and recover, this will eventually kill you.

-1xRP – You are reeling and woozy: -4 to all attribute and skill rolls, and -2 to all active defenses. In addition, make an unpenalized HT roll every second or fall unconscious (recovery depends on your current HP; see p. B423). *Exception:* You do not have to make this roll if you are walking no faster than Move 1 and do not attempt any physical action or defense roll; in combat, this requires a Do Nothing maneuver each turn.

-5xRP – If you weren't already unconscious from FP loss, you pass out now, and will not wake up unless you can heal your RP above this threshold. Make an unpenalized HT roll. On a failure, you are treated as mortally wounded (p. B423); on a critical failure, you die! On a success or critical success, roll again every hour until you fail.

-10xRP – It's amazing that you've survived this long. Sadly, this is no longer the case. You are dead.

You naturally recover 1 RP every 24 hours, whether you are resting or not. Very Rapid Healing doubles this rate, to 1 RP every 12 hours. This assumes your RP score is less than 20; multiply your healing rate by 2 for RP 20-29, by 3 for RP 30-39, by 4 for RP 40-49, and so on.

CHAPTER THREE

MUTATIONS

Realistically, radiation and viruses don't give anyone bizarre new abilities. But where's the fun in that? In a post-apocalyptic world, it's safe to assume that everyone prone to being killed off by such things *has* been. Everyone alive today is a descendant of someone who survived – perhaps because their bodies can somehow cope with these dangers in non-lethal, even useful ways. Of course, the GM who prefers a less gonzo game never has to use this chapter or the mutated lens on p. 18.

Each mutation is built from a combination of advantages and Freakishness (a new trait; see below). Always look at each advantage's description (in the *Basic Set*) for the specific rules, and at the notes (if any) attached to the mutation. The level limits specified in *Suitable Advantages* (p. 19) are not applicable to traits added as mutations; e.g., you are limited to three levels of Striking ST as a natural advantage, but you may also have an unlimited amount of Super-Strength (which includes Striking ST) as a mutation.

A few mutations come in levels. To upgrade from one level to a higher one, just pay the difference between the two mutations. Remember to recalculate your total Freakishness based on the Freakishness bundled into the new, higher-leveled mutation.

Freakishness

All of these mutations come with a new disadvantage, Freakishness [-1/level] – a trait that measures how twisted and inhuman your body has become. Freakishness cannot be taken as a standalone disadvantage and never counts against your disadvantage limit; it may help to think of it as reducing the cost of each mutation rather than acting as a separate disadvantage in itself. Freakishness cannot be bought off; the only means by which it could be theoretically removed would be to "cure" the mutation to which it is attached.

Always add the Freakishness values for your mutations *together*. If you have three mutations, one with Freakishness 3, one with Freakishness 2, and one with Freakishness 5, you have a *single* Freakishness rating of 10 for all purposes. The effects of Freakishness are as follows; note that all effects are *cumulative*.

For every 6 full levels of Freakishness, you must choose a minor physical deformity or oddity. It should be related to the mutations you have chosen, and cannot be something easily covered up or obscured. The same body part can be warped repeatedly, as long as each change is unique and additive. For example, if you chose only vision-based mutations and have Freakishness 14, you could choose "bulging eyes" as your first required deformity and "yellow eyes" as your second; you now have bulging, yellow eyes. *Each* such oddity gives +1 to others' rolls to realize you are a mutant, guess what your specific mutations are, or identify or follow you – *and* -1 to your Disguise or Shadowing (on foot) rolls.

For every 9 full levels of Freakishness, all nonmutants who see you react to you at -1. This is separate from your Appearance; if you have Appearance (Attractive) and Freakishness 24, others react to you at a net -1 (+1 from Appearance and -2 from Freakishness).

For every 15 full levels of Freakishness, you must roll once on the *Side-Effects Table*. To do so, roll one die, then a second die, and consult the appropriate result (e.g., rolling a 3 on the first die and a 2 on the second means to use the "3, 1-3" result). You gain the listed disadvantage *permanently*, and receive no points for it. It cannot be removed unless you somehow lower your Freakishness below the threshold at which it was gained (which would require removing your actual mutations; see above).

Or, to summarize with fractions: Others have +(Freakishness/6) on rolls related to your mutations or your uniqueness; your Disguise and on-foot Shadowing rolls are at -(Freakishness/6); nonmutants react to you at -(Freakishness/9); and you must roll on the *Side-Effects Table* (Freakishness/15) times.

Freakishness measures how twisted and inhuman your body has become.

Side-Effects Table

Roll	Result	Notes
1, 1	Bad Grip 1	[1]
1, 2-3	Bad Temper (15)	[2]
1, 4-5	Berserk (15)	[2]
1, 6	Callous	[3]
2, 1-2	Chronic Pain	[4]
2, 3-4	Cold Blooded (50°F)	[5]
2, 5-6	Confused (15)	[2]
3, 1-3	Dependency	[6]
3, 4	Fragile (Combustible)	[7]
3, 5	Ham-Fisted 1	[1]
3, 6	Indecisive (15)	[2]
4, 1	Klutz	[3]
4, 2	Missing Thumb ("Off" Hand)	[3]
4, 3-4	Oblivious	[3]
4, 5-6	"Odorous"	[8]
5, 1-2	Phantom Voices (Annoying)	[1]
5, 3-4	Slow Healing 1	[1]
5, 5-6	Wounded	[3]
6, 1-3	Unusual Biochemistry	[3]
6, 4	Will -1	[9]
6, 5	Per -1	[9]
6, 6	Basic Move -1	[9]

Notes

[1] If you roll this result again or already have this disadvantage, worsen it by one level; if it reaches its maximum level, reroll instead.

[2] If you already have this disadvantage, lower the self-control number by 3. If this would take it below 6, reroll instead.

[3] If you already have this disadvantage, reroll.

[4] Severe pain for one hour on a 9 or less. If you roll this result again, raise the interval to two hours, then four hours, then eight hours; past that, reroll. If you already have this disadvantage, the GM can rework it to make it -5 points worse, or have you reroll.

[5] If you roll this result again, increase it to 65°F; past that, reroll.

[6] On whatever causes mutations in the setting (generally radiation or a particular virus). This is Dependency (Very Common environment; Monthly). If you roll this result again, raise the frequency to Weekly, then Daily; past that, reroll.

[7] If you roll this result again, this changes to Flammable, then Explosive; past that, reroll.

[8] Odious Personal Habit (Smelly), for -1 to reactions. If you roll this result a second time, replace the Odious Personal Habit with Bad Smell. If you roll it again, reroll.

[9] Multiple results are cumulative.



ATTACK MUTATIONS

Acidic Blood: Corrosion Attack 2d (Blood Agent, Reversed, -40%; Cyclic, two one-second cycles, +100%; Melee Attack, Reach C, Cannot Parry, -35%) [25] + Freakishness 4 [-4]. *Notes:* You must be bleeding – which requires you to have been injured by a cutting, impaling, or piercing attack – to use this. Make a melee attack (using DX, Boxing, Brawling, or Karate) to splash your blood on someone. If this hits, it does 2d cor immediately, and then another 2d cor next turn! 21 points.

Bellow Lungs: Crushing Attack 2d (Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Increased 1/2D x2, +5%; Jet, +0%; No Blunt Trauma, -20%; No Wounding, -50%; ST-Based, +100%) [15] + Freakishness 2 [-2]. *Notes:* Spend 1 FP and blow at a target within 10 yards; this requires a successful DX (at -4) or Innate Attack (Breath) roll to hit, at no range penalty. If the

subject fails to dodge, he takes swing+2d cr (based on your ST), doubled, for knockback purposes only. 13 points.

Bone Spur: Striker (Impaling; Long, SM +1, +100%; Switchable, +10%) [17] + Freakishness 3 [-3]. *Notes:* With a Ready maneuver, you can extend or retract a spur from your forearm. Use DX or Brawling to hit; it does thrust imp damage at +1 per die, with Reach 1. 14 points.

Electrified Skin: Affliction 1 (HT; Aura, +80%; Costs Fatigue, 1 FP, -5%; Link, +10%; Melee Attack, Reach C, -30%; Underwater, +20%) [18] + Burning Attack 1d (Aura, +80%; Link, +10%; Melee Attack, Reach C, -30%; No Incendiary Effect, -10%; Surge, +20%; Underwater, +20%) [10] + Freakishness 4 [-4]. *Notes:* For 1 FP per minute, you can electrify your skin. Turning it on or off takes a Ready maneuver. Anyone you touch (or strike with a metal weapon), or who does the same to you, automatically takes 1d burn sur and must roll HT+DR or be stunned. 24 points.

Mighty Roar: Affliction 1 (HT; Costs Fatigue, 1 FP, -5%; Hearing-Based, +150%; Increased 1/2D x2, +5%; Jet, +0%) [25] + Freakishness 4 [-4]. *Notes:* Spend 1 FP and shout at anyone within 10 yards. This requires a successful DX (at -4) or Innate Attack (Breath) roll to hit, at no range penalty. The target can dodge, as the sound waves visibly ripple the air. If hit, he must roll HT (at +5 for Protected Hearing) or be stunned; he may roll HT each turn to recover. The deaf are immune. 21 points.

Nuclear Core: Toxic Attack 10d-20 (Area Effect, 2 yards, +50%; Aura, +80%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, -30%; Radiation, +25%) [36] + Freakishness 6 [-6]. *Notes:* For 1 FP per minute, you can emanate an obvious glow of pure radiation. Turning this on or off takes a Ready maneuver. Anyone within two yards automatically loses 1d-2 (minimum 0) RP per second. (This is because every 10 rads converts to 1 RP; see p. 24.) May be inappropriate if mutations are not caused by radiation (GM's call). 30 points.

Razor Claws: Long Talons (Switchable, +10%) [13] + Freakishness 2 [-2]. *Notes:* With a Ready maneuver you can extend or retract claws from your fingertips and toes. These make your punches and kicks do either cutting or impaling damage (decide when attacking) at +1/die. 11 points.

Super-Strength: ST+1 [10] + Striking ST 1 [5] + Freakishness 2 [-2]. *Notes:* Unlike most mutations, this one comes in unlimited levels; you may buy as many as you can afford! Each level gives you +1 ST for all purposes (including HP and RP). This bonus is doubled for calculating thrust and swing damage (p. B16) and meeting the ST requirements of all melee and muscle-powered ranged weapons. If you are SM +1 (e.g., from Gigantism), the cost becomes 11.5 points/level; round the final cost up. 13 points/level.

Toothsome: Fangs (Can also switch to Sharp Teeth, +50%; Switchable, +10%) [4] + Freakishness 1 [-1]. *Notes:* Your teeth can shift as a Ready maneuver, your canines or incisors lengthening so that your bite does crushing, cutting, or impaling damage. 3 points.

DEFENSE MUTATIONS

Adaptable Skin 1: Chameleon 2 [10] + Freakishness 2 [-2]. 8 points.

Adaptable Skin 2: Chameleon 4 [20] + Freakishness 4 [-4]. 16 points.

Boosted Hemoglobin: Doesn't Breathe (Oxygen Storage $\times 25$, -50%) [10] + Freakishness 2 [-2]. *Notes:* You can hold your breath 25x longer than normal. Breath Holding increases this normally. *8 points.*

Flesh Pocket: Payload 5 [5] + Freakishness 1 [-1]. *Notes:* You can carry (Basic Lift)/2 lbs. in your torso. *4 points.*

Natural Anti-Rad 1: RP +10 [10] + Freakishness 2 [-2]. *Notes:* Mutation-granted RP do not count against the usual (ST + HT) maximum. *8 points.*

Natural Anti-Rad 2: RP +15 [15] + Freakishness 3 [-3]. *12 points.*

Natural Anti-Rad 3: RP +20 [20] + Freakishness 4 [-4]. *16 points.*

Prickly: Long Spines (Switchable, +10%) [4] + Freakishness 1 [-1]. *3 points.*

Redundant Organs: Injury Tolerance (Unliving) [20] + Freakishness 4 [-4]. *16 points.*

Resilient Brain: Recovery [10] + Freakishness 2 [-2]. *8 points.*

Self-Restoration 1: Regeneration (Regular) [25] + Freakishness 4 [-4]. *21 points.*

Self-Restoration 2: Regeneration (Fast) [50] + Freakishness 7 [-7]. *43 points.*

Slimy: Slippery 5 [10] + Freakishness 2 [-2]. *8 points.*

Starfish Genes: Regrowth [40] + Freakishness 7 [-7]. *33 points.*

Thick Hide 1: DR 4 [20] + Freakishness 3 [-3]. *17 points.*

Thick Hide 2: DR 7 [35] + Freakishness 5 [-5]. *30 points.*

Thick Hide 3: DR 10 [50] + Freakishness 7 [-7]. *43 points.*

Unnatural Hardiness: Resistant to Metabolic Hazards (+8) [15] + Freakishness 3 [-3]. *12 points.*

MORPHOLOGY MUTATIONS

These mutations are always obvious to anyone who can see them (no roll required). In addition, their relatively high Freakishness values make it more likely that people will spot your *other* mutations! A † after the mutation's name means that you can buy it multiple times.

Brainy†: Extra Head [15] + Freakishness 4 [-4]. *11 points.*

Handy†: Extra Arm [10] + Freakishness 3 [-3]. *7 points.*

Mouthy†: Extra Mouth [5] + Freakishness 2 [-2]. *Notes:* When deciding where to put it, be creative! *3 points.*

Trampler: Extra Legs (Four legs) [5] + Freakishness 2 [-2]. *3 points.*

Winged Flight: See *Movement Mutations* (below).

MOVEMENT MUTATIONS

Fast-Twitch Legs 1: Enhanced Move 1 (Ground) [20] + Super Jump 1 [10] + Freakishness 4 [-4]. *Notes:* Doubles top ground speed and jumping distance. *26 points.*

Fast-Twitch Legs 2: Enhanced Move 1.5 (Ground) [30] + Super Jump 2 [20] + Freakishness 6 [-6]. *Notes:* Triples top ground speed and quadruples jumping distance. *44 points.*

Fins 1: Amphibious [10] + Freakishness 2 [-2]. *8 points.*

Fins 2: Amphibious [10] + Enhanced Move 1 (Water) [20] + Freakishness 5 [-5]. *25 points.*

Suction Pads: Clinging [20] + Freakishness 4 [-4]. *16 points.*

New Mutations

The GM should feel free to add new mutations to the ones found in this chapter. As a general guideline, add up all of the included advantages for each mutation, then add enough Freakishness to reduce the net value by about 15-20% (minimum Freakishness 1). Feel free to tweak the Freakishness to reflect mutations that warp the body in more or less extreme ways. No mutation should ever have a final cost of less than 1 point after factoring in Freakishness.

Psionic Mutations

As psi is not common to most post-apocalyptic settings, it is beyond the scope of this book. If the GM wishes to add it to his game, he can use the simplified psionic powers on pp. B254-257, or the more fleshed-out ones from **GURPS Psionic Powers**. (In the latter case, picking precalculated 25-, 50-, and 100-point psionic packages from **GURPS Psi** can make the process even easier.)

It is up to the GM whether psi is tied to Freakishness. He may decide that psychic abilities are always the result of gross biological mutation (in which case he should use the guidelines above to assign a certain amount of Freakishness to each ability), but it's just as valid to assume that psi is a mental-only mutation with no obvious physical "tells."

Winged Flight 1: Flight (Winged, -25%) [30] + Freakishness 8 [-8]. *Notes:* Acceleration and top speed are both (Basic Speed) $\times 2$. You cannot hide or armor your wings. *22 points.*

Winged Flight 2: Enhanced Move 0.5 (Air) [10] + Flight (Winged, -25%) [30] + Freakishness 9 [-9]. *Notes:* Acceleration is (Basic Speed) $\times 2$; top speed is (Basic Speed) $\times 3$. *31 points.*

Winged Flight 3: Enhanced Move 1 (Air) [20] + Flight (Winged, -25%) [30] + Freakishness 10 [-10]. *Notes:* Acceleration is (Basic Speed) $\times 2$; top speed is (Basic Speed) $\times 4$. *40 points.*

SENSORY MUTATIONS

Aural Filters: Protected Hearing [5] + Freakishness 1 [-1]. *4 points.*

Black Sight: Dark Vision [25] + Freakishness 4 [-4]. *21 points.*

Eagle Eyes 1: Telescopic Vision 3 [15] + Freakishness 3 [-3]. *12 points.*

Eagle Eyes 2: Telescopic Vision 5 [25] + Freakishness 4 [-4]. *21 points.*

Hound Nose 1: Discriminatory Smell [15] + Freakishness 3 [-3]. *12 points.*

Hound Nose 2: Discriminatory Smell (Emotion Sense, +50%) [23] + Freakishness 4 [-4]. *19 points.*

Outsize Eardrums: Discriminatory Hearing [15] + Freakishness 2 [-2]. *13 points.*

Red Sight: Infravision [10] + Freakishness 2 [-2]. *8 points.*

Rubber Neck: 360° Vision [25] + Freakishness 5 [-5]. *20 points.*

Sound-Wave Recall: Mimicry [10] + Freakishness 2 [-2]. *8 points.*

Visual Filters: Protected Vision [5] + Freakishness 1 [-1]. *4 points.*

Whiskers: Vibration Sense (Air) [10] + Freakishness 2 [-2]. *8 points.*

CHAPTER FOUR

GEAR

Beggars can't be choosers. In a post-apocalyptic world, *any* gear is valuable! Thus, by default, the list of starting items is fairly small – just what's found here and in the **Basic Set**. If the GM wishes to expand this list, he can bring in items from *GURPS Low-Tech*, *GURPS High-Tech*, *GURPS Bio-Tech*,

GURPS Ultra-Tech – and even *GURPS Psi-Tech*, if psi exists (*New Mutations*, p. 27) – but it may make more sense to wait until after play starts to do so. That way, such things can be new and exciting finds!

WEALTH AND MONEY (DON'T EXIST)

Currency must be backed by a strong, widely accepted organization (usually a national government) – otherwise, it's just paper and shiny discs. Thus, money is a thing of the past and everything is bartered, with ammo (p. 32) being the standard by which most things are compared. Anyone measuring value in the game will usually do so using rifle cartridges ("bullets") at \$10 each; e.g., "That framed backpack is worth about 10 bullets." For simplicity, however, all prices are given here in dollars, not bullet-equivalents.

Starting PCs have a budget of \$500. This cannot be modified via Wealth, as that trait no longer exists. Instead, each character point sacrificed adds another \$250 to this budget. The GM has the final word on how many character points can

be sacrificed for starting funds, but a suggested limit is 5% of the campaign's power level (e.g., 7 points for a 150-point game, 10 points for a 200-point game, or 12 points for a 250-point game). The *entire* budget must be spent at the time of character creation; any "funds" left over are forfeited!

Signature Gear

In an *After the End* game, Signature Gear does not provide additional funds with which to purchase the equipment. Instead, Signature Gear is a perk costing a flat 1 point. It provides "plot protection" to one piece of equipment, which must be acquired via the standard methods (e.g., purchased or traded for). It can never be added to consumables such as rations or ammo.

Adjusting the Budget

The default starting funds of \$500 and the cap on sacrificing character points for more make it *very* difficult for new adventurers to start off with a good selection of high-tech gear, such as body armor, guns, and ammo. This is intentional, as it highlights the importance of scavenging and trading; a PC who can afford to start with a sniper rifle and 2,000 rounds can go the entire game without dealing with the realities of the wasteland. Still, the GM may wish to alter these assumptions, especially in a game with a high power level (p. 4).

The simplest method is to increase the starting funds. If the GM thinks everyone needs twice as much gear, for example, he may decree that everyone has a budget of \$1,000, and that every character point now grants \$500. Be careful not to go too far! It's easy to get caught up looking at inflated TL8 gun prices and think that even a \$10,000 budget is reasonable – but the wastelanders who use low-tech weapons will end up with more miscellaneous gear than they know what to do with.

As well, the GM can raise the cap on sacrificed character points – or remove it altogether. This will have the least impact on characters who don't require a lot of gear, while allowing those in need to start with high-end gear at the cost of their personal abilities. The primary danger to this method is *attachment*. When a player sinks many points into acquiring gear, he may resent it being damaged, stolen, or otherwise taken away – and in an *After the End* game, these things happen! Single, expensive items can be made Signature Gear (above), but that won't help the PC who spends 12 character points to horde ammo.

The two methods can be combined; e.g., the GM could declare that starting funds are \$750, and that up to 15 character points can be sacrificed for an extra \$375 each. Before doing so, always look at the *maximum* amount of funds that this will allow for (not just the starting funds!), and be certain it will fit your game.

You may add it to gear that you steal from someone else, but if so, it *does not apply* if the original owner comes to take it back!

TECH LEVEL

There are no “end dates” on tech levels – even at TL8, some gear from TL0, TL1, TL2, etc. still remains in use. Thus, an *After the End* game features a range of TLs. When starting a campaign, the GM will have to decide what TL humanity reached before its near-extinction; this will determine the ending TL cap. For example, if he wants laser pistols and rifles to exist, he can say that the world was TL10 before things ended, which means equipment from TL0-10 exists. That doesn’t mean TL10 gadgets are common or affordable, mind you – read on!

For *economic purposes*, the world has stabilized at TL4, because TL0-4 gear is relatively easy for small, post-apocalyptic social groups to create and maintain. Thus, while higher-TL gear exists, its effective value is inflated. Multiply all costs in the *Basic Set* (or other gear books) by the multiplier shown on the *Equipment Cost Table*. Note that the GM is within his right to further increase the cost of luxury goods, or *any* item that he feels should be especially rare – such things can be 2-5x more expensive than what the table suggests!

Equipment Cost Table

TL	Cost	TL	Cost
0-4	×1	9	×32
5	×2	10	×64
6	×4	11	×128
7	×8	12	×256
8	×16		

Example: Frank is picking out camping gear (p. B288) during character creation. If he wants a sleeping fur (TL0), it costs $\$50 \times 1$, so just \$50. A sleeping bag (TL6) costs $\$25 \times 4$, or \$100. An insulated sleeping bag (TL7) costs $\$100 \times 8$, or \$800 – more than he can afford. When choosing a rifle (p. B279), a lever-action carbine (TL5) costs $\$300 \times 2$, or \$600 – while an assault carbine (TL8) costs $\$900 \times 16$, or \$14,400! The GM tells him that TL11 blaster rifles (p. B280) are available, but that doesn’t help Frank, who doesn’t quite have the \$2,304,000 ($\$18,000 \times 128$) necessary to start with one.

For convenience, all of the costs in this chapter are modified for the TL of each piece of gear. This is written as (e.g.) “\$800 ($\100×8)” to show both the adjusted value *and* how it was figured. There are some exceptions, such as ammunition (p. 32), the value of which reflects its dual use as both personal defense and de facto currency.

COMMON GEAR

Much of the equipment here can take *modifiers* to reflect its (usually poor) condition. Each modifier gives a “cost factor” (CF). Add CFs, treating totals worse than -0.8 as -0.8, and then multiply price by $(1 + \text{total CF})$; e.g., -0.1 CF and -0.3 CF give -0.4 CF, multiplying price by 0.6, while -0.6 CF and -0.6 CF are treated as -0.8 CF, multiplying price by 0.2.

Modifiers available for one type of equipment are not usually transferable to other types. For example, a modifier for miscellaneous equipment (below) *cannot* be ported over to something consumable (p. 30), a piece of armor (p. 30), a weapon (pp. 30-32), etc., unless *explicitly* stated.

Many rules refer to the HT of an item. Unpowered, homogeneous items (e.g., rope, a bottle, or a sword) have HT 12. Gear that is mechanical or electrical, or has moving parts, has HT 10.

MISCELLANEOUS EQUIPMENT

All of the equipment listed on pp. B288-289 is available, along with the new items listed here. Of course, not all of it is useful; see *Junk* (p. 30) for details. The following modifiers may be applied to gear from both lists, except as noted.

Bulky: Multiply weight by 1.5. This usually represents incorrect replacement parts rigged to work and duct-taped into place. -0.5 CF.

Fragile*: The item has -1 to HT and 3/4 of normal DR (round down). -0.2 CF.

Hard to Use: This modifier comes in up to four levels. Each level gives -1 on all success rolls to operate the item. This may represent a broken screen, missing buttons, and so on. Only for items that require a success roll to use. -0.2 CF per level.

Unreliable: After every use of the item, roll against its HT. Failure means it breaks and must be repaired before being used again! Only for items not intended for continuous *or* one-time use. -0.6 CF.

Very Fragile*: The item has -2 to HT and 1/2 of normal DR (round down). -0.5 CF.

* Fragile and Very Fragile cannot be combined.

New Equipment

Bolt Cutters (TL6): Do 8d(2) cut to padlocks, chains, etc. \$120 ($\30×4), 15 lbs.

Duct Tape (TL6): Versatile! Can be braided into a 20-yard rope capable of holding 200 lbs., or used as a restraint (ST-3 or Escape to break free). A 60-yard roll is \$4 ($\1×4), 2 lbs.

Dynamite, Stick (TL6): Does 9d+1 cr ex damage. To multiply this damage by N, use $(N \times N)$ sticks; e.g., to do 4x the damage, use 16 sticks. Includes cap and 10-second fuse (which can be trimmed); buy fuse cord (below) if you need more time. \$20 ($\5×4), 0.5 lb.

Fuse Cord (TL3): For dynamite (above). Burns at 1' per minute. Roll vs. Explosives (Demolition) if perfect timing matters. A 15' length is \$10 ($\10×1), 1 lb.

Geiger Counter (TL6): Measures the type and level (in rate of RP loss) of radioactivity in an area. \$3,200 ($\800×4), 4 lbs., 4 hours.

Goggles, Tinted (TL6): Give Nictitating Membrane 1 and Protected Vision (vs. bright ordinary light only – not lasers, etc.). \$80 ($\20×4), 0.05 lb.

Lab, Suitcase (TL5): Basic equipment for *one* scientific skill. \$6,000 ($\$3,000 \times 2$), 20 lbs.

Map (TL1): Gives anyone reading it a default Area Knowledge roll (IQ-4) for an unfamiliar area. The price here is for a common road atlas – the map to a bandit king's hideout could trade for 10x or 100x as much! \$15 (\$15 × 1), 0.1 lb.

Multi-Tool (TL5): A folding, "Leatherman"-style belt tool, which counts as improvised gear (-5) for most repairs and includes a small knife. \$100 (\$50 × 2), 0.5 lb.

Reloading Press (TL5): Lets you turn spent casings, along with certain components, into usable cartridges again; see *Reloading Cartridges* (p. 32). \$200 (\$100 × 2), 2 lbs.

Solar-Powered Battery Recharger (TL8): A flexible panel that can be rolled up for transport. In good sunlight, can power a handheld device or recharge a collection of batteries in 1d-2 (minimum 1) hours. \$1,600 (\$100 × 16), 2 lbs.

Whistle (TL5): Can be heard at 128 yards away with an unmodified Hearing roll. \$10 (\$5 × 2), 0.05 lb.

Wire Cutters (TL5): Do 2d(2) cut to cables, fences, etc. \$60 (\$30 × 2), 2 lbs.

Chelating Agents (TL7): Roll against HT when taking; restores 2d RP if successful, 1d RP if not. \$4,000 (\$500 × 8), 0.1 lb. per dose.

MRE (TL8): A banquet of tastiness, with an entree, side-dish, condiments, dessert, and a meal heater. One can feed up to four people if necessary. A highly valued trade item! \$80 (\$5 × 16), 1.5 lbs. each.

Rations (TL0): Identical to the traveler's rations on p. B288, these represent recently created foodstuffs (e.g., dried mutant rat jerky). \$2 (\$2 × 1), 0.5 lb. each.

Water, Clean (TL0): Requires a canteen or cheap plastic bottle (\$1, 0.05 lb.; holds one pint). *Tainted* water is free, not just cheap. \$1 (\$1 × 1), 1 lb. per pint.

Experimental Consumables

These vials of drinkable drugs weren't publicly available until civilization was on the verge of collapse, at which point some unethical companies made a profit by selling them despite their risks.

GO!Juice (TL?): Restores 1d FP via irradiating the subject's adrenal system, which also costs him 1d RP. \$100, 0.25 lb. per dose.

PatchUp Punch (TL?): Restores 1d HP, but the system shock and chemicals cost the subject 1d FP and 1d RP. Also, he must roll vs. HT; on a critical failure (only), roll once on the *Side-Effects Table* (pp. 25-26)! \$100, 0.25 lb. per dose.

SieverTasty (TL?): Restores 1d RP but costs the subject 2d FP and 1d HP from alternating fever and chills. \$100, 0.25 lb. per dose.

ARMOR AND PROTECTION

All of the TL0-8 items from pp. B282-285 are available – and the TL9 ones, if the GM allows that tech level (p. 29). Due to the high cost of modern body armor, most wastelanders will be outfitted with low-tech armor, such as leather and mail. In many cases, this will be improvised (e.g., "plate armor" made from steel siding or "leather armor" that's actually lacquered clothing); use the following modifier to represent that.

Cheap: Your armor is either damaged from poor maintenance (or heavy use!) or was never "real" armor to begin with. If your armor had DR 9 or less, this gives -1 to DR; if it had DR 10 or more, this gives -20% to DR (round final DR up). If your armor has a split DR, alter both values independently. Any armor, including headgear, gloves, footwear, and environment suits. -0.6 CF.

When buying armor, always compare prices between standard, low-DR pieces and cheap, high-DR pieces. For example, a cheap steel corselet is a better value than a standard double-mail hauberk!

WEAPONS

Sadly, life in the wasteland can be violent and brutal. Anyone who can't adequately defend himself had better make friends with people who can . . .

Junk

Scroungers are always looking for that diamond in the rough, but 90% of what they find is junk: plastic sporks, broken toilet seats, car door handles, and so on. This even includes formerly expensive gadgets that are now useless, typically because they relied on satellite signals (e.g., GPS receivers) or broadcast towers (e.g., cell phones and televisions). Radios are an exception, however, as AM transmitters are very easy to build and run.

Junk can be useful! If you're willing to lug it around, you'll eventually find someone who will trade for it. And anyone making repairs can sometimes find useful parts in a pile of junk. For game purposes, lump it all together on your character sheet as "Junk": \$1 per 10 lbs. of miscellaneous stuff.

CONSUMABLES

These items are not designed to be reused; once they're gone, they're gone! All can take one (but never both) of the following special modifiers.

Tainted (*Disease*): Anyone consuming this product must immediately make a HT roll or catch a serious (but not immediately life-threatening) disease. The GM will determine the specifics, or use the following generic "mega-flu": One hour delay, HT-2, 1 point of toxic damage, 12-hour interval, 14 cycles. -0.75 CF.

Tainted (*Radiation*): Anyone consuming this product must immediately roll vs. HT. On a critical success, nothing happens. On a success, he loses 1 RP (p. 24). On a failure, he loses 2 RP. On a critical failure, he loses 1d+1 RP. -0.75 CF.

New Consumables

Anti-Rad Drugs (TL7): For HT/4 hours after taking these, you lose RP at half the normal rate. \$4,000 (\$500 × 8), 0.1 lb. per dose.

Canned Food (TL5): Better tasting, though heavier than standard rations. Only feeds one person (the food within weighs 0.5 lb.). \$2 (\$1 × 2), 1 lb. each.

Melee and Muscle-Powered Ranged Weapons

All of the weapons on pp. B271-276 are available, though the majority have at least one of the following modifiers.

Cheap: +2 to odds of breakage. If the weapon can be thrown, -1 Acc when doing so. Melee weapons only. -0.6 CF.

Poorly Balanced: -1 to skill for melee or thrown weapons, or -1 to Acc for a missile weapon. -0.6 CF.

However, the most common weapons by far are improvised ones. The *Improvised Melee Weapons Table* offers details, using the terms defined on pp. B271-274, with one addition: The “SP” column indicates the skill penalty to use the improvised weapon with the indicated weapon skill. The Improvised Weapons (p. 20) perk for that particular skill removes this penalty. The effective TL of every weapon on the table is 4 or less; there is no need to adjust the given cost.

Improvised weapons cannot take cost modifiers. All improvised weapons are treated as cheap: +2 to breakage rolls.

Improvised Melee Weapons Table

Weapon	SP	Damage	Reach	Parry	Cost	Weight	ST	Notes
AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)								
Baseball Bat	0	sw+1 cr	1	0	\$25	2	8	
Board with Nail	-2	sw-2 imp	1	-1U	\$5	2	8	[1]
Digging Pick	-1	sw imp	1	0U	\$35	2	10	[1]
Hammer	0	sw+2 cr	1	0U	\$15	3	10	
Tire Iron	-2	sw+1 cr	1	0	\$15	2	10	
BROADSWORD (DX-5, Shortsword-2, or Two-Handed Sword-4)								
Rebar, Long	-1	sw+1 cr	1	0	\$5	3	10	
or	-1	thr+1 cr	1	0	-	-	10	
FLAIL (DX-6, Axe/Mace-4, or Two-Handed Flail-3)								
Weighted Scarf	-1	sw cr	1	-2U	\$5	1	6	[2]
KNIFE (DX-4, or Shortsword-3)								
Box Cutter	0	sw-3 cut	C, 1	-1	\$2	0.25	5	
Screwdriver	-1	thr-2 imp	C	-1	\$3	0.25	5	
KUSARI (DX-6, Two-Handed Flail-4, or Whip-3)								
Chain	-1/-4	sw+1 cr	1-4*	-2U	\$20	5	11	[2, 3]
POLEARM (DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)								
Rebar and Concrete	-2	sw+5 cr	2, 3*	0U	\$10	13	15‡	
SHORTSWORD (DX-5, Broadsword-2, or Knife-4)								
Rebar, Short	-1	sw cr	1	0	\$3	1	6	
or	-1	thr cr	1	0	-	-	6	
SPEAR (DX-5, Polearm-4, or Staff-2)								
Pitchfork	-2	thr+3(0.5) imp	1*	0U	\$20	5	11	[4]
two hands	-2	thr+4(0.5) imp	1, 2*	0	-	-	10†	[4]
Post-Hole Digger	-4	thr+2 cut	1, 2*	0U	\$60	12	13†	
TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)								
Golf Club	-2	sw+1 cr	1, 2	0U	\$25	1.5	10†	
Shovel	-2	sw+3 cut	1, 2*	0U	\$12	6	12‡	
Sledgehammer	-2	sw+4 cr	1, 2*	0U	\$10	15	13‡	
TWO-HANDED SWORD (DX-5 or Broadsword-4)								
2x4	-1	sw+2 cr	1	0	\$5	3	9†	
or	-1	thr+1 cr	1	0	-	-	9†	

Notes

[1] May get *stuck* (p. B405).

[2] Attempts to *parry* flails are at -4. Attempts to *block* flails are at -2.

[3] Skill penalty is -1 when striking or -4 when entangling.

[4] Targets have -1 to Dodge, +1 to Block and Parry. Can strike to disarm (p. B401) without -2 to hit for using a non-fencing weapon.

Firearms and Explosives

All of the TL0-8 explosives and weapons on pp. B277-281 are available. If the GM has established a higher tech-level ceiling (p. 29), the TL9+ ones may be available as well. Some guns have been abused enough to rate the following modifier.

Cheap: -1 Acc, -1 HT, and -1 Malf. If not using *Malfunctions* (p. B407), treat 16 as automatic failure and 17 as critical failure when shooting it. Firearms only. -0.6 CF.

In addition to firearms and ammo (below), gunfighters will want to pick up the following extra reloading aids when possible. Note that the TL does not change for high-tech guns, as the magazine or speed-loader is still manufactured using TL6 technology.

Spare Magazine (Empty) (TL6): Allows *much* faster reloading! \$140 (\$35 × 4), 0.2 lb.

Speedloader (TL6): For quickly reloading revolvers. \$40 (\$10 × 4), 0.1 lb.

Ammo

Most barter is on the “ammunition standard,” as cartridges are considered equally valuable by just about everyone. This has led to a standardization in value that *replaces* the detailed costs from p. B279 or **High-Tech**. In addition, the following table suggests simplified weights for carrying around spare rounds; groups may use the more detailed “WPS” statistics from **High-Tech** if desired. (Arrows, sling stones, etc., do not need adjusting; use the **Basic Set** rules.)

Tracking every available round of ammunition can get *very* cumbersome if several dozen types of ammo are in play! Thus, treat all calibers as interchangeable within the same category of gun; e.g., every 9mm pistol cartridge will work in *any* 9mm pistol (or SMG), though not in a 9mm rifle or LMG,

Reloading Cartridges

After a fight, scavengers will comb the area looking for spent casings – the metal shells (“brass”) that are left over after cartridges are fired. Each casing is worth 1/5 the value of the cartridge itself; e.g., a rifle casing is worth \$2. Of course, the winners of the shootout have the first opportunity to do this! Sensible PCs will take a few minutes after each fight to recover their brass. Roll Per at -4, Scrounging, Search, or Per-based Soldier; success locates approximately (margin of success × 5)% of the as-yet-unrecovered casings used in the fight.

Spent casings can be turned back into cartridges with a reloading press (p. 30) and Armoury (Small Arms). This requires a cleaned casing and components (gunpowder, lead, etc.) that have *half* the cost and weight of the round; e.g., to make four 9mm pistol rounds, you’ll need four 9mm pistol casings *and* \$10 in additional components. For game purposes, the same components can be used to make *any* round – note them as (e.g.) “Cartridge components, \$10, 0.1 lb.” (If buying components in bulk, they cost \$100 per lb.)

For every 20 cartridges reloaded, roll against Armoury (Small Arms) at +2. Each attempt takes one hour (30 minutes on a critical success). Success gives a useful batch. Failure wastes the time *and* ruins the casings and components used. Critical failure does the same, but the armorer won’t realize it until he goes to use them!

Yes, a PC can start off with casings and components *instead* of cartridges, for a potential 30% discount on ammunition . . . but he’ll have to make the Armoury rolls (once play begins) to turn them into useful rounds. For more detail on reloading (and guns in general), see “Post-Apocalyptic Guns” in *Pyramid #3/88: The End Is Nigh*.

a 9mm HMG, etc. If using the far more detailed list of guns from **High-Tech**, the GM should either avoid guns with non-standard ammunition, or decree that it “actually” uses one of the rounds common to the setting. (Only cartridges have calibers; thus, beam weapons, flamethrowers, etc., avoid this issue completely.)

Ammo Table

Ammunition	Cost (Each)	Weight (Each)	Shots Per Pound	Notes
Cartridge, Pistol (or SMG)	\$5	0.025 lb.	40	[1]
Cartridge, Rifle (or LMG)	\$10	0.05 lb.	20	[1, 2]
Cartridge, Shotgun	\$10	0.05 lb.	20	[1]
Cartridge, HMG	\$50	0.25 lb.	4	[1]
Flamethrower Fuel	\$5	2 lb.	–	[3]
Paper Cartridge	\$1	0.05 lb.	20	[4]
Power Pack, Internal	\$300	0.5 lb.	2	[5, 6]
Power Pack, External	\$3,000	5 lb.	–	[5, 7]
Rocket (Gyroc)	\$150	0.1 lb.	10	

Notes

[1] Once fired, its casing can be recovered and reloaded; see *Reloading Cartridges* (above).

[2] Rifles that do 9d damage or more use HMG cartridges instead.

[3] One “shot” of napalm, which must be stored in a container.

[4] For all black-powder weapons. *Halves* the listed reloading time. Any reduction from Quick Reload (*New Perks*, p. 20) is based on this reduced time.

[5] Can be fully recharged by letting it sit in the sun for an hour.

[6] For all Beam Weapons except those that list “p” in the weight. If a weapon lists heavier ammo, it takes a bundle of snapped-together power packs; e.g., the laser rifle on p. B280 lists a 2-lb. reload, which means it uses four power packs at a time. In **Ultra-Tech** terms, this is a “C” cell.

[7] For Beam Weapons which list a “p” in the weight. Clips onto the belt. In **Ultra-Tech** terms, this is a “D” cell.

Example: A player wants to start with the Marlin M444 (**High-Tech**, p. 117), which uses .444 rounds. The GM doesn't want to introduce another caliber into the game, but decides to allow the gun. Consulting the statistics, it seems fairly close in power to a 7.62mm round, so for game purposes, the Marlin M444 uses that type of cartridge.

VEHICLES

All of the TL0-8 vehicles on pp. B464-465 are available, along with any TL9+ vehicles the GM wants to include (*Tech Level*, p. 29). Gasoline, however, is no longer commonly used; see *Ethanol* (below), *Biodiesel* (p. 34), and *Gasifiers* (p. 34) for alternatives. Airplanes and most helicopters still require jet fuel, which is *extremely* rare; no price is given, because obtaining it will have to be an adventure in itself!

Nearly all vehicles found in the wasteland will be damaged goods. Anyone starting play with a vehicle may reduce its listed price by up to 80%. However, for every 10% reduction, roll 2d on this table *in front of the GM*:

2-3 - Bad Engine: Engine dies (effectively disabled) for 3d seconds on any failed control roll. Reroll for unpowered vehicles or repeated results.

4 - Unresponsive: -1 to Handling.*

5-6 - Mistreated: -1 to HT.*

7 - No problem!

8-9 - Short "Legs": -10% to Range.*

10 - Wobbly: -1 to SR. Reroll after SR reaches 0.*

11 - Slow: -10% to Top Speed.*

12 - Unsafe: No note or "c" (Combustible) on HT becomes "f" (Flammable), "f" becomes "x" (Explosive). Reroll after this reaches "x" (or "f," for unpowered).*

* Multiple occurrences are cumulative!

The GM may also use this table to determine the state of any random vehicle. For a typical vehicle, roll 1d times. For one maintained particularly poorly, roll 2d-1 times.

Transportation Gear

Autogyro (TL7): A one-seat flying machine that resembles a lawn chair on wheels with a helicopter blade above it and a propeller behind. The propeller runs on gasoline, and can thus be converted to ethanol (below) or a gasifier (p. 34). It cannot actually stall. If it drops below stall speed, the operator must descend at one yard per second until landing; this does not impose a penalty to control rolls. Needs about 25 yards of runway to take off and about five yards to land – or vertical takeoff and landing

can be done at -2 to skill. Requires Piloting (Autogyro). \$72,000 (\$9,000 × 8), 250 lbs.

Bicycle, Basic (TL5): A one-speed model, capable of being built with simple machining tools. Gives Enhanced Move 0.5 (Ground; Road-Bound). Requires Bicycling. \$130 (\$65 × 2), 65 lbs.

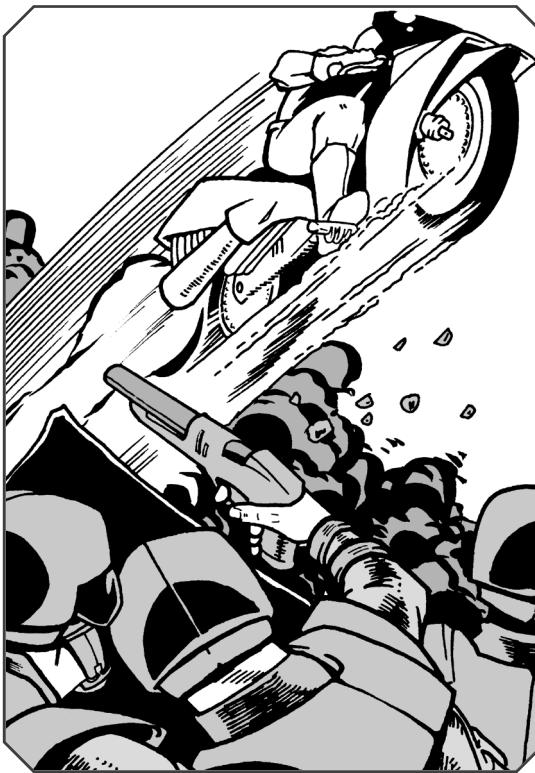
Bicycle, Racing (TL7): A faster, lighter, modern version, created before the end times. Gives Enhanced Move 1 (Ground; Road-Bound). Requires Bicycling. \$800 (\$100 × 8), 20 lbs.

Hang-Glider (TL7): A one-man, unpowered conveyance that folds for storage. Requires Piloting (Glider). \$16,000 (\$2,000 × 8), 80 lbs.

Ice Skates (TL3): Grant Enhanced Move 1 (Ground; Only on ice). For hiking (p. B351), ice becomes Good terrain. Requires Skating. \$60 (\$60 × 1), 3 lbs.

Skis (TL0): Allow normal Move across snow, half Move uphill, and up to 4xMove downhill. For hiking, snow becomes Average terrain. Requires Skiing. \$175 (\$175 × 1), 10 lbs.

Snowshoes (TL0): Give -1 to Move over snow (instead of halving or quartering it). For hiking, all snow is considered ankle-deep. No skill required. \$100 (\$100 × 1), 5 lbs.



Ethanol

Vehicles that formerly ran on gasoline or diesel can be converted to run on ethanol instead. Multiply Range by 2/3; this does not affect the cost of the vehicle. To find the approximate tank size (in gallons) for a given vehicle, multiply its Lwt. by 10.

Ethanol must be scavenged or traded for; it isn't *difficult* to make, but doing so economically requires a stationary setup of crops and equipment. Its value ranges from \$15/gallon in communities with a dedicated production still to \$40/gallon where vehicles are rare and alcohol is reserved for medicine and drinking. (If the GM can't decide, roll 1d+2 and multiply by \$5.) Each gallon of ethanol weighs 6.8 lbs.

Ethanol corrodes fuel lines, potentially causing long-term problems. At the end of every month in which an ethanol-powered vehicle is used, someone must spend a day working on it (with mechanic's tools) and roll against Mechanic (vehicle type or Ethanol Engine) skill. Failure or critical failure means the vehicle suffers -1 to HT. Success or critical success means it does not degrade *and* it recovers 1 point of HT lost to this corrosion (in previous months) for every 3 *full* points of success.

New Air Vehicles Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Cost	Locations	Stall
7	Autogyro	25	+1/1	9f	2/40	0.23	0.1	+1	1	2	80	\$72,000	EH3W	10
7	Hang-Glider	17†	+2/2	9c	0/15	0.14	0.1	+1	1	1	–	\$16,000	EWi	5

Biodiesel

While *true* biodiesel fuel reserves spoiled long ago, any diesel vehicle (potentially anything other than jets) can be modified to run on vegetable oil. This adds \$500 to the base cost of the vehicle, before the tech level multiplier. Vehicle statistics are unchanged.

Vegetable oil must be traded for or scavenged, for the same reasons given under *Ethanol* (p. 33). As it's not used recreationally, its value is a steady \$30/gallon – though the GM can treat this as \$(2d+23) for variety. See *Ethanol* to calculate tank size; each gallon of oil weighs 7.5 lbs.

Every 20 gallons of oil *also* require one gallon of ethanol, for a small heater to keep the oil from solidifying. Without this, the operator must roll against Mechanic (vehicle type or Biodiesel Engine) at +4 or IQ-based vehicle operation skill when starting the vehicle. Failure costs (margin of failure) seconds of trying in vain to start the engine, after which he may retry at no additional penalty. Critical failure clogs the lines, requiring 1d×15 minutes of work and a Mechanic roll to fix.

At 40°F or below, the heater becomes *crucial*: For every full 10°F below 50°F, roll at -1 and cumulatively double the wasted time for a normal failure: twice the margin of failure at 40°F, four times at 30°F, eight times at 20°F, and so on.

Gasifiers

Any vehicle that once ran on gasoline or diesel can be adapted to use a *gasifier* – a system that uses chunks of wood or similarly flammable biomass as fuel. Gasifiers are commonly found on all kinds of TL6-8 cars and powered boats. They are never applied to TL9+ vehicles, and rarely to large flying machines, though if the GM wants zeppelins in his game, it's reasonable to assume that hot-air-lift airships have them as well.

The statistics of the vehicle change as follows:

- Reduce HT by 1.
- Multiply Acceleration by 0.5. Round the result *up* to the nearest whole number, unless less than 1.
- Multiply Lwt. by 1.2.
- Divide Range by 4.
- Cost doesn't change, but treat the vehicle as one tech level *lower* when determining its TL-based cost multiplier (p. 29).

Fueling Up

The obvious advantage to gasifiers is that fuel can be gathered almost anywhere, even in the wilderness. However, carrying extra fuel is no longer a matter of throwing a few jerrycans in the back; it requires a bulky load of stuff to burn. To find the weight of a full "refueling" for a vehicle (in tons), divide the vehicle's *new* Lwt. by 50. (Or multiply by 40 to find the weight in pounds.)

There are a few ways to acquire this fuel. In the first three cases, the rate given assumes a successful skill roll with a margin of 0. A better success adds 10% times the margin of success to this rate, while failure reduces the rate by 10% times the margin of failure. If multiple people work together, roll to determine the production rate for each.

Chopping Wood. Requires an axe and access to trees (living or dead), furniture, wood-framed houses, etc. Roll

against ST or DX-based Professional Skill (Forester). One person produces 0.08 tons (160 lbs.) per hour. (This is the time needed to produce wood *chunks*, not logs, which is why it takes so much longer than *High-Tech* implies.) This costs 1 FP per 30 minutes.

Gathering Wood. Requires a living forest or many nearby shrubs. Roll against Per at -5, Naturalist at -3, Professional Skill (Forester), Scrounging at -5, or Survival appropriate to the current area (usually Woodlands). One person produces 0.06 tons (120 lbs.) per hour if he has an axe, 0.04 tons (80 lbs.) per hour otherwise. This costs 1 FP per hour.

Scrounging for Burnable Items. Requires access to the ruins of civilization. This is harder than it sounds – not everything flammable is suitable fuel! Roll against Per at -4, Scrounging, or Urban Survival at -2. There may be a bonus or penalty based on how looted-out the ruins are. One person produces 0.04 tons (80 lbs.) per hour. This costs 1 FP per two hours.

Trading. Precut wood chips are worth \$300 per ton (\$0.15 per lb.), and can be used immediately. Logs of wood are worth approximately \$100 per ton (\$0.05 per lb.), but still have to be turned into wood chips; treat this as chopping wood (above), but taking 2/3 as long because part of the work has already been done.

Nearly all vehicles found are damaged goods.

Operation

From a cold start, a gasifier takes five minutes to warm up – half this time is spent standing outside the vehicle getting the internal fire started, then the remaining half is simply waiting. This does not require a roll. However, a successful roll against appropriate Mechanic or IQ-based vehicle operation skill reduces this by (20 × margin of success) seconds; on a critical success, the vehicle is ready in a flat 30 seconds.

Maintenance

Gasifiers are fickle and prone to blockages from tarry buildup. Every time the vehicle is driven for miles equal to the (now-shortened) Range, someone must make a Mechanic (vehicle type or Gasifier Engine) roll to clean out and adjust the system. This requires basic mechanic's tools, but can be done without them; roll at -2 for using the wrong tools (e.g., a surgeon's kit or multi-tool) or -5 for no tools at all.

The tuning process takes 15 minutes, minus minutes equal to the margin of success; critical success reduces this to 1d/2 minutes. On a failure, 15 minutes are wasted and the vehicle's HT drops by 1; this can be fixed, but it will take *hours* equal to the margin of failure and a successful Mechanic roll to do so. Multiple failures, if untreated, continue to lower HT cumulatively! Keep track of the time needed to repair each one. Critical failure *also* damages the engine badly enough that it will not run until *all* HT lost to poor maintenance has been restored.

ANIMALS

All of the riding and draft animals from pp. B459-460 are available, contingent upon the GM agreeing that they fit the campaign setting; e.g., camels are unlikely to be found in post-apocalyptic Anchorage. Use the prices listed there; animals are not "technology" and thus are not subject to the *Equipment Cost Table* (p. 29).

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*In twenty years the world will belong to man again;
even if it's only to a couple of savages on the tiniest island . . .*

– Dr. Gall, in R.U.R.

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