JEREMIAH
THE ROLEPLAYING GAME

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INTRODUCTION

Welcome to the world of *Jeremiah*, the world as it is after the Big Death wiped out over six billion people in six months. It is a bleak and sombre world where children are forced to survive and mature without the guidance and protection of adults. A world where most technology is non-functional because there is nobody left to repair it. A world where brute force often dictates who leads and who follows. All that, and yet, it is still a world of hope. A world where a few individuals still try to make a difference and rebuild all that was good with the Old World.

In short, it is a world that is in desperate need of heroes. That is where you, the Players, come in. How will you change the future? Will you strive to right wrongs and protect the weak or will you carve out your own destiny with your character seizing power wherever he may find it?

It is all in your hands. Everything you need to roleplay in the ashes of the Old World is here in this book. So stock up on canned goods and get ready for adventure.

New to *Jeremiah*?

Not familiar with the television series *Jeremiah*? No problem. Everything you need to know is contained within these pages. Section 11 – The *Jeremiah* Episode Guide will guide you, episode by episode, through the first two seasons of *Jeremiah*.

The comic *Jeremiah*, launched in 1977, is the creation of award-winning Belgian graphic artist Hermann Huppen. Published annually in large colour albums, *Jeremiah* has sold millions of copies worldwide and been translated into 26 languages. *Jeremiah* was developed for television by Platinum Studios, which brought in acclaimed television and comic book writer J. Michael Straczynski (*Babylon 5, Crusade, Amazing Spider-Man, Rising Stars*) to reinvent the concept for an American audience. The MGM-financed TV series (the first European comic series ever adapted for television in the United States) debuted on Showtime in 2002.

In summary, the series stars Luke Perry and Malcolm-Jamal Warner as Jeremiah and his pal Kurdy. These two live in a world devastated by a great plague. Not too far into our own future, the world is struck by a viral epidemic unlike anything seen before. The virus only affected those above the age of puberty; the children were unaffected. In less than six months, over six billion people were dead and the children were left to bury their parents and survive in a world wracked by riots and chaos. Over the following months and years, food and supplies dwindled. The lights went out all over the world as power plants went offline from lack of care and repair. Fast forward 15 years: most things are now running out. Working cars are rare, as gasoline supplies are now almost non-existent. In short, things are bad. People eke out a living any way they can. Raiders and marauders abound, taking

Dear Dad,
It's been 15 years since the Big Death wiped out
everyone over the age of innocence.
The end of your world... the beginning of mine.

what they need from those weaker than themselves. A few charismatic individuals have established various factions to control the dwindling resources available to them. Most are nothing more than brutal dictators and thugs but there are a few rays of hope left. Luckily, our onscreen heroes, Jeremiah and Kurdy, locate one of these groups, Thunder Mountain. Will your characters strive to spread the hope of a better tomorrow or will they succumb to the evils of the world? It is all in your hands.

Veteran d20 Players

For those familiar with other OGL games, you will notice some changes to these rules. We have made these changes to better reflect some of the aspects of the *New World*. The world through which Jeremiah and Kurdy travel is a dangerous one and changes were made to reflect this.

Characters onscreen frequently get into dangerous firefights and the likely results are either serious injury or death. If characters get into frequent gun battles, they are not likely to live long. As it is in our own world, if someone is standing 10 feet from you, pointing a gun, you are unlikely to do something stupid. If you do, you are going to be shot.

To that end we have altered both the hit point system and armour class systems in this roleplaying game.

Kenneth S. Hood's well-thought-out Revised Grim-n-Gritty Combat System has been modified and adjusted for inclusion in *Jeremiah – The Roleplaying Game*. This system is a much more realistic one than the traditional combat and hit point system found in other d20 and OGL games. For one thing, combat becomes much more lethal as it should be in a world as dangerous as the one through which your characters will be travelling. This new combat and hit point system is fully detailed in the Combat chapter.

While firefights and outright military battles do occur in Jeremiah's world, the real action in the series is the interaction between the characters. The actions of a single individual can change the world and there will be ample opportunity to show your heroism without reaching for a gun at every opportunity.

We have also included new rules for vehicle combat. While vehicles are initially rare in this world, certain factions the players may encounter do have the resources to keep various vehicles operational. These rules are detailed in the Vehicles chapter.

What You Need to Play

To begin playing *Jeremiah – The Roleplaying Game*, all you need is the following:

1. One or more friends to begin playing with and exploring Jeremiah's world.
2. A character sheet photocopied from this book or downloaded from our website.
3. A pencil, eraser and notepaper.
4. A full set of polyhedral dice. This includes a four-sided die, a six-sided die, an eight-sided die, a 10-sided die, a 12-sided die and a 20-sided die.

Dice Notation

These rules use the following die notations:

- d4 = four-sided die
- d6 = six-sided die
- d8 = eight-sided die
- d10 = ten-sided die
- d12 = twelve-sided die
- d20 = twenty-sided die

d% = percentile dice. Rolling two different 10-sided dice generates a number between 1 and 100. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.

Die rolls are expressed in the format:

[#] die type [+/– modifiers]

Example: 3d6+2 means: 'Roll three six-sided dice. Add the result of the three dice together. Add 2.'

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is ½ or larger.
Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

Multiplying

Sometimes a special rule makes you multiply a number or a die roll. As long as you are applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3).

Basic Task Resolution

These rules assume a standardised system for determining the success or failure of any given task. That system is:
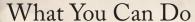
D20 + modifiers vs. Difficulty Class

The type of task determines the modifiers and Difficulty Class.

If the result of the d20 roll + the modifiers equals or exceeds the Difficulty Class, the test is successful. Any other result is a failure.

A 'natural 20' on the die roll is an automatic success. A 'natural 1' on the die roll is an automatic failure, unless the rules state otherwise.

What You Can Do

In *Jeremiah – The Roleplaying Game*, players assume the roles of characters within the post Big Death world of *Jeremiah*. They are the heroes and main characters in the story. They are free to play as charismatic leaders, brilliant 'Brain Boys' or vicious Thugs. Through their actions, the characters are free to rise to greatness or fall into ruin; it is all up to them.

The Role of the Games Master

The Games Master is the narrator, the scriptwriter and the director of the production. They portray the world in which the players adventure. The Games Master rules on the actions of the characters, presenting the players with obstacles and challenges.

Ability Scores

Every character has six basic Ability Scores:

Strength (STR)
Dexterity (DEX)
Constitution (CON)
Intelligence (INT)
Wisdom (WIS)
Charisma (CHA)

The Score of these Abilities ranges from 0 to infinity. Normal human range is 3 to 18. It is possible for a creature to have a score of 'none'. A score of 'none' is not the same as a score of '0'. A score of 'none' means that the creature does not possess the ability at all. The modifier for a score of 'none' is +0.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move. Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below 0.

On September 3rd, 2006, five people died of unknown causes in New Delhi, India.

By September 14th, ten thousand more had died.

By September 23rd, the Big Death had claimed over a million victims throughout India, Europe, Asia and the United States.

The Big Death took the lives of everyone over the age of puberty.

By the end of the year, six billion people were dead.

Only the children remained.

Ability Modifiers

Each ability will have a modifier. The modifier can be calculated using this formula:

(ability/2) – 5 (round result down)

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus and a negative modifier is called a penalty.

Ability Modifiers

Score	Modifier
1	–5
2-3	–4
4-5	–3
6-7	–2
8-9	–1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7

Use of Ability Scores

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. Strength measures a character's physical power. As such, it limits the amount of equipment a character can carry. The Strength modifier is used in melee attack roles and damage roles for both melee and thrown-weapon attacks. Skills such as Climb, Jump and Swim also use the Strength modifier in determining success.

Dexterity

Any creature that can move has at least 1 point of Dexterity. Dexterity measures things such as agility, reflexes, hand-eye co-ordination and balance. A creature with no Dexterity score cannot move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks. The Dexterity modifier is used primarily in ranged attack rolls including firearms, bows and shoulder-fired missiles. Perhaps most importantly, the Dexterity modifier is used in calculating the character's Defence Value (see the Combat chapter for more details). It is also used in Reflex saving throws and many skills such as Balance, Hide, Move Silently and Tumble.

Constitution

Constitution represents your character's overall health and stamina. The Constitution ability directly affects a character's hit points and is therefore important to all character classes. If a character's Constitution changes enough to alter his Constitution modifier, his hit points also increase or decrease accordingly at the same time. Any living creature has at least 1 point of Constitution. The Constitution modifier also affects skills such as Concentration and Fortitude saving throws.

Intelligence

A character's intelligence represents how well he learns and reasons. Any creature that can think, learn or remember has at least 1 point of Intelligence. The Intelligence modifier affects the number of languages the character knows as well as the number of skill points gained at each level. The Intelligence modifier also affects skills such as Appraise, Disable Device and Knowledge.

Wisdom

Wisdom describes a character's willpower, intuition and common sense. As such, the Wisdom modifier is added to Will saving throws as well as affecting such skills as Heal, Listen, Sense Motive and Survival. Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Charisma

Charisma is a measure of a character's force of personality and magnetism. Charisma is important in interaction with other individuals and groups. It directly affects such skills as Bluff, Diplomacy, Intimidate and Perform. Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Changing Ability Scores

Ability scores can increase to a maximum of 25; creatures other than human beings may have Ability Scores over 25 however, poisons, diseases and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability. When an ability score changes, the modifier associated with that score also changes.

Characters in the World of Jeremiah

Character Creation Summary

1. Develop a character concept. This should be done in co-operation with the Games Master.
2. Roll ability scores.
3. Choose a background and class for your character.
4. Assign and adjust ability scores.
5. Determine class and background features.
6. Select skills and record them, including benefits from class, background and ability scores.
7. Select your character's starting feats.
8. Round out your character with demographic information and a background story.

Character Backgrounds

Unlike other fantasy and science fiction roleplaying games, all characters in Jeremiah – The Roleplaying Game are human. There are no dwarves, elves or aliens running around this setting.

One thing that differentiates characters in this game is their background; the way they were raised, their childhood and the ways the Big Death has affected them all help shape the character you play.

This section helps flesh out your character by determining things that have helped shape their personalities and psyches. Was the character a martial arts student as a child? Did he excel in school? Was he a gang-banger in an inner city somewhere? How did he survive the riots and disease that followed the Big Death? How did he handle the sudden loss of his parents?

These things will all affect the adult he becomes. In game terms, these events and background will provide bonuses or penalties for the character. Some will grant free levels in certain skills while others will negatively change ability scores.

There are two ways to determine your character's background. The first way is to simply roll randomly on the tables below. This will sometimes give some interesting results, while other times it may create a character that may prove difficult to play.

Alternatively, the player may select, from among the tables, the background traits that he wants. This should be done with the Games Master's approval and the player should take a least one penalty for every two bonuses he selects for game balance.

Geography

The following table will allow you to determine what area of the country your character is originally from. Roll 1d10 and consult the table below. All characters begin the game with 1 rank in the Speak Language (English) skill and 1 rank in Read/Write (English) skill.

Additionally, depending on what area of the country they hail from, they may receive a chance to speak a second language. Players should roll 1d100 to determine if they are bilingual (or possibly, trilingual). If a player successfully rolls for a second or third language, they receive 1 rank in those languages. For European languages, players should select a language such as Italian, French, German, Russian or Arabic. For Asian languages, players may select a language such as Chinese, Japanese, Vietnamese, Farsi and so on. This table assumes campaigns are based in North America. For campaigns in other areas of the world Games Masters, of course, are free to design their own language tables. It should also be noted that other geographic areas of the post Big Death world will be covered in future game supplements.

d10	Region	Knowledge	Language
1	Northeast	Region 1	20% European
2	Mid-Atlantic	Region 2	20% European 10% Asian
3	South	Region 3	10% European 20% Spanish
4	Great Lakes	Region 4	10% European
6	Great Plains	Region 5	10% European 10% Asian
7	Rocky Mountains	Region 6	10% European
8	Pacific Northwest	Region 7	20% Asian
9	California and Nevada	Region 8	35% Spanish 20% Asian
10	Southwest	Region 9	50% Spanish

Players should note, the above does not denote which ethnic group the character is a member of. Players are free to choose whether they wish their characters to be Caucasian, African American, Asian American, Hispanic, Jewish, Native American or anything else. In most areas, race and ethnicity are irrelevant. Most people simply overlook colour and ethnicity in the face of the overwhelming terror of the Big Death.

That is not the universal sentiment however. In the *Jeremiah* television show, there are some areas of the country where a person's race or ethnic group is very important. Players should note; groups espousing racial superiority of one type or another do, unfortunately, dominate some areas. See From the Ashes of the Old World (page 156) for more information.

Upbringing
All players should select one of the following three packages. These packages roughly approximate the socio-economic group your character was raised in.

Players should choose or roll on 1d6 to determine if they are from the Inner City, Suburban or Upscale backgrounds. They may then select one bonus feat from the list, as well as selecting one of the skills listed as a bonus class skill. The character does not gain any ranks in the skill selected but it automatically becomes a class skill regardless of the character class later selected.

Finally, the player should record the ability score bonus and penalty and record this on their character sheet.

1-2 – Inner City
Feats: Brawl, Deceptive, Nimble, Run and Self-Sufficient.
Skills: Bluff, Intimidate and Disable Device.
Ability Modifier: +1 Str/–1 Cha.

3-4 – Suburban
Feats: Athletic, Creative, Educated, Run and Studious.
Skills: Computer Use, Perform and Swim.
Ability Modifier: +1 Wis/–1 Str.

5-6 – Upscale
Feats: Cautious, Creative, Diligent, Educated and Studious.
Skills: Computer Use, Perform and Read/Write.
Ability Modifier: +1Int/–1 Con.

Childhood Pastimes
The following table attempts to determine what types of activity your character enjoyed as a child.

d10	Pastime	Bonus / Penalty
1	Music	Perform +3 ranks
2	Reading	Read/Write +3 ranks
3	Sports	Swim +3 ranks
4	Sports	Jump +3 ranks
5	Sports	Tumble +3 ranks
6	Video Games	Computer Use +3 ranks
7	Theatre / Acting	Perform +3 ranks
8	Hunting /Fishing	Survival +3 ranks
9	Equestrian or Farm	Ride +3 ranks
10	Martial Arts	Defensive Martial Arts feat

The Big Death Survival

The final step in rounding out your character's background is determining how the Big Death impacted on them and how they managed to survive the chaos that followed. There are as many survival stories as there are survivors so players should simply role three times on the following table to determine any bonuses or penalties.

The results should now be recorded on your character sheet.

Character Classes

The post Big Death world is a place of conflict, danger and hardship. It is also one full of adventure and a hope for a better tomorrow. Each individual is free to choose how they will live their life and what kind of a tomorrow they wish for themselves and society in general.

Your character class is a reflection of how your character lives his life and deals with the struggle to survive in a chaotic and harsh world.

Along with your background, it determines, in game terms, who you are and what skills and abilities you possess.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st level character starts with four times the number of skill points he receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3.

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

Starting Feats

The feats gained at 1st level in the class.

Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information:

D20	Bonus or Penalty	Notes
1	–1 Charisma	Witnessing the gruesome death of your parents firsthand, you retreated inward.
2	–1 Charisma	One of your younger siblings or a close friend dies while in your care.
3	+1 Treat Injury skill rank	It is a rough world but you have tried to help those you could.
4	–1 Intelligence	You suffered a severe blow to the head in a fight with bullies.
5	+1 Survival skill rank	You have been in a lot of tough situations and have learned to overcome nearly anything.
6	+1 Strength	You have spent some time in a forced labour camp.
7	+1 Intimidate skill rank	You loved Dirty Harry films as a child.
8	+1 Bluff skill rank	Sometimes, the truth just gets in the way.
9	–1 Constitution	You were struck with cholera in the aftermath of the Big Death.
10	–1 Wisdom	Nobody ever really taught you right from wrong.
11	+1 Sleight of Hand skill rank	Sometimes things just disappear when you are around.
12	+1 Constitution	When the going gets tough, you get going.
13	+1 Hide skill rank	Your old neighbourhood was rough and you were not a big child.
14	+1 Animal Affinity skill rank	You grew up on a farm or had a lot of pets as a child.
15	–1 Intimidate skill rank	You suffered a severe beating as a child and are now timid when confronted.
16	+1 Wisdom	Your parents taught you to think things through and make good decisions.
17	–1 Dexterity	Your arm or leg was badly broken during the Big Death riots and never set properly.
18	+1 Intelligence	You played a lot of roleplaying games as a child and developed your imagination.
19	+1 Hide skill rank	They cannot hit what they cannot see, and they rarely see you.
20	+1 Charisma	You have a natural sense of charm and are liked by those you meet.

Class & Level Bonuses

An attack or saving throw roll is a combination of three numbers, each representing a different factor: a random element (d20 roll), the character's innate abilities (ability modifier) and a bonus representing the character's experience. This third number depends on the character's class and level. Each class table summarises these three numbers.

Base Attack Bonus

Players should check the character class table to determine their base attack bonus.

On an attack roll, apply the number from the base attack bonus column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after the slash indicate additional attacks at reduced bonuses. For example, +6/+1 means that the character of this level makes two attacks per round, the first attack receives a +6 base attack bonus while the second attack receives a +1 base attack bonus. Ability modifiers apply to all attacks.

When a character's base attack bonus reaches +6, he is entitled to make an extra attack at a base attack bonus of +1. However, if the character's attack bonus reaches +6 or higher because of modifiers, the character does not get an extra attack. For example, if a character has a base attack bonus of +3 and receives a +4 ability score modifier for the attack his total is now +7, which is more than +6. In this instance he is not entitled to a second attack as his base attack bonus without modifiers is still below the +6 threshold.

If a character has attained levels in more than one character class, the base attack bonuses from each class should be added together to determine the characters base attack bonus. For more information on this, see the section on multiclassing in the Character Development chapter.

Base Save Bonuses

Check your character's class table for bonuses to saving throws. Players should use the bonuses for the three types of save: Fortitude, Reflex and Will.

If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses.

- **Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

- **Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

- **Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Class Features

This entry details special characteristics of the class, including bonus feats and unique talents that are gained as a character attains higher levels in the class.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining certain levels in a class. Some feats have prerequisites that must be met before a character can select them.

Basic Character Class Descriptions

Brain Boy

In the aftermath of the Big Death, how smart you were was often not as important as how strong you were. The strong took what they needed from the weak and there was little anyone could do about it.

Most Brain Boys (or Brain Girls) survived by finding someone bigger and stronger to watch over them. In return, the Brain Boys made sure their protectors had intelligence to back up their brawn.

Brain Boys are the geeks and nerds of the Old World. The kids more interested in computers, chemistry or literature than sports, pop culture and members of the opposite sex. While many did not survive the riots and chaos that followed the Big Death, those that did, provide a vital service in the New World. Without the Brain Boys and Girls, most, if not all of the knowledge of the Old World would be lost.

Ability: Intelligence is the most important ability to a Brain Boy. Charisma and Wisdom are also important abilities for them.

Class Skills

The Brain Boy's class skills are as follows:
Appraise (Int), Computer Use (Int), Concentration (Con), Craft (any) (Int), Cryptography (Int), Demolitions (Dex), Disable Device (Int), Engineering (any) (Int), Knowledge (agriculture) (Int), Knowledge (culture) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (pop culture) (Int), Knowledge (social sciences) (Int), Knowledge (technology) (Int), Listen (Wis), Navigate (Int), Read/Write (Int), Repair (Int),

Write skill. Additionally, at 1st level the Brain Boy must use a minimum of 10 of his skill ranks on Engineering (any) and/or Knowledge (any) and/or Science (any).

Starting Feats: Educated OR Gearhead OR Studious.

Bonus Feats
At 2nd, 8th, 10th, 15th, 17th and 19th level, the Brain Boy gains a bonus feat. These feats must be chosen from the following list:
Aircraft Operation, Alertness, Attentive, Builder, Creative, Deceptive, Deft Hands, Diligent, Dodge, Gearhead, Haggle, Improved Initiative, Investigator, Medical Expert, Meticulous, Simple Firearms Proficiency, Run, Skill Focus (Computer Use), Skill Focus (Knowledge), Studious, Surface Vehicle Operation, Vehicle Expert, Windfall.

Research (Int), Science (any) (Int), Speak Language (Int).

Skill Points at Each Level: 6 + Intelligence modifier. The Brain Boy receives 4 additional ranks in the Read/

Brain Boy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Superior Knowledge
2nd	+1	+0	+0	+2	Bonus Feat
3rd	+1	+1	+1	+2	Back Pedal; Superior Knowledge
4th	+2	+1	+1	+2	Shrewd
5th	+2	+1	+1	+3	Superior Knowledge
6th	+3	+2	+2	+3	Eye for Detail
7th	+3	+2	+2	+4	Superior Knowledge
8th	+4	+2	+2	+4	Bonus Feat
9th	+4	+3	+3	+4	Give it a Good Whack (1/day)
10th	+5	+3	+3	+5	Bonus Feat
11th	+5	+3	+3	+5	
12th	+5	+4	+3	+5	Superior Knowledge, Give it a Good Whack (2/day)
13th	+6	+4	+4	+6	
14th	+6	+4	+4	+6	
15th	+6	+5	+4	+7	Bonus Feat
16th	+7	+5	+5	+7	
17th	+7	+5	+5	+8	Bonus Feat, Give it a Good Whack (3/day)
18th	+7/+1	+6	+5	+8	
19th	+7/+1	+6	+6	+9	Bonus Feat
20th	+8/+2	+7	+7	+9	

Class Features
At 1st, 3rd, 4th, 6th and 9th levels, the Brain Boy gains a special class feature. These are described below.

Superior Knowledge
Not only do Brain Boys have an in-depth knowledge of a few select areas but they have also gained a general understanding of a wide range of topics. At 1st, 3rd, 5th, 7th and 12th levels, the Brain Boy may choose two particular skills (these may be cross-class skills) that he does not yet have skill ranks in. He may now use those skills as if he were trained in them, even though he does not have ranks in the skills. He gains his Intelligence modifier to those checks. If the Brain Boy later spends skill points to buy ranks in his chosen skills, he gains 2 free ranks in the skill in addition to the skill points spent on it.

Back Pedal
Brain Boys must be adept at avoiding physical confrontation or they would not have survived this long. Beginning at 3rd level, if an attacker's action would normally provide the Brain Boy with an attack of opportunity, he may instead make a free 10-foot move to avoid the attack. He may not attempt this if his movement would place him in an area already threatened by another opponent. The Brain Boy may only use the Back Pedal ability once per round regardless of how many attacks of opportunity he may be entitled to.

Shrewd
By 4th level, the Brain Boy has refined his sense of logic and reasoning to a high degree. He receives a +2 competence bonus to all Intelligence-based skill checks.

Eye for Detail
At 6th level, the Brain Boy has become adept at noticing an opponent's weak spots. With a successful Spot check (DC 10), the Brain Boy can determine his opponent's flaws and receives a +4 bonus to all aid another attempts in combat.

Give it a Good Whack
The Brain Boy has a natural knack for tinkering with things. Starting at 9th level, once per day, the Brain Boy may turn a failed repair or Craft skill check into an automatic success. This class feature may be used twice daily at 12th level, and three times daily at 17th level.

Guardian
The Big Death left an entire generation without parents to care and watch over them. Some of the older children who lived through the Big Death found themselves caring for others younger than themselves. They could have simply walked away, but luckily for those in their care, these Guardians had a well-developed sense of right and wrong.

Few Guardians seek power for its own sake; they simply try to defend those who cannot defend themselves. This inborn sense of justice and caring naturally attracts others seeking protection, and many Guardians find themselves thrust into the role of protector and leader of communities or groups. Any group of individuals going through life in the New World can benefit from having a Guardian amongst them. It is a very rough time to be journeying through many parts of the world and there is no better person to have at your back when things get ugly.

Ability: Being physically oriented, the Guardian's most important abilities are Strength, Dexterity and Constitution.

Class Skills
The Guardian's class skills are as follows:
Balance (Dex), Climb (Str), Diplomacy (Cha), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str),

Knowledge (local) (Int), Listen (Wis), Read/Write (Int), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 4 + Intelligence modifier.

Starting Feats: Simple Weapons Proficiency.

Bonus Feats
At 2nd, 4th, 8th, 11th, 13th, 16th and 20th level, the Guardian gains a bonus feat. These feats must be chosen from the following list:
Advanced Firearms Proficiency, Alertness, Animal Affinity, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Armed to the Teeth, Athletic, Attentive, Cautious, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Dead Aim, Defensive Martial Arts, Diehard, Dodge, Double Tap, Endurance, Elusive Target, Haggle Heroic Surge, Improved Brawl, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Iron Will, Knockout Punch, Mobility, Negotiator, Simple Firearms Proficiency, Point Blank Shot, Power Attack, Quick Draw, Renown, Run, Shot on the Run, Streetfighting, Toughness, Trustworthy, Two-Weapon Fighting, Unbalance Opponent, Weapon Finesse.

Class Features
At 1st, 3rd, 5th, 8th and 12th level, the Guardian gains a special class feature. These are described below.

Hyper Aware
Adept at defending himself against the frequent attacks of raiders and marauders, the Guardian has learned to fight several opponents at once. Beginning at 1st level, when attacked by unarmed attackers, a Guardian cannot be flanked and the opponent gains no bonus for attempting to do so. Similarly, the character may negate one die of Blindside damage for every three Guardian class levels after 1st.

Controlled Charge
Often forced to fight alone, with nobody to guard his back, the Guardian has learned to control wild swings that can easily leave him open to attack. At 3rd level, he may make a charge action as normal but no longer suffers the –2 penalty to DV.

Focused Attack
Guardians know that a single, well-timed blow is deadlier than a hundred poorly planned ones. Starting at 5th level, the Guardian character may spend a full round observing the movements of his opponent. On the round immediately after using this ability, the Guardian gains a +4 circumstance bonus to all of his attacks against the opponent observed.

Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Hyper Aware
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	Controlled Charge
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Focused Attack
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Countercharge
8th	+8/+3	+6	+2	+2	Bonus Feat
9th	+9/+4	+6	+3	+3	Up Close and Personal
10th	+10/+5	+7	+3	+3	
11th	+11/+6/+1	+7	+3	+3	Bonus Feat
12th	+12/+7/+2	+8	+4	+4	Nerves of Steel
13th	+13/+8/+3	+8	+4	+4	Bonus Feat
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	Inner Strength, Nerves of Steel
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Relentless Attack
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

Countercharge

Beginning at 7th level and so long as the Guardian is not caught flat-footed, he may launch a countercharge against any attacker who charges him. Both the Guardian and his opponent will count as charging for the first round of combat. The Guardian may combine countercharge with the controlled charge class feature.

Up Close and Personal

At 9th level the Guardian is so skilled at fighting in close quarters, when fighting with two Small melee weapons, the penalty for fighting with two weapons is reduced by 2. This ability stacks with the Two-Weapon Fighting Feat.

Nerves of Steel

By 12th level, the gradual loss of self-preservation instincts bestows a +4 competence bonus to all saving throws vs. the effects of fear. At 15th level, the Guardian is immune to all fear effects.

Inner Strength

By drawing on their own inner strength, Guardians may increase any one ability score by 3 once per day for up to 15 minutes. This class feature is gained at 15th level.

Relentless Attack

By 18th level, the Guardian has become so focused on the task at hand that not even death can slow them down. When reduced to 0 hit points, a Guardian may make a Fortitude save with DC 25 each round. If successful, he may continue fighting as normal. For each round of combat, the DC goes up by 2. Once a Fortitude save is failed or the Guardian spends a round not attacking, he collapses as per the rules on characters with less than 0 hit points.

Jock

Jocks can be found in every area of the New World. Relying on their brawn to survive, Jocks are the ultimate pragmatists. They go where they please, when they please and take what they need from whoever might currently have it.
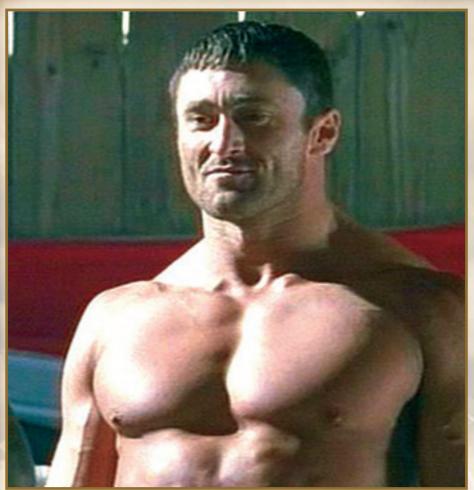
Many Jocks are not inherently evil or amoral but they come close to the line. Many have taken up residence in one town or another and often rally to the leadership of a particularly strong individual.

Ability: Strength is the obvious ability needed by Jocks. High Constitution and Dexterity scores also help a Jock survive the inevitable fights he must face.

Class Skills: The Jock's class skills are as follows: Balance (Dex), Climb (Str), Demolitions (Int), Gamble

Jock

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improvised Weapons
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	Imposing Presence
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Improved Brawling
6th	+6/+1	+5	+2	+2	Bonus Feat
7th	+7/+2	+5	+2	+2	Damage Reduction –1
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	Improvised Weapon Damage
10th	+10/+5	+7	+3	+3	Damage Reduction –2
11th	+11/+6/+1	+7	+3	+3	Weapon Specialisation
12th	+12/+7/+2	+8	+4	+4	Bonus Feat
13th	+13/+8/+3	+8	+4	+4	Killer Blow
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	Unleash Rage
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	Critical Strike
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Damage Reduction –3

Class Features
At 1st, 3rd, 5th, 7th, 9th, 11th, 16th and 18th levels, the Jock gains a special class feature. These are described below.

Improvised Weapons
At 1st level, the Jock becomes an expert at using improvised weapons. The Jock does not take a –4 penalty on attack rolls when wielding an improvised weapon.

Imposing Presence
Just the sight of a Jock is usually enough to subdue those weaker than he. At 3rd level, the Jock gains the ability to use his Str bonus in place of Cha (or whichever ability is highest) on all Intimidate and Gather Information checks.

Improved Brawling
At 5th level, when a Jock makes an unarmed attack he receives a +2 competence bonus on his attack roll and deals nonlethal damage equal to 1d8 + his Strength modifier.

Damage Reduction
At 7th level, the constant beating his body sustains has toughened a Jock to the point where he can shrug off damage. This ability absorbs 1 point of damage. This amount increases to 2 points of damage at 10th level and 3 damage at 20th level.

Improvised Weapon Damage
At 9th level, the Jock's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Weapon Specialisation
At 11th level, the Jock gains weapon specialisation with a specific melee weapon (including unarmed strike). The weapon must be one in which the Jock has a Weapon Focus feat. He receives a +2 bonus on all damage rolls with the chosen weapon. Should the Jock not have a Weapon Focus, he does not receive this ability until such a time that he gains Weapon Focus.

Killer Blow
At 13th level, a Jock, attacking unarmed, adds 1 to his critical threat range.

(Wis), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: Simple Weapons Proficiency.

Bonus Feats
At 2nd, 6th, 11th, 14th, 16th, 18th and 19th levels, the Jock gets a bonus feat. The bonus feat must be selected from the following list, and the Jock must meet all of the prerequisites for the feat to select it.
Advanced Firearms Proficiency, Armed to the Teeth, Athletic, Blindside, Brawl, Cleave, Combat Reflexes, Confident, Diehard, Dodge, Drive-By Attack, Elusive Target, Endurance, Frightful Presence, Great Cleave, Improved Brawl, Improved Bull Rush, Improved Damage Threshold, Improved Feint, Improved Knockout Punch, Knockout Punch, Simple Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Strafe, Streetfighting, Sunder, Toughness, Two-Weapon Fighting, Unbalance Opponent, Weapon Focus, Whirlwind Attack.

Unleash Rage

At 15th level, a Jock gains the ability to fly into a complete frenzy in combat. This act provides a temporary +4 bonus to Strength, +4 bonus to Constitution and +2 morale bonus to Will saves. Because of the rage being unleashed, the Jock suffers a –2 penalty to his DV due to his recklessness. During this rage, the Jock may not use any skills that use Wis, Int or Cha modifiers. The unleash rage class feature lasts for 3 + the Jock's Constitution modifier rounds.

Critical Strike

At 17th level, a Jock gains the ability to automatically confirm a threat as a critical hit when attacking with a weapon he has applied weapon specialisation to, eliminating the need to make a roll to confirm the critical hit.

Mystic

Mind, body and soul; the things that make up humanity. In the years since the Big Death many new religions and philosophies have developed to cater to the spiritual needs of the survivors. Some are versions of, or based on, the religions of the Old World. Others are wholly new, and not all espouse a philosophy of love and peace.

In the absence of the fast-paced life of their parents, many have begun again to experience miracles and signs of the divine. Some of these have made it their life's purpose to spread their new faith or to explore it wherever it may take them. With the world in such a state, it is not surprising that others choose to follow these new prophets.

Ability: Charisma and Intelligence are the Mystic's most important ability scores. A high Wisdom score is beneficial as well.

Class Skills

The Mystic's class skills are as follows:
Bluff (Cha), Concentration (Con), Craft (visual arts) (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (theology/philosophy) (Int), Perform (Cha), Read/Write (Int), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Intelligence modifier.

Starting Feats: Confident OR Persuasive.

Bonus Feats

At 3rd, 6th, 11th and 17th level, the Mystic gains a bonus feat. These feats must be chosen from the following list

Mystic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Aura of Mystery +1
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+1	+1	+1	+3	Prophecy
4th	+2	+1	+1	+4	Aura of Mystery +2
5th	+2	+1	+1	+4	We Shall Overcome
6th	+3	+2	+2	+5	Bonus Feat
7th	+3	+2	+2	+5	Aura of Mystery +3
8th	+4	+2	+2	+6	Divine Favour (once/day)
9th	+4	+3	+3	+6	Prophecy +2
10th	+5	+3	+3	+7	Aura of Mystery +4
11th	+5	+3	+3	+7	Bonus Feat
12th	+6	+4	+4	+8	Medical Miracle
13th	+6/+1	+4	+4	+8	Aura of Mystery +5
14th	+7/+2	+4	+4	+9	Divine Favour (twice/day)
15th	+7/+2	+5	+5	+9	Prophecy +3
16th	+8/+3	+5	+5	+10	Aura of Mystery +6
17th	+8/+3	+5	+5	+10	Bonus Feat
18th	+9/+4	+6	+6	+11	Divine Favour (3 times/day)
19th	+9/+4	+6	+6	+11	Prophecy +4
20th	+10/+5	+7	+7	+12	Aura of Mystery +7

and the Mystic must meet all of the prerequisites for the feat to select it:

Alertness, Animal Affinity, Attentive, Builder, Cautious, Creative, Deceptive, Defensive Martial Arts, Diehard, Dodge, Educated, Elusive Target, Endurance, Frightful Presence, Haggle, Heroic Surge, Improved Initiative, Iron Will, Low Profile, Medical Expert, Mobility, Negotiator, Renown, Run, Simple Weapon Proficiency, Studious, Surgery, Toughness, Trustworthy, Unbalance Opponent.

Class Features

At 1st, 3rd, 5th, 8th and 12th level, the Mystic gains a special class feature. These are described below.

Aura of Mystery

At 1st level the Mystic radiates an aura of mystery. This grants the Mystic certain privileges that can help to preserve his life in dangerous situations. Most people are at least a little superstitious and this class feature plays on the ability of the Mystic to make them believe he has powers they do not understand. He receives a +1 bonus at 1st level and every three levels after 1st level to any Charisma-based skills that involve interacting with other people. For example, a 5th level Mystic seeking information may employ Gather Information, a Cha-based skill with a +2 special bonus to this roll.

Prophecy

Part of what sets a Mystic apart from the rest of the world is his uncanny talent of predicting the future. It is a skill that is not always accurate but can sometimes be eerily close to the mark.

Starting at 3rd level, the Mystic may attempt to foretell the future. He must make a check against the following table using his Wisdom modifier if any.

d6	Type of Prophecy Sought	DC
1	Vague idea of near future or past	15
2	Precise idea of near future or past	25
3	Vague idea of near future or past of individual	20
4	Precise idea of near future or past of individual	25
5	Vague idea of distant future or past	25
6	Precise idea of distant future or past	25

The Mystic gains bonuses to prophecy checks as he gains levels. At 9th level he receives a +2 bonus, at 15th level this increases to +3 and then +4 at 19th level.

The Games Master should feel free to make the information he provides the Mystic from a successful prophecy check enigmatic. Mystics receive visions, understanding their meaning is another matter.

This class feature is usable once per day. A Mystic may spend one Grace point (see page 28) to guarantee an automatic success on his Prophecy check.

We Shall Overcome

The Mystic can sometimes lead a tortured life. At 5th level, he gains the ability to turn his own personal pain against his foes. Whenever he suffers damage, he gains a +2 circumstance bonus to his Strength ability score for 15 minutes for every two levels he has attained in the Mystic class. This class feature may be used once per day.

Divine Favour

Uncanny as it may seem, the Mystic sometimes appears blessed by some divine force. Beginning at 8th level he may ignore any one die roll (whether rolled by themselves or an opponent) and simply choose the result once per day. This frequency goes up to twice per day at 14th level, and three times per day at 18th level. This class feature may not be used if the original die roll was a 1, which is always considered an automatic failure.

Medical Miracle
By 12th level, the Mystic has so attuned his spirituality that he may actually bring a character back from the brink of death or perhaps even from beyond it. Once per day, the Mystic may automatically stabilise a dying character without a DC check. Alternatively, the Mystic may return someone to life even after they have run out of pips in the dying section of their life bar. With this class feature, the Mystic may return a character back to a single pip in the disabled section of the life bar, as long as they have been dead for no more than one hour.

Scavenger
Some people just know how to find things. In a world where everything is running out, this can be a very sought-after trait.

Scavengers make use of their skills in the burned-out and abandoned places of the world where nobody else goes. They know the old cities that have long been forsaken and they know the riches that lie within.

Ability: No Scavenger would last very long without a high Dexterity score. A high Wisdom score helps them stay out of trouble while a high Intelligence is important for many of the technical skills they are likely to pick up.

Class Skills: The Scavenger's class skills are: Balance (Dex), Barter (Cha), Bluff (Cha), Climb (Str), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Int), Spot (Wis).

The Scavenger may also select two of the following skills as class skills: Craft (mechanical) (Int), Craft (electronic) (Int), Cryptography (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Read/Write (Int), Ride (Dex), Speak Language (Int), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: Alertness OR Gearhead.

Bonus Feats
At 2nd, 4th, 6th, 10th, 14th, 16th and 20th levels, the Scavenger gains a bonus feat. Because of their versatility, Scavengers are free to select any feat, trained or untrained as a bonus feat. They must still meet all prerequisites for the feat chosen.
Acrobatic, Agile Riposte, Alertness, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Attentive, Blindside, Brawl, Builder, Cautious, Deceptive, Deft Hands, Diligent, Dodge, Endurance, Gearhead, Haggle, Iron Will, Lightning Reflexes, Low

Scavenger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+2	+0	+1	Another Man's Junk
2nd	+1	+3	+0	+1	Bonus Feat
3rd	+2	+3	+1	+2	Tunnel Rat
4th	+3	+4	+1	+2	Find The Way (once/day)
5th	+4	+4	+2	+2	Jack-of-All-Trades
6th	+5	+5	+2	+3	Bonus Feat
7th	+5	+5	+2	+3	Jury Rig +2
8th	+6/+1	+6	+3	+4	Find the Way (twice/day)
9th	+6/+1	+6	+3	+4	Acquisition
10th	+7/+2	+7	+3	+4	Bonus Feat
11th	+7/+2	+7	+4	+4	Jury Rig +4
12th	+7/+2	+8	+4	+5	Find the Way (three/day)
13th	+8/+3	+8	+4	+5	
14th	+8/+3	+8	+5	+5	Bonus Feat
15th	+9/+4	+9	+5	+6	Jury Rig +6
16th	+9/+4	+9	+5	+6	Bonus Feat
17th	+10/+5	+9	+6	+7	
18th	+10/+5	+10	+6	+7	
19th	+11/+6	+10	+6	+7	Jury Rig +8
20th	+11/+6	+11	+7	+8	Bonus Feat

Profile, Mobility, Nimble, Pack Rat, Simple Firearms Proficiency, Point Blank Shot, Quick Draw, Run, Self-Sufficient, Simple Weapon Proficiency, Stealthy, Streetfighting, Weapon Finesse, Windfall.

Class Features
At 1st, 3rd, 4th, 5th, 7th, 8th and 11th, levels, the Scavenger gains a special class feature. These are described below.

Another Man's Junk: Scavengers are the experts at finding things. Because of their familiarity with the cities of the Old World, Scavengers intuitively know where to look for needed parts and supplies. At 1st level, a Scavenger receives a +3 circumstance bonus to Search checks while in an urban or urban-like environment. This includes small-to-large cities as well as remote installations like military bases, major power plants, and so on.

Tunnel Rat
Digging around in cities without electric lights have trained the Scavenger's eyes. Starting at 3rd level, the Scavenger benefits from low-light vision. In circumstances where there is at least the equivalent to moonlight, the Scavenger can see as well as others do in broad daylight. This class feature also gives the Scavenger the Blind-Fight bonus feat for free.

Find the Way
Cities and towns change over time and the Scavenger knows this. Remembering which subway tunnel is blocked or where the entrance to the old underground shopping mall is located is what Scavengers do. Beginning at 4th level, once per day, the character may make a Knowledge (local) check at DC 20 to find a tunnel, door or any kind of passage within 100 feet, adding his Scavenger level to his skill modifier. As the Scavenger gains levels, he may use this skill more frequently as per the class table.

Jack-of-All-Trades
At 5th level, the Scavenger may select any five cross class skills. He may now treat these as class skills and gain 1 rank in each unless they cannot be acquired untrained. For skills that require training, he may now use these skills untrained but does not gain any ranks in them. Should the Scavenger later expend skill points to obtain ranks in any of these trained skills, he receives a bonus rank plus the skill points spent.

Jury Rig
Because of his familiarity with technology and access to all types of parts, the Scavenger has become an expert at using whatever is at hand to repair things. Starting at 7th level, the Scavenger receives a +2 competence bonus to all Repair, Craft (mechanical) and Craft (electrical) skill checks. This bonus goes up to +2 every four levels.

Acquisition
The Scavenger character can obtain things easily. Once per game week, a Scavenger can request one item from the Games Master not normally available but easily usable by the Scavenger. For example, the Scavenger could not use this ability to acquire an M1 Abrams tank but could obtain 50 rounds of 9mm ammunition or enough gas to fill the tank of the party's car or an AK-47 assault rifle. The limits to this ability are always in the hands of the Games Master.

Shepherd
Every group needs a leader. Whether the leader is a tactical genius, inspiring orator or a zealous crackpot, they all have one thing in common. Followers. Without followers, a leader is just another guy with a big mouth.

Some leaders use intimidation and force to make others follow. Some inspire, through word or example. Some people are just cool under stress and know what to do at all times.

Ability: As a leader of others, a Shepherd's most important ability is his Charisma. High Wisdom and Intelligence scores are also highly desired.

Class Skills:
The Shepherd's class skills are:
Barter (Cha), Bluff (Cha), Diplomacy (Cha), Gather Information (Wis), Intimidate (Cha), Knowledge (region) (Int), Knowledge (local) (Int), Knowledge (faction) (Int), Navigate (Int), Perform (Cha), Sense Motive (Wis).

The Shepherd may also select three of the following skills as class skills: Concentration (Con), Disguise (Cha), Drive (Dex), Gamble (Wis), Haggle; Knowledge (region) (Int), Knowledge (faction) (Int), Knowledge (streetwise) (Int), Listen (Wis), Read/Write (Int), Research (Int), Ride (Dex), Speak Language (Int), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: Renown.

In addition to the above, the Shepherd may select one additional feat from the following:
Alertness, Attentive, Deceptive, Confident, Creative, Educated, Simple Firearms Proficiency, Studious, Trustworthy.

Bonus Feats

At 2nd, 6th, 15th and 20th levels, the Shepherd gains a bonus feat. The character must meet any prerequisites. The Shepherd must select his bonus feats from the following list but must still meet all prerequisites for the feat chosen.:

Advanced Firearms Proficiency, Aircraft Operation, Alertness, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Attentive, Builder, Burst Fire, Cautious, Combat Expertise, Confident, Creative, Deceptive, Diligent, Dodge, Educated, Haggle, Heroic Surge, Improved Disarm, Improved Trip, Investigator, Iron Will, Meticulous, Negotiator, Simple Firearms Proficiency, Persuasive, Renown, Run, Studious, Surface Vehicle Operation, Trustworthy, Vehicle Expert, Windfall.

Class Features

At 1st, 3rd, 4th, 5th, 7th, 8th, 9th, 12th and 20th levels the Shepherd gains a special class feature. These are described below.

Style of Leadership

At 1st level, the player choosing a Shepherd character must select their style of leadership. Will they be mentors or bullies? Calculating or aggressive? The style they choose will affect the skills they receive. Games Masters should ensure that the style chosen is reflected in the player's roleplaying.

- *Calculating Schemer*
  This Shepherd got to a position of leadership through scheming and plotting. He is a master of manipulation and deceit using anything to maintain control. The calculating schemer receives the Deceptive bonus feat as well as +3 on all Sense Motive checks.

- *Might Makes Right*
  This type of Shepherd believes the strong should lead and the weak should follow. He is not necessarily cruel or barbaric but truly believes in a hierarchical society with himself at the top. This style of Shepherd may select either the Brawl or Confident bonus feat. They also receive a +3 on all Intimidate checks.
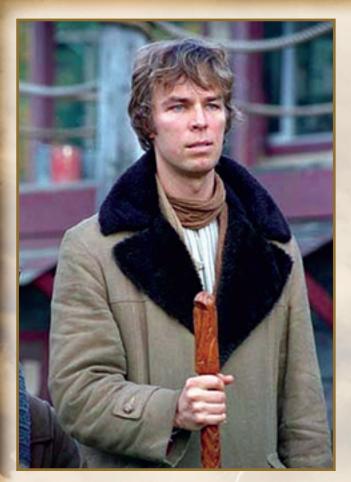
- *Protector*
  The protector Shepherd puts the lives of those he protects above his own in all circumstances. He will do whatever is necessary to keep his charges safe. The protector may select either the Iron Will or Trustworthy bonus feat. He also receives +3 on all Diplomacy checks.

- *Autocratic*
  The autocratic Shepherd is a control freak. He has to know everything going on in his community at all times. He will suffer no disagreement with his rules and is quick to mete out punishment to

Shepherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Style of Leadership
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Negotiator
5th	+3	+1	+1	+4	Sense of Style
6th	+4	+1	+2	+5	Bonus Feat
7th	+5	+2	+2	+5	Rally the Troops +2
8th	+6/+1	+2	+2	+6	Smooth Talker
9th	+6/+1	+2	+2	+6	Improved Leadership +2
10th	+7/+2	+2	+3	+7	Born to Lead
11th	+8/+3	+3	+3	+7	Improved Leadership +3
12th	+9/+4	+3	+3	+8	Fame
13th	+9/+4	+4	+3	+8	Rally the Troops +4
14th	+10/+5	+4	+4	+9	Improved Leadership +4
15th	+10/+5	+5	+4	+9	Bonus Feat
16th	+11/+6	+5	+4	+10	
17th	+11/+6	+6	+5	+10	Rally the Troops +6
18th	+11/+6	+6	+5	+11	Improved Leadership +5
19th	+12/+7	+7	+5	+11	Bonus Feat
20th	+12/+7	+7	+6	+12	Back to the Wall

new saving throw at the original DC to attempt to shake off the fear. A rally may be attempted once per day per Shepherd level. The effects last one round per two levels of the Shepherd + Cha modifier. If the Shepherd is attacked while using this ability, he must make a concentration check (DC 10+ damage received) or the rally is ineffective. This morale bonus increases to +4 at 13th level and +6 at 17th level.

Smooth Talker
The Shepherd excels at using personal magnetism to get his way. Starting at 8th level, a Shepherd receives a +2 competence bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks. In addition, the Shepherd's powerful personality and cocky self-confidence grants him a +2 competence bonus to all Charisma checks.

Improved Leadership
By 9th level, the Shepherd is truly learning the art of leadership. He gains a +2 competence bonus to all Diplomacy and Sense Motive checks. This bonus increases to +3 at 11th level, +4 at 14th level and +5 at 18th level.

Born to Lead
Because of his innate leadership skills, the Shepherd gains the Leadership bonus feat at 10th level.

Fame
Beginning at 12th level the Shepherd may attempt to dissuade would-be attackers simply by using his fame and personal clout. As a full-round action, the Shepherd may declare his name and position loudly to all those within earshot. Any who wish to attack the Shepherd, his followers or companions, must make a Will save DC 10 + the Shepherd's class level and Charisma modifier. A failure means the would-be attackers are unable to attack for a period of 24 hours. Those affected must be able to both see and hear the Shepherd for this class feature to take affect. Furthermore, those affected must have some reasonable cause to fear the Shepherd. For example, a local leader (Shepherd) from the southern California area would not be able to use this ability to thwart a potential attack while travelling incognito in New England.

Back to the Wall
Shepherds do not always lead by diplomacy alone. When a Shepherd does have to take the field of battle, his understanding of tactics, negotiations and the effects of morale aid him.

Each round the Shepherd serves on the same side of a battle involving 20 or more allies, he may make a Diplomacy check against a DC of 20 plus the highest relevant enemy's Charisma modifier. Success grants every ally a morale bonus of +4 to attack rolls (which

transgressors of his laws. The autocrat may select either the Attentive or Iron Will bonus feat as well as gaining +3 on all Intimidate checks.

Negotiator
At 4th level, the Shepherd gains the bonus Negotiator feat. If he already has this feat, he receives a +3 bonus instead of the usual +2.

Sense of Style
The Shepherd eventually develops a certain panache and style of doing things. Beginning at 5th level, the Shepherd can intentionally attempt to impress others with his style in any task. The character may make any required checks normally, but if the results are 5 or more than the required DC to succeed, the Shepherd performed the deed with stunning flair. The results are either a +2 initiative bonus to successive actions or a +2 bonus to Charisma-based skills to further impress those who witnessed the deed.

Rally the Troops
Starting at 7th level, the Shepherd can rally his allies. All allies within a 30-foot radius gain a +2 morale bonus to all attack rolls and saving throws. Further, if they are already affected by fear, they may make a

stacks with that of the rally the troops ability) and save versus fear effects. This can be sustained for up to 10 rounds per day, but if the skill check fails, the power is lost and cannot be tried again for 24 hours.

Thief

Lacking in physical brawn or personal magnetism, many who went through the Big Death survived through their wits, stealth and pragmatism alone. Sometimes violating someone else's rights is the only way to survive. Thieves, unlike the many raiders and marauders of the world, use their stealth and dextrous hands instead of their fists or guns to survive.

Thieves have learned where the goods and supplies they need might be found and how best to 'liberate' them from their current owners. Thieves operate in the shadows, some specialising in breaking and entering while others work the crowds of market towns, picking the pockets of those they meet.

Ability: Dexterity is the obvious ability needed by Thieves.

Class Skills:
The Thief's class skills (and the key ability for each skill) are:
Appraise (Int), Balance (Dex), Barter (Cha), Bluff (Cha), Climb (Str), Cryptography (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (streetwise) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: Low Profile.

Bonus Feats
At 2nd, 9th, 13th, 16th and 18th levels, the Thief gets a bonus feat. The bonus feat must be selected from the following list and the Thief must meet all of the prerequisites for the feat to select it.
Acrobatic, Agile Riposte, Alertness, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Attentive, Blindside, Brawl, Builder, Cautious, Combat Expertise, Confident, Deceptive, Defensive Martial Arts, Deft Hands, Diligent, Dodge, Endurance, Gearhead, Haggle, Improved Brawl, Iron Will, Lightning Reflexes, Low Profile, Mobility, Nimble, Pack Rat, Simple Firearms Proficiency, Point Blank Shot, Quick Draw, Run, Self-Sufficient, Simple Weapon Proficiency, Stealthy, Streetfighting, Weapon Finesse, Windfall.

Thief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Light Fingers +2
2nd	+1	+0	+3	+0	Bonus Feat
3rd	+2	+1	+3	+1	Break and Enter +2
4th	+3	+1	+4	+1	Light Fingers +3
5th	+3	+1	+4	+1	Superb Balance
6th	+4	+2	+5	+2	Uncanny Dodge; Break and Enter +3
7th	+5	+2	+5	+2	Light Fingers +4
8th	+6/+1	+2	+6	+2	Cover Your Tracks
9th	+6/+1	+3	+6	+3	Bonus Feat
10th	+7/+2	+3	+7	+3	Break and Enter +4
11th	+8/+3	+3	+7	+3	Light Fingers +5
12th	+9/+4	+4	+8	+4	Duck and Cover
13th	+9/+4	+4	+8	+4	Bonus Feat
14th	+10/+5	+4	+9	+4	Improved Uncanny Dodge
15th	+11/+6/+1	+5	+9	+5	Break and Enter +5
16th	+12/+7/+2	+5	+10	+5	Bonus Feat
17th	+12/+7/+2	+5	+10	+5	Light Fingers +6
18th	+13/+8/+3	+6	+11	+6	Bonus Feat
19th	+14/+9/+4	+6	+11	+6	
20th	+15/+10/+5	+6	+12	+6	Break and Enter +6

Class Features
At 1st, 3rd, 5th, 9th, 11th, 13th, 15th and 17th levels, the Thief gains a special class feature. These are described below.

Light Fingers
One of the first skills a Thief learns is how to work a crowd. At 1st level, the Thief receives a +2 competence bonus to Sleight of Hand checks when trying to pick someone's pocket. This bonus increases to +3 at 4th level, +4 at 7th level, +5 at 11th level and +6 at 17th level.

Break and Enter
By 3rd level, the thief has become particularly proficient at bypassing security devices and locks. When using Disable Device to pick a lock or disable an alarm or other security device, the Thief gains a +2 competence bonus to his roll. This bonus rises to +3 at 6th level, +4 at 10th level, +5 at 15th level and +6 at 20th level.

Superb Balance
At 5th level, and upon a successful Balance check, the Thief may move at full speed along a narrow or slippery surface.

Uncanny Dodge
Starting at 6th level, a Thief can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to DV (if any) even if he is caught flat-footed. However, he still loses his Dexterity bonus to DV if immobilised.

Cover Your Tracks
At 8th level and above, when using either Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently or Sleight of Hand the Thief's target receives a –4 penalty to all Investigate, Listen Search or Spot checks.

Duck and Cover
By 12th level, the Thief knows how to keep his head down when it starts raining bullets. The Thief receives a +4 competence bonus to his DV against ranged attacks, as long as he is aware of the shooter(s).

Improved Uncanny Dodge
A Thief of 14th level or higher can no longer be flanked. This defence denies an opponent the ability to blindside the character by flanking him.

Trader
With the destruction and chaos of the Big Death, also came the collapse of the world's economies. Money simply became useless pieces of paper while factories ceased to produce the necessities and luxuries that society demanded. Barter is now the most advanced system of trade left in the world.

Many individuals have kept the entrepreneurial spirit alive and have set themselves up as merchants of one type of another. Some simply barter for the food and supplies they need, with things they have scavenged or bartered for elsewhere; others act as middlemen and distributors, building primitive supply lines from one area of the country to another. Whatever their business, Traders seek to better their lives by trading and bartering goods and services.

Ability: Charisma is a Trader's most important ability because they must interact socially to sell their wares. A high Wisdom score is also helpful in a Trader's life.

Class Skills:
The Trader's class skills are:
Appraise (Int), Barter (Cha), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Knowledge (local) (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis).

The Trader may also select two of the following skills as class skills:
Concentration (Con), Cryptography (Int), Drive (Dex), Handle Animal (Cha), Knowledge (any), Listen (Wis), Read/Write (Int), Ride (Dex), Speak Language (Int), Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: Haggle.

Bonus Feats
At 2nd, 4th, 8th, 11th, 13th, 15th, 16th, 19th and 20th levels, the Trader gains a bonus feat. The character must meet any prerequisites and must select bonus feats from the following list:
Aircraft Operation, Alertness, Animal Affinity, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Attentive, Brawl, Builder, Cautious, Confident, Creative, Deceptive, Deft Hands, Diligent, Dodge, Educated, Endurance, Gearhead, Haggles, Iron will, Negotiator, Nimble, Pack Rat, Simple Firearms Proficiency, Persuasive, Renown, Run, Self-Sufficient, Simple Weapon Proficiency, Trustworthy.

Class Features
At 1st, 3rd, 5th, 7th, 9th and 14th levels, the Trader gains a special class feature. These are described below.

Won't Take 'No' for an Answer
You are adept at the fine art of the sale, the lifeblood of every Trader. Starting at 1st level, a Trader receives a +1 competence bonus to Barter checks. This bonus rises to +2 at 3rd level, +3 at 5th level, +4 at 8th level, +5 at 12th level and +6 at 16th level.

Don't Lie to Me
The Trader understands human nature better most. At 3rd level, the Trader character receives a +2 competence bonus to Sense Motive checks and subtracts –2 from all Bluff and Intimidate checks made against them.

Ingratiate
By understanding human nature, the Trader has learned how to give people what they want to hear. Starting with 5th level, Traders receive a +1 competence bonus to all Charisma based skill checks. This bonus increases to +2 at 8th level, +3 at 14th level and +4 at 20th level. This bonus does not stack with that of the Won't Take 'No' for an Answer ability.

Fast Talk
The Trader has learned the fine art of fast talking. Beginning at 7th level, with a full-round action, the Trader may confuse an opponent to the point of not being able to do anything. This class feature may be used in combat as an attack. The target must be able to hear and understand the Trader. If successful, the target

Trader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Won't Take 'No' for an Answer
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+1	+1	+1	+3	Don't Lie to Me
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Ingratiate +1
6th	+3	+2	+2	+5	Bonus Feat
7th	+3	+2	+2	+5	Fast Talk
8th	+4	+2	+2	+6	Ingratiate +2
9th	+4	+3	+3	+6	I Know Someone Who Knows Someone.
10th	+5	+3	+3	+7	Bonus Feat
11th	+5	+3	+3	+7	
12th	+6/+1	+4	+4	+8	Bonus Feat
13th	+6/+1	+4	+4	+8	
14th	+7/+2	+4	+4	+9	Ingratiate +3
15th	+7/+2	+5	+5	+9	
16th	+8/+3	+5	+5	+10	Bonus Feat
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	Bonus Feat
19th	+9/+4	+6	+6	+11	
20th	+10/+5	+7	+6	+12	Ingratiate +4

of this 'attack' may take no offensive action this round, though he may defend against attacks as normal. If the Trader chooses to use this in a non-combat situation, any Bluff, Diplomacy or other similar Charisma-based checks receive a +2 circumstance bonus (but does not stack with other class ability bonuses to Charisma).

I Know Someone Who Knows Someone
Traders gather a lot of information in their day-to-day dealings. Whether they travel from location to location or have a shop and just listen to their customers, there is very little that goes on in the world that is not known by at least one Trader. By 9th level, a Trader has built up a fairly large information network. Traders may draw upon this informal network to glean information on almost any subject from almost anywhere. The Trader may add a +3 competence bonus to all Gather Information checks.

The downside is that this often takes a significant amount of time. The Games Master will determine DC based on distance and availability of information, but this check may be made every six hours and each successive check

reduces the DC by 2. In addition, the Trader may offer goods to add additional DC modifiers, up to ½ of their Trader level once every 24-hour period.

Wanderer
After the Big Death, many people took up a nomadic lifestyle. With no family to ground them, thousands of children began walking, driving or riding in all directions. Many began their lives on the road seeking answers to what had happened while others were simply fleeing from marauders or epidemics.

The Wanderer does not like to be tied down to any one place. They make friends reluctantly, preferring to rely on their wits and personal survival skills.

Ability: The Wanderer relies primarily on his Wisdom and Constitution; the former to keep him out of trouble and the latter to keep him alive when he cannot avoid trouble.

Class Skills: The Wanderer's class skills are:
Bluff (Cha), Climb (Str), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (region) (Int), Knowledge (local) (Int), Listen (Wis), Navigate (Int), Perform (Cha), Search (Int), Spot (Wis), Survival (Wis).

The Wanderer may also select two of the following skills as class skills: Barter (Cha), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gamble (Wis), Handle Animal (Cha), Knowledge (region) (Int), Knowledge (faction) (Int), Read/Write (Int), Repair (Int), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Swim (Str), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: Low Profile OR Simple Weapons Proficiency.

Bonus Feats
At 2nd, 4th, 11th, 13th, 15th and 19th levels, the Wanderer gains a bonus feat. The character must meet any prerequisites and must select bonus feats from the following list:
Alertness, Animal Affinity, Archaic Weapons Proficiency (melee), Archaic Weapons Proficiency (ranged), Attentive, Brawl, Cautious, Combat Reflexes, Creative, Dead Aim, Diehard, Dodge, Elusive Target, Endurance, Far Shot, Guide, Haggle, Improved Brawl, Investigator, Knockout Punch, Mobility, Simple Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Shot on the Run, Track, Two-Weapon Fighting, Weapon Finesse.

Class Features
At 1st, 3rd, 5th, 7th, 9th and 14th levels, the Wanderer gains a special class feature. These are described below.

Sixth Sense
Because they frequently travel alone through unknown territory, Wanderers quickly learn to trust their instincts. Starting at 1st level, whenever a Wanderer is in unknown territory and is in imminent danger, the Games Master should make a secret Wisdom check with a DC of 15. If the Wanderer is successful, he gets a 'bad feeling' and will be ready and alert when danger strikes. If the Wisdom check succeeds by 5 or more, the Wanderer will also get some clue as to what the danger is before it occurs.

Information Broker
Often the most valuable thing a Wanderer has to trade for much needed supplies is information. Because Wanderers travel from town to town, they have a unique ability to gather information. At 3rd level, the Wanderer may make a special knowledge check with a bonus equal to his Wanderer level + his Intelligence modifier to see whether he knows some relevant information about local notable people, rumours or noteworthy places. If the Wanderer has 5 or more ranks in a relevant Knowledge skill he gains a +2 bonus on this check.

A Wanderer may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common knowledge of the local population.
20	Uncommon but available, known by only a few people.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Evasive
Starting at 5th level, if the Wanderer is exposed to any effect that normally allows a character to attempt a Reflex saving throw for ½ damage, the Wanderer suffers no damage if his save is successful.

Improved Gather Information
Beginning at 6th level, the Wanderer receives a +2 competence bonus to all Gather Information skill checks. This bonus goes to +3 at 12th level and +4 at 18th level.

Versatile
Because Wanderers find themselves in all sorts of surroundings, they have adapted to the chaotic nature of their lifestyle. They are proficient at using whatever implement is at hand to get themselves out of some tough scrapes. Beginning at 7th level, Wanderers suffer only a –2 penalty when using a weapon with which they are not proficient including simple firearms, improvised weapons and melee weapons. At 10th level, the Wanderer suffers no penalty whatsoever while using weapons with which he has no proficiency.

Fade to Black
Wanderers tend to stay alive by not being noticed. At 9th level, the Wanderer gains the ability to avoid detection. He gains the ability to Hide in the open and suffers no circumstantial penalties to Hide checks. The Wanderer also receives a +2 bonus to all regular Hide checks.

Social Butterfly
By 14th level, the Wanderer is adept at seamlessly fitting into

Wanderer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sixth Sense
2nd	+1	+0	+3	+3	Bonus Feat
3rd	+2	+1	+3	+3	Information Broker
4th	+3	+1	+4	+4	Bonus Feat
5th	+4	+1	+4	+4	Evasive
6th	+5	+2	+5	+5	Improved Gather Information +2
7th	+5	+2	+5	+5	Versatile
8th	+6/+1	+2	+6	+6	
9th	+6/+1	+3	+6	+6	Fade to Black
10th	+6/+1	+3	+7	+7	Versatile (no penalties)
11th	+7/+2	+3	+7	+7	Bonus Feat
12th	+7/+2	+4	+8	+8	Improved Gather Information +3
13th	+8/+3	+4	+8	+8	
14th	+8/+3	+4	+9	+9	Social Butterfly +4
15th	+9/+4	+5	+9	+9	Bonus Feat
16th	+9/+4	+5	+10	+10	
17th	+10/+5	+5	+10	+10	Social Butterfly +6
18th	+10/+5	+6	+11	+11	Improved Gather Information +4
19th	+11/+6	+6	+11	+11	Bonus Feat
20th	+11/+6	+6	+12	+12	

almost any situation. He gains a +4 competence bonus to Bluff and Disguise checks made to convince someone that he belongs in a restricted area, is actually a member of an organisation and so on. Furthermore, should his Bluff succeed, his victim believes the Wanderer's claim until presented with evidence to the contrary. This bonus goes to +6 at 17th level.

Starting Equipment & Money

The world of *Jeremiah* is a bleak and uninviting world. In most places, people barely manage subsistence level. Each character in the *Jeremiah – The Roleplaying Game* begins play with little more than the clothes on their back.

Since the Big Death, money has no value. Without a government and treasury, it is simply pieces of paper and small round pieces of metal. Instead, barter is the sole method of trade in the New World.

Barter and trade are fully discussed in the Equipment chapter.

Starting Trade Goods

Each character begins the game with at least a minimum of trade items with which to barter. Players should roll three times on the following table to determine their starting trade goods:

Starting Trade Goods

d20	Trade Goods
1	3 cans of food
2	A dozen fresh oranges
3	12 9mm bullets
4	Small generator
5	½ lb. of instant coffee
6	1 can of food
7	2 cans of food
8	A dozen fresh apples
9	5 cans of food
10	7 12-gauge shotgun shells
11	2 cans of evaporated milk
12	2 D-cell batteries (fully-charged)
13	3 cans of soda
14	1 can of food
15	Emergency blanket
16	1 bar of soap
17	Unopened bottle of bourbon
18	2 cans of food
19	1 gallon of gasoline
20	1 rock candy stick (Trade Value 5)

Starting Equipment

All characters are assumed to begin the game with little more than the clothes on their backs. All characters have the following:

- A small backpack or duffel bag
- Three shirts, two pairs of pants, socks and underwear
- One worn pair of boots, shoes or running shoes
- One winter jacket, gloves and hat (Games Master's discretion)
- One light jacket or sweater
- A worn wool blanket or sleeping bag

Players should take some time to personalise this equipment. For example, Jeremiah frequently wore a 1970's style blue tuxedo shirt, complete with ruffles. This would have no impact on game play but adds some colour and individuality to a character.

Characters also receive a certain amount of bonus equipment at 1st level. The player may purchase whatever equipment they desire using the following table to determine the maximum Trade Value they may spend at character creation.

Starting Goods by Class

Class	Starting Trade Value
Brain Boy	3d10 + 5
Guardian	3d10 + 6
Mystic	3d6 + 5
Scavenger	4d12 + 7
Shepherd	3d10 + 7
Thief	3d10 + 4
Jock	3d6 + 5
Trader	4d12 + 4
Wanderer	3d6 + 5

Allegiances

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organisations or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he goes through life. Also, just because the character fits into a certain category of people does not mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his allegiance, the Games Master may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A character's allegiance can take the form of loyalty to a person, to an organisation, to a belief system, to a nation or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples:

- **Person or Group:** This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents) or a discrete unit within a larger organisation (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

- **Organisation:** This may be a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a military organisation, a marauder gang or an otherwise-established authority.

- **Nation:** This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home. Since there are no true nations in the New World North America, players may not begin play with this type of allegiance.

- **Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

- **Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his word, respect authority and honour

tradition, and he expects others to do likewise. An individual with a chaotic outlook tends to follow his instincts and whims, favour new ideas and experiences, and behaves in a subjective and open manner in dealings with others.

- **Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress and kill others and to debase or destroy innocent life.

Allegiances and Influence
An allegiance can create an empathic bond with others of the same allegiance. With the Games Master's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance, as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Grace
Grace is a narrative device enabling the players to have an input on the game, beyond merely describing their own actions and throwing dice. By using Grace, the player can alter the game world in some way so as to benefit his character or his companions. Grace is also a means that allows the Games Master to nudge the

JEREMIAH: Yeah, well, I believe in miracles even less than I believe in whatever you're selling.

DAVID: Why? It's a new world. The rules have changed. Technologically, we've been plunged back into the Middle Ages. Maybe that's the only place where miracles are possible. Maybe God stopped appearing because he got tired of all the noise.

Maybe He only appears when the world is quiet enough to pay attention. Either way, I know we will find our miracle at the end of our journey.

Do you believe there is hope for a better world, Jeremiah?

JEREMIAH: Yeah. Yeah, I do.

players down a path that might be more in keeping with the theme and atmosphere of *Jeremiah*.

Using Grace Points
All players begin the game with two points of Grace. Mystic characters also receive a bonus Grace point at 1st level. Players may spend these points in order to alter the game in some meaningful way. They may be spent to avoid certain death, to miraculously defeat an important foe or to discover some type of vital information not otherwise available to the character.

The cost of a particular use of Grace is always at the Games Master's discretion. He and he alone determines how much Grace must be used to accomplish the desired effect. For example stabilising a dying character may cost one Grace point while escaping from a Valhalla Sector prison without aid may cost three Grace points.

Acquiring Grace
Once Grace is expended, it is not replaced over time or upon attaining a new level. The only way to acquire Grace is through a character's actions. Each time a character performs a particularly heroic and/or selfless act, the Games Master may award either one or two Grace points at his discretion.

Losing Grace Points
Conversely to the way in which Grace points are awarded, the Games Master may take Grace away from a character for blatantly foolish or evil acts. This is not to prohibit a character from performing heinous acts but at the same time, in keeping with the overall atmosphere of *Jeremiah*, these types of acts should be discouraged.

For example, if a character gets into a firefight and an innocent bystander is killed, normally no Grace points should be lost but none should be gained either even if the character defeated a major villain in the battle. On the other hand, if the player deliberately killed a bystander he should lose, at the minimum, one point of Grace.

Demographics
All that is left to complete are the fine details of your character. Things like his height, weight, hair colour, eye colour and so on.

These things are left completely to the player's discretion. Players should fill in the appropriate fields on his character record sheet. Players should also create a short history for their characters. This history should be as detailed as the player desires and he may reveal all or none of it to his fellow characters as he wishes.

If they choose, players may elect to create only a sketchy background, simulating their mind's blocking out many of the painful details of their past.

Age
Because of the nature of the game, Players are limited in their freedom in choosing the age of the characters. The Big Death occurred roughly 15 years ago. Everyone over the age of puberty died. Therefore the players cannot have been any older than 13 or so at the time of the Big Death. Depending on the time frame in which the particular campaign is set, the players should calculate their starting age based on the above facts.

For instance, for games beginning at the same time as the television show, players should be no older than 28, and even a couple of years younger if the character is female (girls tend to reach puberty earlier than boys). Conversely, characters should not be much younger than 20 in this type of game. This would have made them five years old when the Big Death struck, any younger than five and their odds of surviving would have been too low to make realistically viable characters.

Non-Player Characters
Non-Player Characters are supporting characters and extras. As they gain levels, Non-Player Characters increase their skill points, base attack bonus, saving throw modifiers, Defence bonus and Reputation bonus – just as Players do. However, ordinaries differ from heroes in several ways. Non-Player Characters do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The Games Master may assign the scores as he sees fit. At 4th level and every four character levels thereafter (8th, 12th and so on) a Non-Player Character adds 1 point to one ability score – just as heroes do.

Commoner
The Commoner Non-Player Character class is made up of simple townsfolk, farmers, bartenders, prostitutes and, in general, the majority of the people living in the New World.

Class Skills
The Commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier (x4 at 1st level).

The Commoner

Non-Player Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Features
The following is a class feature of the Commoner Non-Player Character class.

Simple Weapons Proficiency (modified): The Commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armour or protective gear.

Expert
Expert Non-Player Characters are slightly different from Commoners in that they have a particular skill or skills that set them apart. This could mean they are skilled mechanics or carpenters or simply that they are more skilled in Diplomacy than most of the population, making them ideal candidates to fill a leadership role in a town or enclave.

Class Skills
The Expert may choose any 10 skills to be class skills.

Skill Points at Each Level: 6 + Int modifier (x4 at 1st level).

The Expert

Non-Player Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Features

The following is a class feature of the Expert Non-Player Character class.

Weapon and Armour Proficiency: The Expert is proficient in the use of all simple weapons.

Children

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as Commoners (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: –3 Str, –1 Dex, –3 Con, –1 Int, –1 Wis, –1 Cha. One major mystery of the post Big Death world has been the emergence of incredible intelligence in children who otherwise appear normal. On a roll of 19 or 20 on a d20, the child in question receives a bonus 1d8 to their Intelligence ability score instead of the usual –1.

Children have no skills, feats or character class. Their base attack bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defence Value and a normal speed of 20 feet. Children have no effective attacks and should be treated as non-combatants.

When a child turns 12, he is considered a young adult and takes his 1st level in either one of the Non-Player or Player Character classes. At that point, the character becomes Non-Player or Games Master Character

Games Master Characters

Heroic allies and antagonists are built the same way as Player Characters. Supporting characters with levels in a basic Player Character class may take levels in an advanced class, provided they meet the prerequisites for that class.

Skills

Acquiring Skills

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

If the character buys a class skill, he gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he gets ½ rank per skill point. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is ½ of this number.

Using Skills

To make a skill check, roll:

1d20 + skill modifier

(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Skill Ranks: A character's rank in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier: The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the non-proficient use of armour, among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the Games Master can impose limits depending on circumstances and a given situation.

Skill Points per Level

Class	Skill Points Per Level*
Brain Boy	6+ Int modifier
Guardian	4+ Int modifier
Jock	4+ Int modifier
Mystic	6+ Int modifier
Scavenger	6+ Int modifier
Shepherd	6+ Int modifier
Thief	6+ Int modifier
Trader	6+ Int modifier
Wanderer	6+ Int modifier

*Points are multiplied by 4 at 1st level

Skill Checks

A natural roll of 20 on the d20 is an automatic success when making a skill check, and a natural roll of 1 is an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the Games Master (using the skill rules as a guideline) that a character must attain to succeed.

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching raider (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Super heroic (35)	Convince Valhalla Sector guards, even though you do not have any ID they should let you into the enclave (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomised number, usually another character's skill check result.

For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a can of food	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

Trying Again

If a character fails on a skill check, he can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills cannot be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he keeps trying until he eventually succeeds.

Untrained Skill Checks

Generally, if a character attempts to use a skill he does not have any ranks in, the character makes a skill check as described. The character's skill modifiers do not include skill ranks because the character does not have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC.

The Games Master can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. A bonus on a character's skill modifier or a reduction in the DC of the check has the same result – they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, several rounds or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (six seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he lets his guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character does not have the appropriate tools, he can still attempt to use the skill, but the character takes a –4 penalty on his check.

A character may be able to put together some impromptu tools to make the check. If the Games Master allows it, reduce the penalty to –2 (instead of –4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Checks Without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10

When a character is not being threatened or distracted, he may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also cannot take 10 when using a skill untrained, though the Games Master may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (two minutes for a skill that can normally be checked in one round).

Aiding Another

In some situations, characters can co-operate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character cannot take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his skill check to complete the task.

In many cases, a character's help will not be beneficial, or only a limited number of characters can help at the same time. The Games Master limits aid another attempts as he sees fit for the conditions.

Skill Synergy

Sometimes, the Games Master may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the Games Master must agree that the two skills can complement each other in the given situation.

In such cases, the character receives a +2 synergy bonus on the skill check.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The Games Master assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability does not involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognise a stranger you have seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Bonuses with specific descriptors, such as 'equipment bonus', generally do not stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they do not stack.

Specific bonuses that do not stack include competence, cover, equipment, morale, natural armour and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance and sacred bonus descriptors. None of these bonuses stack. Any bonus without a descriptor (such as simply a '+1 bonus') stacks with other bonuses.

All penalties stack, regardless of their descriptors.

Skill	Trained	Brain Boy	Guardian	Jock	Mystic	Scavenger	Shepherd	Thief	Trader	Wanderer
Appraise (Int)	Y	Y	N	N	N	Y	Y	Y	Y	N
Balance (Dex)	N	N	N	N	N	Y	N	Y	N	N
Barter (Cha)	N	N	N	N	Y	Y	Y	Y	Y	Y
Bluff (Cha)	N	N	N	N	Y	Y	Y	Y	Y	Y
Climb (Str)	N	N	Y	Y	N	Y	N	Y	N	Y
Computer Use (Int)	N	Y	N	N	N	N	N	N	N	N
Concentration (Con)	N	Y	Y	N	Y	N	Y	Y	Y	N
Craft (Int)	Y									
Structural	—	N	N	N	N	N	N	N	Y	N
Visual Arts	—	Y	N	N	Y	N	N	N	Y	N
Writing	—	Y	N	N	Y	N	N	N	Y	N
Cryptography (Int)	N	Y	N	N	Y	N	N	N	Y	N
Demolitions (Int)	Y	N	N	N	N	N	N	N	N	N
Diplomacy (Cha)	N	N	Y	N	Y	N	Y	N	Y	N
Disable Device (Int)	Y	Y	N	Y	N	Y	N	Y	N	Y
Disguise (Cha)	N	N	N	N	Y	N	Y	Y	N	Y
Drive (Dex)	Y	N	Y	Y	N	Y	N	N	N	Y
Engineering (Int)	Y									
Chemical	—	Y	N	N	N	Y	N	N	Y	N
Electronic	—	Y	N	N	N	Y	N	N	Y	N
Mechanical	—	Y	N	N	N	Y	N	N	Y	N
Escape Artist (Dex)	N	N	N	N	N	Y	N	Y	N	N
Forgery (Int)	N	Y	N	N	N	N	N	Y	Y	N
Gather Information (Cha)	N	N	Y	N	Y	N	Y	Y	Y	Y
Handle Animal (Cha)	Y	Y	Y	Y	Y	N	N	N	Y	Y
Hide (Dex)	N	N	Y	Y	N	Y	N	Y	N	Y
Intimidate (Cha)	N	N	Y	Y	Y	N	Y	N	N	N
Jump (Str)	N	N	Y	Y	N	Y	N	Y		Y
Knowledge (Int)	Y									
Agriculture	—	Y	N	N	N	N	N	N	Y	N
Culture	—	Y	N	N	Y	N	Y	N	N	Y
Faction	—	N	Y	Y	N	N	Y	N	Y	Y
History	—	Y	N	N	Y	N	Y	N	Y	Y
Local	—	Y	Y	Y	Y	Y	Y	Y	Y	Y
Pop Culture	—	Y	N	N	N	Y	N	N	N	Y
Region	—	Y	Y	N	N	N	Y	N	Y	Y
Social Sciences	—	Y	N	N	Y	N	N	N	N	Y
Streetwise	—	N	N	Y	N	Y	N	Y	Y	Y
Tactics	—	N	Y	N	N	N	Y	N	N	Y
Technology	—	Y	N	N	N	Y	N	N	Y	Y
Theology / Philosophy	—	N	N	N	Y	N	N	N	N	Y

Skill	Trained	Brain Boy	Guardian	Jock	Mystic	Scavenger	Shepherd	Thief	Trader	Wanderer
Listen (Wis)	N	Y	Y	Y	N	Y	N	Y	Y	Y
Move Silently (Dex)	N	N	N	Y	N	Y	N	Y	N	Y
Navigate (Int)	N	N	Y	Y	N	Y	Y	Y	N	Y
Perform (Cha)	N	N	N	N	Y	N	Y	N	Y	N
Pilot (Dex)	Y	N	N	N	N	N	N	N	N	N
Read / Write (Int)	Y	Y	N	N	Y	Y	Y	N	Y	N
Repair (Int)	Y	Y	N	N	N	Y	N	N	Y	N
Research (Int)	N	Y	N	N	Y	N	Y	N	N	N
Ride (Dex)	N	N	Y	Y	N	N	N	N	Y	Y
Science (Int)	Y									
Biology	—	Y	N	N	N	N	N	N	Y	N
Botany	—	Y	N	N	N	N	N	N	Y	N
Chemistry	—	Y	N	N	N	N	N	N	Y	N
Genetics	—	Y	N	N	N	N	N	N	Y	N
Geology	—	Y	N	N	N	N	N	N	Y	N
Mathematics	—	Y	N	N	N	N	N	N	Y	N
Medical	—	Y	Y	N	N	N	N	N	N	N
Metallurgy	—	Y	N	N	N	N	N	N	Y	N
Nuclear Physics	—	Y	N	N	N	N	N	N	Y	N
Physics	—	Y	N	N	N	N	N	N	Y	N
Psychology	—	Y	N	N	N	N	Y	N	Y	N
Zoology	—	Y	N	N	N	N	N	N	Y	N
Search (Wis)	N	N	N	Y	N	Y	N	Y	N	Y
Sleight of Hand (Dex)	Y	N	N	N	N	Y	N	Y	Y	N
Speak Language (Int)	Y	Y	Y	N	Y	N	Y	N	Y	N
Spot (Wis)	N	N	Y	Y	N	Y	Y	Y	Y	Y
Survival (Wis)	N	N	Y	Y	N	Y	N	N	N	Y
Swim (Str)	N	N	Y	Y	N	Y	N	N	N	Y
Treat Injury (Wis)	N	N	Y	N	Y	N	Y	N	N	Y
Tumble (Dex)	Y	N	Y	Y	N	N	N	Y	N	Y

Skill Descriptions

Skill Description Format

Check: What a character can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry does not appear, it means the skill works the same even when used untrained, or that an untrained character cannot make checks with this skill (true for skills that are designated 'Trained Only').

Time: How much time it takes to make a check with this skill.

Appraise

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Time: Appraising an item takes one minute (10 consecutive full-round actions).
Try Again: No. You cannot try again on the same object, regardless of success.
Special: A character with the Diligent feat gets a +2 bonus on Appraise checks. For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).
Synergy: If you have 5 ranks in any Engineering skill, you gain a +2 bonus on Appraise checks related to items made with that Engineering skill.

Balance

Check: The character can walk on a precarious surface. A successful check allows the character to move at ½ his speed along the surface as a move action. A failure indicates that the character spends his move action keeping his balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7-12 in. wide	10	Uneven	10
2-6 in. wide	15	Slippery	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his Dexterity bonus to DV, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he must make a Balance check again to remain standing.

Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his full speed, but the character takes a –5 penalty on his Balance check. Moving twice the character's speed in a round requires two checks, one for each move action.

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10 when making a Balance check, but cannot take 20. A character with the Focused feat gets a +2 bonus on all Balance checks.

Time: Balancing while moving ½ the character's speed is a move action. Accelerated movement, allowing the character to balance while moving his full speed, is also a move action.

Barter

Check: Characters should perform a Barter check whenever they are attempting to acquire an item from a merchant or Trader. The check is opposed by the seller's Barter skill. A successful Barter check will lower (or rise if the character is selling) the Trade Value (see the Equipment, Supplies & Trade Goods chapter, pg.80) of the item being sought by 25%. If the player rolls 5 or higher than needed to succeed on the roll, the Trade Value is reduced (or raised) by 50%. A character who fails their Barter check by 5 or more has aggravated the seller and must now pay 25% more for the item. Fractions should be rounded up.

Having 5 or more ranks in the Barter skill gives a +2 synergy bonus to all Bluff checks.

Try Again: No. You cannot try again on the same object, regardless of success.
Special: A character with the Haggle feat gets a +2 bonus on Barter checks.

Bluff

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality or orders.

If it is important, the Games Master can distinguish between a bluff that fails because the target does not believe it and one that fails because it asks too much of the target.

For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target did not so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character cannot be bluffed.

Example Circumstances	Modifier
The target wants to believe the character.	–5
The bluff is believable and does not affect the target much	+0
The bluff is a little hard to believe or puts the target at risk	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; almost too incredible to consider.	+20

A bluff is a quick prevarication intended to distract, confuse or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually are not very sophisticated and are not intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude are not a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he discovers evidence to the contrary. A character should not make a Bluff check every time he utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent cannot dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his Dexterity bonus to DV (if the opponent has one). Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a –8 penalty on the check.

Creating a Diversion to Hide: A character can use Bluff to help him hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. See the Hide skill.

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check

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for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realises that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.
Special: A character can take 10 when making a bluff (except for feinting in combat), but cannot take 20. A character with the Deceptive feat gets a +2 bonus on all Bluff checks.
Time: A bluff takes at least one round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

Climb

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means

that the character falls from whatever height he had already attained (unless the character is secured with some kind of harness or other equipment). The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character cannot move to avoid an attack, he is flat-footed while climbing (the character loses any Dexterity bonus to DV). Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his full speed, but the character takes a –5 penalty on his Climb check. Moving twice the character's speed in a round requires two checks, one for each move action.

Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes one minute per piton, and one piton is needed per three feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It is practically impossible for a character to catch him on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizeable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

*These modifiers are cumulative; use any that apply.

strength. Use twice a character's maximum load to determine how much weight he can lift. A character can take 10 while climbing, but cannot take 20. A character without climbing gear takes a –4 penalty on Climb checks. At the Games Master's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty. A character with the Athletic feat gets a +2 bonus on all Climb checks.

Time: Climbing at ½ your speed is a full-round action. Moving ½ that far (¼ the character's speed) is a move action.

Accelerated climbing, allowing the character to climb at his full speed, is a full-round action. A character can move ½ that far (½ his speed) as a move action.

Computer Use
Check: Since there has not been much use for computers without electricity, most normal computer operations will require a Computer Use check (a character might also have to make a Research check; see the Research skill description). Searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. An average DC for locating a particular piece of information on a single computer or network is 15 and takes about one minute.

Defeat Computer Security: This application of Computer Use cannot be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorised entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the

DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking
Breaking into a secure computer or network is often called hacking.

When a character hacks, he attempts to invade a site. A site is a virtual location containing files, data or applications. A site can be as small as a single computer, or as large as a military network connecting computers and data archives all over a base – the important thing is that access to the site connects the user to everything within it. In the New World there is no Internet, most computers that are still operative are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

A system administrator – the person in charge of the site, oversees every site and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A

character is the system administrator of his personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he does, it is a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his identifying information. This imposes a –5 penalty on any attempt made to identify the character if his activity is detected.

Access the Site: There is only one way to do this in *Jeremiah – The Roleplaying Game*; physically. A character gains physical access to the computer, or a computer connected to the site. A variety of skill checks may be required, depending on the method used to gain access.

Locate What You Are Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check.

Defeat File Security: Many networks have additional file security. If that is the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he came to do. If the character just wants to look at records, no additional check is needed. A character can also download data, although that often takes several rounds – or even several minutes, for especially large amounts of information – to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session) or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that is often no big deal – but on a large site with many computers (or computers controlling functions that cannot be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it is a single computer, the character learns the name of the computer's owner). Identifying the intruder requires one minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check – if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes one minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and will not simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires one hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is one hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character

can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorised use of the equipment. An alerted administrator may attempt to identify the character or cut off his access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change pass codes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	−5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure (a character cannot take 20 to defeat computer security or defend security). A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

Time: Computer Use requires at least a full-round action. The Games Master may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Concentration

Check: A character makes a Concentration check whenever he may potentially be distracted while engaged in some action that requires his full attention (such as making a Disable Device or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.

If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any) and the action is wasted.

A successful Concentration check still does not allow a character to take 10 when in a stressful situation; he must roll the check as normal. The check DC depends on the nature of the distraction.

Try Again?: Yes, though a success does not cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Special: A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15.

If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity, however. This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks. A character with the Focused feat gets a +2 bonus on all Concentration checks.

Time: Making a Concentration check does not require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action[1]	10 + damage dealt
Taking continuous damage during the action[2]	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

[1] Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken.
[2] Such as from catching on fire.

Craft

Like Knowledge, Engineering and Science, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

Craft (structural)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses and so forth, and include such handyman skills as plumbing, house painting, drywall, laying cement and building cabinets.

Type of Scratch-Built Structure (Examples)	Craft DC	Time
Simple (bookcase, false wall)	15	12 hr.
Moderate (catapult, shed, house deck)	20	24 hr.
Complex (bunker, domed ceiling)	25	60 hr.
Advanced (house)	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he wants to construct; then the Games Master decides if the structure is simple, moderate, complex or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks. A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

Craft (visual art)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

Craft (writing)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least one hour, but usually takes a day, a week or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

Cryptography

Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in one minute. If the check fails, the Games Master makes a Wisdom check (DC 10) for the character to see if he avoids drawing a false conclusion about the text. Success means that the character does not draw a false conclusion; failure means that the character does.

The Games Master secretly makes both the skill check and the Wisdom check so the character cannot tell whether the conclusion drawn is accurate or not.

Try Again?: No, unless conditions change or new information is uncovered.

Special: A character can take 10 when making a Cryptography check, but cannot take 20. A character with the Studious feat gets a +2 bonus on all Cryptography checks.

Time: Cryptography takes one minute or more, depending on the complexity of the code.

Demolitions
Check: Setting a simple explosive to blow up at a certain spot does not require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximise the damage dealt by exploiting vulnerabilities in the structure's construction.

The Games Master makes the check (so that the character does not know exactly how well he has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but cannot take 20. A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks. A character without a demolitions kit takes a –4 penalty on Demolitions checks. Making an explosive requires the Engineering (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes one minute or more, depending on the scope of the job.

Diplomacy
Check: A character can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a Non-Player Character's attitude. The Games Master chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character does not declare a specific outcome he is trying for; instead, make the check and compare the result to the table on the next page.

Try Again?: Generally, trying again does not work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his position, and trying again is futile.

Special: A character can take 10 when making a Diplomacy check, but cannot take 20. A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

Time: Diplomacy is at least a full-round action. The Games Master may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Does not much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate

Initial Attitude	New Attitude			
	Hostile	Unf.	Indif.	Friendly
Hostile	19 or less	20	25	35
Unfriendly	4 or less	5	15	25
Indifferent	—	0 or less	1	15
Friendly	—	—	0 or less	1

Bribery and Diplomacy

Offering valuables or another form of favour can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

Bribery requires two willing participants – one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a character's Diplomacy check automatically fails if a bribe is not attached to it. If a bribe is not required, a character can add a bribe to get a bonus on his skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the character to the authorities.

Disable Device

Check: The Games Master makes the Disable Device check so that the character does not necessarily know whether he has succeeded.

Open Lock: A character can pick conventional locks, finesse combination locks and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The Games Master rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it is a trap, the character springs it. If it is some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he has failed in order to try again.

Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Disabling a security device requires either a mechanical tool kit or an electrical tool kit, depending on the nature of the device. If the character does not have the appropriate tools, he takes a –4 penalty on the check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Disguise

Check: A character's Disguise check result determines how good the disguise is. It is opposed by an opponent's Spot check results.

Make one Disguise check even if several people make Spot checks. The Games Master makes the character's Disguise check secretly so that the character is not sure how well his disguise holds up to scrutiny.

If the character does not draw any attention to himself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. The Games Master can assume that such observers take 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2[1]

[1] Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the Games Master checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?: No, although the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special: A character can take 10 or take 20 when establishing a disguise. A character without a disguise kit takes a –4 penalty on Disguise checks. A character with the Deceptive feat gets a +2 bonus on all Disguise checks. A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x 10 minutes of preparation. The Games Master makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Drive
Check: Routine tasks, such as ordinary driving, do not require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface) or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt many types of manoeuvre. See the Vehicles chapter for more details.

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but cannot take 20. A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks. There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a –4 penalty on Drive checks.

Time: A Drive check is a move action.

Engineering
This skill encompasses several categories, each of them treated as a separate skill: Engineering (chemical), Engineering (electronic) and Engineering (mechanical).

Engineering skills are specifically focused on creating objects. To use an Engineering skill effectively, a character must have a kit or some other set of basic tools.

To use Engineering, first decide what the character is trying to make and consult the category descriptions below. Characters will need to locate the raw materials necessary to make the desired object. Games Masters should determine the availability and potential barter costs of these materials. In many circumstance, some material may be readily available via scavenging. If the character succeeds in locating the raw materials, make the Engineering check against the given DC for the object in question. If the character fails the check,

he does not make the object and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using an Engineering skill to construct an object, but cannot take 20 (since doing so represents multiple attempts and the character uses up the raw materials after the first attempt).

Engineering (chemical)

This skill allows a character to mix chemicals to create acids, bases, explosives or even pharmaceuticals and poisonous substances.

Acids and Bases: Acids are corrosive substances. Bases neutralise acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Engineering DCs			
Type of Acid	Acid	Base	Time
Mild (1d6/1d10)[1]	15	10	1 min.
Potent (2d6/2d10)	20	15	30 min.
Concentrated (3d6/3d10)	30	20	1 hr.

[1] The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives: Building an explosive from scratch is dangerous. If the Engineering (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being

Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Engineering DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	28	8 hr.
Chloroform[1]	Inhaled	17	Unconsciousness 1d3 hours	—	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	31	15 hr.
Cyanogens	Inhaled	19	1d4 Dex	2d4 Con	28	8 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	23	4 hr.
Tear gas	Inhaled	15	Nauseated 3d6 minutes	—	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	42	48 hr.

[1] Chloroform gives off vapour that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons cannot be made with the Engineering skill. Instead, such a poison must be obtained by extracting it from the creature in question.

made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Scratch built explosives deal concussion damage.

Type of Scratch-Built Explosive	Engineering DC	Ref DC[2]	Time
Improvised (1d6/5 feet)[1]	10	10	1 rnd.
Simple (2d6/5 feet)	15	12	10 min.
Moderate (4d6/10 feet)	20	12	1 hr.
Complex (6d6/15 feet)	25	15	3 hr.
Powerful (8d6/20 feet)	30	15	12 hr.
Devastating (10d6/25 feet)	35	18	24 hr.

[1] The figures in parentheses are typical damage/burst radius for each type of explosive.
[2] Save for ½ damage.

Pharmaceuticals: Engineering (chemical) also allows characters to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Engineering (chemical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it. A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

Disease Fortitude Save DC	Engineering DC	Time
14 or lower	15	1 hr.
15–18	20	3 hr.
19–22	25	6 hr.
23 or higher	30	12 hr.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarises the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his Fortitude save.

Secondary Damage: The damage a character takes after one minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Engineering DC: The DC of the Engineering check to create a quantity of the poison.

Time: The amount of time required for the Engineering check. If the Engineering check succeeds, the final product is a synthesised solid or liquid poison stored in a bottle (containing four doses) or a gas stored in a pressurised cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes one round to fill the area.

Special: A character without a chemical kit takes a –4 penalty on Engineering (chemical) checks.

Engineering (electronic)
This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he wants to construct; then the Games Master decides whether the device is simple, moderate, complex or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Engineering DC	Time
Simple (timer or detonator)	15	1 hr.
Moderate (radio direction finder, electronic lock)	20	12 hr.
Complex (cell phone)	25	24 hr.
Advanced (computer)	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Engineering (electronic) checks. A character with the Builder feat gets a +2 bonus on all Engineering (electronic) checks.

Engineering (mechanical)
This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armour and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he wants to construct; then the Games Master decides if the device is simple, moderate, complex or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Engineering DC	Time
Simple (tripwire trap)	15	1 hr
Moderate (engine component, light armour)	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	25	24 hr.
Advanced (jet engine)	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Engineering (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Engineering (mechanical) checks.

Escape Artist

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it is easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his Dexterity check.

For a tight space, a check is only called for if the character's head fits but his shoulders do not. If the space is long, such as in an airshaft, the Games Master may call for multiple checks. A character cannot fit through a space that his head does not fit through.

A character can make an Escape Artist check opposed by his opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he is not being actively opposed.

Special: A character can take 10 on an Escape Artist check. A character can take 20 if he is not being actively opposed (a character can take 20 if he is tied up, even though it is an opposed check, because the opponent is not actively opposing the character). A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time: Making a check to escape from being bound by ropes, handcuffs or other restraints (except a grappler) requires one minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least one minute, maybe longer, depending on the distance that must be crossed.

Forgery

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Factor	Check Modifier	Time
Document Type		
Simple (typed letter)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.

Familiarity	Check Modifier
Unfamiliar (seen once for less than a minute)	–4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	–4

Some documents require security or authorisation codes, whether authentic ones or additional forgeries. The Games Master makes the character's check secretly so the character is not sure how good his forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests[1]	+4
Examiner only casually reviews the document[1]	–2

[1] Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favourable circumstances for the examiner's opposed Forgery check).

Try Again?: No, since the forger is not sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question (the skill is language-dependent.) A character can take 10 when making a Forgery check, but cannot take 20. A character with the Meticulous feat gets a +2 bonus on all Forgery checks. A character without a forgery kit takes a –4 penalty on Forgery checks.

Time: Forging a short, simple document takes about one minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gather Information

Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out small trade goods and buying drinks, a character can get a feel for the major news items in a neighbourhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

Information ranges from general to protected and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumours, gossip and the like. Specific information usually relates to a particular question. Restricted information includes facts that are not generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There is a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of trade goods used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra goods). Increase the Barter check DC by 2 for each +1 circumstance bonus the character wants to add to his skill check.

Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character can take 10 when making a Gather Information check, but cannot take 20. A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

Time: A Gather Information check takes 1d4+1 hours.

Handle Animal

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
'Push' an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

'Push' an Animal: To push an animal means to get it to perform a task or trick that it does not know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: The character can teach an animal a specific trick, such as 'attack' or 'stay', with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

- **Attack (DC 20):** The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy.
- **Come (DC 15):** The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).
- **Defend (DC 20):** The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend another specific character.
- **Down (DC 15):** The animal breaks off from combat or otherwise backs down.
- **Fetch (DC 15):** The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.
- **Guard (DC 20):** The animal stays in place and prevents others from approaching.
- **Heel (DC 15):** The animal follows the character closely, even to places where it normally would not go.
- **Perform (DC 15):** The animal does a variety of simple tricks such as sitting up, rolling over and so on.
- **Seek (DC 15):** The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can

vary. Animals almost always find other creatures or characters of interest. To understand that it is looking for a specific object, the animal must make an Intelligence check (DC 10).

- **Stay (DC 15):** The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
- **Track (DC 20):** The animal tracks the scent presented to it.
- **Work (DC 15):** The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

- **Combat Riding (DC 20, six weeks):** An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard and Heel. An animal trained in riding may be 'upgraded' to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
- **Fighting (DC 20, three weeks):** An animal trained for combat knows the following tricks: Attack, Down and Stay.
- **Guarding (DC 20, four weeks):** An animal trained to guard knows the following tricks: Attack, Defend, Down and Guard.
- **Labouring (DC 15, two weeks):** An animal trained for heavy labour knows Come and Work.
- **Hunting (DC 20, six weeks):** An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek and Track.
- **Performing (DC 15, four weeks):** An animal trained for performing knows Come, Fetch, Heel, Perform and Stay.
- **Riding (DC 15, three weeks):** An animal trained to bear a rider knows Come, Heel and Stay.

Try Again?: Yes.

Special: A character can take 10 or take 20 when handling animals. An untrained character uses Charisma checks to handle and push animals, but he cannot teach or train animals. A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; three hours per day is enough. Spending more than three hours per day does not reduce the number of days required. The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Hide

Check: A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to ½ his normal speed and hide at no penalty. At more than ½ and up to the character's full speed, the character takes a –5 penalty. It is practically impossible (–20 penalty) to hide while attacking, running or charging.

The Hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium	+0		

If people are observing the character, even casually, he cannot hide. The character can run around a corner so that he is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character cannot hide if he has less than ½ cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he can make a Hide check if the character can get to a hiding place of some kind. As a general guideline, the hiding place has to be within one foot for every rank the character has in Hide. This check,

however, is at a –10 penalty because the character has to move fast.

Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he can make a Spot check (opposed by the character's Hide check) every time he changes course (goes around a street corner, exits a building and so on). If he is unsuspecting, he generally gets only a Spot check after an hour of tailing.

Special: A character can take 10 when making a Hide check, but cannot take 20. A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

Intimidate

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. That is, the target retains his normal attitude, but will chat, advise, offer limited help or advocate on the character's behalf while intimidated.

Circumstances dramatically affect the effectiveness of an Intimidate check. There are limits to what a successful Intimidate check can do. The character cannot force someone to obey his every command or do something that endangers that person's life. If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again does not help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but cannot take 20. A character immune to fear effects cannot be intimidated. A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time: An Intimidate check is a full-round action.

Jump

Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting.

The character's Jump check is modified by his speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he takes a penalty of –6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of his next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to ¼ the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of five to 30 feet are given in the table below. A character cannot jump a distance greater than his normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC[1]	Long Jump Distance	DC[1]
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30

[1] Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he does not clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x 4 (in feet). The DCs for high jumps of one to eight feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC[1]	High Jump Distance	DC[1]
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32

[1] Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he can reach the height. The character grasps the object he was trying to reach. If the character wishes to pull himself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he does not reach the height and lands on his feet in the same square from which the character jumped. A typical person can reach eight feet without jumping.

Hop Up: The character can jump up onto an object as tall as his waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if he does not get a running start).

Jumping Down: If the character intentionally jumps from a height, he takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start). If the character succeeds on the check, he takes falling damage as if he had dropped 10 fewer feet than he actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed. A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20. A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move. Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Knowledge

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

Check: A character makes a Knowledge check to see if he knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions and 20 to 30 for tough questions.

The Knowledge categories, and the topics each one encompasses, are as follows:

- **Agriculture:** This area covers basics of planting, harvesting, animal husbandry and so on.
- **Culture:** Literature, poetry, art history and the fine arts.
- **Faction:** General information about the various political factions such as Thunder Mountain, Daniel, The Army of the South and so on.

- **History:** Events, personalities and cultures of the past including archaeology and antiquities.
- **Local:** The geography and demographics of an individual state or major metropolitan area. Examples would be Colorado, Los Angeles, Texas, New York City and so on.
- **Pop Culture:** Comic books, television, Hollywood films, fads and so on.
- **Region:** The geography and demographics of a particular geographic area. The regions in *Jeremiah – The Roleplaying Game* are as follows:
  - Region 1 – New England
  - Region 2 – Mid-Atlantic Coast
  - Region 3 – The South
  - Region 4 – Great Lakes
  - Region 5 – Great Plains
  - Region 6 – Southwest
  - Region 7 – Rocky Mountains
  - Region 8 – Pacific Northwest
  - Region 9 – California and Nevada
- **Social Sciences:** Political Science, Anthropology, Sociology and so on.
- **Streetwise:** Street and urban culture, local underworld personalities and events.
- **Tactics:** Techniques and strategies for disposing and manoeuvring forces in combat.

- **Technology:** Cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice and experience.

Games Masters are free to create more Knowledge categories to suit the needs of their own campaigns.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time does not let the character know something he never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject. A character can take 10 when making a Knowledge check, but cannot take 20. A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The Games Master may decide that having 5 or more ranks in a specific Knowledge skill provides a character

with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Listen

Check: Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The Games Master may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he wants to try to hear something in the character's vicinity.

The Games Master may make the Listen check in secret so the character does not know whether hearing anything means nothing is there or he failed the check.

A successful Listen check when there is not anything to hear results in the character hearing nothing.

DC	Sound
–20	Gunfire
–10	A melee battle
0	People talking
5	A person in medium armour walking at a slow pace, trying not to make noise
10	An unarmoured person walking at a slow pace, trying not to make any noise
15	A 1st level thief sneaking up on someone[1]
20	A tiger stalking prey[1]
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

[1] This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	–1
Listener distracted	–5

Try Again?: A character can make a Listen check every time he has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he failed (or believes he failed) to hear previously.

Special: When several characters are listening to the same thing, the Games Master can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends one minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks. A sleeping character can make Listen checks, but takes a –10 penalty on the checks.

Time: A Listen check is either a reaction (if called for by the Games Master) or a move action (if a character actively takes the time to try to hear something).

Move Silently

Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his normal speed at no penalty. At more than ½ speed and up to the character's full speed, he takes a –5 penalty. It is practically impossible (–20 penalty) to move silently while attacking, running, or charging.

Special: A character can take 10 when making a Move Silently check, but cannot take 20. A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time: Move Silently is a move action.

Navigate

Check: Make a Navigate check when a character is trying to find his way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he moves via the best reasonable course toward his goal. If the character fails, he still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his path). If the character fails by more than 5, he travels the expected time, but only gets halfway to his destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his path. If the character succeeds, he continues on to his destination; the total time for the

trip is twice the normal time. If the character fails, he loses half a day before he can try again. The character keeps trying until he succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realises his mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The Games Master may choose to make the Navigate check for the character in secret, so he does not know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his location, not when travelling. A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

Perform
This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his talent and skill. The quality of the character's performance depends on his check result.

The eight Perform categories, and the qualities each one encompasses, are as follows:

- **Act:** The character is a gifted actor, capable of performing drama, comedy or action-oriented roles with some level of skill.

- **Dance:** The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.
- **Keyboards:** The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ and synthesiser.
- **Percussion Instruments:** The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone and tambourine.
- **Sing:** The character is a musician gifted with a talent for producing musical tones with his voice.
- **Stand-Up:** The character is a gifted comedian, capable of performing a stand-up routine before an audience.
- **Stringed Instruments:** The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar and violin.
- **Wind Instruments:** The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but is not impressed.
15	Routine performance. Audience enjoys your performance, but it is not exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.

Special: A character can take 10 when making a Perform check, but cannot take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed) or Perform (wind) check he attempts. At the Games Master's discretion, impromptu instruments may be employed, but the performer must take a –4 penalty on the check because his equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Pilot

Check: Typical piloting tasks do not require checks. Checks are required during combat, for special manoeuvres, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple manoeuvres and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space). Each vehicle's description includes a handling modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but cannot take 20. A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks. There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters and jet fighters) require the corresponding Aircraft Operation feat, or else the character takes a –4 penalty on Pilot checks.

Time: A Pilot check is a move action.

Read/Write Language

The Read/Write Language skill does not work like a standard skill. Each character automatically begins the game with 1 rank in the Read/Write Language (English) skill. Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he chooses a new language that he can read and write.

A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or does not. To be able to speak a language that the character can read and write, he must take the Speak Language skill for the appropriate language.

A character can choose any language, modern or ancient (see below for suggestions). The Games Master might determine that a character cannot learn a specific language due to the circumstances of the campaign.

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups. A language's group does not matter when a character is buying ranks in Speak Language or Read/Write Language.

This list is by no means exhaustive – there are many more language groups, and most groups contain more languages than those listed here.

- **European:** Czech, Danish, Dutch, English, French, Gaelic, German, Greek, Icelandic, Italian, Norwegian, Polish, Portuguese, Russian, Spanish, Swedish, Welsh and Yiddish.
- **Middle-Eastern:** Arabic, Hebrew, Turkish and Yiddish.
- **Asian:** Cantonese, Farsi, Hindi, Japanese, Korean, Mandarin , Pashto, Punjabi and Urdu.
- **Native American:** Algonquin, Apache, Arapaho, Blackfoot, Cheyenne, Chippewa, Navaho and Shawnee.

Repair

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the Games Master. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves barter or scrounging when spare parts or new components are needed, represented by a Barter check. If the Games Master decides this is not necessary for the type of repair the character is attempting, then no Barter check is needed.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the Games Master may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character cannot take 20. Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he takes a –4 penalty on the check.

Engineering (mechanical) or Engineering (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy). A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Research
Check: Researching a topic takes time, skill and some luck. The Games Master determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map or similar bit of information, add between +5 and +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check. A character with the Studious feat gets a +2 bonus on all Research checks. Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.

Ride
Animals ill-suited as mounts provide a –2 penalty on their rider's Ride check.

Check: Typical riding actions do not require checks. A character can saddle, mount, ride and dismount without

a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

- **Guide with Knees (DC 5):** The character can react instantly to guide his mount with his knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he can only use one hand this round because the character needs to use the other to control his mount.

- **Stay in Saddle (DC 5):** The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when the character takes damage.

- **Fight while Mounted (DC 20):** While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he uses only a move action and can use his attack action to do something else. If the character fails, he can do nothing else that round. If the character fails by more than 5, he loses control of the animal.

  For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his move action to have the animal perform a trick (commonly, to attack). The character can use his attack action normally.

- **Cover (DC 15):** The character can react instantly to drop down and hang alongside his mount, using it as one-half cover. The character cannot attack while using his mount as cover. If the character fails, he does not get the cover benefit.

- **Soft Fall (DC 15):** The character reacts instantly when he falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he takes 1d4 points of falling damage.

- **Leap (DC 15):** The character can get his mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

- **Fast Mount or Dismount (DC 20; armour penalty applies):** The character can mount or dismount

as a free action. If the character fails the check, mounting or dismounting is a move action. A character cannot attempt a fast mount or dismount unless he can perform the mount or dismount as a move action this round, should the check fail.

Special: If the character is riding bareback, he takes a –5 penalty on Ride checks. A character can take 10 when making a Ride check, but cannot take 20. A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Science

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified below.

Check: A character makes a Science check to see if the character knows something. The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions and 20 to 30 for tough questions.

The Science categories include: biology, botany, chemistry, genetics, geology, mathematics, medical, metallurgy, microbiology, nuclear physics, psychology and zoology. Each is purchased as a separate skill.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time does not let the character know something he never knew in the first place.

Special: An untrained Science check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject. A character can take 10 when making a Science check, but cannot take 20. A character with the Educated feat gets a +2 bonus on any two types of Science checks.

The Games Master may decide that having 5 or more ranks in a specific Science skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Science check can be a reaction, but otherwise requires a full-round action.

Search

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods five feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check. A character with the Meticulous feat gets a +2 bonus on all Search checks.

Time: A Search check is a full-round action.

Sense Motive

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behaviour that something is wrong. Also, the character can get the feeling that someone is trustworthy and honourable.

Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but cannot take 20. A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. When this is the case, the Games Master may roll the character's Sense Motive check in secret, so the character does not necessarily know someone is trying to bluff him. Using Sense Motive to get a sense of someone's trustworthiness takes at least one minute.

Sleight of Hand

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear; also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check does not prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his body.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: A character can take 10 when making a Sleight of Hand check, but cannot take 20. A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10. A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time: A Sleight of Hand check is an attack action.

Speak Language

The Speak Language skill does not work like a standard skill.

A character starts the game with 1 rank in Speak Language (English). Each additional language costs 1 rank. When a character adds a rank to Speak Language, he chooses a new language that he can speak. A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or does not. To be able to read and write a language that the character can speak, he must take the Read/Write Language skill for the appropriate language.

A character can choose any language, so long as a reasonable explanation for how the character learned the language is provided (see the table accompanying Read/Write Language for suggestions). The Games Master might determine that a character cannot learn a specific language due to the circumstances of the campaign. For example, a player would be hard-pressed to come up with a reasonable explanation for their character learning Afrikaans when the campaign is based out of Idaho. That said, it is still possible that the character came across a working stereo system and a *Learn Afrikaans in 40 Days or Less* audiotape system.

Spot

Check: The Spot skill is used to notice items that are not immediately obvious and people who are attempting to hide. The Games Master may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he wants to try to notice something in his vicinity.

The Games Master may make the Spot check in secret so that the character does not know whether or not noticing anything means that nothing is there or that the character failed the check. A successful Spot check when there is not anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill) or to notice a concealed weapon on another person.

A character's Spot check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.

Try Again?: A character can make a Spot check every time he has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he failed (or believe he failed) to notice previously.

Special: A character can take 10 or take 20 when making a Spot check. A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time: A Spot check is either a reaction (if called for by the Games Master) or a full-round action (if a character actively takes the time to try to notice something).

Survival

Check: A character can keep himself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to ½ the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to ½ the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild. A character with the Guide feat gets a +2 bonus on all Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

Swim

Check: A successful Swim check allows a character to swim ¼ his speed as a move action or ½ the character's speed as a full-round action. Roll once per round. If the character fails, he makes no progress through the water. If the character fails by 5 or more, he goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his breath. A character can hold his breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by one round (effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: A character takes a penalty of –1 for every 5 pounds of gear he carries, including armour and weapons. A character can take 10 when making a Swim check, but cannot take 20. A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Treat Injury

Check: The DC and effect depend on the task attempted.

- **Long-Term Care (DC 15):** With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate: 3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

  A character can tend up to as many patients as he has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least a half-hour of the day to each patient the character is caring for.

- **Restore Hit Points (DC 15):** With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

- **Revive Dazed, Stunned or Unconscious Character (DC 15):** With a first aid kit, the character can remove the dazed, stunned or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned or unconscious condition from an affected character. The character cannot revive an unconscious character who is at –1 hit points or lower without first stabilising the character.

- **Stabilise Dying Character (DC 15):** With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilises another character. The stabilised character regains no hit points, but he stops losing them. The character must have a medical kit to stabilise a dying character.

- **Surgery (DC 20):** With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

  Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

  A character who undergoes surgery is fatigued for 24 hours, minus two hours for every point above the

DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

- **Treat Disease (DC 15):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his ranks in this skill.

- **Treat Poison (DC 15):** A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his ranks in this skill.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned or unconscious characters, stabilizing dying characters and surgery. No, for all other uses of the skill.

Special: The Surgery feat gives a character the extra training he needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison or stabilising a dying character requires a medical kit. Reviving a dazed stunned or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he takes a –4 penalty on the check.

A character can use the Treat Injury skill on himself only to restore hit points, treat disease or treat poison. The character takes a –5 penalty on his check any time he treats himself. A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Tumble

Check: A character can land softly when he falls, tumble past opponents in combat or tumble through opponents.

- **Land Softly:** The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

- **Tumble past Opponents:** With a successful Tumble check (DC 15), the character can weave, dodge and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

- **Tumble through Opponents:** With a successful Tumble check (DC 25), the character can roll, jump or dive through squares occupied by opponents, moving over, under or around them as if they were not there. Failure means the character moves as planned but provokes attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to DV (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defence. A character can take 10 when making a Tumble check, but cannot take 20. A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

Feats

Feat Descriptions

Acrobatic
Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.
Special: Remember that the Tumble skill cannot be used untrained.

Advanced Combat Martial Arts
Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8 or higher.
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.
Normal: An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency
Prerequisite: Simple Weapons Proficiency.
Benefit: The character can fire any assault rifle, submachine gun and sniper rifle without penalty. These may use full auto (provided, of course, that it has an autofire setting).
Normal: Characters without this feat take a –4 penalty on attack rolls made with these firearms.

Advanced Two-Weapon Fighting
Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11 or higher.
Benefit: The character gets a third attack with his offhand weapon, albeit at a –10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Advanced Weapons Proficiency
Choose a weapon type from the following list: black powder weapons, bow, martial arts weapons, polearms, sling, staff, sword or thrown weapons.

Prerequisites: Simple Weapons Proficiency.
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character that uses a weapon without being proficient with it takes a –4 penalty on attack rolls.
Special: A character can gain this feat multiple times. Each time a character takes the feat, he selects a different weapon group

Agile Riposte
Prerequisites: Dexterity 13, Dodge.
Benefit: Once per round, if the opponent the character has designated as his dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat cannot use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Aircraft Operation
Select a class of aircraft (light aircraft, heavy aircraft, jet fighters, helicopters or attack helicopters). The character is proficient at operating that class of aircraft.

Light aircraft include small planes and gliders. The heavy aircraft class includes jumbo passenger aeroplanes, large cargo planes, heavy bombers and any other aircraft with three or more engines. Jet fighters include military fighter and ground attack jets. Helicopters cover all helicopters without onboard weapons systems. For military helicopters, the attack helicopters class is used.

Prerequisite: Pilot 4 ranks.
Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.
Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.
Special: The character can gain this feat multiple times. Each time the character takes the feat he selects a different class of aircraft.

Alertness
Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Animal Affinity
Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.
Special: Remember that the Handle Animal skill cannot be used untrained.

Feats	Prerequisite
Acrobatic	
Aircraft Operation	Pilot 4 ranks
Alertness	
Animal Affinity	
Athletic	
Attentive	
Blind Fight	
Blindside	Dexterity 13
Brawl	
Improved Brawl	Brawl, base attack bonus +3
Knockout Punch	Brawl, base attack bonus +3
Improved Knockout Punch	Brawl, Knockout Punch, base attack bonus +6
Streetfighting	Brawl, base attack bonus +2
Improved Feint	Intelligence 13, Brawl, Streetfighting
Brute Force	Base attack bonus +1
Builder	
Cautious	
Code of Honour	One allegiance
Combat Expertise	Intelligence 13
Improved Disarm	Intelligence 13, Combat Expertise
Improved Trip	Intelligence 13, Combat Expertise
Whirlwind Attack	Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4
Combat Martial Arts	Base attack bonus +1
Improved Combat Martial Arts	Combat Martial Arts, base attack bonus +4
Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8
Combat Reflexes	
Confident	
Creative	
Deceptive	
Defensive Martial Arts	
Combat Throw	Defensive Martial Arts
Improved Combat Throw	Defensive Martial Arts, Combat Throw, base attack bonus +3
Elusive Target	Dexterity 13, Defensive Martial Arts
Unbalance Opponent	Defensive Martial Arts, base attack bonus +6

Feats	Prerequisite
Deft Hands	
Diligent	
Dodge	Dexterity 13
Agile Riposte	Dexterity 13, Dodge
Mobility	
Spring Attack	Dexterity 13, Dodge, Mobility, base attack bonus +4
Drive-By attack	
Educated	
Endurance	
Diehard	Endurance
Far Shot	
Dead Aim	Wisdom 13, Far Shot
Improved Dead Aim	Wisdom 13, Far Shot, Dead Aim
Focused	
Frightful Presence	Charisma 15, Intimidate 9 ranks
Gearhead	
Great Fortitude	
Guide	
Haggle	
Heroic Surge	
Improved Damage Threshold	
Improved Initiative	
Investigator	
Iron Will	
Leadership	Character level 6
Lightning Reflexes	
Low Profile	
Medical Expert	
Meticulous	
Negotiator	
Nimble	
Pack Rat	
Persuasive	
Point Blank Shot	
Double Tap	Dexterity 13, Point Blank Shot
Precise Shot	Point Blank Shot
Improved Precise Shot	Dexterity 19, Point Blank Shot, Precise Shot, base attack bonus +11
Skip Shot	Point Blank Shot, Precise Shot
Shot on the Run	Dexterity 13, Point Blank Shot, Dodge, Mobility
Power Attack	Strength 13
Cleave	Strength 13, Power Attack

Feat	Prerequisite
Great Cleave	Strength 13, Power Attack, Cleave, base attack bonus +4
Improved Bull Rush	Strength 13, Power Attack
Sunder	Strength 13, Power Attack
Quick Draw	Base attack bonus +1
Quick Reload	Base attack bonus +1
Reactive Shooter	Dexterity 13
High Ready	Dexterity 13, Reactive Shooter
Renown	
Run	
Fleet Footed	Run
Self Sufficient	
Simple Weapons Proficiency	
Advanced Firearms Proficiency	Simple Weapons Proficiency
Burst Fire	Wisdom 13, Simple Weapons Proficiency, Advanced Firearms Proficiency
Military Firearms Proficiency	Simple Weapons Proficiency, Advanced Firearms Proficiency
Strafe	Simple Weapons Proficiency, Advanced Firearms Proficiency
Advanced Weapons Proficiency	Simple Weapons Proficiency
Skill Focus	

Feat	Prerequisite
Stealthy	
Studious	
Surface Vehicle Operation	Drive 4 ranks
Surgery	Treat Injury 4 ranks
Toughness	
Track	
Trustworthy	
Two-Weapon Fighting	Dexterity 13
Armed to the Teeth	Dexterity 13, Two-Weapon Fighting, base attack bonus +6
Two-Weapon Defence	Dexterity 15, Two-Weapon Fighting
Improved Two-Weapon Fighting	Dexterity 13, Two-Weapon Fighting, base attack bonus +6
Advanced Two-Weapon Fighting	Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11
Vehicle Expert	
Force Stop	Drive 4 Ranks, Vehicle Expert
Vehicle Dodge	Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert
Weapon Finesse	
Weapon Focus	Proficient with weapon, base attack bonus +1
Windfall	

Armed to the Teeth

You can fight two-handed with ranged and melee weapons.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6 or higher.
Benefit: When you fight with two weapons, you can use a ranged weapon in one hand and a melee weapon in the other hand.
Normal: To gain the benefit of the Two-Weapon Fighting feat, your weapons must be both ranged or melee weapons.

Athletic

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

Attentive

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.
Special: Remember that the Investigate skill cannot be used untrained.

Blind-Fight

Benefit: In melee combat, every time the character misses because of concealment, the character can re-roll the miss chance roll one time to see if the character actually hits.

The character takes only ½ the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to ¾ of normal, instead of ½.

Blindside

Prerequisites: Dexterity 13.
Benefit: If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Whenever a character with the Blindside feat flanks an opponent or catches an opponent in a situation that denies the Dexterity bonus to Defence (if any), he gains a bonus to his attack roll, critical threat range and damage on a successful hit. The character attempting a Blindside receives a +4 to his attack roll and a +1 to his critical threat range. If the attack is successful, the character deals one extra die of damage as well. For example, if

using a knife (which normally deals 1d4 damage), the player may roll an additional 1d4, adding the result to the damage roll. The extra die of damage is always of the same type normally used for the relevant weapon or unarmed strike.

With a sap (blackjack) or an unarmed strike, the character can make a blindside attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a blindside, not even with the usual –4 penalty.

Blindside may be performed with a Called Shot without provoking an attack of opportunity. Blindside may not be used against and opponent who has concealment.

Special: Players may select this feat more than once. Each time this feat is selected, the player may add another die to damage done using the Blindside feat (two extra dice when selected for the second time, three extra dice on the third time Blindside is selected and so on.

Brawl
Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls and deals nonlethal damage equal to 1d6 + his Strength modifier.
Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Brute Force
You can use your massive strength to great effect against puny enemies.
Prerequisites: Base attack bonus +1 or higher.
Benefit: With a two-handed weapon, you may use your Strength modifier instead of your Dexterity modifier on attack rolls.

Builder
Benefit: Pick one of the following skills: Engineering (electrical), Engineering (mechanical) and Craft (structural). The character gets a +2 bonus on all checks with those skills.
Special: The character can select this feat three times. Each time, the character applies it to the another skills he did not pick originally. Remember that Engineering (electrical) and Engineering (mechanical) cannot be used untrained.

Burst Fire
Prerequisites: Wisdom 13, Simple Weapons Proficiency, Advanced Firearms Proficiency.
Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a –4 penalty on the attack roll, but deals +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.
Normal: Autofire uses 10 bullets, targets a 10-foot-by-10-foot area, and cannot be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cautious
Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.
Special: Remember that the Demolitions skill and the Disable Device skill cannot be used untrained.

Cleave
Prerequisites: Strength 13, Power Attack.
Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another

opponent adjacent to the character. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Code of Honour

Prerequisite: At least one allegiance.
Benefit: Select one allegiance your character already has formed. You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate and Sense Motive checks when dealing with characters who have the same allegiance. You gain –4 circumstance penalty on these same checks when dealing with characters who have an opposed allegiance.
Special: You may select this feat multiple times, each time it applies to a different allegiance.

Combat Expertise

Prerequisite: Intelligence 13.
Benefit: When the character uses the attack action or the full attack action in melee he can take a penalty of up to –5 on his attack roll and add the same number (up to +5) to his DV. This number may not exceed the character's base attack bonus. The changes to attack rolls and DV last until the character's next action. The bonus to the character's DV is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full-attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to DV.

Combat Martial Arts

Prerequisite: Base attack bonus +1 or higher.
Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.
Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.
Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and cannot make attacks of opportunity when flat-footed.

Combat Throw

Prerequisite: Defensive Martial Arts.
Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him.

Confident
Benefit: The character gets a +2 bonus on all Diplomacy checks and Intimidate checks, and on level checks to resist intimidation.

Creative
Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments) and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.
Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

Dead Aim
Prerequisites: Wisdom 13, Far Shot.
Benefit: Before making a ranged attack, the character may take a full-round action to line up his shot. This grants the character a +2 circumstance bonus on his next attack roll. Once the character begins aiming, he cannot move, even to take a 5-foot step, until after the character makes his next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his next action he loses the benefit of aiming.

Deceptive
Benefit: The character gets a +2 bonus on all Bluff and Disguise checks.

Defensive Martial Arts
Benefit: The character gains a +1 dodge bonus to DV against melee attacks.
Special: Any condition that makes the character lose his Dexterity bonus to DV also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Deft Hands
Benefit: The character gains a +2 bonus on all Sleight of Hand and Engineering (any) skill checks.

Diehard
Prerequisite: Endurance.
Benefit: When reduced to between –1 and –9 hit points, you automatically become stable. You do not have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it is not your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full-round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you die immediately.

Normal: A character without this feat who is reduced to between –1 and –9 hit points is unconscious and dying.

Diligent
Benefit: You get a +2 bonus on all Appraise checks and Cryptography checks.

Dodge
Prerequisite: Dexterity 13.
Benefit: During his action the character designates an opponent and receives a +1 dodge bonus to DV against any subsequent attacks from that opponent. The character can select a new opponent on any action.
Special: A condition that makes the character lose his Dexterity bonus to DV also makes him lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap
Prerequisites: Dexterity 13, Point Blank Shot.
Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a –2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack
Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he can take his attack action to make an attack at any point along the vehicle's movement.
Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his attack action either before or after the vehicle's movement.

Educated
Benefit: Pick two Knowledge or Science skills. The character gets a +2 bonus on all checks with those skills.
Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge or Science skills.

Elusive Target
Prerequisites: Dexterity 13, Defensive Martial Arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.
Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

Endurance
Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments and Fortitude saves to resist suffocation or drowning. Also, the character may sleep in armour without becoming fatigued.
Normal: A character without this feat that sleeps in armour is automatically fatigued the following day.

Far Shot
Benefit: When the character uses a firearm or other ranged weapon, its range increment increases by ½ (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Fleet Footed
You can turn corners without losing momentum.

Prerequisite: Run.
Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing armour that weighs over 20 pounds or if you are carrying a medium or heavy load.
Normal: Without this feat, you can run or charge only in a straight line.

Focused
Benefit: The character gets get a +2 bonus on all Balance checks and Concentration checks.

Force Stop
Prerequisites: Drive 4 ranks, Vehicle Expert.
Benefit: When the character attempts a sideswipe with a surface vehicle he can force the other vehicle to a stop by nudging it into a controlled sideways skid.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to ½ the character's vehicle speed. The vehicles end their movement at that location, at stationary speed and

take their normal sideswipe damage. If the character fails the check, resolve the sideswipe normally.

Frightful Presence

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his save is shaken, taking a –2 penalty on attack rolls, saves and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

Gearhead

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

Great Cleave

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times he can use it per round.

Great Fortitude

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Guide

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Haggle

Benefit: The character gets a +2 bonus on all Barter checks. This feat may be taken up to three times. All bonuses stack.

Heroic Surge

Benefit: The character may take an extra move action or attack action in a round, either before or after his regular actions. The character may use Heroic Surge a number of times per day depending on his character level (as shown below), but never more than once per round.

Character Level	Times/Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

High Ready

You are accustomed to moving with your gun at the ready, shifting your aim with your sight.

Prerequisites: Dexterity 13, Reactive Shooter.

Benefit: You can use the Reactive Shooter feat with a longarm weapon. To do so, you must first have stated that you are at the high ready position (on your feet with your weapon shouldered, ready to fire). You can only move at ½ speed while prepared in this manner.

Improved Brawl

Prerequisites: Brawl, base attack bonus +3 or higher.
Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his attack roll and deals nonlethal damage equal to 1d8 + his Strength modifier.
Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

Prerequisites: Strength 13, Power Attack.
Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts

Prerequisites: Combat Martial Arts, base attack bonus +4.
Benefit: The character's threat range on an unarmed strike improves to 19–20.
Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3 or higher.
Benefit: In melee combat, if an opponent attacks and misses the character he may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.
Special: This feat does not grant the character more attacks of opportunity than he is normally allowed in a round.

Improved Damage Threshold

Benefit: The character increases his massive damage threshold by 3 points.
Normal: A character without this feat has a massive damage threshold equal to his current Constitution score. With this feat, the character's massive damage threshold is current Con +3.
Special: A character may gain this feat multiple times. Its effects stack.

Improved Dead Aim

Your skill with ranged weapons is unmatched.

Prerequisites: Wisdom 13, Far Shot, Dead Aim.
Benefit: The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

Improved Disarm

Prerequisites: Intelligence 13, Combat Expertise.
Benefit: The character does not provoke an attack of opportunity when he attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint

Prerequisites: Intelligence 13, Brawl, Streetfighting.
Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.
Normal: Feinting in combat requires an attack action.

Improved Initiative

Benefit: The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

Prerequisites: Brawl, Knockout Punch, base attack bonus +6 or higher.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Precise Shot

Prerequisites: Dexterity 19, Point Blank Shot, Precise Shot, base attack bonus +11 or higher.
Benefit: Your ranged attacks ignore the DV bonus granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment.

In addition, when you shoot or throw ranged weapons at a grappling opponent; you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Trip

Prerequisites: Intelligence 13, Combat Expertise.
Benefit: The character does not provoke an attack of opportunity when he tries to trip an opponent while unarmed.

If the character trips an opponent in melee combat he immediately gets to make a melee attack against that opponent as if he had not used his attack action for the trip attempt.

Improved Two-Weapon Fighting
Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6 or higher.
Benefit: The character gets a second attack with his offhand weapon, albeit at a –5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.
Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Investigator
Benefit: The character gains a +2 bonus on all Gather Information and Search checks.

Iron Will
Benefit: The character gets a +2 bonus on all Will saving throws.

Knockout Punch
Prerequisites: Brawl, base attack bonus +3 or higher.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Leadership
Prerequisite: Character level 6th.
Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Other modifiers may apply when the character tries to attract a cohort:

The Leader...	Modifier
Recruits a cohort of a different allegiance	–1
Caused the death of a cohort	–2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader...	Modifier
Has a base of operations	+2
Moves around a lot	−1
Caused the death of other followers	−1

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. The cohort's allegiance may not be opposed to the leader's allegiance, and the leader takes a Leadership penalty if he recruits a cohort of an allegiance different from his own.

Cohorts Earn Experience Points as Follows: The cohort does not count as a party member when determining the party's experience points. Divide the cohort's level by the level of the character with whom he is associated (the character with the Leadership feat who attracted the cohort). Multiply this result by the total experience points awarded to the character and add that number of experience points to the cohort's total. If a cohort gains enough experience points to bring him to a level one lower than the associated leader's character level, the cohort does not gain the new level – his new experience points total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they are generally low-level Non-Player Characters. Because they are generally five or more levels behind the character they follow, they are rarely effective in combat.

Followers do not earn experience and thus do not gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if he has acquired more followers, some of which may be higher level than the existing followers. You do not consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.

Lightning Reflexes
Benefit: The character gets a +2 bonus on all Reflex saving throws.

Low Profile
Benefit: The character receives a +2 bonus on all Gather Information and Hide skill checks.

Medical Expert
Benefit: The character gets a +2 bonus on all Engineering (chemical) checks and Treat Injury checks.
Special: Remember that the Engineering (chemical) skill cannot be used untrained.

Meticulous
Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Military Firearms Proficiency

Choose a weapon type from the following list: flame throwers, heavy machine guns, grenade launchers, rocket launchers and vehicle weapons.

Prerequisites: Simple Weapons Proficiency, Advanced Firearms Proficiency.
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character that uses a weapon without being proficient with it takes a –4 penalty on attack rolls.
Special: A character can gain this feat as many as five times. Each time a character takes the feat, he selects a different weapon group.

Mobility

Prerequisites: Dexterity 13, Dodge.
Benefit: The character gets a +4 dodge bonus to DV against attacks of opportunity provoked when the character moves out of a threatened square.
Special: A condition that makes a character lose his Dexterity bonus to DV also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Negotiator

Benefit: The character gets a +2 bonus on all Diplomacy and Sense Motive checks.

Nimble

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.
Special: Remember that the Sleight of Hand skill cannot be used untrained.

Pack Rat

Benefit: The character is adept at hiding and storing trade items on their person. Characters with this feat may carry 150% the normal weight allowed for their Strength for encumbrance purposes only.

Persuasive

Benefit: The character gets a +2 bonus on all Bluff and Intimidate checks.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite: Strength 13.
Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite: Point Blank Shot.
Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.
Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

Prerequisite: Base attack bonus +1 or higher.
Benefit: The character can draw a weapon as a free action. A character with this feat may throw weapons at his full normal rate of attacks.
Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

Prerequisite: Base attack bonus +1 or higher.
Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.
Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader or reloading any firearm with an internal magazine, is a full-round action.

Reactive Shooter

You react instantly with a firearm.

Prerequisites: Dexterity 13.
Benefit: If you have a Medium or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but suffer a –5 penalty on the attack.

You are still considered flat-footed during the surprise round.
Normal: If you are surprised at the beginning of combat, you cannot take any action during the surprise round.

Renown

Benefit: The character may elect to take either a +2 bonus to his Intimidate or Diplomacy skill. This feat may be taken more than once. Bonuses do stack.

Run

Benefit: When running, the character moves a maximum of five times his normal speed instead of four times. If the character makes a long jump, the character gains a +2 competence bonus on his Jump check.

Self-Sufficient

Benefit: The character gets a +2 bonus on all Survival and Treat Injury checks.

Shot on the Run

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.
Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his speed.

Simple Weapons Proficiency

Benefit: The character can fire any handgun, rifle or shotgun firearm without penalty. Additionally, the character may use most simple weapons without penalty. These include clubs, spears, knives and so on.
Normal: Characters without this feat take a –4 penalty on all attack rolls using weapons.

Skill Focus

Choose a skill.
Benefit: The character gets a +3 bonus on all checks involving that skill.
Special: This feat may be selected multiple times. Its effects do not stack. Each time this feat is selected, it applies to a new skill.

Skip Shot

Prerequisites: Point Blank Shot, Precise Shot.
Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on his attack roll, and the character's attack deals –1 die of damage.
Special: The surface does not have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

Spring Attack

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4 or higher.
Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character cannot use this feat if he is carrying a heavy load or wearing armour heavier than 20 pounds.

Stealthy

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Strafe

Prerequisites: Simple Weapons Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area of four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting

Prerequisites: Brawl, base attack bonus +2 or higher.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Studious

Benefit: The character gets a +2 bonus on all Cryptography checks and Research checks.

Sunder

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character.

The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armoured vehicles (such as some armoured personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multi-crewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that

falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he selects a different class of surface vehicle.

Surgery
Prerequisite: Treat Injury 4 ranks.
Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.
Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

Toughness
Benefit: The character gains +1 to his Damage Reduction score.
Special: A character may gain this feat three times. Its effects stack.

Track
Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

- **Very Soft:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- **Soft:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.
- **Firm:** Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.
- **Hard:** Any surface that does not hold footprints at all, such as bare rock, concrete, metal decking or indoor floors. The quarry leaves only traces, such as scuffmarks.

If the character fails a Survival check, he can retry after one hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Track – Condition Table

Condition	DC Mod.
Per three targets in group being tracked	–1
Size of targets being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since trail was made	+1
Per hour of rain since trail was made	+1
Fresh snow cover since trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail	+5

[1] For a group of mixed sizes, apply only the modifier for the largest size category represented.
[2] Apply only the largest modifier from this category.

Trustworthy
Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Defence
Prerequisites: Dexterity 15, Two-Weapon Fighting.
Benefit: When wielding a double weapon or two weapons (not including unarmed strikes), you gain a +1 bonus to your DV.

When you are fighting defensively or using the total defence action, this bonus increases to +2.

Two-Weapon Fighting
Prerequisite: Dexterity 13.
Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

The weapons used must be both melee weapons or ranged weapons (the character cannot mix the types).

Unbalance Opponent
Prerequisites: Defensive Martial Arts, base attack bonus +6 or higher.
Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent does not get to add his Strength modifier to attack rolls when targeting the character. If the opponent has a Strength penalty, he still takes that penalty.

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Vehicle Dodge
Prerequisites: Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.
Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to DV against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Expert
Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse
Choose one light melee weapon. A character can choose unarmed strike or grapple as a weapon for the purposes of this feat.
Prerequisites: Proficient with weapon, base attack bonus +1 or higher.
Benefit: With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on damage rolls.
Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

Weapon Focus
Choose a specific weapon. A character can choose unarmed strike or grapple for the purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.
Benefit: The character gains a +1 bonus on all attack rolls he makes using the selected weapon.
Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack
Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4 or higher.
Benefit: When the character performs a full-round action, the character can give up his regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Windfall
Benefit: The character receives trade goods whose total value equals 40. Specific goods are at the Games Master's discretion.
Special: A character can select this feat multiple times. Each time its effects stack.

Equipment, Supplies & Trade Goods

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on the Carrying Capacity table.

Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

If the weight of everything a character is wearing or carrying amounts to no more than his light load figure, the character can move and perform any actions normally.

If the weight of the character's gear falls in his medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An encumbered character performs as if his Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently and Tumble. This encumbrance penalty stacks with any armour penalty that may also apply.

If the weight of a character's gear falls in his heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently and

Tumble. This encumbrance penalty stacks with any armour penalty that may also apply. Finally, a heavily-encumbered character's maximum running speed is his speed x3 instead of speed x4.

The figure at the upper end of a character's heavy load range is his maximum load. No character can move or perform any other actions while carrying more than his maximum load.

Lifting and Dragging
A character can lift up to his maximum load over his head. A character can lift up to double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defence and can only move five feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his maximum load. Favourable conditions (smooth ground, dragging a slick object) can double these numbers and bad circumstances (broken ground, pushing an object that snags) can reduce them to ½ or less.

Concealed Weapons and Objects
It is assumed that a character is wearing appropriate clothing when attempting to conceal a weapon or other object. Drawing a concealed weapon is more difficult than drawing a regularly-holstered weapon and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks
To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he heads out into public can usually take 10 unless he is rushed trying to conceal it when others might see or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment
The object's size affects the check result, as shown on the Concealing Weapons and Objects table. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object is...	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium	–4
Large	–8
Huge or larger	cannot conceal
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	–2
Weapon can be drawn as free action with Quick Draw feat	–4

Spotting Concealed Objects
Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from the Concealing Weapons and Objects table) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between himself and the target and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed is Search and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

The Value of Money
In short, it has none. With the destruction of the Old World went the rule of law and governments. With them went the world's treasuries and support for any and all currencies.

Necessities and luxuries are now obtained in three ways: through barter, scavenging or by force.

Barter has replaced the old capitalist system. Trade of one thing for another is the most advanced economic system in the New World. There are many traders selling many forms of goods and supplies in any populated area. What they will accept in trade is dependent on what is in demand in their area. A charged D-cell battery may get you a bag of apples in one area while it may get you a gallon of kerosene and a lantern somewhere else. The Games Master will determine what items have high trade values in the areas through which your character will travel. The most common barter items include canned food, fresh produce, batteries and gasoline.

The next way a character may acquire something is through scavenging. The Big Death rapidly killed all the adults on the planet but it did not affect anything else. Unlike a nuclear apocalypse, the Big Death had no effect on the infrastructure of the modern world. Shopping malls, warehouses and factories were full of inventory. Over the past fifteen years most of that stock has been looted and destroyed by neglect, however, there are still objects to be found just lying around. For example, players may need to find a part to repair their broken down truck. All of the auto-parts stores may have been looted but there are plenty of run down cars and trucks littering the streets of the old cities and towns. Players should expect to use their Search skill frequently when scavenging.

The third method of obtaining supplies is through force. Marauder bands exist all over North America and beyond and will descend on a town, take what they need and move on. Players are of course free to take whatever goods they need from those who possess them. This option should always have repercussions, as those the characters have wronged will not likely soon forget them.

Trade Value

All resources in the world of *Jeremiah* have a Trade Value. Trade Value fluctuates from region to region and even from season to season. Fresh beef may be in very high demand and thus have a high Trade Value in Minnesota in December but that same beef would have a low Trade Value in Dallas in August.

Without money, players need to watch the trade value of their belongings very carefully. The only way to 'purchase' equipment and supplies is through barter. For barter, the characters need items to trade.

'Purchasing' Equipment

It is the Games Master's responsibility to determine what items are available in his campaign. An object's availability is included on the equipment tables and should be used by Games Masters as a guide to how difficult it should be for characters to locate.

Some characters are more talented at haggling and negotiation than others. The Trade Value of any object is modified by successful Barter checks. The Haggle feat will also modify the Trade Value of a particular item. See the chapters on Skills and Feats for more information on these modifiers. Base Trade and Availability Values of items are included on the equipment tables in this section.

In special circumstances, the Games Master is at perfect liberty to rule the absence or existence of any type of goods in a settlement where trade is to take place. In this case, no check is needed and the Games Master may use his own discretion as to availability, quantity and demand. This may be done to reflect the fact that a few goods may be illegal in some settlements or to portray a current 'boom' in the market. For example, players may hear about a town just a few miles down the coast that has recently reactivated a coal mine – if they visit the settlement, the Games Master may rule they automatically find as much coal as they can afford.

Equipment

Example purchase: A character attempts to acquire 10 gallons of gasoline to get his jeep back on the road. Gasoline is in high demand and thus has a high Trade Value; in this case 70 (7 per gallon). To successfully acquire the gas, the character first needs to determine if it is even available in the area. The Games Master has indicated there is a Trader with this much gas for trade in town. The character makes a Barter check and succeeds, effectively reducing the purchase Trade Value by 25% or 18. This means the characters must now come up with trade goods that value 52 (70 – 18). This can be a pair of winter boots, the scope off a hunting rifle, night vision binoculars and a bottle of rum. This gear has a combined Trade Value of 55. The Trader may require all of it for the gasoline or may throw in another item with the gasoline to be closer in value. An expensive trade indeed but well worth it if the characters want to avoid abandoning their vehicle.

Other settlements may be renowned for producing certain good types. Alternatively, the Games Master may force his players to travel thousands of miles to a far-off region if they insist on trading in certain goods.

Economic Factors
Certain external factors will work to alter the base Trade Values of equipment and goods. These are found on the following table:

Economic Factors Table

Factor	Price Modifier
Local crop failure	All food and drink +100%
Local crop harvest	All food and drink –50%
War	+100%
Village	–20%
City	+10%
Rich settlement	+10%
Poor settlement	–20%
Goods out of season	+25%

In addition, players will soon find they can get a far better price for some goods if they sell them a great distance from the settlement in which they were purchased. Citrus fruit from the Deep South will fetch a much higher trade value in New York City or the Great Lakes region than they will in Miami for example.

#	Item	#	Item
1	First aid kit	51	Rifle, Winchester 94
2	Water, gallon	52	Ammo, 9mm, box
3	Food Table	53	Chain, heavy, 1d20 feet
4	Liquids Table	54	Chest, small wood
5	Rifle,	55	Handcuffs and key
6	Darts, 1d6, game	56	Ammo, 5.56 calibre, box
7	Pistol, Beretta 92F	57	Food Table
8	Ammo, 9mm, box	58	Liquids Table
9	Hose, fire	59	Cloth, 1 bolt, polyester
10	Ammo, .38 special, box	60	Chalk, writing
11	Ammo, 10 gauge, box	61	Fishing gear
12	Battery, vehicle	62	Flint and steel
13	Net, fishing	63	Hook, grappling
14	Batteries, 2d6, alkaline	64	Ladder, step
15	Medical Table	65	Rifle, Remington 700
16	Water, 2 gal.	66	Generator, small
17	Food Table	67	Padlock with key
18	Liquids Table	68	Battery, alkaline
19	Ammo, 12-gauge, box	69	Musical instrument, stringed
20	Knife, hunting	70	Ammo, .44 calibre, box
21	Sleeping bag	71	Horse shoes, 1d8
22	Revolver, S&W M29	72	Ammo, .22 calibre, box
23	Cask, ale	73	Bandoleer, shotgun shell
24	Magnifying glass	74	Ammo, 9mm, box
25	Jewellery, gold	75	Holster, shoulder
26	Fruit, dried	76	Revolver, Ruger Service 6
27	Thermos, quart	77	Food Table
28	Herbs, cooking	78	Liquids Table
29	Herbs, smoking	79	Ammo, .357 calibre, box
30	Medical Table	80	Ammo, .45 calibre, box
31	Water	81	Knife, pocket
32	Food Table	82	Rifle, Ruger Mini 14
33	Liquids Table	83	Camera, 35mm auto
34	Jewellery, ivory	84	Socks
35	Duct tape, 100 feet roll	85	Pistol, Colt Python
36	Pottery, ceramic	86	Stopwatch
37	Rugs, fine	87	Screwdriver
38	1-6 batteries, alkaline	88	Flashlight
39	Fire extinguisher	89	Map (Games Master's choice)
40	Ammo, .38 special, box	90	Baseball bat, aluminium
41	Oilskin coat, long	91	Hatchet
42	Soap, shampoo	92	Access/security card
43	Compound bow	93	Battery, speciality
44	Rifle scope	94	Wristwatch
45	Electronic toolkit	95	First aid kit
46	Camp stove	96	Lantern
47	Food Table	97	Food Table
48	Liquids Table	98	Rope, nylon, d100 feet
49	Blanket	99	Mechanical toolkit
50	Barrel, large wooden	100	Taser

Food

#	Item	#	Item
1	Spices, assorted	51	Smoked meat, 1 lb.
2	Dried pasta	52	Dog food, 1 can
3	Bread, 1 loaf	53	Noodles, 1 can
4	Pudding, 6 cups	54	Canned fruit
5	Dried fruit, 1 lb.	55	Ketchup, 1 bottle
6	Flour, 1 lb.	56	Fish, small
7	Mixed nuts, 1 lb.	57	Dried pasta
8	Water, 1-6 gallons	58	Canned fruit
9	Salted Meat, 1-4 lb.	59	Fruit, dozen
10	Sugar, 1 lb.	60	Noodles, 1 can
11	Cereal, box	61	Dog food, 1 can
12	Fish, large	62	Liquor, 1 pint
13	Eggs, one dozen	63	Rice, 10 lb.
14	Fruit, half-dozen	64	Spices, assorted
15	Vegetables, 1-6 lb.	65	Meat, 1-6 lb.
16	Smoked meat, 1 lb.	66	Cheese, 1 lb.
17	Canned meat	67	Eggs, one dozen
18	Canned vegetables	68	Canned fruit
19	Canned fruit	69	Canned vegetables
20	Pickles, 1 lb. jar	70	Vegetables, 1-6 lb.
21	Beans, dried, 1 lb.	71	Noodles, 1 can
22	Meat, fresh, 1-6 lb.	72	Fish, large
23	Water, 1-3 gal.	73	Sugar, 1 lb.
24	Canned vegetables	74	Canned vegetables
25	Fruit, dozen	75	Flour, 1 lb.
26	Dried fruit, 1 lb.	76	Noodles, 1 can
27	Candy, bag, 1 lb.	77	Dog food, 1 can
28	Flour, 5 lb.	78	Water, 1-10 gal.
29	Rice 5 lb.	79	Canned fruit
30	Eggs, half-dozen	80	Soda pop, 1-12 cans
31	Salt, 1 lb.	81	Canned vegetables
32	Milk, 1 gal.	82	Honey, 1 jar
33	Bread, 1 loaf	83	Vegetables, 1-6 lb.
34	Canned fruit	84	Dried pasta
35	Cocoa, powder, 1 lb.	85	Dried fruit, 1 lb.
36	Cat food, box, dry	86	Tea, 1lb.
37	Vegetables, half-dozen	87	Canned vegetables
38	Canned meat	88	Vegetables, 1-10 lb.
39	Berries, 4 lb.	89	Canned fruit
40	Vegetable, 1-10 lb.	90	Candies, 1 lb.
41	Chips, 1 large bag	91	Dog food, can
42	Soda pop, 12 cans	92	Berries, 1-2 lb.
43	Liquor, 1 pint	93	Canned fruit
44	Noodles, 1 can	94	Noodles, 1 can
45	Fruit, 1 lb.	95	Canned vegetables
46	Powdered milk, 1 lb.	96	Salt, 1 lb.
47	Berries, 1-2 lb.	97	Soda pop, 1-12 cans
48	Candies, 1 lb.	98	Liquor, 1 quart
49	Spices, assorted	99	Canned vegetables
50	Canned vegetables	100	Coffee dried, 1lb.

Liquids

#	Item	#	Item
1	Gasoline, aviation, 1-10 gal.	51	Gasoline, 1-6 gal.
2	Perfume, 1 oz.	52	Transmission fluid, 1 quart
3	Cleaner, general, ½ gal.	53	Paint, 1 gal.
4	Transmission fluid, 1 quart	54	Cleaner, general, 1gal.
5	Corn syrup, 1 pint	55	Hydraulic fluid, 1 quart
6	Brake fluid, 1 quart	56	Antifreeze, 1 gal.
7	Cold syrup, 1 bottle	57	Kerosene, 1 gal.
8	Dye, food, 1 oz.	58	Oil, automotive, 1 quart.
9	Peroxide, ½ pint	59	Poison, Insect, 1 pint
10	Dish soap, 1 pint	60	Cold syrup, 1 bottle
11	Gas treatment, 1 pint	61	Windshield washer, 1 gal.
12	Oil, automotive, 1 quart	62	Transmission fluid, 1 quart
13	Lighter fluid,1 pint	63	Paint, 1 gal.
14	Ammonia, 1 gal.	64	Oil, automotive, 1 quart
15	Hydraulic fluid, quart	65	Vinegar, 1 quart
16	Defoliant, 1 gal.	66	Cleaner, general, 1 quart
17	Poison, insect, 1 pint	67	Dish soap, 1 pint
18	Hand lotion, 1 pint	68	Perfume, 1 oz.
19	Dye, clothing, 1 gal.	69	Gasoline, 1-6 gal.
20	Antifreeze, 1 gal.	70	Paint, 1 gal.
21	Paint, 1 gal.	71	Antifreeze, 1 gal.
22	Rain sealant, wood, 1 gal.	72	Brake fluid, 1 quart
23	Vinegar, 1 quart	73	Cleaner, general, 1 gal.
24	Kerosene, 1 gal.	74	Gasoline, aviation, 1 gal.
25	Paint thinner, 1 quart	75	Paint, 1-20 gal.
26	Hand soap, 1 pint	76	Bleach, 1 gal.
27	Oil, lubricant, 1 pint	77	Kerosene, 1 gal.
28	Vinegar, 1 quart	78	Oil, automotive, 1 gal
29	Gasoline, 1 gal.	79	Antifreeze, 1 gal
30	Alcohol, isopropyl, 1 pint	80	Gasoline, 1-20 gal.
31	Paint, 1 gal.	81	Defoliant, 1 gal.
32	Cleaner, general, 1gal.	82	Poison, insect, 1 pint
33	Hydraulic fluid, 1 quart	83	Hand lotion, 1 pint
34	Antifreeze, 1 gal.	84	Dye, clothing, 1 gal
35	Kerosene, 1 gal.	85	Antifreeze, 1 gal.
36	Oil, automotive, 1 quart	86	Paint, 1 gal.
37	Poison, insect, 1 pint	87	Rain sealant, wood, 1 gal
38	Cold syrup, 1 bottle	88	Vinegar, 1 quart
39	Windshield washer, 1 gal.	89	Kerosene, 1 gal.
40	Transmission fluid, 1 quart	90	Paint thinner, 1 quart
41	Paint, 1 gal.	91	Hand soap, 1 pint
42	Oil, automotive, 1 quart	92	Gasoline, 1-6 gal.
43	Vinegar, 1 quart	93	Bleach, 1 gal.
44	Cleaning agent, 1 quart	94	Kerosene, 1 gal.
45	Dish soap, 1 pint	95	Poison, insect, 1 pint
46	Perfume, 1 oz.	96	Hand lotion, 1 pint
47	Gasoline, 1-6 gal.	97	Paint thinner, 1 quart
48	Bleach, 1 gal.	98	Gasoline, 1 gal.
49	Kerosene, 1 gal.	99	Alcohol, isopropyl, 1 pint
50	Oil, automotive, 1 gal.	100	Gasoline, 1 gal.

Scavenging

There will be many opportunities for characters to spend a significant amount of time scavenging through the ruins of the Old World. Most of the shopping malls, department stores and office towers have been looted long ago but there are still a large number of useful items scattered throughout old buildings just waiting for an enterprising character to find. Games Masters are free to place useful items in whatever environments they so choose.

In situations where characters are scavenging a location that the Games Master has not prepared before hand, the following tables may be used:

Roll once (1d100) and consult the relevant tables on pages 83 and 84.

Mastercraft Objects

Weapons, armour and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defence or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus is usually a custom version of a common object. Mastercraft objects cost triple the trade value found on the tables below.

A rare few objects are of mastercraft quality even without customisation – the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the Trade Value for these items remains the same as found on the table below. Whether an item is mastercraft by default may be found in that item's description.

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would cost five times the normal trade value. The cost of a mastercraft +3 object would be 10 times the normal price.

Equipment & Supplies

This section covers the wide variety of general gear available to characters of all sorts.

Equipment Tables

Equipment is described by a number of statistics, as shown on following tables.

- **Size:** The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his size category or smaller.
- **Weight:** This column gives the item's weight. Actual weight may be different. The figure in this column reflects not only the actual weight but also its size and ease of carrying or packing in a pack or bag.
- **Availability:** This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns. For example, while gasoline is in high demand almost everywhere, it is conceivable that it would be less in demand in an area of the world where oil and gasoline production had resumed. Many of the objects in this section are battery-operated or require fuel of some sort. Any device that requires something else to operate is presented in these tables without batteries or fuel, these must be purchased separately.
- **Trade Value:** This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item or items worth this amount to 'purchase' the item.
- **Notes:** Special notes and rules concerning certain items are found in this column.

Item Descriptions

Not all items listed in the above tables are fully described in this section. Most items not specifically described are common in our modern world and should be readily familiar to players and Games Masters alike.

Containers

With the wide variety of equipment available to adventurers, it is often critical to have something to store that equipment in or carry it around in.

Backpack: A bag, usually nylon, equipped with straps to be worn on a character's back.

- *Day Pack:* This is a small backpack, the sort often used by students to carry their books around or by outdoor enthusiasts on short hikes. It holds eight pounds of gear and fits comfortably over one or both shoulders.

- *Standard and Oversized Backpack:* This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls or other gear. It can carry up to 60

pounds of gear. The oversized version can carry up to 100 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Canteen: Characters may carry up to two quarts of liquid in a canteen.

Saddlebags: Saddlebags can hold up to 40 pounds of equipment. Usually made of leather.

Containers

Object	Size	Weight	Availability	Trade Value	Notes
Backpack					
Day pack	Small	3 lb.	C	5	Capacity: 8 lb.
Standard	Small	5 lb.	C	8	Capacity: 10 lb.
Oversized	Med	7 lb.	U	10	Includes frame. Capacity: 30 lb.
Barrel					
Plastic	Large	Varies	C	1	Capacity: 45 gal.
Steel	Large	Varies	C	2	Capacity: 45 gal.
Wood	Large	Varies	R	10	Capacity: 45 gal.
Bottle					
Glass	Varies	Varies	U	1	Capacity: 1 pt. to 4 gal.
Plastic	Varies	Varies	C	0.25	Capacity: 1 pt. to 4 gal.
Bucket, pail	Small	1 lb.	C	2	Capacity: 2 gal.
Briefcase	Med	2 lb.	U	1	Capacity: 3 lb., includes lock
Canteen	Small	1 lb.	U	2	
Chest	Varies	Varies	U	3	Capacity: 10 lb. to 100 lb.
Cooler					
Small, 4 qt.	Med	1 lb.	C	3	
Large, 16 qt.	Large	2 lb.	U	5	
Crate					
Plastic	Varies	Varies	C	2	Capacity: 10 lb. to 100 lb.
Wood	Varies	Varies	C	1	Capacity: 10 lb. to 100 lb.
Duffle bag	Large	4 lb.	C	3	Includes sports gear bags. Capacity: 25 lb.
Fanny pack	Tiny	1 lb.	C	2	Capacity: 2 lb.
Gas can					
Plastic	Med	2 lb.	U	2	Capacity: 5 gal.
Steel	Med	5 lb.	U	3	Capacity: 5 gal.
Handbag, purse	Small	1 lb.	C	1	Capacity: 2 lb.
Saddlebags, pair	Med	8 lb.	U	15	
Sack	Varies	Varies	C	0.5	Plastic, cloth, burlap, etc. Capacity: 0.5 lb. to 25 lb.
Suitcase					
10 lb. capacity	Med	5 lb.	C	2	
40 lb. capacity	Large	10 lb.	C	3	Has wheels
75 lb. capacity	Large	15 lb.	C	3	Has wheels
Thermos					
Small, 24 oz.	Small	1 lb.	U	3	
Large, 48 oz.	Small	1 lb.	U	5	
Tool belt	Small	2 lb.	U	2	
Wineskin	Small	1 lb.	C	3	Capacity: 1 gal. Weight, full, 3 lb.

Clothing

The items described here represent special clothing types or unusual outfits that a character might need to acquire.

For the most part, clothing choice is based on character concept. Clothes have three effects on game mechanics: one on Disguise checks, the second is on Sleight of Hand checks and the third is protection against environmental damage (heat, cold and so on).

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armour and small objects. Tightly-tailored clothing imposes a

Clothing

Object	Size	Weight	Availability	Trade Value	Notes
Boots					
Construction	Small	3 lb.	C	4	
Hiking	Small	2 lb.	C	5	
Rubber	Small	2 lb.	C	1	Waterproof
Winter	Small	3 lb.	C	10	Warm to –15F
Clothing outfit					
Casual	Med	2 lb.	C	2	Includes shirt, jeans or khakis, etc.
Business	Med	2 lb.	U	2	Includes tie, jacket, pants, etc.
Formal	Med	2 lb.	U	2	Tuxedo or ball gown.
Uniform		2 lb.	C	2	Any. Cannot be fatigues.
Fatigues, military	Med	3 lb.	R	20	Jacket and pants, may be camouflage.
Foul weather gear	Med	5 lb.	R	12	Waterproof sailing gear, includes pants and hat.
Ghillie suit	Med	5 lb.	R	30	
Gloves					
Half-finger	Tiny	X	C	1	
Driving	Tiny	X	C	1	
Warm	Tiny	0.5 lb.	C	5	Warm to –15F
Hat					
Baseball	Tiny	0.5 lb.	C	0.5	
Cowboy	Tiny	1 lb.	R	2	
Toque	Tiny	0.5 lb.	C	1	
Outerwear					
Coat, short	Med	3 lb.	C	6	
Duster, leather or oilskin	Med	4 lb.	U	8	
Fatigue jacket	Med	2 lb.	U	8	
Parka	Med	4 lb.	U	10	Protects versus cold damage
Rain poncho	Small	1 lb.	C	1	
Vest, photojournalist	Small	1 lb.	R	5	
Windbreaker	Small	1 lb.	C	1	
Shoes					
Casual shoes	Small	1 lb.	C	3	
Dress shoes	Small	1 lb.	U	2	
Running shoes	Small	1 lb.	U	5	
Socks					
Sports	Tiny	0.5 lb.	C	0.25	
Wool	Tiny	0.5 lb.	C	1	Stays warm when wet

penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Finally, certain types of clothing will help protect a character from inclement weather. Rain gear will keep a character dry in the rain, winter clothing will help prevent damage from severe cold and so on.

Not all items of clothing are listed on the table or described in the text below. Games Masters are free to add to the list as needed.

Clothing Outfit: An outfit of clothing represents everything a character needs: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings and any necessary belt or suspenders. The clothes a character wears do not count against the weight limit for encumbrance. All characters start the game with a minimum of one outfit.

- *Business:* A business outfit generally includes a jacket or blazer and it tends to look sharp and well-groomed without being overly formal.

- *Casual:* Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

- *Formal:* From a little black dress to a fully-appointed tuxedo, formal clothes are appropriate for 'black tie' occasions. Special designer creations can have Trade Values much higher than shown on the table.

- *Uniform:* From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms – making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Fatigues: Called 'battle dress uniforms' (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They are rugged, comfortable and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (grey patterned) and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Ghillie Suit: The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colours, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. The suit's coloration can be changed with a move action. However,

the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide) and melee attack rolls.

Outerwear: In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Computers and Electronics

Rules for operating computers appear under the Computer Use skill. All of the items listed here require an electrical outlet to function. They are useless without power (except perhaps as improvised weapons).

Camera: Still cameras let a character capture a record of what he has seen.

- *35mm:* This camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed which requires a Craft (chemical) check against a DC 10.

- *Digital:* A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary. A digital camera requires alkaline batteries to operate and the user must have access to a working computer in order to view the photographs.

Computer: Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive and a dial-up modem. A character needs a computer to make Computer Use checks. All computers require a power source to function that an electrical outlet or notebook battery.

- *Desktop:* Bulky but powerful, these machines are common in homes and office buildings everywhere.

- *Notebook:* Slim, lightweight and portable, notebook computers have most of the functions available on desktop computers.

- **Digital Audio Recorder:** These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders do not have extremely sensitive microphones; they only pick up sounds within 10 feet. Alkaline batteries are required.

on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room does not. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles). Speciality batteries are required.

Radio: This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

- *Basic:* This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of two miles.

- **Metal Detector:** This handheld device provides a +10 equipment bonus on all Search checks involving metal objects. Speciality batteries are required.

- **Night Vision Goggles:** Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness (range 120 feet), but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty

- *Professional:* This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices – making it likely that the character can find a frequency that is not being used by anyone else within range. The device can be used

Electronics

Object	Size	Weight	Availability	Trade Value	Notes
Camera					
35mm	Small	1 lb.	U	2	
Digital	Tiny	0.5 lb.	R	3	Requires alkaline batteries.
Cell phone	Dim	0.1 lb.	R	2	Requires speciality batteries.
Computer					
Desktop	Large	10 lb.	R	2	
Notebook	Med	5 lb.	R	3	Requires speciality batteries.
Digital audio recorder	Tiny	0.1 lb.	R	3	Requires alkaline batteries.
Metal detector	Small	2 lb.	R	10	Requires speciality batteries.
Night vision goggles	Small	3 lb.	R	20	Requires speciality batteries.
PDA	Tiny	0.5 lb.	R	3	Requires speciality batteries.
Portable satellite phone	Small	2 lb.	R	15	Requires speciality batteries.
Portable CD player	Small	0.5 lb.	R	3	Requires alkaline batteries.
Portable video camera	Small	2 lb.	R	5	Requires speciality batteries.
Radio					
Basic	Tiny	1 lb.	R	7	Requires alkaline batteries.
Professional	Tiny	1 lb.	R	10	Requires alkaline batteries.

with or without a voice-activated headset (included). It has a range of 15 miles.

Professional Equipment

This category covers a wide variety of specialised equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (Trade Value 5 less than the original Trade Value).

Note that some skills, by their nature, require a piece of equipment to utilise.

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Chemical Kit: A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analysing acids, bases, explosives, toxic gases and other chemical compounds.

Demolitions Kit: This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices and disarm explosive devices. Detonators must be purchased separately.

Professional Equipment

Object	Size	Weight	Availability	Trade Value	Notes
Bolt cutter	Med	5 lb.	U	7	
Chemical kit	Med	6 lb.	R	25	
Demolitions kit	Med	5 lb.	R	25	
Disguise kit	Med	5 lb.	R	10	
Doctor's bag	Small	1 lb.	R	25	
Electrical tool kit					
Basic	Large	12 lb.	R	12	
Deluxe	Huge	33 lb.	R	25	
First aid kit	Small	3 lb.	R	15	
Forgery Kit	Small	3 lb.	R	15	
Handcuffs					
Steel	Tiny	1 lb.	U	7	
Zip-tie (25)	Dim	0.5 lb.	U	5	
Instrument, keyboard	Large	12 lb.	R	Varies	Keyboards.
Instrument, percussion	Huge	50 lb.	R	Varies	Drums, djembe, bongos.
Instrument, stringed	Large	7 lb.	R	Varies	Guitar, violin, bass.
Instrument, wind	Tiny	1 lb.	R	Varies	Flute, saxophone, clarinet.
Lockpick tools					
Car opening kit	Tiny	1 lb.	R	3	
Lockpick set	Tiny	1 lb.	R	12	
Lock release gun	Tiny	0.5 lb.	R	25	
Mechanical tool kit					
Basic	Large	22 lb.	R	20	
Deluxe	Huge	45 lb.	R	25	
Medical kit	Med	5 lb.	R	20	
Multipurpose tool	Tiny	0.5 lb.	R	8	
Pharmacist kit	Med	6 lb.	R	15	
Search-and-rescue kit	Med	7 lb.	R	20	
Spike strip	Huge	22 lb.	R	3	
Surgery kit	Med	5 lb.	R	15	

Disguise Kit: This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs and other accoutrements. It does not contain clothing or uniforms, however.

Doctor's Bag: The doctor's bag contains the equivalent to a first aid kit as well as certain other medical implements. It provides a +1 to Treat Injury checks.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools and leads and wires.

- *Basic:* This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

- *Deluxe:* This kit consists of a number of specialised diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

First Aid Kit: This kit contains enough supplies (and simple instructions for their use) to treat an injury superficially. A first aid kit can be used to help a dazed, unconscious or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Forgery Kit: This kit contains the relevant equipment needed to forge documents of any kind. Without this piece of equipment, Forgery skill checks are made at a penalty of –4.

Handcuffs: Handcuffs are restraints designed to lock two limbs, normally the wrists, of a prisoner together.

- *Steel:* These heavy-duty cuffs have Damage Reduction 10, 10 hit points, a break DC of 30 and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

- *Zip-Tie:* These are single-use disposable handcuffs, much like heavy-duty cable ties. They have Damage Reduction 0, 4 hit points, and a break DC of 25. They can only be removed by cutting

them off (Disable Device and Escape Artist checks automatically fail).

Lockpick Tools: A variety of tools used to pick or otherwise disable locks.

- *Car Opening Kit:* This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

- *Lockpick Set:* A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks and so forth) without penalty.

- *Lock Release Gun:* This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and even power tools.

- *Basic:* This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

- *Deluxe:* This kit fills a good-sized shop cabinet. It includes a broad variety of specialised hand tools

and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit: About the size of a large tackle box, this is the sort of kit was commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character or to stabilise a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a –4 penalty.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic) or Craft (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the Games Master, but may not be useful in all situations.

Pharmacist Kit: A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyse and dispense medicinal drugs.

Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight 'space' blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades and one signal flare.

Spike Strip: This device was designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. The user can roll it out onto the road without entering the lane of traffic. Until the strip is activated, the spikes do not protrude and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend. Wheeled vehicles passing over the strip are automatically hit, although vehicles equipped with puncture-resistant tires are not affected.

Surgery Kit: Absolutely required to perform any type of surgery. It includes a number of medical instruments and accessories. Any attempt to use the Treat Injury skill to perform surgery without a surgery kit will automatically fail.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Binoculars: Binoculars are useful for watching opponents, wild game and surveying events from a long distance.

- *Standard:* Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

- *Range-Finding:* In addition to the benefit of standard binoculars, range-finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. Requires speciality batteries.

- *Electro-Optical:* Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the ability granted by night vision goggles. Requires speciality batteries.

Chemical Light Stick: This disposable plastic stick, when activated, uses a chemical reaction to create light for six hours. It illuminates an area only five feet in radius. Once activated, it cannot be turned off or reused. The listed Trade Value is for a pack of five sticks.

Climbing Gear: All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand axe and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass: A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Flashlight: Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of adventuring. Flashlights negate penalties for darkness within their illuminated areas. Requires alkaline batteries.

- *Penlight:* This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and five feet wide at its end.

- *Standard*: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

- *Battery Flood*: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

GPS Receiver: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors. Requires alkaline batteries.

Heater, Portable: This item covers any portable heating unit powered by propane, kerosene or other liquid fuel. It will effectively heat an area 20 ft. by 20 ft. for 24 hours before running out of fuel.

Lantern: Kerosene: A standard camping style lantern that is fuelled by kerosene or a propane cylinder. Provides illumination in a 30-foot radius.

Map: While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he is going and what to expect when he gets there.

Survival Equipment

Object	Size	Weight	Availability	Trade Value	Notes
Binoculars					
Standard	Small	2 lb.	U	9	
Range finding	Small	3 lb.	R	20	Requires alkaline batteries.
Night vision	Small	3 lb.	R	10	Requires alkaline batteries.
Chemical light sticks (5)	Tiny	1 lb.	R	1	Turns blue.
Compass	Dim	X	U	5	+6 to Navigate skill checks.
Duct tape	Tiny	1 lb.	C	3	Spare the duct tape, spoil the job.
Fire extinguisher	Med	3 lb.	C	3	
Fishing tackle	Small	3 lb.	C	3	Incl. rod, reel, hooks, line.
Flashlight					
Penlight	Dim	0.5 lb.	U	2	Requires alkaline batteries.
Standard	Tiny	1 lb.	U	2	Requires alkaline batteries.
Police	Small	2 lb.	R	3	Requires alkaline batteries.
GPS receiver	Tiny	1 lb.	R	5	
Portable heater	Small	3 lb.	R	15	Kerosene or propane.
Lantern, kerosene	Small	1 lb.	C	8	
Lighter					
Refillable	Dim	X	U	2	Refillable butane cartridge.
Disposable	Dim	X	C	1	
Map					
Road atlas	Tiny	1 lb.	U	8	
Contour map	Tiny	0.5 lb.	R	4	
Matches	Dim	X	C	1	Box or book of 24.
Portable stove, kerosene	Small	3 lb.	U	18	
Sleeping bag					
Standard	Med	4 lb.	C	20	
Winter	Med	7 lb.	U	30	Warm to –15F
Tent					
2-person dome	Med	8 lb.	U	10	Nylon.
4-person dome	Med	10 lb.	U	13	Nylon.
8-person dome	Large	18 lb.	R	20	Nylon.

- **Road Atlas:** Road atlases are available for the entire United States, showing all major roads in each state.

  They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

- **Contour Map:** A contour map covers a small area, usually a few miles on a side, in exacting detail. Generally, every building is represented, along with all roads, trails and areas of vegetation.

Mesh Vest: This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages and a radio, along with loops for attaching grenades, knives or tools. It can hold up to 40 pounds of equipment. A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Weapon Accessories

As if modern weapons were not dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine: For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator: A detonator activates an explosive, causing it to explode. The device consists of an electrically-activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

- **Blasting Cap:** This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

- **Radio Control:** This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet. Requires alkaline batteries.

- **Timed:** This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time. Requires alkaline batteries.

- **Wired:** This is the simplest form of detonator. The blasting cap connects by a wire to an activation

Weapon Accessories

Object	Size	Weight	Availability	Trade Value	Notes
Box magazine	Tiny	0.5 lb.	U	2	
Detonator					
Blasting cap	Tiny	0.5 lb.	R	5	
Radio-controlled	Tiny	0.5 lb.	R	25	
Timed	Tiny	0.5 lb.	R	10	
Wired	Tiny	1 lb.	R	5	
Gun maintenance kit	Small	1 lb.	R	12	
Holster					
Hip	Tiny	1 lb.	U	7	
Concealed carry	Tiny	0.5 lb.	U	10	
Illuminator	Tiny	0.5 lb.	R	8	Requires alkaline batteries.
Laser sight	Tiny	0.5 lb.	R	10	Requires alkaline batteries.
Scope					
Standard	Tiny	0.5 lb.	R	10	
Electro-optical	Small	3 lb.	R	20	Requires alkaline batteries.
Speed loader	Tiny	0.5 lb.	R	12	
Suppressor					
Pistol	Tiny	1 lb.	R	14	
Rifle	Small	4 lb.	R	14	

device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Gun Maintenance Kit: This kit is required to keep most firearms in good working condition. It includes a number of tools, rods and brushes as well as cleaning solution and lubricants. It provides a +4 bonus to all Repair checks performed on a firearm.

Holster: Holsters are generally available for all Medium or smaller firearms.

- *Hip:* This holster holds the weapon in an easily accessed – and easily seen – location.

- *Concealed Carry:* A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator: An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight. Requires alkaline batteries.

Laser Sight: This small laser mounts on a firearm and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight cannot be used outdoors during the daytime. Requires speciality batteries.

Scope: A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

- *Standard:* A standard scope increases the range increment for a ranged weapon by ½ (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his target. If the character changes targets or otherwise loses sight of the target, he must reacquire the target to gain the benefit of the scope.

- *Electro-Optical:* An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the ability granted by night vision goggles.

Speed Loader: A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor: A suppressor fits on the end of a firearm, capturing the gases travelling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it is difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire. Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same calibre of ammunition.

Miscellaneous Equipment

Batteries: There are three types of batteries in the game:

- *Alkaline:* This variety covers most common batteries used in consumer electronics. There are various makes and models (D-cell, AA, AAA, 9 volt and so on) but for game purposes, all varieties should be treated the same. For example, a personal CD player may require 4 AA cell batteries but for game purposes this item simply requires alkaline batteries, the variety of alkaline battery is irrelevant.

- *Speciality:* This variety of battery essentially covers any type of battery not included under the alkaline or vehicle types. It would include cell phone batteries, watch batteries and so on.

- *Vehicle:* This type covers all variations of vehicle batteries, whether they are for cars, trucks or motorcycles.

As a general rule, ignore battery life during a play session – assume that the batteries last as long as needed during an adventure. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1-3, the batteries are dead and the object is useless. As Games Master, you may also roll 1d20 before the session for each battery-operated item secretly and on a result of 1-3, that item is useless for this session. Do not reveal this until it becomes necessary.

Camouflage Netting: This item is a loose mesh covered in strips of burlap in woodland colours, to which other

Miscellaneous

Object	Size	Weight	Availability	Trade Value	Notes
Alcohol					
Bottled spirits	Small	1 lb.	R	5	Per pint.
Grain alcohol	Small	5 lb.	U	0.5	Per gallon.
Bathtub alcohol	Small	1 lb.	C	0.25	Per pint.
Batteries					
Alkaline (D-cell, 9v, etc.)	Dim		R	2	Assumes full charge.
Speciality (watch, etc.)	Dim		R	5	Assumes full charge.
Vehicle battery	Med	10 lb.	R	20	Assumes full charge.
Blanket, wool	Med	2 lb.	C	3	
Camouflage netting	Med	5 lb.	R	15	10' x 10'
Candle, wax	Dim		C	1	Burns for two hours.
Canned food	Small	0.5 lb.	C	1	
Canvas	Med	5 lb.	C	2	10' x 10'
Chain (10 ft.)	Med	20 lb.	C	1	
Climbing harness	Med	5 lb.	R	8	
Coffee, ground	Small	1 lb.	R	10	
Crowbar	Small	2 lb.	C	5	
Electrical generator					Gasoline/diesel powered.
Small generator	Small	2 lb.	R	20	
Medium generator	Med	25 lb.	R	30	
Large generator	Large	250 lb.	R	50	
Extra large generator	Huge	1000 lb.	R	70	
Flare, stick	Small	0.5 lb.	R	2	Burns for up to one hour.
Gas mask	Small	5 lb.	R	12	
Gasoline, gallon	Med	4 lb.	R	7	
Grappling hook	Small	3 lb.	R	5	
Ladder					
Aluminium	Large	20 lb.	C	5	Folding, 20 ft.
Rope	Large	12 lb.	U	5	Rolls up, 20 ft.
Wood	Large	12 lb.	U	4	10 ft.
Lock					
Keyed	Tiny	0.5 lb.	C	1	
Combination	Tiny	0.5 lb.	U	1	
Suitcase	Dim	0.01 lb.	C	0.25	
Magnifying glass	Small	0.5 lb.	U	3	
Meat, fresh	Small	1 lb.	U	1	Incl. fresh beef, pork, fish, etc.
Mirror	Tiny	0.5 lb.	U	1	Fits in pocket, steel.
Paper, 500 sheets	Small	1 lb.	C	1	
Pen or pencil	Dim	0.01 lb.	C	0.5	Blue, black, red, etc.
Pick, miner's	Med	5 lb.	U	8	
Pitons, 12	Small	2 lb.	R	1	Used for rock climbing.
Pole, 10-foot	Med	3 lb.	C	1	

Object	Size	Weight	Availability	Trade Value	Notes
Pot					Aluminium or steel.
2 qt.	Med	1 lb.	C	2	
4 qt.	Med	2 lb.	C	3	
8 qt.	Large	3 lb.	C	4	
Produce, fresh	Small	1 lb.	U	0.5	Incl. fruit, vegetables and grains.
Rope					
Hemp, 50 ft.	Med	5 lb.	U	2	
Nylon, 50 ft.	Med	5 lb.	U	5	
Saddle	Med	25 lb.	U	12	
Sunglasses	Dim	0.5 lb.	U	1	
Whistle, referee	Dim	X	U	0.5	Can be heard for five miles.
Soap (per ¼ lb.)	Tiny	¼ lb.	R	5	
Spade or shovel	Med	2 lb.	C	2	
Tarp, plastic	Med	5 lb.	C	2	12' x 12'
Torch	Small	2 lb.	U	1	
Whetstone	Dim	0.5 lb.	U	5	
Tools, misc.	Varies	Varies	C	1	Hammer, screwdriver, saw and so on.
Umbrella	Small	1 lb.	U	2	

camouflaging elements can easily be added. Used to hide equipment, vehicles and even buildings, it provides a +10 bonus on Hide checks.

Candle, Wax: A candle dimly illuminates a 5-foot radius and burns for one hour.

Canned Food: Most canned food is still suitable for human consumption. Its flavour and colour may not be what is expected but most is still edible. There is a chance the food contained in a canned product is no longer good. A roll of 1 on a d20 indicates that the canned item is spoiled. Characters who eat spoiled food suffer from food poisoning. See the Environment chapter for more information on food poisoning.

Climbing Harness: Use of a climbing harness and rope provides a +1 bonus to Climb check.

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, two inches wide.

Electrical Generator: Generators come in four generic sizes: small, medium, large and extra-large. Small generators may recharge things such as batteries and the like. Medium generators will power normal household electrical devices. Large generators will power an entire house while extra-large generators will power an entire city block.

Flare, stick: Typical stick flare used to mark roadside hazards. Stick flares have ignition caps included and may be lit as a move action.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The Trade Value for one extra filter canister is 6.

Grappling Hook: Throwing a grappling hook successfully requires a Dexterity check (DC 10, +2 per 10 feet of distance thrown).

Lock: The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30) or superior (DC 40).

Rope: A hemp rope has 2 hit points and can be broken with a DC 23 Strength check. It can support up to 600 pounds. The nylon variety is stronger, having 4 hit points and requiring a Strength check against DC 30. It can support up to 1,000 pounds.

Soap: Includes all types of commercial products used to clean including bars of soap, shampoo and so on.

Livestock

Object	Size	Weight	Availability	Trade Value	Notes
Cat	Small	N/A	C	1	
Chicken	Small	N/A	U	4	
Cow	Huge	N/A	R	40	
Dog, Small	Small	N/A	C	4	
Dog, guard	Med	N/A	R	28	
Dog, hunting	Med	N/A	R	20	
Donkey	Huge	N/A	U	10	
Goat	Med	N/A	U	4	
Horse, riding	Huge	N/A	R	40	
Horse, draft	Huge	N/A	R	20	
Mule	Large	N/A	U	12	
Pig	Large	N/A	U	12	
Sheep	Med	N/A	U	8	

Torch: A torch burns for one hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus one point of fire damage.

Tools: This covers a wide variety of tools from hammers and screw drivers to sledge hammers and saws.

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms and other. When using a ranged weapon, the wielder applies his Dexterity modifier to the attack roll.

There are a number of feats that affect the use of firearms.

- **Simple Weapons Proficiency** is required to effectively use civilian firearms including most handguns, sporting rifles and shotguns.

- **Advanced Firearms Proficiency** is required for full use of semi automatic weapons and most military grade weapons such as submachine guns and assault rifles.

- **Military Firearms Proficiency** is required for the use of other military grade weapons such as rocket-propelled grenades, shoulder fired missile launchers, machine guns and flame-throwers.

- **Advanced Weapons Proficiency** is required to use black powder weapons, bow, martial arts weapons, polearms, sling, staff, sword or thrown weapons.

Weapons Tables

Weapons are described by a number of statistics, as shown on the various weapons tables.

Damage: The damage the weapon deals on a successful hit.

Feat: The feat required to effectively use the weapon. Anyone attempting to use a weapon without the required feat suffers a –4 penalty on all attack and damage rolls with that weapon. The following abbreviations are used:

- **SW:** Simple Weapons Proficiency
- **AF:** Advanced Firearms Proficiency
- **MF:** Military Firearms Proficiency
- **AW:** Advanced Weapons Proficiency
- **N:** No feat required

Damage Type: Ranged weapon damage is classified according to type: ballistic (**B**) (all firearms), energy (of a specific type), piercing (some simple ranged weapons) (**P**) or slashing damage (a whip) (**S**).

Range Increment: Any attack at less than this distance is not penalised for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of 10 range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms and heavy weapons are single shot, semiautomatic and automatic.

- **Single Shot (Single):** A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

- **Semiautomatic (S):** Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

- **Automatic (A):** Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

- **Box:** A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

- **Cylinder:** A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders cannot be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

- **Internal:** Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

- **Linked:** Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands and if it is a light weapon. A Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight when fully loaded.

Trade Value: This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item or items worth this amount to 'purchase' the item.

Availability: This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns.

Reloading Firearms

Reloading a firearm with an already-filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. Some handguns require only the Simple Weapons Proficiency to use without penalty, while other require the Advanced Firearms Proficiency feat. Using a handgun without the relevant feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers and machine pistols. Autoloaders (sometimes called 'automatics') feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age. Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder.

As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel. Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Beretta 92F: This was previously the standard service pistol of the United States military and many American law enforcement agencies.

Colt Double Eagle: Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911: This .45 semiautomatic pistol was used by the United States military for decades until it was replaced by the Beretta 92F not long before the Big Death.

Colt Python: The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python grants a +1 bonus on attack rolls.

Derringer: This pistol breaks open at the breech like a double-barrelled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle: Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-calibre autoloaders. The version on the Handguns table fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17: The Glock is typical of 9mm self-loading pistols that were carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always grants a +1 bonus on attack rolls.

Handguns

Weapon	Damage	Feat	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Trade Value	Availability
Beretta 92F	2d6	SW	B	40 ft.	S	15 box	Small	3 lb.	30	R
Beretta 950	2d4	SW	B	10 ft.	S	8 box	Tiny	0.5 lb.	30	R
Browning HP	2d6	SW	B	30 ft.	S	13 box	Small		30	R
Colt Agent	2d6	SW	B	30 ft.	S	6 cyl.	Small	1 lb.	30	R
Colt Double Eagle	2d6	SW	B	30 ft.	S	9 box	Small	3 lb.	30	R
Colt M1911	2d6	SW	B	30 ft.	S	7 box	Small	3 lb.	30	R
Colt Python	2d6	SW	B	40 ft.	S	6 cyl.	Med	3 lb.	30	R
Derringer	2d6	SW	B	10 ft.	Single	2 int.	Tiny	1 lb.	20	U
Desert Eagle	2d8	SW	B	40 ft.	S	8 box	Med	4 lb.	35	R
Glock 17	2d6	SW	B	30 ft.	S	17 box	Small	2 lb.	35	R
Glock 20	2d6	SW	B	40 ft.	S	15 box	Small	3 lb.	40	R
H&K USSOCOM	2d6	AF	B	30 ft.	S	12 box	Med	3 lb.	40	R
MAC Ingram M10	2d6	AF	B	40 ft.	S, A	32 box	Med	6 lb.	40	R
Pathfinder	2d4	SW	B	20 ft.	S	6 cyl.	Tiny	1 lb.	30	R
Ruger Service-Six	2d6	SW	B	30 ft.	S	6 cyl.	Small	2 lb.	30	U
S&W M29	2d8	SW	B	30 ft.	S	6 cyl.	Med	3 lb.	30	U
S&W 1006	2d6	SW	B	30 ft.	S	9 box	Small	3 lb.	30	U
SITES M9	2d6	SW	B	30 ft.	S	8 box	Tiny	2 lb.	30	R
Skorpion	2d4	AF	B	40 ft.	S, A	20 box	Med	4 lb.	40	R
TEC-9	2d6	AF	B	40 ft.	S, A	32 box	Med	4 lb.	40	R
Walther PPK	2d4	SW	B	30 ft.	S	7 box	Small	1 lb.	30	R

Glock 20: This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always grants a +1 bonus on attack rolls.

H&K USOOCOM: One of the most thoroughly tested handguns in history, the H&K USSOCOM (Heckler & Koch United States Special Operations Command) met the most stringent operational and accuracy requirements ever demanded of a combat handgun and as such always grants a +1 bonus on attack rolls.

MAC Ingram M10: About 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire. The M10 accepts a suppressor without modification.

Pathfinder: The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defence. The Pathfinder is typical of a number of short-barrelled (3 inches) small-calibre revolvers.

Ruger Service-Six: This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29: The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash and powerful recoil.

SITES M9 Revolver: The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion: The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who do not have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9: The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK: The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire. Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack. Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic. All longarms are covered by either

the Simple Weapons Proficiency or Advanced Firearms Proficiency feat as per the Longarms table. Longarms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47: This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections – on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty: The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it is a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Beretta M3P: Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine – an uncommon feature in a shotgun.

Browning BPS: This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3: The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5: The Heckler & Koch MP5 family of weapons is among the most recognisable in the world. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he makes a normal attack and the extra two bullets are wasted.

HK MP5K: A radically shortened version of the MP5, this weapon is optimised to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality,

Longarms

Weapon	Damage	Feat	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Trade Value	Availability
AKM/AK-47	2d8	AF	B	70 ft.	S, A	30 box	Large	10 lb.	40	R
Barrett Light Fifty	2d12	AF	B	120 ft.	S	11 box	Huge	35 lb.	75	R
Beretta AR90	2d8	AF	B	80 ft.	S, A	30 box	Large	10 lb.	50	R
Beretta M3P	2d8	SW	B	30 ft.	S	5 box	Large	9 lb.	40	R
Browning BPS	2d10	SW	B	30 ft.	Single	5 int.	Large	11 lb.	40	R
HK MP5	2d6	AF	B	50 ft.	S, A	30 box	Large	7 lb.	50	R
HK MP5K	2d6	AF	B	40 ft.	S, A	15 box	Med	5 lb.	50	R
HK PSG1	2d10	AF	B	90 ft.	S	5 box	Large	16 lb.	50	R
M16A2	2d8	AF	B	80 ft.	S, A	30 box	Large	8 lb.	50	R
M4 Carbine	2d8	SW	B	60 ft.	S, A	30 box	Large	7 lb.	40	U
Mossberg	2d8	SW	B	30 ft.	Single	6 int.	Large	7 lb.	40	R
Remington M24	2d10	AF	B	100 ft.	Single	6 int.	Large	14 lb.	40	U
Remington 700	2d10	SW	B	80 ft.	Single	5 int.	Large	8 lb.	35	U
Remington 870	2d8	SW	B	50 ft.	Single	7 int.	Large	9 lb.	40	U
Ruger Mini-14	2d8	SW	B	90 ft.	S	10 box	Large	7 lb.	40	R
Sawed-off shotgun	2d8	SW	B	10 ft.	S	2 int.	Med	4 lb.	35	U
Springfield M21	2d10	SW	B	100	S	20 box	Large	10 lb.	35	U
Uzi	2d6	AF	B	40 ft.	S, A	20 box	Large	8 lb.	50	R
Winchester 94	2d10	SW	B	90 ft.	S	6 int.	Large	7 lb.	40	U
Winchester 1300	2d8	SW	B	40 ft.	S	7 int.	Large	7 lb.	40	U

and as a result the MP5K is not a mastercraft weapon. Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though). This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he makes a normal attack, and the extra two bullets are wasted.

HK PSG1: This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2: Typical of the assault rifles used by militaries around the world, the Colt M16A2 was the most recent service rifle of the United States military and was common with other armies and in the civilian world. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he makes a normal attack, and the extra two bullets are wasted.

M4 Carbine: This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

Mossberg: The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington M24: The M24 sniper rifle began service in the U.S. Army in 1987. M24 has a 24" (609mm) stainless-steel barrel, with a bore specially cut for the M118 7.62mm NATO Match Grade ammunition.

Remington 700: A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Remington 870: Remington 870 'Wingmaster' was introduced by Remington in 1950, and since then become one of the most popular USA-made pump action all-purpose shotguns.

Sawed-Off Shotgun: This is a 12-gauge, double-barrelled shotgun with the stock and barrels sawn short. All that is left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are home-made by cutting down a standard shotgun. If this weapon if fully-loaded, a character can fire both barrels at once. The character receives a –2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

Uzi: Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94: The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Winchester 1300 Defender: This 12-gauge shotgun is a manually operated (pump), repeating shotgun with a seven-round tubular magazine and a modified choke barrel. It is equipped with a bayonet stud, sling swivels and a standard length military stock. This special-purpose weapon was used for guard duty, prisoner supervision, local security, riot control and any situation that might require the use of weapons of limited range and penetration but maximum stopping power.

Heavy Weapons

The weapons covered in this section fall under the Military Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M2HB: This heavy-duty .50-caliber machine gun has been in service since World War II and remains a very common vehicle-mounted military weapon around the world. The Military Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M242 25mm Chain Gun: The M242 25mm Chain Gun is a weapon system designed to attack and defeat enemy armoured vehicles and other targets, such as field fortifications or aircraft, using 25mm high explosive (HE) or armour piercing (AP) projectiles. The M242 is an electrically powered, chain driven, automatic weapon. It is fed by a metallic link belt and has dual-feed capability. The 25mm ammunition cans hold up to 70 rounds of AP ammunition and 230 rounds of HE ammunition. The M242 gun can be installed or removed in three parts: the barrel assembly, the feeder assembly and the receiver assembly. The gun has both electrical and manual fire control and can be operated electrically or manually. M242s are strictly vehicle mounted weapons. They cannot be fired unless on a vehicle mount. The Military Firearms Proficiency (vehicle weapons) feat applies to this weapon.

M60: The M60 Machine Gun has been the U.S. Army's general-purpose machine gun since 1950. It fires the standard NATO 7.62 mm round and is used as a general support crew-served weapon. It has a removable barrel, which can be easily changed to prevent overheating. The weapon has an integral, folding bipod and can also be mounted on a folding tripod.

M72A3 LAW: The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fibreglass and aluminium tube. Before using the weapon, the shooter must first arm and extend the tube, which is a move action. When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armour of military vehicles, the LAW ignores up to 10 points of Damage Reduction if it strikes a vehicle, building or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The Military Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79: The Colt M79 is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they cannot be used as hand grenades, and the M79 cannot shoot hand grenades. Attacking with an M79 is identical to throwing an explosive: make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty. The Military Firearms Proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on the Miscellaneous Ranged Weapons table.

Compound Bow: Bow hunting was once a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Heavy Weapons

Weapon	Damage	Feat	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Trade Value	Availability
M242 25mm Chain Gun	3d12	MF	B	300 ft.	A	Linked	Huge	N/A	N/A *	N/A
M249	2d8	MF	B	80 ft.	A	Linked	Large	15 lb.	N/A*	R
M2HB	2d12	MF	B	110 ft.	A	Linked	Huge	75 lb.	N/A*	R
M-60	2d10	MF	B	100 ft.	A	Linked	Huge	22 lb.	N/A*	R
M72A3 LAW	4d6 +20	MF	B	150 ft.	Single	1 int.	Large	5 lb.	N/A*	R
M79	Varies	MF	B	70 ft.	Single	1 int.	Large	7 lb.	N/A*	R

*Military-grade heavy weapons are extremely rare and as such, will never be found for sale from normal traders and merchants.

class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage). Any creature or flammable object that takes damage from a flame-thrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area. A flame-thrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a Trade Value of 20.

Javelin: This light, flexible spear built for throwing can be used in melee, but since it is not designed for it, characters using it in this manner are always considered non-proficient and take a –4 penalty on their melee attack rolls.

Crossbow: A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flame-thrower: A flame-thrower consists of a pressurised backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take ½ damage. Creatures with cover get a bonus on their Reflex save. A flame-thrower's backpack has Damage Reduction 5 and 5 hit points. When worn, the backpack has a Defence equal to 9 + the wearer's Dexterity modifier + the wearer's

Pepper Spray: A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to five range increments.

Shuriken: A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Miscellaneous Ranged Weapons

Weapon	Damage	Feat	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Trade Value	Availability
Compound bow	1d8	AW	P	40 ft.	Single	—	Large	3 lb.	16	R
Crossbow	1d10	AW	P	40 ft.	Single	1 int.	Med	7 lb.	18	R
Flame-thrower	4d6+8	MW	Fire	—	Single	10 int.	Large	50 lb.	N/A*	R
Javelin	1d6	AW	P	30 ft.	Single	—	Med	2 lb.	7	R
Pepper spray	—	SW	—	5 ft.	Single	1 int.	Tiny	0.5 lb.	10	U
Shuriken	1	AW	P	10 ft.	Single	—	Tiny	0.5 lb.	5	R
Taser	1d4	SW	Electrical	5 ft.	Single	1 int.	Small	2 lb.	15	R
Whip	1d2	AW	S	15 ft.3	Single	—	Small	2 lb.	3	U

* Military-grade heavy weapons are extremely rare and as such, will never be found for sale from normal traders and merchants.

Taser: A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electrical damage and the target must make a Fortitude saving throw (DC 15) or be paralysed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip: Whips deal a small amount of lethal damage. Although a character does not 'fire' the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties. Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his own trip attempt he can drop the whip to avoid being tripped. When using a whip, a character gets a +2 bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on the Ammunition table.

Ammunition

Ammunition Type (Quantity)	Availability	Trade Value
5.56mm (20)	U	8
7.62mm (20)	U	8
7.62mmR (20)	R	20
.444 calibre (20)	U	8
.50 calibre (20)	R	20
9mm (50)	U	8
10mm (50)	R	12
.22 calibre (50)	C	6
.32 calibre (50)	U	8
.38 special (50)	U	8
.357 calibre (50)	U	8
.44 calibre (50)	U	8
.45 calibre (50)	U	8
.50AE calibre (50)	U	8
10-gauge buckshot (10)	U	8
12-gauge buckshot (10)	U	8
Arrow (12)	R	5
Crossbow bolt (12)	R	5

Ammunition Type

5.56mm, 7.62mm, 7.62mmR, .444, .50: These calibres of ammunition are generally used in rifles, assault rifles or machine guns, and normally come in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 calibre is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE: These calibres are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-calibre cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot: Shotgun cartridges, also known as buckshot, normally come in boxes of 10.

Arrow: Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt: A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Ammunition Weight

To determine how much a loaded magazine weighs, look it up on the table below, rounding the number of rounds in the magazine up. Shotgun shells are a little heavier; use the weight value for one damage step higher.

	Weight per Number of Rounds					
Dmg	10	20	30	40	50	100
2d4	0.5 lb.	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.5 lb.
2d6	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lb.
2d8	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lb.
2d10	0.5 lb.	1.0 lb.	1.0 lb.	1.5 lb.	1.5 lb.	3.0 lb.
2d12	1.0 lb.	2.0 lb.	3.0 lb.	4.0 lb.	5.0 lb.	10.0 lb.

Special Ammunition

All of the above rules governing ammunition are for standard ammunition. There are several variant types of ammo available for various types of firearms. These are explained below:

Armour Piercing Rounds: Armour Piercing rounds appear similar to normal ammunition but are made differently to increase the penetration. Some are solid steel embedded with tungsten while others have Teflon coatings, allowing them to pass through material easier than normal bullets. All Armour Piercing (AP) bullets

ignore the first 4 points of Damage Reduction provided by armour or a protective device.

Hollowpoint Rounds: Otherwise known as dumdum bullets, hollowpoint ammunition is designed to increase the rate of energy transfer between bullet and target. This type of ammo has a nose filled with soft lead and when it strikes its target the bullet collapses and rapidly loses velocity resulting in the transfer of all or most of its energy to the object it strikes. This also has the side effect that hollowpoint ammunition does not penetrate objects well and therefore, any Damage Reduction normally afforded to a target is increased by 2. However damage to unarmoured targets receives a +2 bonus.

Frangible Rounds: Frangible bullets are designed to break apart when they strike a target. They are normally thin metal containers filled with light shot like a shotgun round. They are extremely effective against unarmoured targets but are almost useless against hard targets. Similar to hollowpoint rounds, any Damage Reduction normally afforded to a target is increased by 4 and all damage done against non-armoured targets receives a +3 bonus.

Tracer Rounds: This is simply a normal round with a tiny flare embedded in the rear of the bullet. As it travels through the air, a bright streak can be seen, aiding greatly in aiming. While using tracer Rounds in an automatic

weapon, the user receives a +1 equipment bonus to attack rolls.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons. All explosives must be detonated. Some, such as grenades, include built-in detonators. Pulling the pin on a grenade is a free action. Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require the Advanced Weapons Proficiency (thrown weapons) to use without a –4 penalty to attack rolls. If the explosives are fired or propelled from some sort of launcher or other device, the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 non-proficient penalty.

Explosives and Splash Weapons Tables

Explosives and splash weapons are described by a number of statistics, as shown on the following tables.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. For splash weapons, all creatures within five feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or ballistic.

Burst Radius: The area affected by the blast of the explosive.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for ½ damage.

Range Increment: If the weapon can be thrown its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated (see the Demolitions skill).

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands and if it is a light weapon. A Medium or smaller weapon can be used one-handed or two-handed. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Trade Value: This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item or items worth this amount to 'purchase' the item.

Availability: This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade: This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The Trade Value given is for a box of six grenades.

C4/Semtex: So-called 'plastic' explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a one-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by two feet, and requires a Demolitions check (DC 15) to link them. Although the damage statistics on the table represent a 1 pound block, C4 is sold in four-block packages. The Trade Value given represents a package of four blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord: Det cord is an explosive in a rope-like form. Technically, det cord does not explode – but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing

a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half. The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to 10 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes. It can also be doubled up; for each additional five feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6. Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by five feet (maximum 20 feet). It is possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice). Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse – a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade) or long enough to

take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The Trade Value given is for a box of six grenades.

Smoke Grenade: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet and on the third round it fills all squares within 15 feet. The smoke obscures all sight, even that granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in one round. Smoke grenades are available in several colours, including white, red, yellow, green and purple. As such, they can be used as signal devices. The Trade Value given is for a box of six grenades.

Tear Gas Canister: Military and police forces would use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in four rounds and a strong wind (21+ mph) disperses it in one round. A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he leaves the cloud. Those who succeed

Grenades and Explosives

Weapon	Dam.	Dam. Type	Burst Radius	Reflex DC	Range Inc	Size	Weight	Trade Value	Availability
40mm fragmentation grenade	3d6	B	10 ft.	15	—	T	1 lb.	20	R
C4/Semtex	4d6	B	10 ft.	18	—	S	1 lb.	5	R
Det cord	2d6	Fire	See text	12	—	M	2 lb.	15	R
Dynamite	2d6	B	5 ft.	15	10 ft.	T	1 lb.	10	R
Fragmentation grenade	4d6	B	20 ft.	15	10 ft.	T	1 lb.	20	R
Smoke grenade	—	—	See text	—	10 ft.	S	2 lb.	3	R
Tear gas grenade	See text	—	See text	—	10 ft.	S	2 lb.	10	R
Thermite grenade	4d6 12	Fire	5 ft.	12	10 ft.	S	2 lb.	20	R
White phosphorus grenade	2d6	Fire	20 ft.	12	10 ft.	S	2 lb.	20	R

at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save. The Trade Value given is for a box of six grenades.

Thermite Grenade: Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. The Trade Value given is for a box of six grenades.

White Phosphorus Grenade: White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point. The Trade Value given is for a box of six grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially home-made devices (improvised explosives). The Trade Value given in the Splash Weapons table reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild: A character can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal or glass (depending on the substance it has to hold), with a tight stopper, and holds about one pint of liquid. This entry represents any mild caustic substance.

Molotov Cocktail: A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft (chemical) check, DC 10, or Intelligence check, DC 15). The Trade Value given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in two rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit

is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Advanced Weapons Proficiency).

A character's Strength modifier is always added to a melee weapon's damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on the Melee Weapons table.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point) and slashing (weapons with an edged blade).

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do – but the maximum range for a thrown weapon is five range increments instead of 10. Any attack at less than the given range increment is not penalised for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it is a light weapon. A

Splash Weapons

Weapon	Direct Hit Damage	Splash Dam.	Damage Type	Reflex DC	Range Inc,	Size	Weight	Trade Value	Availability
Acid, mild	1d6	1	Acid	—	10 ft.	Tiny	1 lb.	15	R
Molotov cocktail[1]	1d6	20	Fire	10 ft.	Small	1 lb.	3 lb.	2	C

[1] This weapon cannot be purchased as an item; the Trade Value given is for the weapon's components.

Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Trade Value: This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item (or items) worth this amount to purchase the item.

Availability: This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Axe: A simple axe for cutting trees. Found in most hardware and department stores prior to the Big Death.

Baseball Bat: A solid wooden bat, once used in conjunction with the popular US pastime.

Brass Knuckles: These pieces of moulded metal fit over the outside of a character's fingers and allow him to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

Weapon	Damage	Damage Type	Range Increment	Size	Weight	Trade Value	Availability
Simple Weapons							
Axe	1d8	S	—	Med	4 lb.	8	C
Baseball bat	1d6	B	—	Med	2 lb.	3	C
Brass knuckles	2	B	—	Tiny	1 lb.	6	R
Chain	1d6/1d6	B	—	Large	5 lb.	2	C
Chainsaw	3d6	S	—	Large	10 lb.	10	U
Cleaver	1d6	S	—	Small	2 lb.	2	C
Club	1d4	B	10 ft.	Med	3 lb.	1	C
Knife	1d4	P	10 ft.	Tiny	1 lb.	2	C
Metal baton	1d6	B	—	Med	2 lb.	1	C
Pistol whip	1d4	B	—	Small	—	N/A	—
Rifle butt	1d6	B	—	Large	—	N/A	—
Sap	1d6	B	—	Small	3 lb.	4	R
Staff	1d6	B	—	Large	2 lb.	2	C
Stun gun	1d3	Electrical	—	Tiny	1 lb.	10	R
Tonfa	1d4	B	—	Med	2 lb.	5	R
Archaic Weapons							
Bayonet (fixed)	1d4/1d6	P	—	Large	1 lb.	5	R
Hatchet	1d6	S	10 ft.	Small	4 lb.	5	U
Katana	2d6	S	—	Large	6 lb.	30	R
Longsword	1d8	S	—	Med	4 lb.	20	R
Machete	1d6	S	—	Small	2 lb.	8	C
Nunchaku	1d6	B	—	Small	2 lb.	5	R
Rapier	1d6	P	—	Med	3 lb.	15	R
Spear	1d8	P	—	Large	9 lb.	5	C
Straight razor	1d4	P	—	Tiny	0.5 lb.	5	U
Sword cane	1d6	P	—	Med	3 lb.	25	R

Chain: A solid length of chain can be lethal in the right hands.

Chainsaw: Military and police units used powered saws to cut through fences and open doors rapidly and there were many more used to cut trees and branches. In a pinch, they are sometimes pressed into service as weapons.

Cleaver: Heavy kitchen knives can often be snatched up for use as weapons.

Club: Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife: This category of weapon includes hunting knives, butterfly or 'balisong' knives, switchblades and bayonets (when not attached to rifles).

Metal Baton: This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and cannot be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip: Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or Trade Value is given for this weapon, since both vary depending on the pistol used.

Rifle Butt: The butt of a rifle can be used as an impromptu club.

Sap: This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Staff: A sturdy wooden pole, although sometimes a mop handle will suffice.

Stun Gun: Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target (the taser is a ranged weapon with a similar effect). On a successful hit, the stun gun deals 1d3 points of electrical damage (do not add the character's Str bonus) and the target must make a Fortitude saving throw (DC 15) or be paralysed for 1d6 rounds.

Tonfa: This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. All of these weapons require the Advanced Weapons Proficiency feat to use. Characters attempting to wield these weapons without that feat suffer a –4 penalty on attack rolls.

Bayonet (fixed): The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon – club like at one end and spear like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet: This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Katana: The katana is the traditional Japanese samurai sword.

Longsword: This classic, straight blade is the weapon of knighthood and valour.

Machete: This long-bladed tool looks much like a short, lightweight sword.

Nunchaku: A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Rapier: The rapier is a lightweight sword with a thin blade.

Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD case, paperweight.	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight.	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, vase.	1d3
Medium	Bar stool, briefcase, bowling ball, garbage can lid, nail gun.	1d4
Large	Empty garbage can, guitar, computer monitor, office chair.	1d6

Spear: This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but cannot use it against an adjacent foe.

Straight Razor: Favoured by old-school organised crime 'mechanics', this item can still be found in some barbershops and shaving kits.

Sword Cane: This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). The walking stick or umbrella is not concealed, only the blade within.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple or archaic so weapon proficiency feats cannot offset the –4 penalty.

A character can effectively wield or throw an object of Medium category or smaller using one hand. A character can effectively wield or throw an object of Large size using two hands. An improvised thrown weapon has a range increment of 10 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the Games Master may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. The Improvised Weapon Damage by Size table gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Armour

Body armour comes in a variety of shapes and sizes, providing varying degrees of coverage and varying weight of materials.

Armour Table

Armour is described by a number of statistics, as shown on the Armour table.

Type: Armour comes in four types: archaic, impromptu, concealable and tactical. Archaic armour is old-fashioned armour, such as medieval chainmail and plate mail. Impromptu armour includes items that provide protection even though they were not designed for that purpose, such as leather biker's jackets and football pads. Concealable armour is modern body armour designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer. Tactical armour is modern body armour that fits over clothing and cannot be easily concealed. Its weight and bulk make it impractical to wear all the time, and it is generally only donned when a specific dangerous confrontation is likely. Because it is worn over clothing in tactical situations, tactical armour often has pockets, clips and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits and other items.

Damage Reduction (DR): This number shows the protection offered by the armour. The amount shown is subtracted from all damage rolls against the wearer. The three numbers reflect DR vs. ballistic damage, bludgeoning damage, piercing damage and slashing damage respectively (BA/BL/P/S).

Maximum Reflex Bonus: This number is the maximum Reflex bonus to Defence Value that this type of armour allows. Heavier armour limits mobility, reducing a character's ability to avoid attacks.

Armour Penalty: The heavier or bulkier the armour, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently and Tumble.

Speed: The number in this column is the character's speed while in armour, assuming his base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armour's weight.

Trade Value: This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item or items worth this amount to purchase the item.

Armour	Type	DR (BA/ BL/P/S)	Max Ref. Bonus	Armour Penalty	Speed	Weight	Trade Value	Availability
Chainmail shirt	Archaic	0/0/5/5	+2	−5	20	40 lb.	30	R
Concealable vest	Concealable	4/1/1/1	+4	−3	25	4 lb.	40	R
Forced entry unit	Tactical	9/5/3/5	+0	−8	20	20 lb.	50	R
Leather jacket	Impromptu	0/1/1/1	+8	−0	30	4 lb.	15	R
Light undercover shirt	Concealable	2/2/0/0	+7	−0	30	2 lb.	30	R
Light-duty vest	Tactical	5/3/1/1	+3	−4	25	8 lb.	30	R
Pull-up pouch vest	Concealable	2/2/0/0	+6	−1	30	2 lb.	25	R
Riot shield	Tactical	6/4/6/6	+3	−2	20	10 lb.	15	R
Special response vest	Tactical	7/5/2/4	+1	−6	20	15 lb.	40	R
Tactical vest	Tactical	6/4/2/3	+2	−5	25	10 lb.	40	R
Undercover vest	Concealable	3/2/0/1	+5	−2	30	3 lb.	30	R

Availability: This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns.

Armour Types

Chainmail Shirt: This medieval-era armour is a long shirt made of interlocking metal rings, with a layer of padding underneath. It is heavy, making it uncomfortable to wear for long periods of time.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armour.

Forced Entry Unit: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection and a helmet. Heavy and cumbersome, this armour is generally only donned by tactical officers heading into a dangerous assault.

Leather Jacket: This armour is represented by a heavy leather biker's jacket. A number of other impromptu armours, such as football pads and baseball catcher's pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it is critical that the wearer not appear to be armed or armoured, this garment consists of a t-shirt with a band of light protective material sewn in around the lower torso.

Light-Duty Vest: A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armour sacrifices a degree of protection for a modicum of comfort – at least compared to other tactical body armours.

Pull-Up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armour penalty or maximum Dexterity bonus) when undeployed.

Riot Shield: These are heavy ballistic Plexiglas shields used by Old World police departments to break up riots and other violent altercations. The shield is worn over the forearm of the wearer.

Special Response Vest: Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armour provides additional protection in battles against heavily-armed opponents.

Tactical Vest: The standard body armour for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt – but it is also more easily noticed. It is best used when the armour should remain unseen but the wearer does not expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armour.

Combat

While not the primary focus of the game, characters will invariably come upon situations that they cannot avoid without resorting to physical combat. Whether that means defending themselves in a barroom brawl, rescuing prisoners from a skinhead gang or full-scale warfare against the forces of Valhalla Sector or Daniel, combat is sometimes unavoidable.

The Basics of Combat

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, he is no longer flat-footed.

2. The Games Master determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.

4. Combatants act in initiative order.

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarises the rules and attributes that determine success in combat then details how to use them in sequential order to resolve any combat situation.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on his turn in a round. When a character makes an attack roll, he rolls a d20 and adds his attack bonus. If the result equals or beats the target's Defence Value, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit.

If the character is not proficient in the weapon he is attacking with (the character does not have the appropriate Weapon Proficiency feat), that character takes a –4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is:

Base attack bonus + Dexterity modifier + size modifier + other applicable modifiers

With a ranged weapon, a character's attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + other applicable modifiers

Dexterity Modifier

Dexterity measures co-ordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a melee or ranged weapon. A character's Strength modifier is used only in relation to damage caused by melee weapons.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defence Value against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

Size Modifiers

Size	Modifier
Colossal (blue whale, 90 ft. long)	–8
Gargantuan (grey whale, 40 ft. long)	–4
Huge (elephant)	–2
Large (lion)	–1
Medium (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see the Ranged Weapons and Melee Weapons tables in the Equipment, Supplies & Trade Goods chapter). Any attack from a distance of less than one range increment is not penalised for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to 10 increments.

Defence Roll

Whenever a character is attacked, an opposed d20 roll occurs. The defender rolls 1d20 + Defence Value. The attacker rolls 1d20 + Attack Bonus. If the attacker rolls higher than the defender, the attack hits. If the attacker rolls equal to or less than the defender, the attack misses. Ties on the roll always go to the defender.

If the attacker rolls a '1', the attack is an automatic miss. If the attacker rolls a '20', the attack is an automatic hit. If the defender rolls a '1', the attack is an automatic hit. If the defender rolls a '20', the attack is an automatic miss.

If both the attacker and the defender roll a '1' or '20', the attack is a miss.

Defence Value

A character's Defence Value represents how hard it is for opponents to land a solid, damaging blow on the character. It is the attack roll result that an opponent needs to achieve to hit the character. A character's Defence Value is equal to:

Base defence bonus + Dexterity modifier + size modifier + other modifiers

Your base defence bonus equals your base attack bonus OR your base Reflex saving throw. Other bonuses to defence include deflection bonuses, dodge bonuses and cover.

Note that armour limits your Dexterity and therefore your total DV. While armour may make you easier to hit, it does have other advantages. If you are caught flat-footed, you lose your Dexterity modifier to defence bonus from your total Defence Value score. The size modifier still pertains however.

Any situation that would normally cause you to lose your Dexterity modifier due to being unprepared, ambushed, stunned, immobilised and the like, also causes you to lose your base defence bonus.

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature does not have a hard time attacking another creature of the same size. Size modifiers are shown on the Size Modifiers table above.

Resolving Attacks

All combat uses the following method for resolution:

The Attack Roll

An attack roll represents a character's attempt to strike his opponent on his turn in a round. When a character makes an attack roll he rolls a d20 and adds his attack bonus (other modifiers may apply to this roll). The opponent rolls a d20 and adds his defence value (other modifiers may apply to the opponent's roll). If the result equals or exceeds the target's defence roll, a hit is scored and damage is dealt.

Touch Attacks

Some attacks disregard any bonuses provided by armour. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee

touch attack roll). The attacker gains a +4 to his attack roll, and a character's Defence Value does not include any equipment bonus or armour bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

Damage

When a character hits with a weapon, he deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

To determine damage, the player rolls a number of dice as indicated by the type of weapon used for the attack. Modifiers are then applied as described below.

Attack Roll vs. Defence Roll: For every point the attacker's roll beats his opponent's defence roll, add +1 to the damage dealt.

Size: Apply a Size modifier (see the Damage Modifiers for Size table below) to damage dealt by melee weapons, unarmed strikes and the natural physical attack forms of creatures.

Strength Bonus: When a character hits with a melee weapon or thrown weapon, add the attacker's Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his off hand, add only ½ of the character's Strength bonus.

Wielding a Weapon Two-Handed: When character deals damage with a melee weapon that he is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character does not get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage: Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Damage Modifiers for Size

Size	Damage
Fine	−16
Diminutive	−12
Tiny	−8
Small	−4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Once the amount of damage dealt is determined, the target may then apply his Damage Reduction to the attack's damage.

This amount is then subtracted from the character's current hit points. Otherwise, no damage is caused to the target.

Armour

Armour in no way affects a character's Defence Value. Unlike other games, in *Jeremiah – The Roleplaying Game*, Armour can actually make a character easier to hit because of the negative effect it has on a character's Dexterity. What armour does do is help protect the character from the full brunt of an attack. Armour can reduce the amount of damage a character suffers when struck in combat. Some types of armour can absorb a great deal of damage, thus affording their wearers a significant amount of protection. Players should note that different types of armour protect against different types of damage. A bulletproof vest may afford great protection against a handgun; it will provide no protection from damage sustained from a fall from a roof.

All types of armour and some simple clothing have Damage Reduction (DR) values. Each type of Armour has DR vs. different types of damage (ballistic, bludgeoning, piercing and slashing). These can be found on the Armour table in the Equipment and Trade Goods chapter.

Damage Reduction

Damage Reduction is a character's ability to absorb damage from an attack. The higher a character's Damage Reduction, the less damage he suffers from an attack.

A character's Damage Reduction score is determined with the following formula:

Constitution modifier + armour bonus + natural armour bonus + size modifier

DR Modifiers for Size

Size	Soak
Fine	−16
Diminutive	−12
Tiny	−8
Small	−4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Whenever a character loses hit points in combat, the Damage Reduction (DR) score is deducted from the damage rolled.

For example, Isaiah, a Guardian, is involved in a fight with marauders. A marauder has fired his 9mm pistol, striking Isaiah. The Games Master has rolled damage for the gunshot wound and rolls a 9, a fairly serious wound. Isaiah's Con score is only 10 so he receives no Con modifier to DR. Luckily, Isaiah is wearing a tactical vest that he scrounged from an old police station. The vest has a DR value of 6 vs. ballistic damage. This DR value is subtracted from the damage rolled meaning Isaiah actually suffers only 3 points of damage.

Critical Hits

If an attack roll beats the opponent's defence roll by 10 or more points, the character has the potential to inflict a critical hit. The player then rolls again as if attacking, this time the roll is simply to determine whether a critical hit has occurred or not. If the attacker beats his opponent's defence roll again, a critical hit is scored.

Critical hits let the character inflict special conditions on the target (such as stunned or dazed), bypass bonuses to Damage Reduction or disable body parts.

Critical Hit Effects

Once an attack threatens a critical hit, the character may select an effect for the hit, the attack is then confirmed as a critical hit or not as described above. Some types of critical hits are more difficult to confirm than others and apply a penalty to the confirmation roll. If the confirmation roll is successful, the opponent must make a saving throw vs. DC 10 + ½ the attacker's base attack bonus + the attacker's Dexterity modifier + any enhancement bonuses for your weapon (mastercraft) + any critical hit effect bonuses for your weapon. If the target fails the save, he suffers the effect of the critical hit.

The effects of critical hits are as follows:
- **Blind Target:** (–4 confirmation penalty.) The target is blinded for 1d4+1 rounds if it fails a Fortitude save against the critical hit.

- **Bypass Armour:** (–4 confirmation penalty.) If the target wears armour, the character may ignore its armour bonus to Damage Reduction when determining the damage for the attack. The target receives a Reflex save to avoid this effect.

- **Bypass Size Modifier:** (–4 confirmation penalty.) The character strikes a vulnerable point and may ignore the target's size modifier to Damage Reduction when determining the damage for the attack. The target receives a Reflex save to avoid this effect.

- **Daze Target:** The target is dazed for one round if it fails a Fortitude save against the critical hit.

- **Deafen Target:** (–4 confirmation penalty.) The target is deafened for 1d4+1 rounds if it fails a Fortitude save against the critical hit.

- **Disable Arm:** (–4 confirmation penalty.) If the target fails a Fortitude save, its arm is disabled. This causes a –2 penalty to attack rolls, Strength checks and all skill checks based on arm use, such as Climb, Craft, Disable Device, Escape Artist, Forgery, Pick Pocket, Swim and Treat Injury checks. If both arms are disabled, the victim cannot manipulate items.

- **Disable Leg:** (–4 confirmation penalty.) If the target fails a Fortitude save, its leg is disabled. This causes a –2 penalty to defence rolls, Reflex saves, Dexterity checks and all skill checks based on leg use, such as Climb, Swim, Jump, Ride, Tumble, Balance and Move Silently checks. The victim cannot run or charge. If both legs are disabled, the victim can only

move by crawling and loses any Dexterity bonus to Defence.

- **Head Wound:** (–8 confirmation penalty.) If the target fails a Fortitude save, it is stunned for one round and suffers a head wound. This causes a –2 penalty to all attack rolls, defence rolls, ability checks, skill checks and saving throws.

- **Stun Target:** (–4 confirmation penalty.) The target is stunned for one round if it fails a Fortitude save against the critical hit.

To cause any critical hit effect, the attack must deal at least 1 point of damage to the target, after all damage reduction, energy resistance and other forms of protection are applied.

A critical hit may cause only one effect. Objects (including vehicles) are immune to critical hits.

Hit Points

All characters have a set number of hit points represented on the Life Bar. The loss of hit points is affected by damage reduction (see above).

Hit point loss can come in one of two forms: lethal or nonlethal damage. Lethal damage is caused by most ranged and melee weapons. Nonlethal damage is normally caused by unarmed attacks or attacks using certain types of weapons designed to cause nonlethal damage (a sap or blackjack for example). Melee weapons that deal lethal damage can be wielded so as to deal nonlethal damage, but the attacker takes a –4 penalty on attack rolls for trying to deal nonlethal damage instead of lethal damage. A ranged weapon that deals lethal damage cannot be made to deal nonlethal damage (unless it is used as an improvised melee weapon).

Every character uses the same Life Bar. For each point of lethal or nonlethal damage a character suffers in combat, he fills one pip of the Life Bar, starting from the right and going to the left.

As the Life Bar's pips fill, he acquires Wound Conditions. When the first pip in a Wound Column is filled, he gains that condition. The above life bar should be used for any human character in the game. When animals larger or smaller than normal human size are involved, a different Life Bar is required. These may be found in The Environment chapter.

Wound Conditions

The following is a description of the various Wound Conditions. The effects of lethal and nonlethal damage are cumulative.

Lethal Damage
Lightly Wounded: The character has suffered some lethal damage, but is not impaired by it.

Moderately Wounded: The character suffers a –1 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws.

Severely Wounded: The character suffers a –2 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws.

Disabled: The character suffers a –3 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws. He may only take a single move or standard action each turn (but not both, nor can he take full-round actions). He may take move actions without further injuring himself, but if he performs any standard action (or any other strenuous action) he takes 1 point of lethal damage after the completing the act.

Dying: The character suffers a –5 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws. He is unconscious. He may take no actions. He takes 1 point of lethal damage every round. This continues until he dies or become stable.

Dead: Once the character runs out of pips in the Dying column and suffers any additional lethal damage, he is dead.

Nonlethal Damage
Not Affected: The character is not impaired by nonlethal damage.

The Life Bar

	Lightly Wounded •••••	Moderately Wounded •••••	Severely Wounded •••••	Disabled •••••	Dying •••••
LETHAL DAMAGE	Lightly Wounded •••••	Moderately Wounded •••••	Severely Wounded •••••	Disabled •••••	Dying •••••
NONLETHAL DAMAGE	Not Affected •••••	Jolted •••••	Jarred •••••	Staggered •••••	Unconscious

Jolted: The character suffers a –1 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws.

Jarred: The character suffers a –2 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws.

Staggered: The character suffers a –3 penalty on all attack rolls, defence rolls, ability checks, skill checks and saving throws. He may only take a single move or standard action each turn (but not both, nor can he take full-round actions).

Unconscious: Once the character runs out of pips in the Staggered column and suffers any additional nonlethal damage, he is unconscious.

Healing

A character recovers one lost lethal life pip per day of rest if Lightly Wounded or Moderately Wounded. Otherwise, a character recovers one lost lethal life pip per week. Successful long-term care from a knowledgeable healer doubles the rate of recovery.

A character recovers one lost nonlethal life pip per minute of rest, even if unconscious.

Dying and Stabilisation

On the turn after a character reaches the Dying column on the Life Bar and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he does not, he suffers 1 point of damage. A character that is unconscious or dying cannot use any special action that changes the initiative count on which his action occurs.

Once a character fills in all the pips in the Dying column and suffers at least 1 more point of damage, he dies. The player may keep a dying character from losing any more pips and make him stable with a Fortitude Save (DC 15). If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

A stable character that has been tended by a healer eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger and he may yet slip away.

Recovering With Help

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled. He automatically recovers all lost life pips in the Dying column. If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally.

Recovering Without Help

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses life, just at a slower rate. He has a 10% chance each hour of becoming conscious and disabled. Each time he misses his hourly roll to become conscious, he suffers 1 point of damage.

Disabled Body Parts

One week is necessary to recover from a disabled body part or head wound. Successful long-term care from a knowledgeable healer causes recovery in 1d4+1 days.

Ability Score Loss

Some types of attacks along with poison or disease can cause ability score loss. Ability damage returns

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

Saving Throw Types

The three different kinds of saving throws are:

- **Fortitude***: These saves measure a character's ability to stand up to massive physical punishment or attacks against his vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his Fortitude saving throws.

- **Reflex:** These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. Often, when damage is inevitable, a character gets to make a Reflex save to take only ½ damage. Apply the character's Dexterity modifier to his Reflex saving throws.

- **Will:** These saves reflect a character's resistance to mental influence. Apply the character's Wisdom modifier to his Will saving throws.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his Dexterity modifier to the roll and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The Games Master finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters

at the rate of 1 point + the characters Constitution modifier (if any) per evening of rest (eight hours of sleep). Complete bed rest (24 hours) restores 2 points + Constitution modifier per day.

Speed

A character's speed tells how far he can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armour can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his attack action as a second move action. This could let the character move again, for a total movement of up to double his normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defence (see Run).

Saving Throws

Generally, when a character is subject to an unusual attack, he gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

surprise his enemies if he knows about them before they are aware of him.

The Surprise Round
If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants
Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defence.

Actions in Combat
The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They are described here. Other, more specialised options are touched on in the Actions in Combat table and covered in Special Initiative Actions and Special Attacks (see pg. 131).

The Combat Round
Each round represents about six seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in six seconds, a character can do in one round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. For exceptions, see Attacks of Opportunity and Special Initiative Actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

act in the same order (unless a character takes an action that results in his initiative changing. If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character cannot use his Dexterity bonus to Defence or make attacks of opportunity while flat-footed.

Joining a Battle
If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise
When a combat starts, if a character was not aware of his enemies and they were aware of the character, that character is surprised. Likewise, a character can

Action Types

The four types of actions are attack actions, move actions, full-round actions and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the Games Master allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Attack Actions	Attack of Opportunity[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe[2]
Total defence	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] If the object is being held, carried, or worn by a creature, yes. If not, no.

Move Action

A move action allows a character to move his speed or perform an action that takes a similar amount of time.

A character can move his speed, climb ¼ of his speed, draw or stow a weapon or other object, stand up, pick up an object or perform some equivalent action (see Actions in Combat table).

A character can take a move action in the place of an attack action.

If a character moves no actual distance in a round, that character can take one 5-foot step before, during or after the action.

Move Actions	Attack of Opportunity[1]
Move your speed	Yes
Use a piece of equipment	No
Climb (¼ speed)	No
Climb, accelerated (½ speed)	No
Crawl	No
Draw a weapon[2]	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] If the character has a base attack bonus of +1 or higher, he can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he can draw two light or one-handed weapons in the time it would normally take to draw one.

Full-Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the Games Master allows.

Full-Round Actions	Attack of Opportunity[1]
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the Games Master puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position and speaking a sentence or two are all free actions.

Free Actions	Attack of Opportunity[1]
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

Attack Actions

Most common attack actions are described below. More specialised attack actions are mentioned in the Special Attacks section.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. Enemies within 5 feet are considered adjacent to the character.

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a melee attack. If the character does so, he takes a –4 penalty on his attack in a round to gain a +2 dodge bonus to Defence in the same round.

Unarmed Attacks

Striking for damage with punches, kicks and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity While Unarmed

Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

'Armed' Unarmed Attacks

Sometimes a character attacks unarmed but the attack still counts as armed. An animal with claws, fangs and similar natural physical weapons, for example, counts as armed. Being armed counts for both offence and defence – not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage

An unarmed strike from a character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage.

A character can specify that his unarmed strike will deal lethal damage before the character makes his attack roll, but the character takes a –4 penalty on the attack roll because he has to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is 10 range increments.

A character capable of making more than one ranged attack per round must use the full-attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee: If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a –4 penalty on his attack roll because he has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. An unconscious or otherwise immobilised character is not considered engaged unless he is actually being attacked.

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the –4 penalty, even if it is engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Fighting Defensively: A character can choose to fight defensively while making a ranged attack. If the character does so, he takes a –4 penalty on his attack in a round to gain a +2 dodge bonus to Defence in the same round.

Total Defence

Instead of attacking, a character can use his attack action simply to defend. This is called a total defence action. The character does not get to attack or perform any other activity, but does get a +4 dodge bonus to his Defence Value for one round. The character's Defence improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his move action.

Start/Complete Full-Round Action

The 'start/complete full-round action' attack action lets a character start undertaking a full-round action (such as those listed on the Full-Round Actions table) at the end of his turn, or complete a full-round action by using an attack action at the beginning of his turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his turn, the next action that character takes must be to complete the full-round action. He cannot take another type of action before finishing what he started.

Start/complete full-round action cannot be used with a charge, run or withdraw action.

Move Actions

With the exception of specific movement-related skills, most move actions do not require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his turn, the character cannot also take a 5-foot step.

Many non-standard modes of movement are also covered under this category, including climbing and swimming (up to ¼ the character's speed), crawling (up to 5 feet) and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object and opening a door.

If the character has a base attack bonus of +1 or higher, he can draw a weapon as part of his normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

Reloading

Any firearm that uses a magazine can be reloaded as a move action. Other weapons, such as single shot rifles or shotguns, black powder weapons and most missile launchers require a full-round action to reload.

Full-Round Actions

A full-round action requires an entire round to complete. If it does not involve moving any distance, a character can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows a character to move more than his speed and attack during

the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge: The character must move before his attack, not after. The character must move at least 10 feet and may move up to twice his speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he is within striking range of his target (the character cannot run past the target and attack from another direction). A character cannot take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his turn) the character can still use the charge action, but he is only allowed to move up to his speed (instead of up to twice his speed).

Attacking after a Charge: After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a –2 penalty to his Defence for one round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attacks

If a character gets more than one attack per action because his base attack bonus is high enough, because he fights with two weapons, because he is using a double weapon or for some special reason, he must use the full-attack action to get his additional attacks. The character does not need to specify the targets of his attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after or between the attacks.

If a character gets multiple attacks based on his base attack bonus he must make the attacks in order from highest bonus to lowest. If the character is using two weapons he can strike with either weapon first. If the character is using a double weapon he can strike with either part of the weapon first.

Committing to a Full Attack Action: A character does not have to commit to a full attack until after the first

attack. The character can then decide whether to make his remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he cannot use his move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively: A character can choose to fight defensively when taking a full attack action. If the character does so, he takes a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defence in the same round.

Attacking With Two Weapons

If the character wields a second weapon in his off hand he can get one extra attack per round with that weapon. Fighting in this way is very difficult, however – the character takes a –6 penalty on the regular attack or attacks with his primary hand and a –10 penalty on the attack with his off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.
2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2 and the off-hand penalty by 6.

The Two-Weapon Fighting Penalties table summarises the interaction of all these factors.

Double Weapons: A character can use a double weapon to make an extra attack as if he were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand Weapon is light and Two-Weapon Fighting feat	–2	–2

Run

A character can run all out as a full-round action. When a character runs, he can move up to four times his speed in a straight line (the character does not get a 5-foot step.) The character loses any Dexterity bonus to Defence since he cannot avoid attacks. However, the character gets a +2 bonus to Defence against ranged attacks while running.

A character can run for a number of rounds equal to his Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he must stop running. A character who has run to his limit must rest for one minute (10 rounds) before running again. During a rest period, a character can move normally but cannot run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw
Withdrawing from melee combat is a full-round action. When a character withdraws, he can move up to twice his speed (he does not also get a 5-foot step). The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he moves from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Miscellaneous Actions
Some actions do not fit neatly into the above categories. Some of the options described below are actions that take the place of, or are variations on, the actions described earlier. For actions not covered in any of this material, the Games Master determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill or Class Feature
Certain feats let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell a character what he needs to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Miscellaneous Actions	Attack of Opportunity[1]
Disarm[2]	Yes
Grapple[2]	Yes
Load a weapon[3]	Yes
Trip an opponent[2]	No (Yes if unarmed)
Use a feat[4]	Varies

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action or even as an attack of opportunity.
[3] Depends on the type of magazine used and the loading system for the weapon.
[4] The description of a feat defines its effect.

No Action	Attack of Opportunity[1]
Delay	No
5-foot step	No

[1] Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity

Attacks of Opportunity
The melee combat rules assume that combatants are actively avoiding attacks. A player does not have to declare anything special for his character to be on the defensive. Sometimes, however, a combatant in a melee lets his guard down and does not maintain a defensive posture as usual. In this case, combatants near him can take advantage of this lapse in defence to attack for free. These attacks are called attacks of opportunity.

Weapon Type
A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see 'Armed' Unarmed Attacks).

Threatened Squares
A character threatens the squares into which he can make a melee attack, even when it is not the character's

action. Generally, that is all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character does not provoke an attack of opportunity if all he moves is a 5-foot step or if he withdraws.

If the character does not start in a threatened square, but moves into one, he has to stop there or else provoke an attack of opportunity as he leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack and a character can only make one per round. A character does not have to make an attack of opportunity if he does not want to.

An experienced character gets additional regular melee attacks (by using the full-attack action), but at a lower attack bonus. A character makes his attack of opportunity, however, at his normal attack bonus – even if the character has already attacked in the round.

Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

Favourable and Unfavourable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state or tactics applies to the defender's Defence. The Games Master judges what bonuses and penalties apply, using the Defence Value Modifiers table and the Attack Roll Modifiers table as guides.

Defence Value Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	–2	+2[1]
Defender prone	–4	+4[1]
Defender stunned or cowering	–2[2]	–2[2]
Defender climbing	–2[2]	–2[2]
Defender flat-footed	+0[2]	+0[2]
Defender running	+0[2]	+2[2]
Defender grappling (attacker not)	+0[2]	+0[3]
Defender pinned	–4[4]	+0[4]
Defender helpless (such as paralysed, sleeping or bound)	+0[2]	+0[2]
Defender has cover		See Cover
Defender concealed		See Concealment

[1] Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defence Value granted by cover. See Cover, below.
[2] The defender loses any Dexterity bonus to Defence Value.
[3] Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defence Value.
[4] Treat the defender's Dexterity as 0 (–5 modifier).

Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender[1]	+2	—
Attacker on higher ground	+1	+0
Attacker prone[2]	–4	–2

[1] A character flanks a defender when he has an ally on the opposite side of the defender threatening the defender.
[2] Some ranged weapons cannot be used while the attacker is prone.

Cover

Cover provides a bonus to a character's Defence Value. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it is easy to have better cover than the opponent.

The Games Master may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The Games Master determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives ¼ cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets ½ cover.

Cover Defence Bonus

Normally, a character's Reflex save bonus affects his DV directly. In the case of cover however, it is slightly different. Cover grants a bonus directly to DV. It also grants a bonus to all Reflex saving throws. Please note, in this instance, these bonuses do not stack.

The Cover table gives the Defence Value bonuses for different degrees of cover. Add the relevant number to the character's Defence Value.

Cover Reflex Save Bonus

The Cover table gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover

Degree of Cover (Example)	Cover Bonus to DV	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing behind a door that is slightly ajar)	+10	+4[1]
Total (on the other side of a solid wall)	—	—

[1] Half damage if save is failed; no damage if successful.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the Games Master should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defence Value of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Reflex save bonus to Defence Value or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and did not provide cover after all. A covering character can choose not to apply his Reflex bonus to Defence Value and/or his dodge bonus, if he so desires.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in the Concealment table. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck (actually, it does not matter who makes the roll or whether it is rolled before or after the attack roll). When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

Concealment

One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Helpless Defenders

A helpless foe – one who is bound, sleeping, unconscious or otherwise at the attacker's mercy – is an easy target. A character can sometimes approach a target who is unaware of his presence, get adjacent to him and treat him as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his Dexterity bonus to Defence Value, then that target cannot be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his back to a wall or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

Immobilised or helpless targets automatically roll a 1 on the defence roll. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

Coup De Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a –4 penalty on

any attempt to deal nonlethal damage with the weapon. The target has an effective Defence Value of 5 + his size modifier. If the character hits, he automatically scores a critical hit (see Nonlethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character cannot deliver a knockout blow against a creature that is immune to critical hits.

Special Initiative Actions

Usually a character acts as soon as he can in combat, but sometimes a character wants to act later, at a better time or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he voluntarily reduces his own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

If a character loses an action due to delaying, he may act on any count on the next turn. Again, the character cannot interrupt an action.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his action, taking the move action on his initiative count and the attack action at a later point. On the character's turn, he prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. The character's move action, and the attack action he readies, may both provoke attacks of opportunity normally.

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he will take and the conditions under which the character will take it. Then, any time before the character's next action he may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action and he acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his readied action, but only if he did not otherwise move any distance during the round.

If the character comes to his next action and has not yet performed the readied action, the character does not get to take the readied action (though the character can ready the same action again). If the character takes his readied action in the next round, before his regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he does not get a regular action that round.

Special Attacks

This section covers firearms, grappling, explosives, attacking objects and an assortment of other special attacks.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat,

the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defence Value 10. If the character succeeds, he does not actually damage the opponent – but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defence Value against that opponent (aiding character's choice) on the friend's next turn.

Bull Rush

A character can attempt a bull rush as an attack action made during his move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character does not get a 5-foot step before, during or after the bull rush attempt. When the character bull rushes, he attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than him, the same size or smaller.

Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he was charging. The target gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check he pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which he exceeded the target's check result, provided the character moves with the target. A character cannot, however, exceed his normal movement for that action. The target provokes attacks of opportunity if moved. So does the character, if he moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before he moved into the opponent's square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his move action or as part of a charge. In general, a character cannot make an attack action during a move action; this is an exception. In either case, the character does not get a 5-foot step before, during or after the overrun attempt. With an overrun, the character attempts to move through an opponent's area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than himself, the same size or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving (a character can always move through a square occupied by someone who lets the character by). If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his opponent he can continue his movement as normal.

If the character fails and is tripped in turn he falls prone in the target's square. If the character fails but is not tripped he has to move 5 feet back the way he came, ending his movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this provokes an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his check if he has more than two legs or is otherwise exceptionally stable. If the character wins, he trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

Being Tripped (Prone)
A tripped character is prone (see the Defence Modifiers table). Standing up from a prone position is a move action.

Tripping with a Weapon
Some weapons, such as the chain and the whip, can be used to make trip attacks. A character does not incur an attack of opportunity when doing so. If the character is tripped during his own trip attempt he can drop the weapon to avoid being tripped.

Disarm
As a melee attack, a character may attempt to disarm his opponent. If the character does so with a weapon, he knocks the opponent's weapon out of his hands and to the ground. If the character attempt the disarm while unarmed, the character ends up with the weapon in his hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: The character provokes an attack of opportunity from the target he is trying to disarm.

Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

Ranged Weapons
To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attacking

an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defence. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him.

Grabbing Objects
A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity: If the target's attack of opportunity deals any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured, or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object does not allow the target to attempt to disarm the character.

Grappling
Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding and pinning.

Grabbing
Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him, the character does not actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding
Once a character has established a hold, he is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character cannot get a hold on any creature more than two size categories larger than he is. However, such a creature can get a hold on the character – so while a character cannot initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.

Pinning
Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Grapple Checks

When a character is involved in a grapple, he will need to make opposed grapple checks against an opponent – often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifiers

A creature's size works in its favour when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from the Grapple Modifiers table.

Grapple Modifiers

Size (example)	Grapple Modifier
Huge (elephant)	+8
Large (lion)	+4
Medium (human)	+0
Small (German shepherd)	–4
Tiny (housecat)	–8

Starting a Grapple

To start a grapple, a character first needs to grab and hold his target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. *Attack of Opportunity:* A character provokes an attack of opportunity from the target he is trying to grapple. If the attack of opportunity deals the character damage he fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

2. *Grab:* The character makes a melee touch attack to grab the target. If the character fails to hit the target he fails to start the grapple. If the character succeeds, proceed to step 3.

3. *Hold:* Make an opposed grapple check (this is a free action). If the character succeeds he has started the grapple and deals damage to the target as if with an unarmed strike.

   If the character loses, he fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that is all he wants to do).

4. *Maintain the Grapple:* To maintain the grapple for later rounds, the character must move into the target's square. This movement is free and does not count as part of the character's movement for the round movement. Moving, as normal provokes attacks of opportunity from threatening enemies but not from the target. The character and the target are now grappling.

   If the character cannot move into the target's square, the character cannot maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Grappling Consequences

While a character is grappling his ability to attack others and defend himself is limited.

No Threatened Squares: A character does not threaten any squares while grappling.

No Dexterity Bonus: A character loses his Dexterity bonus to Defence Value (if the character has one) against opponents the character is not grappling. The character can still use it against opponents he is grappling.

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he can attempt any of several actions on his turn. Unless otherwise noted, each of these options is equivalent to an attack. If the character normally gets more than one attack per attack action, he can attempt as many of these options as he has attacks available, using his successively lower attack bonus for each roll. The character is limited to these options only; he cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he holds the opponent immobile for one round. The opponent takes a –4 penalty to Defence Value against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character cannot use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character cannot take any action except to attempt to escape from the pin.

Escape From Grapple: Make an opposed grapple check. If the character succeeds, he can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. Opponents do not have to try to hold a character if they do not want to.

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his move action for the round, the character may do so after escaping the grapple.

Escape From Pin: Make an opposed grapple check. If the character succeeds, he can escape from being pinned. Opponents do not have to try to keep the character pinned if they do not want to. The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by his opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack With a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character cannot attack with two weapons while grappling.

When an opponent has pinned the character he is held immobile (but not helpless) for one round (the character cannot attempt any other action). On the character's turn, he can attempt to escape from the pin. If the character succeeds, he is still grappling.

Joining a Grapple
If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target does not get an attack of opportunity against the character and his grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers
Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

Firearms
The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Simple Weapons Proficiency feat allows a character to make this sort of attack without penalty. If a character is not proficient in personal firearms, he takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he fires more than one bullet as part of a single attack at a single target. If a character does not have those feats, he can still fire more than one bullet, but the extra bullets do not have any effect and are just wasted ammunition.

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire
If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defence

Value of 10. If the character does not have the Advanced Firearms Proficiency feat, he takes a –4 penalty on the attack roll. If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets and can only be used if the weapon has 10 bullets in it.

All Autofire attacks are considered full-round actions.

Some firearms, particularly machine guns, only have autofire settings and cannot normally fire single shots.

Burst Fire

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it is treated as a standard attack. The attack, if successful, only deals normal damage; all the extra ammunition the character fired is wasted.

Pistols in Melee Combat

Pistol weapons fired at an opponent threatening the wielder will not provoke an attack of opportunity. However, melee attacks with pistols are made with a –4 penalty to attack rolls due to the extreme close proximity of the target and the fact that he is probably attempting to grab the character's gun hand.

Attacks made with a pistol generate attacks of opportunity if fired at one target while threatened by another. Pistols may also be used to make attacks of opportunity in melee combat, using the same –4 penalty described above.

Reloading

Reloading a firearm is considered a move-equivalent action. Some weapons such as single shot rifles and shotguns as well as larger weapons like rocket-propelled grenades or missile launchers require a full-round action to reload. Vehicle mounted weapons also require a full round to reload. See the Reloading Firearms section in the Equipment, Supplies & Trade Goods chapter (pg. 99) for specific weapon reloading information.

Reliability

It has been a long time since anyone has manufactured a new firearm or ammunition. Weapons plants went offline along with everything else after the Big Death. Add to this the fact that most children were never trained on how to properly care for firearms and one can see why many guns are ceasing to operate properly. Most firearms will eventually become unreliable if not properly maintained. The Games Master decides which firearms should be treated as not having been properly cared for and therefore, unreliable.

An unreliable firearm has a 10% chance of weapon failure every time it is used. The failure chance is combined with a normal attack roll. Any roll of a 1 or 2 on an Attack Roll indicates a weapon failure. In most circumstances this means a jam. Jammed weapons require a full-round action to clear. Weapons that jam on three consecutive attack rolls are considered inoperable. To repair such a weapon a character must succeed in a Repair check (DC 20).

Weapons that are used or exposed to severe conditions suffer additional penalties to reliability. Whenever a weapon is submersed in water or other liquid its unreliability is increased to 20% (1-4 on an attack roll).

The environment may also increase the unreliability of a weapon. Exposure to humid or dusty environments (jungles or deserts for example) increases weapon's unreliability by an additional 5%.

A character may return a firearm to reliable status by succeeding in a Repair check (DC 12). A gun maintenance kit can provide bonuses to this check.

Tripods and Bipods

Many weapons such as sniper rifles and machine guns are equipped with or require a tripod or bipod to use effectively. Only Large or larger weapons may use a bipod or tripod and such a mount grants the character a +1 on attack rolls due to the added stability.

To use a bipod, a character must be able to place it on a solid surface at roughly shoulder height. The most common method of using a bipod is to fire from the prone position so that the firer's shoulder, like the weapon and bipod, is close to the ground. However, a weapon with a bipod can be used from a crouched or even standing position if the bipod is set on a wall or table.

Any Huge or larger weapon *must* be used with a bipod or other type of mount. Because the bipod or mount is a necessary and standard part of such a weapon's support, it does not grant the +1 equipment bonus on attack rolls.

Most bipods can be folded up for ease of transport. Deploying a folded bipod is a move action.

Stray Shots

It is the nightmare of every Guardian to fire at a Raider or Thief and miss, striking an innocent bystander

instead. Even Thugs may sometimes be cautious when firing weapons if their allies are close by. Most of the time when a shot misses a target, it will embed itself harmlessly in the floor or nearest wall. However, there may be times, such as when a character is chasing an enemy fleeing through a crowd, when stray shots that miss their intended target could cause a great deal of damage to someone else.

The Games Master may rule that a missed ranged attack shot may indeed strike another target at any time. The ranged attack's path is determined and 1d20 is rolled for every potential target within 5 feet of this path, starting with the closest. If the roll equals or exceeds a target's Defence Value, then it has been hit by the attack as normal. Critical hits may apply as normal from stray shots, based on the roll of this 1d20.

Grenade weapons are an exception to this rule. See the following section for misses with Grenades.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. A character can target a square occupied by an enemy. Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Thrown Explosives (hit)

d4	Corner of targeted square
1	Upper left
2	Upper right
3	Lower right
4	Lower left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defence Value of 10. Thrown weapons require the Advanced Weapons Proficiency or incur a –4 penalty to hit. If the attack succeeds, the grenade or explosive

lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Thrown Explosives (Miss 2 to 3 Range Increments)

d8	Location Struck
1	Upper right corner, one square beyond target.
2	Upper right corner, one square right of target.
3	Lower right corner, one square right of target.
4	Lower right corner, one square short of target.
5	Lower left corner, one square short of target.
6	Lower left corner, one square left of target.
7	Upper left corner, one square left of target.
8	Upper left corner, one square beyond target.

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Thrown Explosives (Miss 4 to 5 Range Increments)

d12	Location Struck
1	Upper right corner, two squares beyond target.
2	Upper right corner, one square beyond and right of target.
3	Upper right corner, two squares right of target.
4	Lower right corner, two squares right of target.
5	Lower right corner, one square short and right of target.
6	Lower right corner, two squares short of target.
7	Lower left corner, two squares short of target.
8	Lower left corner, one square short and left of target.
9	Lower left corner, two squares left of target.
10	Upper left corner, two squares left of target.
11	Upper left corner, one square beyond and left of target.
12	Upper left corner, two squares beyond target.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for ½ damage.

Planted Explosive

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for ½ damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters do not take the –4 non-proficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within five feet.

Attacking an Object

Sometimes a character needs to attack or break an object.

Strike an Object

Objects are easier to hit than characters because they usually do not move, but many are tough enough to shrug off some damage from each blow.

Object Defence and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried or worn by opponents. The base Defence Value of objects is shown on the Size and Defence of Objects table.

Size and Defence of Objects

Size (Example)	DV
Colossal (jetliner)	–3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon or a +5 bonus on his attack roll with a ranged weapon.

An object being held, carried or worn has a Defence Value equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defence Value. Striking a held, carried or worn object provokes an attack of opportunity from the character who holds it. If a character has the Sunder feat, he does not incur an attack of opportunity for making the attempt.

Damage Reduction

Each object has damage reduction, a number that represents how well it resists damage. Whenever an object takes damage, subtract its damage reduction from the damage. Only damage in excess of its DR is deducted from the object's hit points (see the Substance DR and Hit Points table and the Object DR and Hit Points table).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see the Substance DR

Substance DR and Hit Points

Substance	DR	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminium	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

and Hit Points table and the Object DR and Hit Points table).

Object DR and Hit Points

Object	Damage Reduction	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High-quality	5	10	20
High-security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects[1]			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

[1] Figures for manufactured objects are minimum values. The Games Master may adjust these upward to account for objects with more strength and durability.

- **Energy Attacks:** Acid attacks deal normal damage to most objects. Electrical and fire attacks deal ½ damage to most objects; divide the damage by two before applying the damage reduction. Cold attacks deal ¼ damage to most objects; divide the damage by four before applying the damage reduction.

- **Ineffective Weapons:** The Games Master may determine that certain weapons just cannot deal damage effectively to certain objects.

- **Immunities:** Objects are immune to nonlethal damage and to critical hits.

- **Saving Throws:** Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched or worn) receives a saving throw just as if the character himself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he succeeds.

The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. Without the tools, a character takes a –4 penalty on his Repair check. At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

Movement and Position

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

Standard Scale

One inch (or one square) = 5 feet
'Next to' or 'adjacent' = one inch (5 feet) away (or in adjacent square)
30mm figure = A human-size creature
A human-size creature occupies an area one inch (5 feet) across (or one square)
One round = six seconds

Tactical Movement

Where can a character move, how long it takes to get there and whether he is vulnerable to attacks of opportunity while moving are key questions in combat.

How Far Can a Character Move?

Humans normally move 30 feet, although armour can slow a character down. Some creatures move faster or slower. A character's speed when unarmoured is sometimes called base speed.

- ***Encumbrance:*** A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

- ***Movement in Combat:*** Generally, a character can move his speed as a move action. If a character uses his attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out he can move up to four times his normal speed. If a character does something that requires a full round, he can only take a 5-foot step.

- ***Movement in Darkness:*** If a character moves when he cannot see, such as in total darkness, his speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

- ***Friendly Character:*** A character can move through a square occupied by a friendly character.

- ***Unfriendly Character:*** There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun or he can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

    A character can move through a square occupied by an unfriendly character who does not resist as if the character was friendly.

- ***Square Occupied by Creature Three Sizes Larger or Smaller:*** Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If a character is making a melee attack against an opponent and an ally directly opposite the character is threatening the opponent, the character and his ally flank the opponent. The character gains a +2 bonus on his attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character does not gain a bonus for flanking when making a ranged attack.

Vehicles

Without any serious gasoline and oil refining in 15 years, a fully-functional vehicle has become increasingly rare in the years since the Big Death. There are a few working cars and motorcycles still around but fuel for these vehicles is jealously guarded. Some factions, Thunder Mountain, Daniel and Valhalla Sector to name three, have vast reserves of gasoline and oil and do field small fleets of vehicles. Again, these are closely guarded and used for very specific purposes.

For characters lucky enough to have access to a vehicle, skill checks are only required in extraordinary circumstances. For simply driving from point A to point B, the Games Master need not complicate things with skill checks. Checks are required however whenever anything unusual occurs. This could involve antagonists in other vehicles, pedestrians shooting at a character's vehicle or simply inclement weather or hazards that need to be avoided.

These rules are primarily focused on ground vehicles – cars, trucks and light military vehicles. Rules covering major naval vessels and aircraft will be more fully covered in future supplements.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

- **Driver:** The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his attack action. There can be only one driver in a vehicle at one time.

- **Co-pilot:** A co-pilot can help the driver by taking an aid another action. The co-pilot must be seated in a location where he can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the co-pilot with an attack action each round to do something else. A vehicle can have only one co-pilot at a time. A co-pilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the co-pilot's seat (usually true in aircraft, but not ground vehicles).

- **Gunner:** Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

- **Passenger:** All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Vehicle Sizes

Ranging from motorcycles to jumbo jets to naval destroyers, vehicles come in a wide variety of sizes. Many vehicles are much larger than the size scale used for characters and creatures allows. As a result, vehicles use an expanded size category table as seen below.

Vehicle Sizes

Size Category	DV Modifier	Length
Fine	+8	6 inches or less
Diminutive	+4	6 inches–1ft.
Tiny	+2	1–2 ft.
Small	+1	2–4 ft.
Medium	+0	4–8 ft.
Large	−1	8–16 ft.
Huge	−2	16–32 ft.
Gargantuan	−4	32–64 ft.
Colossal	−8	64–128 ft.
Colossal II	−10	128–256 ft.
Colossal III	−12	256–512 ft.
Colossal IV	−14	512–1024 ft.
Colossal V	−16	1024–2048 ft.
Colossal VI	−20	2048 ft. or more

Vehicle Scales

For the vast majority of scenarios, players and Games Masters will find that the rules included in this book are fast and easy to use and that miniatures or counters will not be required to track their position. However, many gaming groups enjoy using miniatures and complicated chase or combat scenes will be made a lot

easier if everyone knows exactly where every vehicle is and what it is doing.

Because vehicles can potentially range from slow-moving ground and naval vehicles to attack helicopters and jet fighters, players will find it convenient to use a new scale for movement and combat involving vehicles. While the standard scale for characters is 5 feet per one inch square, this must be increased for vehicles or else very large miniatures will be required and maps will be far larger than most gaming tables. A variable scale is therefore used for characters, surface vehicles and aircraft, as shown on the table below.

Vehicle Scale

Type	Scale
Character	1 sq. = 5 ft.
Surface vehicle	1 sq. = 50 ft.
Aircraft	1 sq. = 500 ft.

To aid simplicity during the game, actual distances and speed are not used for vehicles. Instead both speed and ranges are referred to by the squares that represent them. For example, a car moving at speed 4 is actually travelling at 200 feet per round. A Blackhawk helicopter travelling at speed 4 would actually be travelling at 2000 feet per round.

These different scales will often result in a square being much larger than most vehicles and so, as a result, vehicles can always pass through an occupied square – different vehicles may even occupy the same square. Vehicles occupying the same square have the opportunity to ram each other as detailed later in this chapter.

For the purposes of *Jeremiah – The Roleplaying Game*, only surface vehicle scales will be detailed. Aircraft scale and specific rules pertaining to flying will be included in a future supplement.

Speed

Every vehicle in the game has a speed score. This is simply the maximum number of squares the vehicle is capable of moving every round. A vehicle's current speed can be anything between 0 and its speed score. However, players should always remember that a vehicle's actual speed is based on the scales detailed above. An airplane moving at speed 6 is moving 10 times faster than a car moving at speed 6.

The table below lists speeds for the surface vehicle scale.

Vehicle Speed Conversions

Speed	Feet/round	MPH
1	50	6
2	100	11
3	150	17
4	200	23
5	250	28
6	300	34
7	350	40
8	400	45
9	450	51
10	500	57
11	550	62
12	600	68
13	650	74
14	700	80
15	750	85
16	800	91
17	850	97
18	900	102
19	950	108
20	1000	114
21	1050	119
22	1100	125
23	1150	131
24	1200	136
25	1250	142
26	1300	148
27	1350	153
28	1400	159
29	1450	165
30	1500	170
31	1550	176
32	1600	182
33	1650	187
34	1700	193
35	1750	199
36	1800	205
37	1850	210
38	1900	216
39	1950	222
40	2000	227

Skills and Speed Modifiers

There are two main skills used to operate vehicles within *Jeremiah – The Roleplaying Game*. The Drive skill is used to operate all surface vehicles including cars, motorcycles and boats, while the Pilot skill is used for aircraft like planes and helicopters.

The speed at which a vehicle is travelling imposes a modifier to all Drive or Pilot checks used to operate it. A fast-moving vehicle is harder to hit than a stationary one – but it is also harder to control and to attack from. The faster the vehicle is travelling the more difficult it is to control. Also, manoeuvres attempted in a speeding vehicle are less accurate (though some vehicles are specifically designed for high speed manoeuvring and so may still be quite agile even when moving at top speed).

Two modifiers are always applied to Drive or Pilot checks when a character is operating a vehicle – the vehicle's Handling score (see the Vehicle Statistics tables, pg. 150) and the speed modifier detailed on the table below.

Vehicle Speed Modifiers

Speed	Drive/Pilot Check Modifier
1-5	+0
6-10	–2
11-15	–4
16-20	–6
21-30	–8
31-40	–10
41 +	–12

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative

There are two options for determining initiative in vehicle combat. First is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform manoeuvres. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Driving and Changing Speed

On his action, the driver moves the vehicle a number of squares that falls within the vehicle's speed score. Unlike characters, a vehicle cannot double move, run or otherwise extend its movement (except by changing to a higher speed category).

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it is moving in reverse).

A character in control of a vehicle may change its speed once each round as a free action up to the acceleration or deceleration scores listed for the relevant vehicle. The vehicles current speed is automatically increased or decreased by any number up to these two scores.

Manoeuvres

In addition to changing speeds as detailed above, characters operating vehicles may also attempt a wide range of manoeuvres. All manoeuvres are considered to be move equivalent actions and in a single round, a character operating a vehicle can either perform one manoeuvre along with a standard action (such as an attack) or two manoeuvres. Manoeuvres may be attempted at any point during a vehicle's movement.

Manoeuvres require a Drive or Pilot check, as appropriate for the type of vehicle, and both the vehicle's handling and speed modifiers are applied. The various manoeuvres possible in vehicle and the DC required to attempt them are detailed below.

Vehicle Manoeuvres

Manoeuvre	Drive/Pilot Check DC
45-degree turn	0
Avoid hazard	5 to 15
Bootleg turn	5-20
Emergency deceleration/acceleration	15
Hard turn	15
Jump	15-45
Ram	Target's DV
Regain control	10*
Sideslip	15 +/–
Sideswipe	15

* In addition to the vehicle's handling score and speed, this check is also modified by the severity of the mishap.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its length before it can turn. Making a 45-degree turn costs one square of movement.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard. On a failed check, the vehicle hits the obstacle. An oil slick forces the drive to make a Drive check (DC 15) to retain control of the vehicle (see Mishaps). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Oil slick	15
Small (tire, light debris)	5
Medium (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal twice its length. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Mishaps).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Emergency Deceleration/Acceleration: In some circumstances a driver may want to drastically slow or increase his vehicle's speed by slamming on the brakes or flooring the gas pedal. A successful emergency deceleration or acceleration will allow a vehicle to decelerate or accelerate by twice its normal score in a single round. This speed change is in addition to any speed change made at the beginning of the driver's

action. The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed score. The squares it has already moved before attempting this manoeuvre count against this total.

The DC for an emergency deceleration/acceleration is 15. The driver can only succeed at one such manoeuvre per round. On a failed check, the vehicle does not change speed categories.

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple manoeuvre, except that the vehicle only needs to move forward a number of squares equal to half its length.

The DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of squares equal to its length before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Mishaps).

Jump: A vehicle may attempt to jump over an obstacle such as another vehicle or culvert. In this instance, the speed modifier of the vehicle is used as a bonus when jumping, not a penalty.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category. On a failed check, the vehicle fails to clear the gap and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

A shallow gap (one to three feet deep) is equivalent to a Medium object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (four to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (Games Master's discretion), the vehicle might not be able to move.

Ram: Though a highly dangerous manoeuvre, a character may intentionally ram another vehicle. The driver moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Regain Control: A character must succeed at this manoeuvre in order to negate the effects of a mishap (see next section). The penalty for the mishap is always applied to the check, as well as the vehicle's handling score and speed modifier.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple manoeuvre, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle one square forward and one square to the right or left, and costs three squares of movement.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle. The vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is ¼, and the target (or driver of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by ½. If the target is another vehicle the driver must succeed at a Drive check (DC 15) at the beginning of his next action or lose control of the vehicle.

The DC for a sideswipe is 15. It is modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	−5
Each size category smaller	+5
Each speed category of difference	−2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Mishaps

Whenever a character fails a Drive or Pilot check while operating a vehicle, he will start to lose control. The vehicle may skid, spin or collide into an obstacle, which may prove deadly to the character and all his passengers. It will also be much more difficult to manoeuvre a vehicle while it is out of control and the character operating it must attempt to regain control, as detailed above. When a Drive or Pilot check is failed, note the amount by which it was failed by and consult the table below to determine what happens to the vehicle.

Vehicle Mishaps

Check Failed By	Effect	Drive or Pilot Check Penalty
5 or less	Slip	–2
6–10	Slide	–4
11–15	Skid	–6
16–20	Spin	–8
21 or more	Collision	Special

Slip: The vehicle starts to slip sideways, lose traction or begins to swerve slightly. The vehicle completes the manoeuvre being attempted but any further Drive or Pilot checks are made with a –2 circumstance penalty until control is regained.

Slide: The vehicle slides violently and teeters on the edge of being completely out of control. The vehicle only moves half of its current speed (though its actual speed does not change) and the manoeuvre is only partly completed. For example, any extreme or sharp turn will only result in a normal turn or a hazard will be clipped or sideswiped. If a jump was being attempted, the vehicle will not quite make the distance. Any further Drive or Pilot checks are made with a –4 circumstance penalty until control is regained.

Skid: The vehicle's speed drops by 5 and it skids one square to the left or right (Games Master's discretion). If this brings it into the same square as another vehicle or object, it collides (see below), and if any manoeuvre was being attempted, it fails completely. The vehicle's speed continues to drop by 10 and move one square to the side each round until control is regained the vehicle stops or it crashes into something. Any further Drive or Pilot checks are made with a –6 circumstance penalty until control is regained.

Spin: The vehicle goes into an almost uncontrollable spin, its speed dropping by 5 and moving in a random direction every round until control is regained, the vehicle stops or crashes into something. Any further Drive or Pilot checks are made with a –8 circumstance penalty until control is regained.

Collision: Control of the vehicle is completely lost and it crashes into a nearby vehicle or object (see below). If multiple vehicles and objects are nearby, the Games Master should choose the nearest one or determine one randomly. If there are no nearby vehicles or objects, the vehicle rolls.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by ½.

Resolving Collisions

If a vehicle crashes into something, it will immediately sustain damage based on its current speed and the size of the object or vehicle it collides with.

The base damage caused by a collision to both the moving vehicle and the object it strikes is equal to the speed of the moving vehicle. However, if the vehicle crashes into a moving object, such as another vehicle, the Games Master must determine the total speed of the impact and use that as the base damage of the collision instead. If the two vehicles are moving directly towards each other, add their speeds together for the purposes of determining collision damage. If they are moving in the same direction, use the difference of the speeds and if they are moving at angles to one another, use the highest speed.

This damage is then multiplied by two if any vehicles using the aircraft scale are involved in the collision.

However, most damage caused in a collision comes not from speed, but from the mass of the colliding objects. The base damage dealt by a vehicle to an object, is based on their size, as detailed on the table below.

Collision Damage

Size of Obstacle	Damage Modifier
Fine	x.01
Diminutive	x.1
Tiny	x.25
Small	x.5
Medium	x1
Large	x2
Huge	x3
Gargantuan	x4
Colossal	x6
Colossal II	x8
Colossal III	x10
Colossal IV	x12
Colossal V	x14
Colossal VI	x16

The object will also deal damage to the colliding vehicle. The base damage is as above multiplied by the size category of the object the vehicle crashed into.

Damage Reduction applies as normal in collisions. However, very large objects and vehicles can simply shrug off the damage dealt by much smaller bodies.

The size difference between the vehicle and object involved in the collision temporarily affects the Damage Reduction score of the larger of the two.

The larger vehicle's (or object's) Damage Reduction is multiplied by 1 + the number of steps between the sizes of the two, for the purpose of the collision only.

Any vehicle involved in a collision will also sustain an automatic critical hit for every 50 points of damage, or part of, sustained. The severity of the critical hit is based on the damage sustained as normal.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
¼	½ damage taken by vehicle
½	¼ damage taken by vehicle
¾ or more	None

Each of the occupants may make a Reflex save (DC 15) to take ½ damage.

Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

- **Free Actions:** Communicating orders is a free action. Characters can perform as many free actions as the Games Master permits in a single round.

- **Move Actions:** Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

- **Attack Actions:** Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

- **Full-Round Actions:** Since the driver must use a move action to control the vehicle, he cannot take a full-round action unless he starts it in one round and completes it on his next turn.

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

- **Driving Defensively:** Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defence Value and applies a –4 penalty on attack rolls made by occupants of the vehicle.

- **Total Defence:** A driver can choose the total defence, action which grants a +4 dodge bonus to Defence Value but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

- **Full Attack Action:** A driver cannot normally make a full attack, since controlling the vehicle requires a move action. Gunners or passengers, however, can take full attack actions, since they do not have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon. A gunner can make multiple attacks with one or more weapons controlled from his position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defence Value, modified by its speed category (the speed modifier of the vehicle is attributed as a penalty to the attack roll made against the vehicle occupant). Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defence from both the vehicle's speed and any cover it provides.

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

Targeting Tyres

Specifically targeting a vehicle's tyres incurs a –4 penalty (plus applicable speed modifier) to all attack rolls. If successful however, the vehicle immediately slows by two speed levels and the driver must make a Drive check (DC 15) to retain control of the vehicle. Should the check to regain control fail, all subsequent Drive checks receive a –4 penalty.

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it is pointing) is important. Facing indicates the direction in which the vehicle is travelling (assuming it is not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions – forward, aft (rear), right or left – or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left and right), while a full turret lets it fire in any direction.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have damage reduction. Whenever a vehicle takes damage, subtract the vehicle's damage reduction from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any manoeuvres except a 45-degree turn.

Vehicles do not 'die' when they reach –10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to ½ its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save, DC 20, for ½

damage), and ½ that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for ½ damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work and a mechanical tool kit. Without the tool kit, a character takes a –4 penalty on his Repair check. At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Terrain

Vehicles can easily become hampered by rough terrain, poor visibility or extreme weather and manoeuvres made mush more difficult. Consult the table below whenever a vehicle is in rough terrain or is within poor weather to determine the effects on speed and manoeuvres. All effects are cumulative. Note that aircraft are normally only affected by poor visibility and weather conditions.

Effects of Terrain

Condition	Example	Movement Penalty	Manoeuvre Penalty
Obstruction, heavy	Thick undergrowth	½	–4
Obstruction, moderate	Undergrowth	¾	–2
Poor visibility	Darkness or fog	½	–4
Terrain, rough	Steep slopes or mud	½	–4
Terrain, very rough	Deep snow or swamp	¼	–6
Weather, bad	Rain or turbulence	¾	–2
Weather, very bad	Storm or high winds	½	–4
Weather, extreme	Hurricane	¼	–6

Vehicle Descriptions

Vehicles are described by a number of statistics, as shown on the Vehicle Statistics table.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Hit Points: The vehicle's full normal hit points.

DV: The vehicle's Defence Value.

DR: The vehicle's Damage Reduction. Subtract this number from any damage dealt to the vehicle.

Speed: The maximum number of squares the vehicle can cover in one round at the relevant scale (surface or aircraft). This is the fastest the vehicle can move.

Acc: The maximum number of squares the vehicle may accelerate in one round.

Dec: The maximum number of squares the vehicle may decelerate in one round.

Handling: The vehicle's handling score. Handling acts as a bonus or penalty to all Drive or Pilot checks made while operating the vehicle.

Cargo: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity

Passengers: The number of passengers the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers are not present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo. Remember, at least one passenger is the Driver or Pilot of the vehicle, while others may act as co-pilots or gunners.

The vehicle lengths and width in the vehicle descriptions are given at character scale (i.e. one square = 5 feet).

Civilian Cars

Most civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery

and sunroofs. Unless otherwise noted, civilian cars provide ¾ cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to ½ or even ¼ cover).

Acura 3.2 TL
The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

BMW M3
The M3 is a two-door luxury sports car equipped with a standard 3.2-litre, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier
A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette
The Corvette is a two-door sports car equipped with a 5.7-litre, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon
The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria
The Crown Victoria is a large four-door family sedan equipped with a 4.6-litre, 220-horsepower V8 engine. Large and durable, it is a favourite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Vehicle Statistics

Vehicle	Size	Hit Points	DV	DR	Speed	Acc	Dec	Handling	Cargo	Passengers
Civilian Cars										
Acura 3.2 TL	L	34	9	5	16	2	4	+0	300 lb.	4
BMW M3	L	32	9	5	17	3	4	+0	200 lb.	4
Chevrolet Cavalier	L	30	9	5	15	2	4	+0	275 lb.	4
Chevrolet Corvette	L	32	10	5	18	3	4	+1	250 lb.	1
Dodge Neon	L	30	9	5	15	2	4	+0	275 lb.	4
Ford Crown Victoria	L	34	9	5	16	3	4	+0	425 lb.	5
Jeep Wrangler	L	34	9	5	15	2	4	+0	300 lb.	4
Mercedes E55 AMG	L	34	9	5	17	3	4	+0	325 lb.	4
Volkswagen Jetta	L	32	9	5	16	2	4	+0	275 lb.	4
Civilian Trucks										
AM General Hummer	H	38	8	5	12	2	4	+0	1,000 lb.	3
Chevrolet Suburban	L	38	9	5	13	2	4	+0	500 lb.	8
Dodge Caravan	L	34	9	5	13	2	4	+0	325 lb.	4
Ford Escape XLT	L	32	9	5	14	1	4	+0	300 lb.	4
Ford F-150 XL	H	36	8	5	14	1	4	+0	1,700 lb.	2
Toyota Tacoma Xtracab	H	34	8	5	14	1	4	+0	1,600 lb.	3
Civilian Motorcycles										
Harley Davidson FLSTF	M	22	11	5	21	3	4	+1	15 lb.	1
Yamaha FZ6	M	16	12	5	30	5	4	+2	0 lb.	1
Yamaha YZ250F	M	18	12	5	16	3	4	+2	0 lb.	1
Civilian Aircraft										
Bell Model 212	G	36	6	5	3	2	2	+0	5000 lb.	13
Cessna 172 Skyhawk	G	30	6	5	3	2	2	+0	120 lb.	3
Challenger Ultralight	H	20	10	2	2	1	1	+2	75 lb.	1
Hang glider	L	10	7	0	1	1	1	–2	0 lb.	1

Note: All aircraft speed is shown in the aircraft scale, surface scale is X10.

Jeep Wrangler
Similar to the jeep used by the U.S. military for decades, this is the civilian version. An excellent on and off-road vehicle, most come with removable hard or soft tops. It is two squares wide and three squares long.

Mercedes E55 AMG
The E-Class is a four-door luxury sedan equipped with a powerful 5.5-litre, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta
The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Civilian Trucks
Trucks include pickups, sport utility vehicles, vans and minivans. They generally have the same features as civilian cars.
Like cars, trucks generally provide ¾ cover to their occupants. The rear bed of a pickup truck, however, provides only ½ cover.

AM General Hummer
The four-door Hummer is a civilian version of the military's all-terrain 'humvee' utility vehicle. It comes equipped with a powerful 6.5-litre, 195-horsepower V8 turbo diesel engine. The Hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version. A Hummer is two squares wide and four squares long.

Chevrolet Suburban
One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-litre, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan
The Caravan is a minivan with two conventional doors up front, sliding doors on the side and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT
The Escape is a four-door SUV with a 3.0-litre, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL
This two-door pickup truck has a 4.2-litre, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab
The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Motorcycles
Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Harley-Davidson FLSTF Fat Boy
This huge motorcycle sports a 1,450cc engine. It is designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha FZ6
The FZ6 embodies a new definition of a 600cc sports bike, with its great performance, fun to ride character and distinctively modern styling. The FZ6 is one square wide and two squares long.

Yamaha YZ250F
A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of air-going vehicles that might be available to characters.

Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides ¾ cover for crew and passengers (¼ cover for passengers if the cargo doors are open).

Challenger Ultralight

A two-seater, powered flying machine of light construction with a very low stall speed (28 mph). Ultralights are easy to fly but have a low capacity for carrying cargo.

Hang Glider

Hang gliders are non-motorised aircraft consisting of nylon over a metal frame. Pilots literally hang in a harness from the aircraft and steer primarily using their own body weight. To take off, pretty much any slope that is relatively free from obstructions, is steeper than about 6 to 1 and faces into the wind can be used to foot launch a hang glider. The pilot just runs down the slope and takes off when the air speed reaches 15 to 20 mph. Alternatively, towing by trucks, stationary winches and ultralight aircraft allows gliders to get into the air when no hills are available.

Where a hang glider can be landed depends somewhat on the skill of the pilot. An experienced pilot should be able to put a glider safely into any flat spot clear of obstructions bigger than about 50 by 200 feet. This area requirement can vary somewhat though, depending on wind conditions and the surrounding terrain. Pilots can frequently achieve altitudes of 5,000 to 10,000 feet and fly for over 100 miles.

Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides ¾ cover for crew and passengers.

Vehicle	Size	Hit Points	DV	DR	Speed	Acc	Dec	Handling	Cargo	Passengers
Civilian Water Vehicles										
Bayliner 1802 Capri	G	28	7	5	6	3	1	+1	2,100 lb.	5
Catalina 42 MkII	H	24	8	5	2	1	1	+0	1,500 lb.	5
Fairline Targa 30	G	40	4	5	7	2	2	–2	2,100 lb.	3
Sea-Doo XP	M	22	11	5	11	3	2	+1	60 lb.	1
Zodiac 310 S	L	14	10	4	4	2	2	+1	200 lb.	3
Other Civilian Vehicles										
Armoured truck	H	36	6	10	10	1	4	–2	3,600 lb.	2
Bicycle	M	10	12	2	2	1	2	+2	0 lb.	0
City bus	G	48	3	5	10	1	3	–3	1,000 lb.	39
Honda TRX400FW ATV	M	22	11	5	7	2	4	+1	675 lb.	0
Horton Model 553 Ambulance	H	38	8	5	16	2	4	+0	3,000 lb.	3
Limousine	H	38	6	5	12	2	5	–2	425 lb.	7
Moving truck	H	44	6	5	10	1	3	–2	33,000 lb.	2
Ski-Doo Mach Z	M	22	11	5	18	2	4	+1	75 lb.	1
Tractor trailer	G	50	3	6	10	1	2	–3	25 tons	3
Military Vehicles										
LAV-25	H	46	9	10	11/1*	2	4	+1	4,000 lb.	10
M1038 HMMWV	H	38	9	6	10	2	4	+1	1,000 lb.	3
M151 Jeep	L	34	9	5	11	2	4	+0	300 lb.	4
M-939 5-Ton Truck	G	44	2	5	10	1	3	–2	33,000 lb.	2
UH-1 Huey	G	36	6	5	4	2	3	+0	5,000 lb.	13

* The LAV-25 has two speeds, the first is on land, the second is for amphibious operation.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout – a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides ½ cover to occupants in the cockpit or stern, full cover to occupants in the cabin and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Catalina 42 Mk II

The Catalina 42 Mk II is a two cabin sailboat and offers the traditional midship placement of the owner's stateroom and spacious head forward with stall shower. Design, cruising performance and comfort, all make the Catalina 42 a top of the line sailboat. The Mk II is two squares wide and five squares long.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides ½ cover to occupants in the cockpit or stern, full cover to occupants below deck and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide, two squares long and provides no cover for its riders.

Zodiac 310 S

Zodiacs are lightweight, foldable, inflatable and easily launched boats. The Zodiac is two squares wide and three squares long. Zodiacs require five rounds to fully inflate and come equipped with their own air compressors.

Other Civilian Vehicles

A few types of vehicles do not fit neatly into the categories covered above. Many of these (such as the armoured truck and the limousine) were usually custom built, so the model name is not specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armoured Truck

Used to transport money between businesses and financial institutions, armoured trucks were designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armoured truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Bicycle

A typical multi-speed mountain-style bicycle. A bicycle is one square long and one square wide.

City Bus

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight

squares long. It provides ¾ cover for crew and passengers.

Honda TRX400FW
This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Horton Model 553 Ambulance
The Horton Model 553 is a large-body ambulance with rugged durability, tremendous payload and exceptional handling. The Model 553 is three squares wide and four squares long.

Limousine
A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides ¾ cover for its occupants.

Moving Truck
This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides ¾ cover for occupants in the cab and full cover for any in the back.

Ski-Doo Mach Z Snowmobile
A typical high performance trail snowmobile. The Mach Z is one square wide and two squares long.

Tractor Trailer
A typical 'Big Rig' truck and trailer. Trailers can be open, closed boxes or even tanks for carrying liquid or gas. It provides ¾ cover for occupants in the cab and full cover for any in the back. The Tractor Trailer is two squares wide and nine squares long.

Military Vehicles
Several military vehicles are covered here. Many new military vehicles such as the OH-58 Kiowa Warrior, M1A1 Abrams and AH-64 Apache will be covered in future supplements.

LAV-25
The LAV-25 is an all-terrain, light armoured vehicle with night capabilities. It provides strategic mobility to reach and engage the threat, tactical mobility for effective use of fire power to defeat soft and armoured targets and battlefield survivability to carry out combat missions. The LAV-25 is three squares wide and four squares long. It provides full cover to its occupants. It is equipped with a 25mm M242 chain gun and an M60 machine gun. The LAV-25 is fully amphibious with three minutes preparation.

M1038 HMMWV
The M1038 HMMWVs is a troop carrier configuration of the HMMWV family of military vehicles. The vehicle is equipped with basic armour and used to transport equipment, materials and/or personnel. The troop carrier is capable of transporting a two-man crew and eight passengers. The vehicles can climb 60% slopes and traverse a side slope of up to 40% fully loaded. The vehicles can ford hard bottom water crossing up to 30 inches without a deep water fording kit and up to 60 inches with the kit. The M1038 is equipped with a self-recovery winch. HMMWVs are equipped with a standard weapons mount. These are normally configured for M60 machine gun or similar weapons. A Hummer is two squares wide and four squares long.

M151 Jeep
The M151 Truck, Utility: ¼-Ton, 4x4, series of vehicles are commonly referred to as jeeps. This lightweight, all-terrain vehicle is capable of high-speed, cross-country travel with high manoeuvrability and agility. The vehicle serves as a weapons or communications platform and carrier for anti-armour, reconnaissance

and other missions that require speed, agility and all-terrain capability. It is two squares wide and three squares long.

M-939A2 5-Ton Truck
The M-939A2 tactical truck is a five-ton capacity, six-wheel drive cargo truck used for transportation of all types of supplies. The M-939 series comes in five body styles: cargo, dump, wrecker, van and long wheel base cargo. Its central tyre inflation system enables the crew to increase or decrease the air pressure in the tyres to improve mobility on or off roads. It can tow 21,000 pounds. It is two squares wide and five squares long. It provides ¾ cover for occupants in the cab and full cover for any in the back.

UH-1 Huey
The 'Huey' was the most universal military aircraft of the modern era, serving in all four branches of the American uniformed services and in the armed forces of at least 48 other nations. Since 1959, the 'Huey' has evolved through 13 models, A through V. It saw wide use in Vietnam following initial fielding in September 1962. The 'Huey' saw service with the 82nd Airborne Division, the 101st Airborne Division, and the 57th Medical Detachment. It is, in most respects, the military version of the Bell Model 212 helicopter and is three squares wide and seven squares long.

Fuel Capacity and Mileage
As there are no 24-hour gas stations anywhere in the post Big Death world, the fuel capacity and gas mileage of vehicles will be very important to both players and Games Masters. Without the convenience of gas stations along the road, characters are forced to carry any fuel they may need for the journey. Running out of gas will likely be a common occurrence for characters lucky enough to acquire a vehicle in the first place. Because of this, Games Masters should keep close tabs on the fuel level and mileage of any vehicle in the characters' possession.

Vehicle Fuel Capacity and Mileage

Name	Fuel Type	Capacity	Range
Civilian Cars			
Acura 3.2 TL	Gasoline	17.2 gal.	344 miles
BMW M3	Gasoline	18.5 gal.	278 miles
Chevrolet Cavalier	Gasoline	14.3 gal.	358 miles
Chevrolet Corvette	Gasoline	19.1 gal.	421 miles
Dodge Neon	Gasoline	12.5 gal.	400 miles
Ford Crown Victoria	Gasoline	20 gal.	400 miles
Jeep Wrangler	Gasoline	15 gal.	285 miles
Mercedes E55 AMG	Gasoline	21.1 gal.	422 miles

Name	Fuel Type	Capacity	Range
Volkswagen Jetta	Gasoline	14.5 gal.	334 miles
Civilian Trucks			
AM General Hummer	Diesel	25 gal.	350 miles
Chevrolet Suburban	Gasoline	33 gal.	495 miles
Dodge Caravan	Gasoline	20 gal.	420 miles
Ford Escape XLT	Gasoline	16.4 gal.	362 miles
Ford F-150 XL	Gasoline	25 gal.	425 miles
Toyota Tacoma Xtracab	Gasoline	18 gal.	324 miles
Civilian Motorcycles			
Harley Davidson FLSTF	Gasoline	5 gal.	250 miles
Yamaha FZ6	Gasoline	5.1 gal.	261 miles
Yamaha YZ250F	Gasoline	1.8 gal.	136 miles
Civilian Aircraft			
Bell Model 212	Aviation fuel	220 gal.	210 miles
Cessna 172 Skyhawk	Aviation fuel	42 gal.	600 miles
Challenger Ultralight Aircraft	Gasoline	10 gal.	400 miles
Hang glider	None	None	n/a
Civilian Water Vehicles			
Bayliner 1802 Capri	Diesel	23 gal.	142 miles
Catalina 42 MkII	Diesel / Wind	36 gal.	304 miles
Fairline Targa 30	Diesel	92 gal.	224 miles
Sea-Doo XP	Gasoline	14.3 gal.	115 miles
Zodiac 310 S	Gasoline	3.1 gal.	55 miles
Other Vehicles			
Armoured truck	Diesel	60 gal.	300 miles
Bicycle	None	None	n/a
City bus	Diesel	125 gal.	55 miles
Honda TRX400FW	Gasoline	4 gal.	110 miles
Horton Model 553 Ambulance	Diesel	33 gal.	324 miles
Limousine	Gasoline	20 gal.	200 miles
Moving truck	Diesel	60 gal.	420 miles
Ski Doo Mach Z	Gasoline	14.3 gal.	115 miles
Tractor trailer	Diesel	100 gal.	500 miles
Military Vehicles			
LAV-25	Diesel	200 gal.	410 miles
M1038 HMMWV	Gasoline	25 gal.	350 miles
M151 Jeep	Gasoline	15 gal.	285 miles
M-939 5-Ton Truck	Diesel	60 gal.	420 miles
UH-1 Huey	Aviation fuel	220 gal.	210 miles

From the Ashes of the Old World...

Here begins the story of the World after the Death. The birth of the new, out of the ashes of the old.

The first great fire claimed the city of Atlanta, which burned for 17 days. David, of Peachtree Avenue, organised an escape from the fires, and saved the lives of thousands though he lost his life saving the lives of others. We remember his life, we remember his death, we remember his dreams, we remember his name.

In the fourth month of the Death, the roads to New York were closed, and nothing moved....
(from the episode The Mysterious Mister Smith)

Chronology

On a late summer day, it began…
A previously unknown viral disease breaks out in New Delhi, India. A maintenance worker from Arasingh Laboratories LLC in downtown New Delhi is admitted to the Indraprastha Apollo Hospital with nausea, dizziness, vomiting and strange lesions around the joints. Doctors are confounded.

… the very next day, it spread its wings…
Forty-six more victims of the virus are admitted to hospitals around New Delhi. Three cases are discovered in Mumbay, one in Bangalore and one in Karachi, Pakistan. The original patient now suffers from blindness and rapid mental breakdown.

… and the following day… the Death came…
The first known victim of the virus dies in New Delhi a day later.

… one week after Death showed its face…
The Indian and Pakistani governments declare national states of emergency as the onrush of thousands of new victims push their hospitals and healthcare systems to the breaking point. New cases of the disease have shown up in China, Thailand, Bangladesh, Malaysia, Oman, Sri Lanka, South Africa, Turkey, Jordan, Italy, Egypt and the United Kingdom. Three U.S. servicemen serving in Afghanistan contract the virus and are transported to Rammstein Air Force Base in Germany.

… and within another week…
Millions are dead in South Asia, rioting erupts in the major cities. Thousands attempt to flee. The armed forces in Iran begin firing on all refugees seeking asylum. New cases of the disease are now found in most countries including Germany, Canada, Australia, France and the United States. The governments of several nations impose martial law in an attempt to stem the tide of fear and riots. Coalition forces conducting peacekeeping missions in Afghanistan are decimated. The U.S., Canada, France and the United Kingdom take steps to recall overseas troops.

In the first month of the Death…
The U.S. government enacts emergency legislation calling for strict quarantine protocols at all hospitals and emergency health centres set up to treat those afflicted with the virus. A national state of emergency is declared and the National Guard is called up to police the major metropolitan centres. The U.S. military and the Centres for Disease Control establish a headquarters in Atlanta to fast-track research leading to identifying the virus and discovering a cure.

… as the leaves began to fall…
The death toll in the U.S. surpasses 1,000,000. Total deaths world-wide exceed 1,000,000,000. The French President, Canadian Prime Minister, German Chancellor, King of Saudi Arabia, the Pope and the leaders of at least 41 other countries are among the dead. Governments around the globe cease to function as the disease spreads throughout the civil service, police and armed forces of the world. New Zealand shuts itself off from the world but not before three cases of the disease are discovered in Auckland.

… and then the world started to slip…
The President of the United States contracts the virus, now being dubbed the Big Death. He dies two days later, leaving executive authority to the Vice-President. The Speaker of the House and President pro tempore of the Senate, along with the majority of Congress and the Senate, are already among the dead. The Vice-

President is airlifted to U.S. Naval Base, Guantanamo Bay, Cuba that up to now has avoided infection.

… and fall…
The virus spreads through Cuba, apparently infected by someone on board the Vice-President's plane. The entire adult population of the island is reduced within three weeks. The Vice-President of the United States dies, leaving open the question of succession to the Presidency.

Nothing could stop the Death…
The remnants of the U.S. armed forces are recalled to three centres around the country to establish 'Quarantine Zones'. The goal is to establish areas under strict quarantine in an attempt to save some form of command and control authority in the country. San Diego, Lower Manhattan and Atlanta are evacuated. Soldiers in clean suits forcibly remove all citizens from the Zones, infected and uninfected alike. Only those with special clearance were permitted in the Zones.

… for it was too late…
All contact between North America and Europe ceases. Sporadic reports still trickle into the U.S. from Japan, Australia, New Zealand and South America.

The first great fire claimed the city of Atlanta…
Mobs swarm the Atlanta Quarantine Zone. The military is overwhelmed and the quarantine is broken. Riots erupt in the streets and thousands are killed. Atlanta burns for over two weeks. The entirety of the central business district and Buckhead sections of the city are reduced to ash.

…but it would not be the last…
The San Diego Quarantine Zone falls. It is unknown how, but the Big Death breaks out inside the quarantine zone and all those who thought they were safe are infected.

In the fourth month of the Death…
The vast majority of the adult population of the globe is now dead or dying. One individual manages to break though the security at the New York Quarantine Zone and the last refuge from the Big Death falls.

In the sixth month of the Death, it finally swallowed its own tail and faded away…
With the adult population dead, the children of the world are now faced with further chaos and destruction. Nearly 6,000,000,000 corpses lie rotting wherever they fell. New epidemics of typhoid, cholera and other diseases sweep through the pre-pubescent population

killing millions more. Fires, infection, violence and hypothermia claim even more young lives.

The Big Death virus killed anyone over the age of puberty. Spread by touch it exploded across the globe, burning itself out in just over six months.

Major North American Factions

The Best of Intentions

Dr. Paul Weil thought his research would benefit the soldiers who risked their lives daily in the war against global terror and rogue nations. One of the most brilliant researchers in the world, Paul was the type of scientist who could resequence RNA in his head.

Dr. Weil had been working in virology for years but was finally given a massive research grant by the US government shortly after the September 11, 2001 attacks on New York City and Washington. The fallout from those attacks, the subsequent anthrax scares and the later war in Iraq had expedited the need for research into bio-weapon defence. Dr. Weil was tasked with creating a theoretical worst-case scenario and its appropriate defence.

Unbeknownst to Dr. Weil, others wanted to use his research to take the virus beyond the theoretical. A group comprised of high-ranking members of the armed forces, the CIA and the N.S.A. established an illegal laboratory in New Delhi, India whose sole purpose was to create a biological super-weapon, one that could reduce a terrorist cell in a matter of hours or days without risking any U.S. lives.

They eventually succeeded. A virus was perfected and animal testing was begun. Unfortunately, the enemy had eyes and ears everywhere and a member of an unknown terrorist organisation was able to infiltrate the lab as a maintenance worker. In a failed attempt to steal a bio-weapon, the terrorist was himself unknowingly infected.

He checked himself into a New Delhi hospital the next day and what followed could arguably be called the end of the world. The virus spread like wildfire, decimating anyone over the age of puberty. Dr. Weil had designed the virus to attach itself to hormones found in the human body. Only post-pubescent concentrations of hormones activated the virus. Those under the age of 13 or so were immune to the effects. It was designed this way to eliminate most active combatants while leaving innocents unaffected.

As the virus spread around the globe, the Pentagon began to piece together what had occurred. By the time they realised the truth, it was too late. The virus had hit critical mass. Because it was spread by touch, it found its way from country to country through the world's transportation systems.

When the President was struck with the virus, those in the know at the Pentagon began making plans to save the remaining government by locking down secure bases around the country and removing key personnel and materials to those installations. Shelters in Virginia, Pennsylvania, Nebraska and Colorado were put on high alert and ordered to observe strict quarantine procedures.

All U.S. military personnel were called in to secure the retreat to the bunkers. U.S. fleets were ordered back to port to aid in this procedure. Several secure Quarantine Zones were quickly established in New York City, Atlanta and San Diego. All uninfected U.S. military and government employees were evacuated to these centres. The remaining Joint Chiefs and their staffs operated out of the Atlanta Quarantine Zone along with what was left of the legislative and judicial branches of the government. Some in the executive branch were taken to secure bunkers in Nebraska and Virginia. Several prominent scientists and researchers were also rounded up and removed to the Quarantine Zones.

When the Quarantine Centres were eventually breached, the only virus-free areas that remained were the military bases and bunkers that had been locked down. One by one these fell. In most circumstances, they were breached from within. A well-meaning soldier slipping a relative inside the base or a devoted parent, breaking the quarantine and going out to look for their missing children: it all led to the virus finding its way inside and death for all the inhabitants. In one instance the children themselves actually breached the quarantine of a shelter when children in Nebraska on a pogrom against any adults they could find, swarmed the secure government shelter in Nebraska, not only allowing the virus inside but actually killing many of the men and women sheltered within.

In the end, only one shelter survived intact and uninfected; the shelter known as Valhalla Sector in southern Virginia.

Valhalla Sector

While the U.S. Constitution outlines some arrangements concerning succession to the presidency and the replacement of elected officials, widespread concern about the continued functioning of the government

INTERROGATOR (on p.a.)
Co-operation will be rewarded. Resistance will be punished.
Would you like something to drink?

MARKUS
Yeah....

INTERROGATOR (on p.a.)
In return, will you give us the names of the other individuals involved in your attempt to overthrow the United States government?

MARKUS
There is no United States government. Hasn't been one in 15 years. You guys really ought to come to staff meetings once in a while…

INTERROGATOR (on p.a.)
This place is the government. The lawfully established seat of power for…

MARKUS
This place is a bad memory, the kind you get after you've been drinking all night and you're not sure what you did or who you did it with, all you remember is waking up nude in front of your house with your keys in your ass. This place is a monument to everything that was wrong with the Old World…

…a triumph of brute force over basic humanity.

(from the episode Letters From the Other Side)

The December 7, 1941, attack on Pearl Harbor by Japanese naval aircraft demonstrated that at least carrier-assisted bombers could reach the continental United States. Shortly after World War II, the United States found itself in increasingly hostile relations with the Soviet Union. The Cold War took a dramatic turn in September 1949 when it was discovered that an atomic explosion had occurred in the Soviet Union. Recognising that the Soviets had the capacity to produce atomic bombs, American military planners began to assess their delivery capabilities.

The development of jet-propelled bombers of increasingly longer range, mid-air refuelling, as well as intercontinental and submarine-based missiles carrying nuclear warheads, confirmed the reality of a possible nuclear attack upon the United States.

Two months after succeeding to the presidency, Harry S. Truman sent a special message to Congress asking for a revision of the succession law. He noted that, in naming his Cabinet members, a President chose his successor, and concluded that, 'I do not believe that in a democracy this power should rest with the Chief Executive.'

Congressionally approved legislation finally made it to the President's desk and was signed into law on July 18, 1947. It placed the President *pro tempore* of the Senate and the Speaker of the House in the line of succession after the Vice-President and ahead of the Cabinet secretaries. To become acting President, the President *pro tempore* or the Speaker was required to resign his congressional position and otherwise meet the constitutional qualifications to hold the presidential office.

Continuity of government planning conducted in the context of civil defence preparations and came under direct presidential control in 1962 when President John F. Kennedy signed a series of executive orders assigning emergency-preparedness functions to the Cabinet departments and selected agencies. Such arrangements included the protection of the leaders of Congress and the justices of the Supreme Court. There were, as well, plans for relocating the President and Congress to facilities outside the District of Columbia in the event of imminent nuclear attack.

President Bill Clinton signed further measures on October 21, 1998, as they relate to ensuring continuity of operations planning, and continuity of government operations. Federal agencies were required to develop *Continuity of Operations Plans for Essential Operations* that identify those requirements necessary to support the primary functions of the agencies, such

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under all circumstances did not arise prior to the assassination of President Abraham Lincoln on April 14, 1865.

In 1792, Congress had provided for succession to the presidency, when both the office of the President and the Vice-President were vacant, by, first, the ascension of the President pro tempore of the Senate or next, the Speaker of the House of Representatives. In this arrangement, these legislative branch officials were to serve in an acting capacity, holding office only until a new president could be chosen. Congress returned to the matter in 1886, establishing a line of succession relying upon the Cabinet, following the order of the establishment of the departments. Any Cabinet official coming to the presidency via this arrangement would have to possess the constitutional qualifications to hold the office, and would temporarily act as President by virtue of his Cabinet position.

as emergency communications, a chain of command and delegation of authority.

On September 11, 2001, the United States suffered unprecedented co-ordinated attacks by members of the Al-Qaeda terrorist network. As a result, President George W. Bush ordered the creation of a parallel 'shadow government'. Helicopters were scrambled and transported over 100 civilian managers of the federal government to secure underground shelters outside Washington.   Each underground shelter contained enough food, water, medicine, power generation facilities and other supplies to allow it to function for months, completely sealed off from the outside world.

When President Bush ordered the relocation of these senior government officials, most of them were taken to a place known as Mount Weather. The military code name of this secret government facility is Valhalla Sector.

Valhalla Sector is located near the small Virginia town of Bluemont, near the Shenandoah River and is a virtual underground city capable of housing over 2,000 people, with 20 separate 'buildings', some three stories tall, buried a quarter-mile into the granite of the mountain.

Each building is linked to the others by a network of tunnels, complete with sidewalks. There are two 250,000-gallon water reservoirs, a sewage treatment plant, power-generation facilities, a hospital, a crematorium and a radio and television studio that may be used to communicate with the public. Iron bolts driven up to 10 feet into the surrounding rock reinforce the various buildings and tunnels. A 34-ton door measuring 10 feet tall, 20 feet wide and 5 feet thick protects the entrance.

Valhalla Sector also includes extensive computer and communications equipment for quickly assessing the scope of any catastrophe, determining available resources, communicating with personnel outside the facility and directing their activities.   Private quarters are provided for the President, Vice-President, Congressional leaders, the Cabinet, and members of the Supreme Court; others inside would have to share dormitories or cots. Copies of all federal continuity of government plans and important databases are also housed at Valhalla Sector. These include an unsigned presidential order establishing a line of succession to the Presidency to assure a continued government in the event of a devastating attack on the country.

Like the September 11th attacks, the outbreak and rapid spread of the Big Death again triggered an evacuation of top government officials to the secure Valhalla Sector.   Unlike September 11, however, by the time the decision to evacuate came, the majority of the executive, legislative and judicial branches of government were dead or dying of the virus.

Several officials, among them three cabinet secretaries, five senators and nine congressmen did make it to the relative security of the facility. Many of the civilian and military staff at the base were able to bring their families in as well. Of particular significance, the military abducted over a hundred prominent scientists from various fields and brought them to Valhalla Sector to ensure their survival. Among these was Dr. Paul Weil, the scientist who had engineered the virus that caused the Big Death in the first place. The President, Vice-President, Joint Chiefs and Supreme Court justices were not among those who made it to the safety of the facility. They, along with the rest of the adult population of the world, died a horrible death. Not long after the death of the President of the United States, the commanding officer of Valhalla Sector, General

Maxwell Waverley, sealed the base by closing the main blast doors. A time lock was set and the doors to Valhalla Sector would not reopen for six months.

In all, almost 2,200 men, women and children took refuge inside Valhalla Sector. The military assumed immediate command. They monitored outside activity as best they could but within weeks of sealing the blast doors, contact with the outside world ceased. While billions died, the residents of Valhalla Sector waited. When the time locks finally released the doors, General Waverley was cautious. They had had no news from the outside world for weeks and were not sure if the Big Death had burned itself out or was still as virulent as ever.

Unmanned drones were initially sent out to reconnoitre followed later by manned helicopters. The images they relayed back were horrific. General Waverley and his staff decided to send out small search parties dressed in HazMat suits to further assess the situation. It was quickly determined that the Big Death had, in fact, wiped out the adult population but the surviving children were in a desperate situation. Although sympathetic, the General was determined to keep the 2,200 people under his command safe and free from the

HazMat Suits

HazMat suits were designed for those working with various chemical and biological hazardous materials. Characters wearing a HazMat suit receive total immunity from all chemical and biological agents. As they are quite bulky and uncomfortable to wear, characters wearing one receive a –2 equipment penalty to all attack rolls. If a character wearing a HazMat suit receives more than 4 points of damage, the suit should be considered punctured and all benefits are lost. HazMat suits will never be found for trade under normal circumstances. As mentioned, they are bulky and weigh 50 lb. including the weight of a full oxygen tank.

Big Death. Many civilians and military alike wanted to leave the shelter of Valhalla Sector to search for their missing children and loved ones. General Waverley refused to allow any residents to leave and instituted martial law immediately. He would do nothing that would jeopardise the safety of Valhalla Sector.

He personally assumed responsibility for the continuity of the U.S. government. To that end, an election was held, the purpose of which was to elect the 48th President of the United States. Four residents put forth their names for consideration. One of them was precluded from running, as he was an active member of the military. The other three ran election campaigns and in the end James Simpson, the congressman from New Hampshire, was elected President. General Waverley immediately pledged allegiance to the new commander in chief and a new government was established in an attempt to mirror the old U.S. government before the Big Death. It was, of course, a sham, but the residents of Valhalla Sector clung to it tenaciously as it was the only thing they had left of the Old World.

Post Big Death Presidents of the United States (Valhalla Sector)
Henry Simpson
Jonathan Palmer
William Emerson
William Emerson (second term)

Policies were put into place to ensure their version of the U.S. constitutional government remained intact as the military probed deeper and deeper into the outside world. After many months of cautious reconnaissance missions, the decision was made to bring survivors into the complex in order to determine whether the virus was still active or not. Valhalla Sector soldiers, who wore HazMat suits while travelling above ground, abducted several children and returned them to the scientists for medical testing.

After several years of testing children from all over the old United States, the scientists of Valhalla Sector were confident that the Big Death was over, or at least in a state of dormancy. The decision was made to begin making bolder forays into the outside world. Agents began travelling further and further afield, scouting and recruiting certain individuals to fill in their ranks and boost their numbers. Measures were also taken to secure certain assets, primarily those of military importance.

Shrecklichkeit

General Waverley was not happy with some of the information being reported back to him. Particularly troublesome, were the growing number of marauder groups and bandits organising throughout the country. Waverley was confident in the superiority of his men and firepower but the sheer numbers of feral children made him cautious about making any overt moves into the outside world.

What he sought was an edge; a weapon he could use to assure the outside world understood that opposing Valhalla Sector was not an option. It quickly occurred to him that the scientific brains he had at his disposal inside Valhalla Sector were exactly that edge. Dr. Paul Weil had been working on a vaccine for the Big Death virus but was overcome with the terrible destruction his research had wrought and died while attempting to help others escape from Valhalla Sector. His successor in the task was a man named Devon to whom Waverley charged with discovering a vaccine for the Death. Devon quickly realised why the General was pushing for a vaccine and delayed his research, trying to find a way to thwart the General's plans of using the virus as a bio-weapon. Other scientists acquiesced to the General's commands but Devon was steadfast in his refusal to hand over the key to the Big Death virus.

With Devon refusing to divulge the secrets of the virus, Waverley set up enclaves around the country with the intent of performing experiments, the goal of which was to discover their own vaccine. Using other viruses like small pox, Hanta, plague and measles, the scientists began testing on live subjects; helpless victims abducted to serve as human lab rats in these experiments. In other areas of the country, Valhalla Sector established various control groups; groups where personal contact was not allowed. These groups enabled the Valhalla scientists to determine the efficacy of their new vaccines.

Strict quarantine protocols were established but about a year after a series of test vaccines were administered, several subjects began contracting a mutated form of the Big Death, one that struck children and adults alike. The military element in Valhalla Sector moved in quickly to eliminate the threat. Soldiers in HazMat suits, equipped with flame-throwers and napalm, would descend on the area and incinerate anything they thought might be contaminated: a house, a city block or an entire town.

As these tests were ongoing, Valhalla forces began slowly and cautiously expanding their power base: West Virginia, Virginia, Maryland, the District of Columbia and Delaware were all nominally put under the control of the government inside Valhalla Sector. They also began making moves to secure the old nuclear arsenal of the U.S.

military. Military bases were taken in the Virginias, Tennessee, Kentucky, Missouri and Kansas. Further progress across the country was halted when two potential threats arose, one in the east and one in the west.

On the East Coast, it was discovered that several residents of Valhalla Sector who had gone missing a few years earlier had now established themselves around the Boston Metropolitan area. These included several scientists who had been brought into Valhalla Sector during the Big Death. They had fled about seven years prior and the military were unable to track them down. After their escape, the Valhalla Sector leadership discovered troubling documents concerning some of the research this group had been involved in and made it a high priority to recover the missing scientists. No trace of them could be found until now.

The second possible threat came from the old NORAD base at Cheyenne Mountain, Colorado, known to the military as Thunder Mountain. They had a spy inside the mountain that had been reporting back to them for some time. Up until that point, the reports coming back did not amount to much but now, some 15 years after the Big Death, news reached Valhalla Sector that McLaren Army base in Nebraska had been utterly destroyed and that a team from Thunder Mountain had been responsible. This made the commanders of Valhalla Sector pause while this new threat could be assessed.

Of the two problems however, the leaders of Valhalla Sector were most concerned with Thunder Mountain because of its past as home to NORAD, and as such, it posed significant tactical and strategic problems if Valhalla Sector were to assert its power on the outside world. The initial fear was that Thunder Mountain had somehow achieved nuclear capability and was now flexing those muscles. Those early fears were quickly found to be unwarranted but the threat from Thunder Mountain was still considerable.

Thunder Mountain

Thunder Mountain exists as an organisation because of one young man: Markus Alexander. From the horror of watching their parents die to the conflicts with Daniel; Markus has been there to protect and guide his people.

As mentioned, Thunder Mountain was once the home to NORAD, the North American Aerospace Defence Command. The headquarters of NORAD was located at Peterson AFB, Colorado Springs, Colorado. NORAD command and control was exercised through the Cheyenne Mountain Operations Centre, located a short distance away. Cheyenne Mountain served as a central collection and co-ordination facility for a world-wide system of sensors designed to provide NORAD with an accurate picture of any aerospace threat. Hidden deep inside Cheyenne Mountain, the highly-skilled men and women of NORAD used ground-based radar, airborne radar, satellites, fighter aircraft, proven command structures and intelligence capabilities to enforce control of the skies over the United States and Canada.

Dr. Sean Alexander was a brilliant medical doctor who specialised in the treatment of infectious diseases. When the Big Death broke out, Dr. Alexander, his wife Jean and their 13-year-old son Markus made the trip from Denver to Cheyenne Mountain to assist the military in their research into a cure for the virus. Jean made a side trip en route to her parent's home in Colorado Springs leaving father and son to go on to Thunder Mountain. Not long after their arrival, the

commanding officer of the base, Major G. Quantrell instituted a total lockdown of the facility, sealing it off from the outside world. Jean Alexander finally made it to the Mountain but not before she was herself infected by the virus. Quantrell's lockdown meant that Jean Alexander was not allowed inside the base. Unable to watch his wife die alone in the middle of the roadway, Dr. Alexander said goodbye to his son and joined his wife outside, knowingly infecting himself with the Big Death at the same time.

The most traumatic event in Markus' young life was watching both of his parents die. Not long after, the Big Death was allowed inside through the greed of one man. A young sergeant found a way to sneak out of Thunder Mountain through the air ventilation system. He used this route to travel outside in a HazMat suit in order to steal the valuables from the local morgue and designated houses set up to store the corpses of the Big Death victims. On one such trip, the sergeant accidentally punctured his HazMat suite on the earring of a dead woman. With his return to the Mountain, the Big Death was allowed in and in a few days, all adults in Cheyenne Mountain were dead. Major Quantrell and a few others managed to escape in HazMat suits and were not seen again until some 15 years later.

It was Markus, being one of the oldest left in the Mountain, who organised the children and made arrangements for the disposal of the hundreds of bodies littering the base. He also quickly made arrangements to maintain the air and water supplies of the base and began work on a plan to grow food hydroponically. Markus was a child prodigy and his knowledge and skills far surpassed those of most children his age. Through careful planning and administration, Markus was able to keep Thunder Mountain operational. When the horrors of the Big Death had ended outside, Markus and other children began looking outside for other survivors. What few they found, they brought back to Thunder Mountain.

Over the years, Markus has been the chief administrator at the Mountain. He is their undisputed leader and with wisdom beyond his years, Markus organised an advisory council, giving others a say in how the Mountain is run. The council is elected every two years.

And so, the children of Thunder Mountain grew up underground and secluded from the rest of the world. They had food while others starved. The had clean water while others drank whatever they could find, they had clean clothes while others lived in rags and they had electricity while others huddled in the dark. Over the years, stragglers had been taken in and adopted into the community. They brought stories of the outside world with them. Some 14 years after the Big Death, Markus began to cautiously look outside the doors of Thunder Mountain. He organised search teams, groups of two to four people who were trained to reconnoitre areas outside the base and report their findings back to Markus.

One of these teams, led by a man named Simon, met an untimely end in the town of Clarefield. It was here that Simon met the two wanderers, Jeremiah and Kurdy, and tasked them with returning his vehicle and his notebook to Thunder Mountain. With these two newcomers as members of their community; Markus began to slowly take Thunder Mountain into the outside world. Gradually he began establishing a new alliance of towns and villages, with the eventual goal being to form some type of government and re-establish civilisation before it was too late. This move brought Thunder Mountain into conflict with various groups and factions but the most dangerous were the enigmatic Valhalla Sector and the equally mysterious Daniel.

The Road to War

Fearing the worst when they discovered Thunder Mountain was still operational; General Waverley ordered the assassination of Markus Alexander. An attempt on Markus' life was foiled at the town of Danbury, Colorado and this only served to warn the forces at Thunder Mountain that Valhalla Sector was a serious danger.

Over the next few months, the two sides attempted to improve their intelligence gathering on each other. Thunder Mountain began building an Alliance in direct opposition to Valhalla Sector. Valhalla Sector began sending out more reconnaissance teams than usual with the express intention of undermining Thunder Mountain and gathering as much intelligence as possible.

All the while, Valhalla Sector watched as a new group began building up along the east coast, led by a charismatic leader named Daniel, this group was rapidly rebuilding cities and towns and was aggressively expanding. Valhalla Sector remained focused on Thunder Mountain for the moment, fully intending on confronting Daniel and his forces once the threat from the west was eliminated.

By spring, General Waverley thought his dreams had been answered. He received intelligence of a planned gathering of community leaders in St. Louis, Missouri organised by Thunder Mountain. The gathering was the lynchpin in Markus Alexander's plan to forge a new American Alliance from the disparate groups. When Valhalla Sector forces descended on St. Louis, they were able to kill or capture over 200 individuals including Markus and his second-in-command Erin Malone.

As this raid was wrapping up, soldiers from Valhalla Sector also managed to capture an agent of Thunder Mountain outside the town of Milhaven, Colorado. This agent was a young man named Jeremiah and was, in fact, the long-lost son of their own Big Death scientist and heir to Dr. Weil's research, Devon. With Jeremiah's capture, General Waverley and the leaders of Valhalla Sector thought they finally had the leverage to force Devon into revealing the key to the Big Death and thus the vaccine they needed.

Jeremiah, Markus and Erin were placed in holding cells deep inside Valhalla Sector while the remaining community leaders captured in St. Louis were transported to a detention centre in Milhaven, Colorado. A plan was hatched back at Thunder Mountain to free their captured leaders and eliminate Valhalla Sector as a threat. Shortly thereafter, Valhalla Sector received word that the people at

Thunder Mountain were willing to enter into a prisoner exchange: Markus, Erin, Jeremiah and his father in exchange for Meaghan Lee Rose.

Lee Chen, the ex-head of security at Thunder Mountain and a Valhalla Sector spy informed the General that Rose had been infected with the virus but had received an experimental vaccine in the last days of the Big Death. According to Chen, the scientists responsible for the vaccine had died before being able to do anything with it and Meaghan Lee Rose had been a prisoner at Thunder Mountain ever since. He told Valhalla Sector that Markus had been keeping her a secret and would use her to find his own vaccine once he had taken over the country. The prisoner exchange was agreed to, except General Waverley had no intention of handing over Jeremiah and Devon. He held onto them as security.

What the General did not know was Meaghan Lee Rose had not received a test vaccine for the Big Death virus. She was infected but for reasons unknown, the virus did not kill her. She was a carrier, a Typhoid Mary, or as Lee Chen referred to her: Lady Death. She had been living in a Thunder Mountain clean room, hermetically sealed from the rest of the world for over 15 years. She was in love with Markus and agreed to enter Valhalla Sector, thereby securing his release. This would of course mean that the Big Death would be released again. A team of fighters under the command of Jeremiah's best friend, Kurdy Malloy, set off in Apache and UH-1 helicopters to make a frontal assault on Valhalla Sector while the prisoner exchange

a professor of psychology at Stanford University but had subsequently been recruited into the CIA as a specialist in psychological warfare.

The escape from Valhalla Sector stemmed from the growing unrest among the civilian population, and particularly, the scientific community, within Valhalla Sector. When they initially agreed to retreat inside the shelter, the scientists believed their knowledge and talents would be put to use rebuilding the world after the horror of the Big Death. It was not long before most of them realised the truth – Valhalla Sector was not about the survival of the country or the rebuilding of the nation, but about the creation of a police state ruled by the power elite. Valhalla Sector had the illusion of a two-party democratic system, but it was just that – an illusion.

Dr. Monash and his colleagues hatched a plan they called Project Backfire. The idea was to use their knowledge of psychology, group dynamics, social engineering and history to create a counterweight to the power of Valhalla Sector. A plan was developed to fast track the creation of a counter-force outside, based on the ideals Valhalla Sector had abandoned. The project depended on finding the right charismatic leader and outlined a program to manipulate the population using the tools of psychological warfare to

was underway. Their intention was to keep Valhalla Sector off balance and force them to shut the blast doors again, unknowingly sealing the virus inside with them.

Luckily for them and the rest of the world, the plan succeeded. Markus and Erin were released and General Waverley, in his arrogance and paranoia, once again sealed off Valhalla Sector from the world. Only through the intervention of Devon's lab assistant inside Valhalla Sector were Jeremiah and his father able to stay segregated in their holding cells and remain uninfected. When the time locks once again released the Valhalla Sector doors five day later, only three people walked out: Jeremiah, Devon and his assistant Liberty Kaufman.

Strange Attractors

If the residents and leadership of Thunder Mountain thought the destruction of Valhalla Sector heralded the beginning of the rebuilding of a new society, it would not be long before they realised their mistake. As previously mentioned, some seven years prior to the fall of Valhalla Sector, a group of scientists escaped the clutches of the military and were never seen again. The leader of this escape was one Dr. Frederick Monash. Dr. Monash was originally born in Melbourne, Australia but had been living in the United States for some 10 years prior to the outbreak of the Big Death. He had been

And in the cold wind, God said;
Every avalanche begins with one pebble falling, hitting another stone, then another,
until it becomes a landslide that wipes away everything that stands before it.
It is terrible a force that, once set in motion, cannot be stopped.
An avalanche can be born in snow, or rain or fire.
This one must be born in fire.
The fire of rage, the fire of the human soul at war with itself and everything around it.
Because only fire... can fight the coming flood.

(from the episode Crossing Jordan)

create a government of their own design, one based on democratic ideals, empowerment and freedom of the people.

It was not long before the group realised that finding that charismatic leader would be their toughest obstacle. Unable to find such a leader, they created their own. Monash and the others created a false personality with a history to inspire people and a will to use force when it served the interests of the greater good. They took lessons from images, music and architecture from the Second World War, from the Soviet Union and Maoist China and from cults and charismatic leaders down through history. They gave their creation a face and a voice. A composite image was carefully engineered for maximum impact: Red hair for strength, lean and serious, the eyes from one president were used and the mouth from another. An image that people would instinctively want to trust.

The name they gave their creation was Daniel. Early on, young people were recruited into their organisation. They wanted an organisation with a youthful energy, and so, carefully hid their involvement and especially the fact that Daniel was a fiction. From all outside appearances, Monash and his group were an advisory council to Daniel, his inner circle of trusted advisors. Several intelligent and natural leaders were brought into this group, but none of them were told the truth about Daniel's fictional nature.

Monash and his group thought Daniel could be controlled, that they could manipulate the population to create an ideal society, one which could stand up to the growing threat from Valhalla Sector. Then it all started to go wrong.

The others who escaped Valhalla Sector with me didn't want to create a better world, a new world. They brought the old world with them. (from the episode The Face In The Mirror)

One Leader, One Voice

This social experiment started well. Initially rebuilding the area around Boston, Daniel was a magnet for the disenfranchised young people trying to eke out an existence from the scraps of the Old World. At first, whole towns signed on, agreeing to co-operate and take guidance from the beneficent Daniel. After approximately a year of slow and gradual growth, the communities under Daniel's rule began to change. The Inner Circle found creating a perfect society was harder than it sounded. Food shortages were chronic and the gasoline reserves ran out in the first winter. Many froze to death after a particularly harsh blizzard.

Some of the younger members of the Inner Circle called on Daniel to act, to save his people. In response, Monash and his group sanctioned the formation of several groups. They were equipped with the remaining stock of gasoline, several vehicles and weapons for defence and were sent out to find new sources of supplies and trade. The leader of one of these groups was a man in his late twenties by the name of Sims. Born into an affluent family in Savannah, Georgia, Sims had wandered the country for years looking for a purpose to the miserable life he and the rest of the world's youth had inherited.

Most of the groups returned to Daniel's territory with a few meagre supplies or trade agreements with small communities around the Great Lakes or the Mid-Atlantic Coast. Sims, on the other hand, returned with truckloads of fresh food, batteries, generators, clothing, gasoline and other treasures. Seeing this, some in the Inner Circle were calling for other foraging parties to be formed. It was not long before this policy of seeking resources and supplies outside of their own territory took on a life of its own. Before they knew it, the Inner Circle watched Daniel evolve from their paragon of freedom and justice to a more pragmatic but successful leader. A cadre of enforcers was created, acting as a police force and secret police at the same time. A hierarchy consisting of Daniel at the top, his lieutenants and advisors in the second tier followed by the enforcers was soon entrenched. Those not in these groups were second-class citizens.

As in most cults of personality, Daniel increasingly became the object of worship for lack of more general spiritual principles. Evidence of this phenomenon was the proliferation of large paintings and statues of Daniel in the cities of the East.

Of primary importance were two tasks: recruitment of followers and retention of followers. Once a sufficient mass of people had been indoctrinated and supported Daniel, and political and police power had been established within the movement, those who continued to resist the mind-control apparatus of Daniel were dealt with through the physical power of the Enforcers.

One method used by Daniel to maintain irrational beliefs was by ensuring that contradictory information was unavailable. All those who opposed Daniel were painted as lunatics or subhuman. The wanderers and itinerants were made out to be less than human – parasites to the hard work and dedication of the citizens of Daniel's territory. The communities that Enforcers raided for supplies were falsely accused of atrocities or crimes against other groups to justify their harsh

treatment. At all times, Daniel's forces were portrayed as the liberators and saviours of the New World.

Slowly but surely, Frederick Monash was pushed to the side, the lone dissenting voice in a government that was rapidly transforming into a fascist dictatorship. Daniel continued to grow. His territory expanded rapidly. Cities were rebuilt as showcases to his greatness. But it was all a show. Wanderers and the dispossessed masses were corralled into work camps, forced to work as slave labourers or face execution. The downtown cores of several major cities were cleaned up and repaired.

Having begun in Boston, it was not long before Portland, Albany, Providence, Pittsburgh and Newark were rebuilt, at least on the surface. The rebuilding and beautification only consisted of the downtowns and a few blocks in all directions. Beyond that, there was darkness and destruction. Outside of these centres, Daniel maintained many forced labour camps. All itinerants and political prisoners were kept there, imprisoned and forced to toil in the rebuilding of the cities. Power was restored to the cities and to the outsider it appeared as though Daniel could do no wrong. The majority of the population, oblivious or blinded to the injustices, loved Daniel. He had single-handedly rebuilt their society for them; he was their saviour. The ever-growing ranks of the enforcers grew bolder and bolder in their raids, bringing back more and more supplies and resources. Careful never to get too close to the areas Valhalla Sector controlled, Daniel's forces enlarged his territories in New England and New York State.

With the fall of Valhalla Sector, Dr. Monash thought the grand experiment could be ended, that the Inner Circle could slowly relinquish control and return it to the people. Unfortunately, as is often the case, the other scientists had become corrupted by the power they wielded. They had no desire to turn over power to anyone and Daniel's territory swelled again, this time down the Atlantic Coast and into the Midwest. It was not long before Baltimore, Philadelphia, Wilmington, Hartford, Cleveland and Indianapolis were rebuilt complete with supporting labour camps and prisons.

The repercussions of this expansion were felt far and wide. Raids for supplies and workers were conducted further and further afield. Local factions in the South (The Army of the South) and peninsular Michigan (Michigan Militia) opposed Daniel and his expansionist policies. Of greatest importance, was the Western Alliance of Thunder Mountain. Given some time and space to breathe after the destruction of Valhalla Sector, Markus Alexander had proceeded with his mission to forge a new Alliance and rebuild

the country where freedom and liberty were not just catchphrases.

After the fall of Valhalla Sector, forces from Thunder Mountain captured the town of Milhaven where Valhalla Sector had taken the Alliance leaders captured in the raid on St. Louis. Jeremiah was stationed at Milhaven to aid in the rebuilding of the town, which was to be a showcase community for the Alliance, one where co-operation and democracy could make the world a better place. As a result of Milhaven being a major Valhalla Sector hub for so long, it soon became a beacon for those fleeing Daniel's territories. Stories soon began circulating of the forced-labour camps and other atrocities being committed in the name of Daniel. Monash, still having a little influence on the Inner Circle, argued for non-interference with the Western Alliance. This was the general policy until one of the younger members of the Inner Circle decided he could no longer support the fascist that Daniel had become. Karl Stevenson, once a political advisor to the Inner Circle, defected and sought refuge with Rachel, the leader of a growing resistance movement in Daniel's territories. Luckily for him, a small team from Thunder Mountain was in Indianapolis at the time seeking intelligence on Daniel and the threat he could pose to the fledgling Western Alliance. The team, consisting of Jeremiah, Kurdy and the enigmatic Mister Smith, managed to smuggle Karl out of Daniel's territory and back to Markus at Thunder Mountain.

Powers and Principalities
The loss of Karl Stevenson was a serious blow to Daniel. His knowledge of the Inner Circle and Daniel's resources and long-term plans could jeopardise the stability or appearance of stability they had built over the years. The rescue of Karl triggered a response from Daniel. No longer could the Inner Circle stand idly by as the Western Alliance prospered and potentially

This is the Voice of Daniel.
As our hand stretches out across the country, we encounter those who would oppose our growth, would fight our divine right to assume control over a growing nation.

We place in your hands an important task: to slow the growth of our enemies, hinder their efforts, cut off their supply lines, remove their allies, and eliminate any resistance we may encounter on our way to a better tomorrow.
(from the episode Crossing Jordan)

threatened their own positions of power as the creators of everything that was Daniel.

From that point forward, Daniel's forces began encroaching further and further towards the Alliance. Covert teams were sent into Alliance territory to reconnoitre and assess the threat of this potential enemy. Once the overall tactical scene was determined, strike forces started moving to terrorise and destabilise the towns who had recently joined, or were considering joining, the Alliance.

The first major offensive saw an Enforcer strike team under the leadership of Gabriel Sims decimating the Alliance town of Ridgeway, Iowa. The town leaders had only signed on with the Alliance the day before, making Ridgeway the ideal location to make a point: side with the Alliance and suffer the consequences, and the consequences would be dire indeed.

Over the next days and weeks, Daniel's forces pillaged and looted Alliance towns near the border, taking what they wanted, including captives for the labour camps back home. Leaders were murdered as a lesson to other towns. A campaign of terror and misdirection was waged; all to keep the Alliance off balance long enough for Daniel's forces to prepare themselves. Supply convoys were attacked and burned, Alliance envoys, seeking new member towns were tracked and murdered. Daniel's forces were even able to erect a radio-jamming tower inside Alliance territory; effectively disabling the communications grid the Alliance had spent months building.

For Markus Alexander and the rest of the Alliance leadership, the final straw was an attack on the unaligned town of Innsmouth, Kansas. An Alliance team consisting of Jeremiah, Kurdy, Mister Smith and Liberty Kaufman had gone to Innsmouth to sign them on to the Alliance. Everything was going well until they learned that Ridgeway had been hit. Fearing the worst, Jeremiah and Kurdy left immediately to check it out. Mister Smith and Libby stayed behind and not long after, Sims and his forces struck at Innsmouth. Sims and his Enforcers were able to make off with a truckload of Innsmouth residents for the labour camps before Jeremiah and Kurdy could return. Jeremiah was also faced with a particularly hard blow, in the confusion of the raid. Liberty Kaufman had been killed.

Fuelled by rage and a sense of vengeance, Jeremiah would now stop at nothing short of killing Sims with his bare hands. Partially as retribution for Libby's death but more to stem the growing panic Daniel's forces were wreaking, Markus decided the time had come to make a stand. Through an elaborate ruse, Alliance

forces were able to lure one of Daniel's teams into an ambush, handing them their first defeat, capturing or killing the entire strike force. Sims however had been recalled for an important meeting and slipped through the Alliance's hands.

On his return to the West, Sims regrouped and made preparation for invasion. Several undercover operatives infiltrated Thunder Mountain disguised as new recruits for the Alliance army. Another small group used stealth and was able to position themselves outside the main gate to Thunder Mountain. At the agreed upon time, they launched an attack using shoulder-fired missiles, destroying one transport truck and forcing Markus to lock down the Mountain for fear of further attacks. All the while, the infiltrators began sabotaging key systems inside the Mountain with the aim of keeping Thunder Mountain's Apache and Blackhawk helicopters inside where they could not harm the invading army. Without that advantage, Thunder Mountain's odds of surviving the coming war were greatly reduced. Meanwhile, Sims directed his forces to converge on an area outside Milhaven for a final attack. He meant to utterly destroy the fledgling army of the Alliance, mopping up resistance would be easy with the leadership trapped inside Thunder Mountain, all they would have to do is lay siege and wait them out.

In the end, the actions of individuals, not those of vast armies decided the outcome. Mister Smith, in a failed attempt to assassinate Sims, learned the time and place of the coming attack and was able to get this information back to Kurdy. With that knowledge, proper defences could be prepared. Inside Thunder Mountain, Lee Chen was able to route out the saboteurs and eliminated the threat they posed. Most importantly, Jeremiah was able to find Sims and in so doing revealed the truth about Daniel to Sims and his lieutenant, a young man

named John. In a brutal fight, Jeremiah stabbed Sims and threw him from a cliff into a rushing river below. As this was transpiring, the new leader of the inner circle, Warren Wooding, was at Sims' base camp to observe the coming battle. Confronted with the truth by John and Jeremiah, Warren was taken into custody while the remaining leaders of Daniel's forces debated on how to proceed. Jeremiah was released and returned to Milhaven so as not to provoke further hostilities. Daniel's forces retreated back to their own territory while the Enforcers continued to disagree over how to move forward knowing Daniel was not real.

With Daniel contained, at least temporarily, Markus could finally devote his time to building a new nation. Other political and military factions would still confront him but with time, patience and a better standard of living, the Alliance would, no doubt, slowly but surely rebuild the United States of America.

Six hundred years ago, the Black Death wiped out most of Europe. They thought it was the end of the world. Same as we did with the Big Death. But it isn't. It's another chapter in our struggle against the inferior breeds who brought disease and the Big Death to our families and our parents.

Mass death is nature's way of saying there's too many people breeding too fast. If we'd kept things pure, then it would've hit Africa, or Israel, or Mexico, or China... and left us alone.

But because they were here, multiplying like there was no tomorrow... well, they almost made sure there was no tomorrow.

In the New World, we won't make that mistake again. We're gonna clean up this mess, once and for all!

We caught these racial inferiors trying to settle in our area. Our people are out looking for the rest, we should have them in a few days.

When they are all gathered together, we will proceed with a mass execution unlike anything you've seen before. We will send a message and we will make it clear that some things will no longer be tolerated. We will strike a blow for purity that will be heard clear across the country!

(from the episode The Long Road)

Minor Factions and Groups

Thunder Mountain, Valhalla Sector and Daniel are not the only political and military forces at work in the world. Throughout North America and the rest of the world, there are many local and regional powers vying for control of the dwindling resources of the Old World.

Whether they are marauder groups, religious cults or just people banding together for mutual defence and trade, factions and power groups exist all over.

As previously mentioned, post-Big Death North America has seen some of the most brutal and some of the most benevolent political and military factions to arise. Before the denizens of Thunder Mountain came out into the world; before Valhalla Sector began its slow rise; before even Daniel's group began its aggressive expansion, other groups had been waxing and waning since the Big Death. Some of these are simple extensions of groups that existed before the Death. Others are new creations reflecting the sometimes-bizarre realities of life after the Big Death.

Posse Comitatus

Based out of the area that was once the state of Montana, the Posse Comitatus is one of those groups that have grown out of a pre-Big Death organisation. The Posse Comitatus ('power of the county' in Latin) was an anti-government movement active in the 1970s and 1980s whose racist ideology formed the basis of later groups such as the Montana Freemen. The Posse died away in the late 1980s but former Posse leader James Wickstrom restarted it in the 1990s solely as a white supremacist group, shedding most of the Posse's pseudo-legal theories. Posse followers now believe that white Anglo-Saxons are the real Biblical 'Chosen People'; all other ethnicities are inferior.

There is no true leadership of the Posse Comitatus. Having grown out of an earlier organisation, there are several ideologies being spread by various Posse groups. All groups are semi-autonomous, the leaders of the various groups meeting irregularly for trade or strategy discussions.

Starting from a core of about eight individuals, they have grown to a few thousand strong. The original members were all sons and daughters of Posse members from the Bozeman, Montana area. They spread their racial theories of the Big Death to anyone who would listen, gaining more and more followers from the scared and confused children who survived the Big Death and its aftermath. Internal conflicts led to several schisms over the years with some groups

Sample Posse Comitatus Member
3rd level Jock; Init +0; Spd 30 ft.; DV 3; DR 2; BAB +3; Grap +5; Atk: +3 melee, +3 ranged; SQ Improvised Weapons; Imposing Presence; (see Jock character class); Fort +5; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int: 9; Wis: 10; Cha: 11.
Skills & Feats: Climb +2, Intimidate +4, Knowledge (Region) +4, Survival +4, Treat Injury +4; Brawl, Combat Reflexes, Simple Weapons Proficiency.
Equipment: Baseball bat or club; leather jacket; army boots.

Douglas Ryan, Posse Comitatus Cell Leader
5th level Jock; Init +0; Spd 30 ft.; DV 3; DR 2; BAB +5; Grap +7; Atk: +5 melee, +5 ranged; SQ Improvised Weapons; Imposing Presence; Improved Brawling (see Jock character class); Fort +6; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int: 9; Wis: 10; Cha: 11.
Skills & Feats: Climb +2, Intimidate +4, Knowledge (region) +4, Survival +4, Treat Injury +4; Simple Firearms Proficiency, Combat Reflexes, Simple Weapons Proficiency.
Equipment: Baseball bat; leather jacket; army boots; Ruger Service-6 Revolver, 18 rounds of ammunition.

advocating brutal violence against non-whites while others preferring segregation.

Posse members are active throughout Montana, Idaho and Wyoming and have made moves into Colorado, Nebraska and the Dakotas. They are very much a group that acts first and thinks later; as a result, any group can generally stop the Posse in their expansion if they have the ability to organise an active resistance. In the early years after the Big Death, several Posse groups were able to arm themselves with military equipment they scavenged from old bases but this equipment has now largely been spent. Never very forward thinking, Posse communities suffer from a chronic lack of resources, a condition they are all too happy to rectify through raiding. Local warlords who are generally armed with melee weapons, handguns and hunting rifles, run most Posse communities and some govern areas that consist of up to eight to ten towns and villages. The Posse generally leaves the local populations to handle their own affairs, taking what they need or want from a community on a whim. The one exception to this rule concerns non-whites. Anyone not of Anglo-Saxon descent is prohibited from living within Posse-controlled territory. This is normally interpreted to mean non-whites but some extreme groups have been known to eradicate white populations of Russian or Mediterranean descent.

Roving Posse Comitatus groups generally consist of four to ten individuals. They normally travel on foot but will use cars or trucks when they can find them. They are generally armed with non-military weapons are certainly not averse to shooting first and asking questions later.

Rocky Mountain Brigade

The Rocky Mountain Brigade is a typical marauder band with one significant difference: weaponry. Shortly after the Big Death, three 13-year-old friends (James Morgan, Gabriel Vega and Paul DiTerli) had the forethought to make their way to the Mountain Home Air Force Base, about an hour drive outside Boise, Idaho. They knew they would be better able to survive the coming anarchy if they were well armed, and where better to arm yourself than a U.S. military base?

Unable to operate the aircraft and other heavy equipment, the three managed to arm themselves with small arms and missile launchers, as well as humvees and other military vehicles. Over the years, they brought in others and secured the entire base, gradually learning how to operate the many vehicles and weapons at their disposal.

Sample Rocky Mountain Brigade Soldier
1st level Jock; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +4; Atk: +1 melee, +1 ranged; SQ Improvised Weapons (see Jock character class); Fort +4; Ref +0; Will +0; Str: 16; Dex: 11; Con: 15; Int: 10; Wis: 10; Cha: 11.
Skills & Feats: Intimidate +4, Hide +1, Jump +4, Knowledge (region) +4, Listen +2; Advanced Weapons Proficiency, Simple Weapons Proficiency.
Equipment: Baseball bat or club; jacket; army boots.

'General' Lawrence William, Commander of the Rocky Mountain Brigade
3rd level Jock; Init +0; Spd 30 ft.; DV 3; DR 2; BAB +3; Grap +5; Atk: +3 melee, +3 ranged; SQ Improvised Weapons; Imposing Presence; (see Jock character class); Fort +4; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int: 9; Wis: 10; Cha: 11.
Skills & Feats: Climb +2, Intimidate +4, Knowledge (region) +4, Survival +4, Treat Injury +4; Simple Firearms Proficiency, Combat Reflexes, Simple Weapons Proficiency.
Equipment: Baseball bat or club; leather jacket; army boots; Ruger Service-6 Revolver.

As time went by, they established themselves as the sole power in the area and began exacting taxes from local communities. The three founding members of the Brigade were killed in a coup about three years ago. The current leader, Philip Williams, has radically changed the way the Rocky Mountain Brigade operates. Initially, the Brigade simply exacted tribute from the local communities, enough food and supplies to keep the Brigade going. With Williams in command however, the Brigade has become increasingly violent, often attacking towns and villages for no apparent reason. Of particular interest is Williams' hate for the Posse Comitatus. Being of African-American descent, the racist philosophy of the Posse is something Williams cannot tolerate. He has been preparing the Brigade for a full-on assault on the Posse and is not concerned with the potential losses his forces will likely suffer.

Army of the South

The South is the first area of the old United States that seriously began to crawl back out of anarchy. The main reason for this has been the temperate climate and the existence of the Army of the South. Born out of the fires that ravaged Atlanta in the dying days of the Big Death, the Army of the South began as a group of older kids helping the younger children escape the chaos and destruction in Atlanta. As the years passed, the Army grew. It initially found its purpose in defending those who could not defend themselves. Gradually, as the survivors grew up, the Army expanded its role to defending the new communities and farms that began to spring up. With its long summers and mild winters, the South was an ideal place to grow food. Because of this, agriculture rebounded here before anywhere else in North America. While the cities and towns of the North fell into decay, the small farming communities of the South started to flourish. Unfortunately, this tended to attract bandits and marauders from the North.

This is where the Army of the South excelled. In the early years, they were unable to prevent the raids due to their relatively small numbers. However, they would persistently track down the marauders and eliminate them through guerrilla tactics and hit-and-run attacks. As time progressed, their numbers increased and border patrols increased, effectively halting the depredations of marauders from the North.

With diminishing raids came increased agricultural bounty. After several years, the farms of the South were again producing a surplus. This was traded to communities north of the Mason-Dixon line for other resources like gasoline, clothing and industrial goods scavenged from the cities.

During all this, the Army of the South continued to keep the peace. The leaders decided early on, not to interfere politically with the communities of the South. The Army of the South consists of approximately 1200 men and women and broken into 10 groups of 100 that patrol the area between the Mississippi River and the Atlantic Coast from Tennessee south. The remaining 200 are stationed in the Georgia town of Athens, east of the ruins that were once Atlanta. Communities of the South support the Army with food and lodging in exchange for the protection they provide. Each town and village must provide a certain percentage of their resources for use by the Army.

Due to the relative safety the Army has been able to provide, several community leaders from the South have recently been discussing the formation of a regional government. This topic gained increasing momentum until Daniel's forces began raiding into the region. With the fall of Valhalla Sector, Daniel's group began probing deeper and deeper into the South and clashes with the Army were inevitable. Pitched battles were fought around Charlotte, North Carolina and Nashville, Tennessee, inflicting heavy casualties on both sides. Leaders from the many southern

Typical Army of the South Soldier
3rd level Jock; Init +0; Spd 30 ft.; DV 3; DR 2; BAB +3; Grap +5; Atk: +3 melee, +3 ranged; SQ Improvised Weapons; Imposing Presence; (see Jock character class); Fort +6; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int: 10; Wis: 10; Cha: 11.
Skills & Feats: Climb +4, Hide +1, Intimidate +2, Knowledge (region) +4, Survival +4, Treat Injury +4; Simple Firearms Proficiency, Combat Reflexes, Simple Weapons Proficiency.
Equipment: Baseball bat or club; jacket; army boots.

Colonel Medford S. Barnett, Commander of the 6th Battalion (based out of Mobile, AL)
5th level Guardian; Init +1; Spd 30ft; DV 6; DR 4; BAB +5; Grap +8; Atk: +5 melee, +5 ranged; SQ Hyper Aware; Controlled Charge; Focused Attack (see Guardian character class); Fort +8; Ref +2; Will +1; Str: 16; Dex: 13; Con: 18; Int: 13; Wis: 10; Cha: 11.
Skills & Feats: Balance +5, Climb +6, Intimidate +8, Jump +4, Knowledge (region) +7, Read/Write +4, Sense Motive +4, Spot +3, Survival +4, Treat Injury +5, Simple Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency, Power Attack.
Equipment: Full camouflage fatigues and military boots; Glock 9 pistol, MP5 submachine gun with four extra magazines.

communities resisted Daniel as the Army tried to replaces its losses with new recruits.

During this conflict, the Army leadership began hearing rumours of a new Alliance forming in the west. A council of community leaders was convened and an ambassador sent to Thunder Mountain to learn more about the Western Alliance. As the envoy returned to Athens, a representative of Daniel appeared and offered a truce and treaty of non-aggression if the Army of the South agreed not to intervene in the upcoming conflict with the Alliance. The council of southern community leaders agreed to these terms. Being pragmatic, they chose to avoid conflict and secure their own borders rather than risk further bloodshed. What the future holds for the South very much hinges on the outcome of the conflict between Daniel and Thunder Mountain.

Mitchell's Gang

Growing up before the Big Death, Frank Mitchell loved books and movies about cowboys. Fascinated with the Old West, it should not be surprising that Frank established a ruthless outlaw gang after the Big Death struck the world. Based out of the area around Houston, Mitchell's Gang is the dominant power in central and south Texas.

With Frank Mitchell as its undisputed leader, Mitchell's gang raid throughout Texas, Oklahoma, Arkansas and Louisiana. Having equipped themselves from several National Guard armouries, the Gang is well armed and is not shy about proving it. Preferring horses to vehicles, the Gang rides from town to town taking what they need and generally terrorising the populace. Because of their tendency to share some of their wealth, the Gang has a well-established network of friendly towns and contacts throughout the area.

Mitchell's Gang, has in fact, saved a number of towns from more brutal marauder gangs, raising their status to that of folk heroes in some towns. The Gang consists of approximately 35 active members but this number can triple if Frank Mitchell called in all the favours owed to him. Frank is the only leader; there are no lieutenants and any who aspire to leadership roles have been quickly dealt with, usually through outright murder. As gang members are killed or leave the gang, Mitchell recruits replacements from loyal towns and villages.

Typical Mitchell Gang Member
1st level Jock; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +4; Atk: +1 melee, +1 ranged; SQ Improvised Weapons (see Jock character class); Fort +4; Ref +0; Will +0; Str: 16; Dex: 11; Con: 15; Int: 10; Wis: 10; Cha: 11.
Skills & Feats: Climb +2, Intimidate +4, Knowledge (region) +4, Listen +2, Ride +4; Simple Firearms Proficiency, Simple Weapons Proficiency.
Equipment: Baseball bat or club; jacket; cowboy boots.

Frank Mitchell
6th level Jock, 2nd level Gunslinger; Init +3; Spd 30 ft.; DV 11; DR 1; BAB +8/+1; Grap +9; Atk: +11/+4 melee, +11/+3 ranged; SQ Improvised Weapons, Brawl, Imposing Presence, Improved Brawl (see Jock character class), Close Combat Shot, Weapon Focus (pistol) (see Gunslinger advanced class); Fort +8; Ref +8; Will +5; Str: 13; Dex: 17; Con: 14; Int: 14; Wis: 10; Cha: 13.
Skills & Feats: Climb +2, Escape Artist +4, Handle Animal +9, Intimidate +9, Knowledge (Mitchell's Gang) +9, Listen +4, Ride 9; Sleight of Hand +9; Spot +6, Tumble +5; Advanced Firearms Proficiency, Simple Firearms Proficiency, Simple Weapons Proficiency, Point Blank Shot, Quick Draw.
Equipment: Full camouflage fatigues and military boots; long leather coat, Colt Python.

Michigan Militia

In the decades before the Big Death, there had been a growing militia movement in many states. One of the most prominent was the Michigan Militia. Established in 1994, the group grew to numbers estimated in the thousands in only one short year. By 1995 over 60 county chapters had formed, making it one of the largest militia movements in the United States.

Unlike the Posse Comitatus and other survivalist and militia groups, the Michigan Militia does not espouse a philosophy of racial hatred. All races and creeds are welcomed as members. They considered themselves patriots and trained hard to defend their homes and country. In the post-Big Death world, the Michigan Militia strive to keep their home state free from marauders and bandits and actively resist any attempts by outside groups from moving into Michigan. They are particularly wary of groups such as Thunder Mountain and Daniel who claim to want to rebuild the country. They view these groups as usurpers of the U.S. Constitution and will not co-operate with them in any way.

In fact, as Daniel's territory expanded around the Great Lakes, several battles were fought to keep his forces out of Michigan. Seeing this aggressive expansion, the Militia actually went on the offensive, ejecting Daniel's forces from several border towns in south Michigan, northern Ohio and Indiana. The Michigan Militia also increased their own territory into southern

Typical Michigan Militia Soldier
3rd level Jock; Init +0; Spd 30 ft.; DV 3; DR 2; BAB +3;
Grap +5; Atk: +3 melee, +3 ranged; SQ Improvised
Weapons; Imposing Presence; (see Jock character class);
Fort +6; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int:
10; Wis: 10; Cha: 11.
Skills & Feats: Climb +4, Hide +2, Knowledge (region)
+4, Survival +4, Treat Injury +4; Simple Firearms
Proficiency, Brawl, Simple Weapons Proficiency.
Equipment: Baseball bat or club; army jacket; army
boots.

Commander Conrad Lawrence, Monroe County
Commander
6th level Shepherd; Init +2; Spd 30 ft.; DV 5; DR 0; BAB
+4; Grap +4; Atk: +5 melee, +5 ranged; SQ Calculating
Schemer; Born to Lead; Negotiator; Sense of Style (see
Shepherd character class); Fort +1; Ref +3; Will +6; Str:
10; Dex: 13; Con: 10; Int: 15; Wis: 12; Cha: 16.
Skills & Feats: Barter +7, Bluff +7, Concentration +3,
Diplomacy +9, Gather Information +6, Intimidate
+9, Knowledge (local) +5, Knowledge (region) +9,
Knowledge (faction) +9, Sense Motive +8; Cautious,
Advanced Firearms Proficiency, Renown; Simple
Firearms Proficiency, Simple Weapons Proficiency.
Equipment: Full camouflage fatigues and military
boots; Glock 9 pistol, MP5 submachine gun with four
extra magazines.

Ontario to give themselves a buffer zone with Daniel's forces in Buffalo, New York.

The Militia is run like the paramilitary force that it is: each county has a Commander who governs the towns and villages of the county. These county Commanders report directly to one of six Colonels, each responsible for a region of the state. These Colonels, in turn, report to the supreme commander, General Richard Brody, who operates out of Lansing. Every able-bodied man and woman in Michigan is deemed to be a Militia member. They must attend training sessions at least one weekend a month and are bound to serve the Militia as needed. This has made Michigan a highly armed and trained state, much more prepared for crisis than most other communities in North America.

Aside from maintaining a strong defence against what they now view as 'foreign' powers (Daniel, Thunder Mountain and so on), the main goal of the Militia is to regain control over the Upper Peninsula area of Michigan. Because of their lack of working watercraft, communications with and control of this area of the

state is non-existent. Today it is home to small villages and a large number of bandits and marauders.

Latter Day Saints

Founded in 1830 by Joseph Smith, the Church of Jesus Christ of Latter Day Saints grew into a full-fledged modern religion throughout the 19th and 20th centuries, reaching over 11,000,000 members by the year 2000.

Based in Salt Lake City, Utah, the Latter Day Saints stressed the importance of clean living with a special emphasis on the family. Early in its history, Church members were encouraged to practice polygamy. This practice was later abolished due to external pressures from the U.S. government. Members believe that God has a plan for them and that by following the teachings of Jesus and the Church, they will return to God upon their death. They believe God's plan proceeds through physical as well as spiritual laws. Natural laws impart beauty and order to the world. They make life possible.

A world of law, however, is also a world in which natural disasters sometimes occur. Few things are more terrifying or destructive than the awesome power of nature. Natural disasters can result in injured bodies, crushed dreams and death.

Yet from dust, rubble and ash can comes a new understanding of life's true treasures. Church members believe that dealing with adversity is one of the chief ways in which they are tested and tutored.

With the advent of the Big Death, many of the Mormon children were unable to reconcile their church teachings with the utter horror that befell the world. Some however, did maintain their faith. These few remained firm and began to rebuild their lives through adherence to Church teachings. Plural marriage was once again adopted as the norm (a pragmatic decision to help increase the birth rate).

Every male is a member of the priesthood and a member of the Governing Council. A Prophet, who they believe receives revelation directly from God, leads the council. The Latter Day Saints have largely rejected technology and have happily returned to a more primitive lifestyle of oil lamps, candles and bicycles. They do retain several firearms in order to defend themselves from raiders and marauders.

The Latter Day Saints believe trials and adversity are a part of this life, but when you understand that God has a purpose and plan for you; those trials take on a different light. They are a stoic group, taking on any adversity without complaining, confident that they are

Typical LDS Member
1st level Commoner; Init +0; Spd 30 ft.; DV 0; DR 0; BAB +0; Grap +0; Atk: +0 melee, +0 ranged; SQ None; Fort +0; Ref +0; Will +2; Str: 10; Dex: 11; Con: 10; Int: 9; Wis: 14; Cha: 10.
Skills & Feats: Climb 2; Craft (structural) 4; Spot 2; Builder
Equipment: None

Samuel Henderson, Prophet of God
5th level Mystic; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +2; Atk: +2 melee, +2 ranged; SQ Aura of Mystery +2; Prophecy; We Shall Overcome (see Mystic character class); Fort +2; Ref +1; Will +6; Str: 11; Dex: 10; Con: 12; Int: 14; Wis: 15; Cha: 16.
Skills & Feats: Bluff +6, Concentration +7, Diplomacy +8, Disguise +4, Handle Animal +3, Knowledge (local) +8, Perform +8, Read/Write (Spanish) +1, Sense Motive +8, Sleight of Hand +3, Treat Injury +8; Surgery, Persuasive, Renown.
Equipment: None.

doing God's will and that they will be reunited with their loved ones after death.

Today, the Church controls most of the state of Utah, with their leadership living in and around Salt Lake City. There has been growing tension between the Latter Day Saints and the Posse Comitatus as the Posse slowly encroaches into LDS territory.

The Tellers

The Tellers are a special group of young men and women. Unlike the other factions described in this section, the Tellers do not control any areas of the country, nor do they wield political or military power.

The Tellers exists solely to record the events from the Big Death onward. With the fall of civilisation, the recording of events for posterity had all but ceased. The founders of the Tellers did not want to see humanity repeat grave mistakes over and over again simply for a lack of knowledge of what came before. They found others like themselves who wanted to record events for historical purposes and set out to do just that.

The group has no hierarchy or governing body. Members are recruited as needed or whenever a Teller encounters another person with a particularly good memory or storytelling skills. Members travel widely; in fact they never stay long in any one location, preferring to stay mobile, learning more and more stories as they travel.

The Caribbean & Central America

Although the Caribbean and Central America have long been known as ideal vacation spots (due in large part to their idyllic climates), the area is now largely under populated or, in some instances, completely devoid of human settlement. Like the rest of the world, the Big Death devastated the area. There is nothing larger than a village in all of Central America with the notable exception of Panama. The presence of the canal here has kept this area active and thriving in trade between North and South, East and West.

Mexico is a land of lawlessness and roving marauders. Mexico City is a nightmare, suffering as most major metropolitan areas did, with almost 9,000,000 Big Death corpses.

Pirates of the Caribbean

The Caribbean is much the same, her many islands largely cut off from the rest of the world due to the absence of air travel. In a throwback to its past, much of the Caribbean is inhabited by roving pirates plying the trade routes between the islands and between the islands and the south Florida coast. Rather than sailing in tall ships, today pirates use all manner of ocean worthy vessels from fishing trawlers and speedboats to luxury yachts and cabin cruisers.

The largest faction in the area is actually based out of an old cruise ship docked in Montego Bay, Jamaica, headed by Gordon Williams. Gordon was a 12-year-old Canadian tourist on a cruise with his parents when the Big Death ravaged the world. He quickly organised the children onboard the ship and was able to build a small shipboard community. In the years following, he organised locals and 'tourists' alike, scavenging and salvaging every watercraft they could find. These Gordon used to scavenge further and further afield, raiding towns and villages as far away as Cuba, Haiti and even Puerto Rico. He has established an enclave in Santiago de Cuba and from there has taken control of the old U.S. Naval Base at Guantanamo Bay.

More recently, Gordon has established ties with the oil baron off the coast of Venezuela and a merger of these two groups is a distinct possibility.

South America

South America seemed to escape the ravages of the Big Death, at least early in the pandemic. As the world around them began to die, the countries of South America watched in horror. Although apparently spared from the initial outbreaks, their turn came soon

enough. The dying started first in Rio. Not from the virus, but from bullets. In an attempt to keep the unknown disease from taking hold, the president of Brazil enacted emergency measures granting the army and police forces of the country sweeping powers and authority. They began to summarily execute anyone who exhibited the slightest symptoms. Brazil's neighbours waited and watched, holding their collective breaths. It seemed to work. The one confirmed victim of the virus died alone in a quarantined hospital room. Nearly 300,000 other lives were lost in Rio alone in the two weeks that followed but these were the result of the active purging by the army.

It was not enough. Without warning, the real horror began. The virus, which had seemed to spare them, struck with a vengeance. People all over the continent began to die. Riots erupted along with the disease as panic gripped the populace. Rio burned, and with it, the hold the governments of South America had on their people. Every major city seemed to begin dying at once. From Caracas to Lima to Buenos Aires, the rule of law ceased, and anarchy began.

In a twinkling all was quiet again. The cities and towns of every nation were no more. The armies, the police forces, the armed neighbourhood zones lay destroyed and mostly in smoking ruin. Beyond Rio, there was no attempt at stemming the tide of death. There had been no time.

South America fared poorly in the years following the Big Death. The jungles and tropical rainforests of the Amazon spawned even more disease and there were no cures in the years that followed. Barely one in a thousand of the survivors of the Big Death, the children of this new world, would survive to adulthood.

Although the population density in North America is the lowest it has been in about 300 years, the population density in South America is even lower. The great Amazon rainforest has rebounded from years of deforestation. With mankind halting its war on the rainforest, the Amazon has reclaimed all of the land it lost in the last hundred years. Towns and villages and much of cities such as Manaus have been overgrown. Where the climate allows, farming has been re-learned and both fruit and vegetable crops flourish. Unfortunately, these villages live in constant fear of the many marauder bands that roam the length and breadth of the continent.

New Incan Empire

In the Andean highlands, a new religious/political movement has been growing in size and numbers over the past couple of years. Led by the enigmatic Juan Carlos Rocha, the Imperio Nuevo, or New Incan Empire, has been slowly expanding its power base throughout the Andes Mountain range. Juan Carlos is a young man driven by stories of the past, of the lost glory of the Incan Empire. He seeks to revive the old ways; a message that seems to resonate with many of the young people of the region. Juan Carlos has proclaimed the coming of an Incan Messiah; a God-King who will return the loved ones of those who believe. This Messianic movement thus far has confined itself to the villages of the Andes and currently comprises about 500 followers spread out over several dozen enclaves in Southern Peru, Western Bolivia and Northern Chile. Juan Carlos himself is based out of the town of Juliaca, near Lake Titicaca.

Oil Baron

In the years since the Big Death, Venezuela was much like the rest of the continent, a few islands of minimal civilisation in a see of anarchy. That began to change five years ago. A marauder band around Lake Maracaibo came to dominate the other marauders and raiders. Through diplomacy and murder, their leader Estaban Merida, an ambitious and highly intelligent 17-year-old, established himself as the dominant power in the region. With his borders secured, Estaban recruited several Brain Boys who had been holed up in Universitaria de Caracas. He supported them and gave them anything they wanted; in return he demanded oil and gasoline.

Venezuela has four major sedimentary basins: Maracaibo, Falcon, Apure and Oriental. These oil fields contain reserves of 77.7 billion barrels of conventional oil. Once one of the world's largest oil producers, for decades before the Big Death, it had been a reliable source of oil to consumers in the western hemisphere and, in particular, to the United States.

After years of research and experimentation, the Brain Boys were able to educate themselves in the engineering and chemistry of oil refining. Against all odd, they were able to partially restore the Isla Oil Refinery on the island of Curacao, off the coast of Venezuela. As an added bonus, Estaban secured 320,000 barrels of oil in storage at the Isla Refinery since the Big Death.

With this new wealth, Estaban controls most of northern South America to one degree or another. His oil wealth allows his men mobility unlike anywhere else in the world, and he has amassed several dozen armoured personnel carriers and tanks once belonging to the Venezuelan government. Although he controls this vast fortune, his faction only boasts 2,000 to 3,000 armed troops. These troops are fanatically loyal to Estaban, likely the result of his tendency to keep his men addicted to cocaine.

Europe and the Middle East

With the formation of the European Union in the years before the Big Death, Europe was on a path of unification and co-operation. That dream shattered with the Big Death. Europe has become a war zone of rival gangs and petty nations. With the sudden loss of the previous generation, the survivors of the Big Death, the children, found themselves alone in the world. As the months and years passed and things quieted, many started wandering, much as the children elsewhere in the world did, looking for answers to their myriad of questions. As children travelled further and further from home they soon encountered new villages and towns full of other survivors. The problem was, these people spoke another language, one they could not understand. French children could not understand their Italian neighbours; Dutch could not express themselves to the Germans; Greeks and Croats had no way to communicate.

This language barrier soon led to conflict as ethnic differences were magnified and the survivors, uneducated and immature children, began to fight each other for the scraps of the Old World. Over the years various factions have come and gone; only the wars have remained constant.

Compounding this were ethnic tensions. In Spain, pogroms against the Basques of Catalonia almost decimated that group. They survived by following a leader out of their homeland and into southern France. They were no more welcome there, and were forced instead to fight. In the course of a year a new Basque homeland was established around Marseille, an area the group now guards against all others.

Similarly, old ethnic tensions were revived in the Balkans, an area that has rarely been at peace for longer than a month. As bullets became scarce and gasoline became a thing of the past, the combatants switched to centuries-old weapons, many wielding swords, clubs, spears and crossbows.

As in North America, many have attempted to rebuild the world and there is some farming returning to the continent. These new communities are constantly at risk of being overrun by one army or another. Spain and Portugal have become the new breadbasket of the continent. Those areas are relatively peaceful under the protection of seven warlords who have formed a loose confederation. Food grown here is transported overland into Southern France and, using sailing vessels and a few functioning motorised craft, via sea to Italy, Sicily, North Africa and even as far as Greece. As a result, many marauder bands have turned to piracy along these trade routes.

There are no fewer than 100 armed factions spread throughout Europe from Scandinavia to the Mediterranean.

The Middle East is much as it has been for the last 2,000 years, that is to say, constantly in a state of conflict. In the aftermath of the Big Death, thousands of young Arabs swarmed into Israel on anti-Jewish pogroms. The Jews retreated into Jerusalem where they were able to organise themselves and establish sufficient defences. As the years passed, old ethnic hatreds waned as the realities of survival became more important. Today, Jerusalem is still primarily a Jewish city-state, but Arab and Jew alike trade and interact with each other out of necessity. Outside of Jerusalem, Haifa and Beirut, rival gangs vie for control over the dwindling resources of the area. The once oil-rich nations now lie silent. Most of their reserves have long since disappeared; up in flames from the riots surrounding the Big Death. Oil fires in Iraq, Iran, Kuwait, Saudi Arabia and the Gulf States burned

for years after the Big Death, creating a noxious atmosphere throughout the whole region. Although the fires no longer burn, the health effects of the smoke and fumes will have long-term effects on most of the region's population for years to come.

Neo-Feudalism

The Island of Great Britain seems the last refuge of any type of civilisation left in Europe. Akin to Valhalla Sector in the United States, top members of England's MI5 sequestered many scientists and other VIPs in secure bunkers around the country while the Big Death ravaged the island. Again, as in the U.S., most of these eventually were breached but two did survive. Much smaller than the bunkers in the U.S., these two facilities housed a combined total of approximately 850 individuals. The most important person to be taken to one of these shelters was the infant daughter of Prince Edward, the Earl of Wessex. Like other leaders and dignitaries around the world, the Big Death decimated the British Royal Family. Only the young princess survived.

Her Royal Highness, Lady Sophie Elizabeth of Wessex became Queen when only four months old. Several government officials and members of MI5 raised the young Queen with the intention of rebuilding the government when it was safe to return outside. Eventually this did occur but probably not as the old officials had imagined. As Sophie grew up, she had her own ideas about government and with her education in politics and history, set out to establish a new Kingdom of England in the New World. She was able to convince several MI5 and military commanders of the wisdom of her plan and in short order, much of England and Wales was partitioned out to loyal followers. They were given free reign over their lands in return for loyalty to the Queen and a new form of feudalism was born.

Today, most of England, Wales and the lowlands of Scotland fall under the jurisdiction of the Queen and her feudal underlings. The lands north of the Firth of Forth are lawless and a place of anarchy. Marauder bands from Scotland frequently raid south into England and it is here that the majority of the remainder of the military is concentrating their efforts. Boatloads of refugees from France, Belgium and the Netherlands are routinely turned away from England's shores. The Queen will not consider the outside world until her own country is once again strong enough to handle the conflicts ranging across the continent.

Africa

Like the rest of the world, the Big Death has thrown development in Africa back several hundred years. Some of the more secluded areas of the continent were little affected by the diseases due to their extreme isolation and exist much as they always have. Of particular note, the entire Hadza tribe of north-central Tanzania were unaffected by the Big Death virus. This is of special note as the Hadza were not a particularly secluded group. There was contact between the Hadza and Big Death victims but, as unlikely as it seems, no Hadza deaths were reported. It is likely that the Hadza possess some genetic immunity to the virus but this link was never explored as anyone with even the slightest idea that this could be, died long before a full investigation could be conducted.

The Hadza hunt game, gather edible plants and honey, and move from place to place whenever the weather changes, or the wild herds migrate. In small groups of about 18 adults and their children, they pitch camps among the rocks and trees of the dry savannah where they live near Lake Eyasi, a salt lake in northern Tanzania. Every two weeks or so, they move to a new campsite. They make huts by bending and weaving branches into round structures about six feet high, then covering them with thick clumps of long, golden grass. If the weather is very wet, the women may skip the hut building and choose a dry cave to set up a camp that includes a hearth, cooking vessels, sleeping mats made of animal skins and tools for sharpening stones and scraping skins. Some rock caves have been used intermittently over thousands of years and are decorated with ancient rock paintings.

Much of west, central and southern Africa has reverted to a tribal lifestyle. North Africa is much like the Middle East and consists largely of scattered villages under constant threat from raiders. Trade with the Iberian Peninsula exists and the standard of living along Africa's north coast is slowly but surely increasing.

In the south of the continent, many tribal peoples have reverted to hunter-gathering. In what was once the country of South Africa, village life endures, although marauders are also common in this area. Around the old city of Cape Town, a thriving enclave exists and jealously guards its elevated civilisations from those outside its area of control.

Asia, Australia and the Pacific Islands

Of all the continents, Asia probably suffered the worst effects of the Big Death, it broke out first in India, and this fact, coupled with the enormous populations of countries like India, China and Indonesia, created more problems than other areas of the planet. Due to the sheer numbers of dead, countries like India and China were awash with wave after wave of disease following the Big Death. The children who were lucky enough to survive the initial virus and riots were quickly felled by one disease after another that followed in the wake of the billions of rotting corpses. India descended in barbarity, many surviving only through cannibalism. All order was lost and there is no civilisation above the village level throughout the majority of the subcontinent. It is truly a post-apocalyptic world.

Likewise, China and the countries of Southeast Asia were reduced to warring villages, warlords coming and going throughout the region. Most of Central Asia has returned to its tribal roots and ekes out a living in often barren and harsh environments.

In Japan, several individuals rallied to organise the surviving children. An intense xenophobia ruled as all non-Japanese were eliminated in anti-foreigner pogroms. Today, Japan has largely reclaimed its civilisation, its leaders using history books as a model to recreate their society.

Like Africa, there are a few Polynesian Islands that escaped the ravages of the Big Death due to their isolation. On these remote islands, life continues much as it has for 2,000 years. Others have rebuilt their lives, thanks in large part to the idyllic islands on which they live with lagoons teaming with fish and a climate ideal for raising staple foods.

Australia is much as North America; the cities lie in ruin and most people live in small towns and villages for safety from the ever-present marauder bands. Most of the east coast of the continent is currently undergoing a resurgence though the efforts of an enigmatic group known as the United Territorial Coalition.

Types of *Jeremiah* Campaigns

The world through which Jeremiah, Kurdy, Mister Smith, Markus and the other TV characters travel is a chaotic one. As such, players and Games Masters have a wide variety of adventure types to choose from. Characters are free to act as they please; just because Jeremiah and Kurdy are inherently 'good' and join forces with Thunder Mountain, does not mean all players of this game must follow the same path.

Players may opt not to join up with Thunder Mountain and instead find themselves acting as agents for Valhalla Sector or as leaders in the Army of the South or Michigan Militia. Games Masters may choose to have the characters join the ranks of the Tellers and begin recording the history of the New World. The choices are virtually limitless. That being said, *Jeremiah* campaigns will likely fall into one of three categories: wandering characters, characters undertaking missions for a group or faction or characters establishing their own power bases.

Wanderlust

It is likely that many *Jeremiah* campaigns will begin as wanderlust campaigns. In fact, the TV show pilot saw Jeremiah and Kurdy in this type of campaign. In a wanderlust campaign, the characters are not members of any group or political faction and simply lead a nomadic lifestyle, exploring the New World and making their fortunes wherever they can.

This type of campaign can be fun and gives the players the most freedom in determining the scope of the campaign. Because of this, it can also be one of the hardest types of campaigns to run. Games Masters will need to be ready to design new areas on the fly as players take unexpected twists and turns in their journeys. These types of campaigns are also likely to be the lowest tech. Without membership in one of the major factions, characters will have little access to major firepower, working vehicles or even a steady supply of food. Much of the campaign may be spent simply surviving.

Overall, wanderlust campaigns are entertaining and give the players the best opportunity to explore the New World.

Mission-Based

Unlike the wanderlust campaign, mission-based campaigns require the characters to be members of a group or faction. They will act as operatives and agents for their group and will need to perform various tasks on behalf of the group. This can be as simple as a small town or as complex as Thunder Mountain or Daniel's group.

Players will have less freedom in determining their own futures but will also likely have more resources at their disposal as well. This type of campaign is essentially the type seen in the TV show where Jeremiah and Kurdy undertake missions on behalf of Thunder Mountain. Mission types can vary from simple reconnaissance missions to gather information to complex infiltration or search and destroy missions.

This type of campaign is also the easiest to run. The Games Master is fully in command of the campaign storyline and can easily reign in wandering characters as needed.

Power-Based

The power-based campaign is a bit like a cross between the other two types of campaigns. Players have greater freedom than in a mission-based campaign but through clever games mastering, the storyline can be easily directed.

In a power-based campaign, the characters act to establish their own faction. Through force or diplomacy, the players attempt to forge their own sense of order in the New World. This may bring them into conflict with some of the other factions also vying for power and each with their own sense of what the New Order should look like. This type of campaign will necessitate character access to some type of resource to give them an edge over others. This could be a fully-functioning ranch, a military base, a police station or maybe even a functioning oil rig and refinery. Players and Games Masters will need to work together closely in developing this type of campaign.

Developing a *Jeremiah* Campaign

Storyline

The first step is to come up with a basic storyline. What events will take place during the adventure? Who are the adversaries and what are they trying to accomplish? What obstacles will the characters face?

Every adventure or story has a theme. The theme can suggest events that will occur in a story and vice versa. A good way to develop the basic story is to answer the five basic questions: who, what, where, when and why? This section will describe and give some tips to answering each one below. Once you can answer all five, you should have all the details of your story.

Who?

Who is doing the action, committing the crime or act that drives (or starts off) the story?

Adversaries: A person who does something 'wrong' or intentionally harmful to someone else is called the antagonist. The antagonist is the bad guy or villain of the story. If a crime or injustice is planned in advance or committed intentionally (even in the heat of the moment), it is usually by an antagonist.

Enemies are usually people, but not always. Sometimes an enemy might be an animal or even a natural disaster. For example, an earthquake rocks the west coast. The characters must free people trapped in the rubble, put out fires and perform other heroic rescues. Some thieves might try to take advantage of the chaos to loot, requiring the intervention of the characters, but the earthquake is the main 'enemy' of the adventure.

As for human enemies, there are really two types. Ordinary enemies are minor foes, like bandits or enemy soldiers. Villains are singular adversaries, often as skilled or even more skilled than the heroes. They are typically the masterminds who pull the strings of the ordinary enemies.

Ordinary Adversaries: Bandits, enemy soldiers, thugs – all are examples of ordinary enemies. These everyday foes are rarely inherently evil, though they may commit misdeeds out of a desire to follow orders, fear, desperation or some other motive. Their actions cannot be condoned, but they are usually at least understandable to the characters. They are obstacles to be overcome in the pursuit of justice, not enemies in their own right.

Except on rare occasions, such as a lone sentry, ordinary enemies are often encountered in large numbers – typically two or more adversaries per character. This enhances the challenge for the characters.

Fortunately, ordinary enemies are normally not all that difficult for the characters to overcome. They are fairly easy to intimidate, trick, disarm, elude or otherwise defeat. You can encourage this cinematic feel, and save yourself a lot of bookkeeping, by allowing ordinary enemies to quickly be taken out of the fighting. A single strong attack or clever stratagem should be enough to subdue an ordinary foe.

This keeps the action fast-paced, reinforces the stature of the characters and reduces the temptation for characters to resort to killing their adversaries.

Villains: Black-hearted scoundrels with twisted morality – or none at all – villains are the true adversaries of the characters. These masterminds spin webs of deceit and depravity, sending minions out to do their dirty work but rarely endangering their own precious hides to carry out their vile schemes. Think General Waverley from Valhalla Sector and you are close to the mark. Sims, one of Daniel's generals, also falls into this category.

In fact, the characters may not face the villain directly – or even learn his identity – for several adventures. Only after disposing of his wicked plots and battling

his many henchmen do they get an opportunity to challenge their true foe.

Other common traits include enormous pride, overconfidence, greed, a devious mind and a tendency for naked cruelty. Villains are fond of complex plots intended to trap those who would put a stop to their schemes. But villains seldom learn from their errors. Incompetent underlings or other scapegoats are always to blame for their failures.

Remember, enemies exist to ultimately be defeated by the heroes. Do not fall into the trap of liking your villains so much that you lose sight of this fact. Your players will accept that their adversaries often escape and sometimes even win temporary victories, but not if they sense you are fudging events just because you really like a particular villain.

Protagonists: Sometimes in adventure stories, it is not a bad guy who gets the story going but a good guy. A good guy who starts off the adventure or story is called a 'protagonist'. If the person does something wrong by accident or does something that is not 'wrong' but causes problems, he is probably a protagonist. Their action, however innocent, could result in an accident or a situation that puts someone else in danger or perhaps something that makes the antagonist (or 'bad guy') angry enough to do something wrong.

Other Characters: Along with their adversaries, the characters will meet many other people in their adventures. Some are people in need of their help, such as an innocent wanderer unjustly condemned to death by one of Daniel's enforcers. Others are everyday people, such as a bartender or the village tinkerer. And still others are family members, friends or loved ones. A few may even be allies. Not everyone the characters meet need be either friend or foe.

These other characters are very important. Not only are they useful in creating dramatic stories (how will a character react when marauders kidnap his sister?), they can help remind the characters just who the real adversaries are.

Come up with names for the other protagonists the characters might encounter in the course of the adventure, and a few notes on their personalities. Devising a simple 'hook' for each character – such as a woman who constantly flutters her fan while talking – will make each one memorable for your players.

Finally, keep track of the information you have come up with. This way, you can reintroduce the characters in later adventures, helping players build relationships with them over time.

What?

What is it the villain (or villains) is doing? This is the active plot of the story, which should lead to a conflict with the player characters. The villains could be working toward some personal goal to achieve power, destroy the characters (or someone else) – whether by simply humiliating them, frustrating them or killing them – committing acts of terrorism or sabotage, or building a secret device (or weapon) to unleash on an unsuspecting world.

The villain's plans can be as simple or as complex as you want. Even simple plots can make for fun adventures, though the most satisfying role-playing adventures tend to involve well-thought out plans by the villains, with plenty of complications and subplots throughout.

Where?

Next you need to consider where the adventure, or the individual scenes of the adventure, will take place. Think like a Hollywood filmmaker. Invent imaginative sets for your major scenes – especially the climax! Why have a fight take place in an ordinary street when you can place the action atop rooftops or aboard a burning ship in the harbour.

Likewise, come up with plenty of props for inventive characters to use. It is hard to swing across a room full of enemies when the Games Master forgets to include anything to swing on! Swashbuckling action demands plenty of props. When you come up with a prop, jot down a few notes on how it might be used by the heroes. Figuring out DCs for skill rolls involving the prop in advance can help keep your adventure from stalling while you look up a rule or come up with something on the spot.

When?

When do the events of the adventure take place? Do they occur all at once, over the course of several days or even weeks? This can be very important – the longer the characters have to investigate, make plans and find equipment or allies, the more prepared they will be for the climax. Sometimes that is good, and sometimes it is not. It depends on the storyline for each adventure.

Why?

No one – not even a villain – does things for no reason at all. You need to consider why the adversaries are acting the way they are. Knowing the motivation of the enemies will help you figure out how they will behave and react during the adventure.

Some common motivations include revenge, greed, prejudice or, perhaps most common in the world of *Jeremiah*, desire or lust for power.

Scenes

All stories have a beginning, middle and an end. In the beginning, some threat or problem arises that gets the characters involved. In the middle they gain more information about the danger. In the end, or climax, the characters resolve the problem. Then the epilogue wraps everything up.

Adventures are divided into 'scenes' similar to a movie. Each scene represents a part of the story.

The story switches scenes whenever it is appropriate to do so. Usually a scene will end when everything that the characters are doing (or trying to do) is resolved.

Simple adventures have three scenes – an Introduction, a Conflict and an Epilogue. The Introduction presents the problem and may give the heroes a chance to gain more information. It is the beginning and middle of the story rolled into one. The Conflict is the exciting climax and the Epilogue resolves any loose ends.

But not all adventures have to follow this formula. If they did, your players might get bored after awhile. So once you are comfortable designing adventures, throw in some variety. You might start the story off with a short action scene that introduces the key people in the adventure.

However you structure the scenes in your story, it should always have a beginning, middle and end.

An Interactive Storyline

In a roleplaying game, unlike a book or film, you are not the only person responsible for the storyline. The actions of the character can have a big effect on the story of your adventure. So figuring out what actions the player characters might take is also part of coming up with a storyline. After all, if the characters set off for the east coast when the rest of your storyline takes place in Colorado, you will have a problem.

Fortunately, in most games the characters are heroes and you can predict fairly accurately how they will react in most cases. For example, if they spot marauders robbing someone, you can count on the characters getting involved somehow. There is no need to come up with individual reasons for each character to become involved in every adventure.

More Tips for the Games Master

Match your storylines to the interests of your players. If a player enjoys complicated intrigue, come up with a suitably intricate plot for him to unravel. If another player has fun using stealth, be sure to include plenty of chances to sneak around. Players who get to do what they enjoy are less likely to get bored or distracted. Besides, ensuring that everyone has a good time is part of your job as the Games Master.

Make sure that every hero gets at least one moment to shine in each adventure. Tailor a particular task, encounter or challenge to each player character. Every player deserves a turn in the spotlight.

Play the parts of adversaries and other characters with flair. Use different voices or styles of speaking. Or try using an accent, even if it is a bad one. Get up from the table to act out how one character limps when he walks or wave your hands around while pretending to be a frightened villager. Help your players get into their own roles by throwing yourself into yours.

Keep the action moving to reflect a cinematic style of play. Do not let the adventure bog down in minute details about what each player character is doing every minute in between action scenes. On the other hand, do not cut short a good planning session or character interaction if the players are having fun. Recognise when it is time to move on, and use a cinematic 'cut scene' to skip ahead to more fun. The storyline need not dwell on what the characters are doing in between action scenes. The Games Master can just skip ahead by saying, 'a few days later…'

It is best if the story takes place with all of the characters together most of the time. It is okay if some characters go off to do things alone or break into small groups occasionally, however. Sometimes it makes sense for characters to do things by themselves, such as picking up needed supplies, going to get help or scouting out a location. But it is important to make sure that everyone who wants to have his character present for the big action scene is able to do so.

Last, but not least, never present the players with a situation in which killing is the only solution. There should always be another way to resolve the problem, whatever it might be, without resorting to bloodshed.

Character Development

Reputation

As a campaign progresses, players will amass a great many rewards for their efforts – usually trade goods, weapons and gadgets. However, Reputation can do a great deal for a character as well.

Reputation works a little like the Charisma ability score. It helps characters influence situations through the use of skills such as Bluff, Intimidate and Gather Information, as well as recruit mercenaries and followers effectively. Also provided are rules that allow the nature of a character's Reputation to affect the way it may be used. For example, a cheap punk known for his bloodthirsty behaviour is likely to find a much different response when negotiating with another Thug than a well-intentioned town leader. More information in this section permits players to create and use aliases for their characters (the town leader and the cheap punk could be the same person) and to cultivate a different Reputation in several different towns and regions. A cruel marauder gang leader might have a Reputation of being brutal and cruel with others while his marauder gang members may greatly respect his abilities and seek to emulate him.

While Reputation works much like an ability score, it rises and falls frequently, usually after each scenario a character completes. These rules should never be regarded as a substitute for roleplaying but can make the running of more minor encounters much smoother.

Reputation Score

Reputation measures how well-known a character is among the general population of a neighbourhood or town. A high Reputation means that many people have heard impressive things about the character, such as his exploits in escaping the law or the theft of a heavily-guarded and incredibly expensive item. A low Reputation shows that few people have heard of the character's exploits or have heard terrible things about him. However, Reputation is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some

Reputation Modifiers

Action	Reputation Modifier
Defeat an enemy whose level is 1–3 higher than character's own*	+1
Defeat an enemy whose level is 4–6 higher than character's own*	+2
Defeat an enemy whose level is 7 or higher than character's own*	+3
Being defeated by an enemy whose level is 1–3 higher than character's own	–1
Being defeated by an enemy whose level is the same or 1 less than character's own	–2
Being defeated by an enemy whose level is 2 or more less than character's own	–3
Defeat an enemy whose Reputation is 15–19	+1
Defeat an enemy whose Reputation is 20–50	+2
Defeat an enemy whose Reputation is above 50	+4
Committing a crime such as murder or rape	+10
Being captured by an enemy	–1 per week of captivity
Escape from imprisonment	+2
Spend three consecutive months without any change in Reputation**	–1
Return from a journey to a distant city or region	+1
Become leader of a marauder band	+2
Become leader of a minor faction or village	+4
Become ruler of a major faction or large town	+15
Win a great battle or complete a major scenario	+5
Gain a character level	+1

*An enemy supplies this bonus only if it is a dangerous threat in an area or is well-known amongst the people of the area. A character also gains these bonuses for defeating foes whilst being witnessed by large groups of people.

** This penalty applies for each three-month time period spent inactive. See rules on how Reputation falls over time.

bending of the truth takes place as rumour builds upon rumour. However, unless someone attempts to spread deliberately misleading lies, a character's Reputation is largely based on his actual actions.

A character applies Reputation to:

- Attempts to influence others with skills such as Bluff, Intimidate and Gather Information.
- Attempts to see if a person knows who the character is.

Generating Reputation

A character's base Reputation score equals his character level plus his Charisma modifier, though it can never drop below 1. Thus, each time a character gains a level, his Reputation also goes up by 1, though a low-level character with a negative Charisma modifier may have to work hard before his Reputation can increase above 1.

Actions a character undertakes also modify his Reputation. Defeating enemies, toppling marauder bands, and completing difficult tasks all help boost a character's Reputation. On the other hand, a character who temporarily retires from adventuring or who departs to a distant city or region for many years loses Reputation. Truly legendary characters may have their stories continue to live on as popular myths, but the exploits of most fade with time.

The the table on page 183 summarises the actions that can change a character's Reputation. It does not cover every possible action in a campaign, but should give Games Masters and players a good starting point

for judging how to rate a character's most important actions.

Average Reputation Scores

Example	Reputation Score
A young punk who has not yet faced action	1
A young member of a large marauder gang	2
A bungling village Guardian	3
A 'doctor' who has worked among the people of the area	4–5
A person known to be a criminal	6–7
An operative of a well-known town leader or faction	8–9
A reliable and battle-tested soldier	10–15
A village leader	15–25
A person who averted a major disaster	25–35
A gifted assassin	35–50
A well known regional leader	50–70
A powerful leader of a large and successful faction or town	80–90
A general at the head of an army that has plundered several settlements	90+

Using Reputation

A character's Reputation can be a tremendous asset. When a person is encountered for the first time, make a Reputation check to determine if he has heard of the character's exploits. To make a Reputation check, roll 1d20 and add the character's Reputation score. If this matches or equals the check's DC, the person has heard of the character. The standard DC for a Reputation check is 25.

If a person has heard of the character, he may use his Reputation score as a bonus when using the following skills; Bluff, Intimidate, Perform and Gather Information. The bonus gained from Reputation is based on its overall score and is shown on the Reputation Bonus table below. Generally, any skill used in social situations may use Reputation as a bonus, so long as the character is known by those he is trying to impress.

Reputation Bonus

Reputation Score	Bonus to Skill Checks
1–15	+1
16–25	+2
26–35	+3
36–40	+4
41–45	+5
46–50	+6
51–60	+7
61–70	+8
71–85	+9
86+	+10

The Games Master may also rule that the same bonus gained from Reputation for these checks may also be used as a penalty when the character is trying to hide his identity, such as through a Disguise check. This is done at the discretion of the Games Master and, once again, relies on any person actually recognising the character for who he is.

Reputation by Location

Reputation is attached not only to a character, but also to a place. A Guardian famous in one town for defeating a hated raider may be completely unknown in another, where word of the raider never reached. When making a Reputation check, the DC is determined by where the character currently is and his Reputation may not travel with him if he goes further afield. If a character travels to an area where he has not been before, consult the Reputation & Travel table below to determine any modifiers to his Reputation.

Reputation & Travel

Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
Nearby town	30	−10
Elsewhere in the same region	35	−20
Another region	40	−30
Another country	50	−40

Distance Travelled: This is the physical distance from the nearest area where the character has built up a Reputation.

Temporary Reputation Check DC: The DC of Reputation checks for the first month a character spends in a new area. Over time, news of his arrival

and knowledge of his actions spreads enough to return to the standard DC 25.

Reputation Modifier: Determine a character's Reputation for a new area by applying this modifier to his Reputation score in the original area.

The Nature of Reputation

Not everyone has the same kind of reputation. A burglar renowned for his many daring break-ins meets with a much different reaction than a leader of a faction who spends much of his time attempting to rebuild towns and villages. The Games Master may assign one of the following Reputation types to each character. Players are allowed to select the nature of their own characters' Reputation, though the Games Master has the option to force them to change this nature if the player does not live up to it.

Each nature dictates how a character may use his Reputation score. A Reputation's nature determines which skill checks it may be used as a bonus to. In all cases, people must recognise a character in order for his Reputation score to apply in a situation, as detailed above.

Brave: The character is known for his unflinching and steadfast demeanour in the face of danger. He has faced down many powerful enemies and defeated them not only with skill at arms but also indomitable spirit. The character may apply his Reputation bonus to Bluff and Intimidate checks when dealing with others.

Coward: When danger calls, the character runs in the opposite direction. He is known for his flighty nature and tendency to shirk from challenges. Few respect him and his Reputation makes it difficult for him to deal with others. If he is recognised, his Reputation bonus automatically counts as a penalty to any Intimidate checks when dealing with others. However, he may use it as a bonus to Bluff and Gather Information checks as others tend to underestimate him and he can take advantage of that when lying or trying to extract information from them.

Cruel: The character inflicts pain upon others for little reason and is known for his sadistic and capricious nature. Those who recognise the character will attempt to avoid him, for his name commonly arouses fear and loathing in others. He may apply his Reputation bonus to Bluff and Intimidate checks when dealing with others. He may only apply his Reputation bonus to Intimidate checks when dealing with authority figures.

Honest: The character is thought to always keep his word, and is known not only as a hero of the people but

also as a person who adheres to a strict code of ethics. Whether this is truly the case is irrelevant so long as he maintains his public persona. The character may apply his Reputation bonus to Bluff, Sense Motive and Gather Information checks. People trust him and are easily swayed by his words or eager to help him out.

Talented: The character is known as an expert in his field, a gifted scientist, or a 'wealthy' merchant. His exploits are well-known, but his talent and ability mark him as a legend in the making. The character may apply his Reputation modifier to Bluff and Profession checks when dealing with others. As an acknowledged expert, his advice and work are both highly valued.

Trickster: When the character moves through a room, everyone pauses to check their purses. He is known as a shifty and sneaky scoundrel. When the character's Reputation precedes him, apply it as a penalty to Bluff checks when dealing with others, as people expect him to lie about everything anyway. On the other hand, his exploits make others somewhat nervous, allowing him to use his Reputation as a bonus to Intimidate and Gather Information checks.

Villain: The character inspires fear and dread in others because of the ruthless goals he pursues. His methods may not be brutal, but he is known as someone best not crossed. The character may apply his Reputation bonus to all Bluff, Intimidate and Gather Information checks when dealing with others.

Aliases

Some characters use false names and cover identities, either out of personal preference or sheer necessity. An alias is merely a persona invented to cover a true identity. It must include a name and disguise that separates it from a character's real nature. Either way, an alias functions much like a superhero's secret identity.

An alias acquires its own Reputation, generated separately from a character's true identity. When travelling under an alias, any bonuses earned to Reputation apply only to the alias's Reputation score. If a character gains a level because of actions taken while under his alias, or if he earned the majority of the experience points needed for a level whilst using it, his alias earns the Reputation bonus. Thus, while a character's true personality is barely known by anyone, his alias could be the leading villain (or hero) in the region.

If a character's alias is ever revealed, the higher of his own and his alias's Reputation becomes his true Reputation score. In addition, he gains half of his lower score as a one-time bonus to his new Reputation, reflecting the uproar and interest surrounding the revelation of his identity. However, the character only modifies his Reputation score in this way if the general populace learns of his alias – if only a few close friends or a very limited number of people are in on the secret, his alias is secure.

Aliases work best as a roleplaying tool. The heroic outlaw who dons a disguise and struggles against a corrupt town leader, or an agent of a faction working undercover in a region to gather information are two examples of how they may be used. They add depth to a character's background and supply some interesting roleplaying opportunities. If a player feels an alias is appropriate to his character, he should consult with his Games Master about adopting one.

Awarding Experience Points

Characters acquire experience points (XPs) through their adventures. At the conclusion of each adventure, the Games Master awards a set number of experience points to each character based on their performance in a number of areas. These experience points represent the learning and knowledge acquired throughout the adventure by the characters. The number of experience points awarded is based on the number of adventure goals completed, the types of threats faced, any creative solutions found and bonus points for particularly good roleplaying.

With these factors involved, Games Masters are the ultimate arbiters of experience points. There are no set rules to determine how many points should be awarded. Antagonist Non-Player Characters do not come with X number of experience points if defeated. Instead, Games Masters should award players fairly for good play and award less or no points to players who acted stupidly or out of character on an ongoing basis. In extreme circumstances, Games Masters may even penalise characters with negative experience point awards.

On average, characters should face enough adversity to challenge them and push their limits in most missions or adventures. In this type of adventure, characters should receive enough experience points to advance half- to a full level at the lower levels. At higher levels, it may take the characters three or four adventures to rise a full level.

Bonus points may also be awarded to players who excelled in an adventure through clever problem solving or particularly good roleplaying. These awards should reflect the level of superior play but should rarely exceed 2-3 experience points.

For example, players facing off against a group of antagonists of similar level to the players should be awarded a decent number of points, enough to go up a level or close, at the end of the adventure. Now if the players faced a group of antagonists of lower level than themselves, a proportionately lower number of experience points would be awarded to the party.

Again, unlike other similar games, in *Jeremiah – The Roleplaying Game*, it costs 10 experience points to advance one level. Each level costs an additional 10 points. For outstanding play against equal or superior foes, players should each receive 6 to 10 points on average.

Levelling Up

In addition to bonuses to saving throws, base attack bonus and the like, all characters gain other benefits from advancing in level. The following table summarises these additional benefits and requirements for advancing levels.

Experience & Level Dependent Benefits

Level	XP	Max Skill	Max CC Rank	Feats	Ability Increase
1st	0	4	2	1st	
2nd	10	5	2.5		
3rd	20	6	3	2nd	
4th	30	7	3.5		1st
5th	40	8	4		
6th	50	9	4.5	3rd	
7th	60	10	5		
8th	70	11	5.5		2nd
9th	80	12	6	4th	
10th	90	13	6.5		
11th	100	14	7		
12th	110	15	7.5	5th	3rd
13th	120	16	8		
14th	130	17	8.5		
15th	140	18	9	6th	
16th	150	19	9.5		4th
17th	160	20	10		
18th	170	21	10.5	7th	
19th	180	22	11		
20th	190	23	11.5		5th

XP: This column shows the experience point total needed to achieve a given character level. Players should note the difference between character level and class level. Class level refers to the level achieved in any one specific class. Character level is the total of all class levels achieved.

Unless specific campaign rules dictate otherwise, a new level is gained as soon as a character's experience point total equals or exceeds that level's threshold.

- *Class Skill Max Ranks:* This number is the maximum ranks a character can have in a class skill. A class skill is a skill associated with a particular class. Class skills are listed in each class description.
- *Cross-Class Skill Max Ranks:* This number is the maximum number of ranks a character can have in any skills not associated with his class.

Cross-class skills cost double the skill ranks to purchase. For example, a character with 4 skill points to spend may put all 4 into a class skill and receive 4 skill ranks. The same character, placing all 4 skill points into a cross-class skill would only receive 2 skill ranks in the cross-class skill.

Half skill ranks do not affect skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

- *Ability Increase:* This column indicates the levels at which a character gains ability score increases. At 4th level and every 4 levels thereafter, a character gains a permanent +1 increase to any one ability score.

For multiclass characters, feats and ability score increases are gained according to character level, not class level.

Multiclassing

Unlike other similar games, there is no multiclassing allowed in the core character classes. The core character classes outlined in this book are fundamentally tied to a character's personality, upbringing and background and as such, make it difficult, if not impossible, for a character to develop later on in life.

That is not to say that a player has no options beyond their chosen core class. In this chapter there are a number of advanced classes. Characters are free to multiclass in one or several of these classes, as they desire. Additionally, many more advanced classes will become available in future *Jeremiah – The Roleplaying Game* supplements.

Advanced Classes

Advanced classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their 1st level of an advanced class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for an advanced class before that first step, that character cannot take the 1st level of that advanced class.

Definitions of Terms

Base Class: One of the standard nine classes.
Character Level: The total level of the character, which is the sum of all class levels held by that character.
Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Commander

Some people work all of their lives to achieve positions of leadership and power while others are born to it. Whatever the case, a powerful Commander can inspire individuals to greater achievements than they could ever manage on their own and bring communities to work together towards a common goal or vision. A Commander is not always the most skilled person in a community, but he is the one who can get others to perform to the best of their potential.

Requirements

To qualify to become a Commander, a character must fulfil the following criteria:
Base Attack Bonus: +4.
Skills: Diplomacy 4 ranks, Intimidate 6 ranks, Knowledge (tactics) 4 ranks.
Feat: Leadership.

Commander Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Lead by Example
2nd	+2	+0	+2	+2	Bonus Feat
3rd	+2	+1	+2	+2	Self-Confidence
4th	+3	+1	+2	+3	Bonus Feat
5th	+3	+1	+3	+3	Inspiration
6th	+4	+2	+3	+4	Bonus Feat
7th	+4	+2	+3	+4	Rattle the Enemy
8th	+5	+2	+4	+5	Bonus Feat
9th	+5	+3	+4	+5	Blood and Guts
10th	+6	+3	+5	+6	Route the Enemy

Class Skills

The Commander's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (writing), Demolitions (Int), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (social sciences) (Int), Knowledge (streetwise) (Int), Knowledge (tactics) (Int), Read/Write Language (Int), Ride (Dex), Science (psychology) (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Commander advanced class.

Lead by Example

The Commander can muster his resolve and spur himself on to perform great acts to set an example for his followers. He may do this a number of times per day equal to his Charisma modifier.

The Commander must spend a full round gathering his determination, then make a Charisma check (DC 15). If he succeeds, he gains the following effects for a number of rounds equal to his Commander level.

The Commander gains a +3 morale bonus on saving throws, attack rolls and damage rolls. He may also apply this bonus on attempts to use the Shepherd class ability Rally the Troops. Beginning at 5th level, he may also apply it to his own Inspiration class ability.

Self-Confidence

Starting at 3rd level, the Commander may use his Commander level as a bonus on all Diplomacy, Intimidate and Perform skill checks.

Bonus Feats

At 2nd, 4th, 6th and 8th level, the Commander gets a bonus feat. The bonus feat must be selected from the following list, and the Commander must meet all the prerequisites of the feat to select it:
Advanced Firearms Proficiency, Advanced Weapons Proficiency, Agile Riposte, Alertness, Animal Affinity, Athletic, Attentive, Blind Fight, Brawl, Burst Fire, Cautious, Cleave, Code of Honour, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Confident, Defensive Martial Arts, Diehard, Dodge, Double Tap, Endurance, Far Shot, Frightful Presence, Great Cleave, Great Fortitude, Heroic Surge, High Ready, Improved Brawl, Improved Bull Rush, Improved

Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Disarm, Improved Initiative, Improved Knockout Punch, Improved Trip, Iron Will, Knockout Punch, Leadership, Lightning Reflexes, Mobility, Negotiator, Persuasive, Point Blank Shot, Power Attack, Quick Reload, Reactive Shooter, Renown, Shot on the Run, Sunder, Simple Weapons Proficiency, Skill Focus, Strafe, Surface Vehicle Operation, Toughness, Trustworthy, Two-Weapon Fighting, Two-Weapon Defence, Vehicle Expert, Weapon Focus, Windfall.

Inspiration

At 5th level, the Commander can inspire his allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Commander for a full round for the Inspiration to take hold and the Commander must make a Charisma check (DC 15). The effects last for a number of rounds equal to the Commander's Charisma modifier.

An inspired ally gains a +3 morale bonus on saving throws, attack rolls and damage rolls. This bonus stacks with any other bonus received from the Shepherd class ability Rally the Troops, which means a potential total morale bonus of +5. This ability may not be used by the Commander on himself and the number of allies a Commander may Inspire is equal three times his Commander class level.

Rattle the Enemy

At 7th level, the Commander learns to project an awesome countenance that strikes fear in the heart of his enemy. He must target a single character that is no farther than 30 feet away. The target must have an Intelligence of 3 or higher and be able to both see and hear the Commander.

The Commander and the target make opposed Will checks. If the Commander succeeds, the target suffers a –2 morale penalty on attack rolls, damage rolls and saving throws. The target will also flee from the Commander if it can. If unable to flee, the target may fight. This effect lasts for a number of rounds equal to the Commander's character level.

Blood and Guts

At 9th level, the Commander is able to put an ally into a fervour that allows him to perform physical feats that would otherwise be impossible for him. This counts as an attack action. The Commander cannot target himself with this ability.

The subject gains a +4 morale bonus to both Strength and Dexterity but takes a –2 penalty on all saving throws. This effect lasts for a number of rounds equal to the Commander's class level. When that time elapses, the subject is fatigued (–2 to Strength and Dexterity) for a number of rounds equal to the Commander's class level. The subject may negate this penalty by performing no actions for three rounds.

Rout the Enemy

At 10th level, the Commander improves his ability to cause enemies to become frightened. He may now focus his Rattle the Enemy ability on a number of targets equal to his Charisma modifier. All the targets must meet the other requirements for Rattle the Enemy.

Con Artist

There are some people in the world with who you can trust with your life. There are others who can convince you that they are that trustworthy, but whose goals are to fleece you out of everything they can take. The Con Artist specialises in convincing his victims that he has only the noblest intentions, and then cruelly uses their misplaced faith to his own ends.

Requirements
To qualify to become a Con Artist, a character must fulfil the following criteria:
Base Attack Bonus: +2.
Skills: Bluff 6 ranks, Diplomacy 6 ranks, Sense Motive 6 ranks.
Feat: Deceptive, Trustworthy.

Class Skills
The Con Artist's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (writing) (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (streetwise) (Int), Perform (Cha), Profession (Wis), Read/Write Language (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following features pertain to the Con Artist advanced class:

Self-Confidence
Starting at 1st level, the Con Artist may use his Con Artist level as a bonus on all Diplomacy, Intimidate and Perform skill checks.

Hidden Motives
At 2nd level, the Con Artist increases his ability to hide his motives and intentions. He gains a circumstance bonus equal to his Con Artist level when making Bluff checks opposed by the target's Sense Motive. In addition, he gains the same bonus when making Sense Motive checks to oppose Bluff attempts.

Bonus Feats
At 3rd, 6th and 9th level, the Con Artist gets a bonus feat. The bonus feat must be selected from the following list, and the Con Artist must meet all the prerequisites of the feat to select it:
Advanced Firearms Proficiency, Agile Riposte, Alertness, Animal Affinity, Athletic, Attentive, Blindside, Brawl, Cautious, Combat Reflexes, Confident, Creative, Deceptive, Deft Hands, Dodge, Double Tap, Cautious, Confident, Deadpan, Dodge, Diehard, Far Shot, Fleet Footed, Great Fortitude, Haggle, Improved Damage Threshold, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mobility, Negotiator, Nimble, Pack Rat, Persuasive, Point Blank Shot, Quick Draw, Renown, Run, Simple Weapons Proficiency, Skill Focus, Surface Vehicle Operation, Toughness, Trustworthy, Vehicle Expert, Windfall.

Sympathetic Ear
At 4th level, the Con Artist increases his ability to get strangers to share their personal secrets with him. He gains a circumstance bonus equal to his Con Artist level on all Gather Information checks. In addition, the DCs for Gather Information checks to obtain information about the Con Artist are increased by his class level.

Sticky Fingers
At 5th level, the Con Artist increases his skill at picking pockets, hiding objects on his person and otherwise proving that the hand is quicker than the eye. He gains a circumstance bonus equal to his Con Artist level on all Sleight of Hand checks and on all Spot checks to oppose Sleight of Hand attempts.

Honest Eyes
At 7th level, the Con Artist increases his ability to convince people to take his advice. He gains a circumstance bonus equal to his Con Artist's level on all Diplomacy checks.

Shift the Blame
At 8th level, the Con Artist sharpens his ability to talk his way out of the tightest spots – even if he is caught red handed. He may attempt a Bluff check (opposed by the target's Will saving throw) to try and fast-talk his way out of trouble. If he is successful, the Con Artist either shifts the blame to a likely Non-Player Character

Con Artist Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Self-Confidence
2nd	+0	+0	+0	+3	Hidden Motives
3rd	+1	+1	+1	+3	Bonus Feat
4th	+1	+1	+1	+4	Sympathetic Ear
5th	+1	+1	+1	+4	Sticky Fingers
6th	+2	+2	+2	+5	Bonus Feat
7th	+2	+2	+2	+5	Honest Eyes
8th	+2	+2	+2	+6	Shift the Blame
9th	+3	+3	+3	+6	Bonus Feat
10th	+3	+3	+3	+7	Utterly Convincing

or simply convinces the target that the trouble is all a misunderstanding and an unfortunate mistake.

He must however, return the stolen item, apologise or otherwise attempt to make amends for his actions. This may, at the Games Master's discretion, require a standard Bluff check opposed by the target's Sense Motive.

Utterly Convincing

At 10th level, the Con Artist is a master at convincing people. He may add 1d6 to the roll on any of the following Charisma based skill checks: Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Perform.

Defender

Defenders are the sworn protectors of a community or enclave. They have honed their martial and defensive skills to defend against con artists, crooked traders, marauder bands and other troublemakers. Often elected to leadership roles, Defenders are also adept at directing others in the defence of their homes and are generally the heads of town militias.

Requirements

To qualify to become a Defender, a character must fulfil the following criteria:
Base Attack Bonus: +4.
Skills: Concentrate 6 ranks, Intimidate 4 ranks.
Feat: Simple Firearms Proficiency.

Class Skills

The Defender's class skills (and the key ability for each skill) are: Concentration (Con), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (streetwise) (Int), Listen (Wis), Read/Write Language (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following features pertain to the Defender advanced class:

Harm's Way

Once per round, if the Defender is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Defender can subject himself to the attack in the ally's stead. If the attack hits the Defender, he takes damage normally. If it misses, it also misses the ally.

The Defender must declare his intention to place himself in harm's way before the attack roll is made. The Defender selects his ally either prior to combat or immediately after the Defender makes his initiative check. The Defender cannot change his ally for the duration of the combat.

Combat Sense

This ability allows a Defender of 2nd level or higher to designate a single opponent during his action and receive a +1 competence bonus on attacks against that opponent. The Defender can select a new opponent on any action. At 8th level, the competence bonus increases to +2.

Bonus Feats

At 3rd, 6th and 9th level, the Defender gets a bonus feat. The bonus feat must be selected from the following list, and the Defender must meet all the prerequisites of the feat to select it:
Advanced Firearms Proficiency, Advanced Weapons Proficiency, Agile Riposte, Alertness, Animal Affinity, Athletic, Attentive, Blind-Fight, Brawl, Burst Fire, Cautious, Cleave, Code of Honour, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Confident, Defensive Martial Arts, Diehard,

Sudden Action

Once per day, a Defender of 4th level or higher can focus his effort to burst into sudden action when the situation calls for it. The Defender can change his place in the initiative order, moving higher in the count by a number less than or equal to his class level, as the Defender sees fit. The Defender can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge

A Defender of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Defender can alter his direction when making a charge to avoid obstacles.

Dodge, Double Tap, Endurance, Far Shot, Frightful Presence, Great Cleave, Great Fortitude, Heroic Surge, High Ready, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Disarm, Improved Initiative, Improved Knockout Punch, Improved Trip, Iron Will, Knockout Punch, Leadership, Lightning Reflexes, Mobility, Negotiator, Persuasive, Point Blank Shot, Power Attack, Quick Reload, Reactive Shooter, Renown, Shot on the Run, Sunder, Simple Weapons Proficiency, Skill Focus, Strafe, Surface Vehicle Operation, Toughness, Trustworthy, Two-Weapon Fighting, Two-Weapon Defence, Vehicle Expert, Weapon Focus, Windfall.

Defensive Strike

At 7th level, if an opponent makes a melee attack against the Defender and misses while the Defender is using the total defence option, the Defender can attack that opponent on his next turn (as an attack action) with a +4 bonus on his attack roll. The Defender gains no bonus against an opponent who does not attack the Defender or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, a Defender can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position. The Defender must take a full-round action to issue orders and directions. Doing this provides the Defender's allies with a +1 insight bonus to Defence for three rounds.

Defender Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+0	Harm's Way
2nd	+1	+2	+3	+0	Combat Sense +1
3rd	+2	+2	+3	+1	Bonus Feat
4th	+3	+2	+4	+1	Sudden Action
5th	+3	+3	+4	+1	Improved Charge
6th	+4	+3	+5	+2	Bonus Feat
7th	+5	+4	+5	+2	Defensive Strike
8th	+6	+4	+6	+2	Combat Sense +2
9th	+6	+4	+6	+3	Bonus Feat
10th	+7	+5	+7	+3	Blanket Protection +5

Diplomat

In these troubled times most people accomplish things by force, but if the world of tomorrow is going to be better than world of yesterday, the skills of the Diplomat must be used. Diplomats strive to make the world a better place by fostering cooperation and avoiding conflict. They are skilled orators and know how to read a situation and size up an opponent quickly. Many town leaders

are Diplomats, trying to arbitrate the various disputed between the citizens of their towns. Others act as agents for one faction or another, attempting to forge alliances or trade agreements with far flung communities.

Requirements
To qualify to become a Diplomat, a character must fulfil all the following criteria:
Abilities: Cha 14
Base Attack Bonus: +2
Skills: Diplomacy 6 ranks, Gather Information 4 ranks.
Feats: Negotiator.

Class Skills
The Diplomat's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Craft (writing) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Perform (Cha), Read/Write Language (Int), Sense Motive (Wis), Speak Language (Int).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following features pertain to the Diplomat advanced class:

Talk Down
A Diplomat of 1st level or higher can talk his way out of trouble. Either prior to the start of hostilities or during combat, the Diplomat can talk down a single opponent within 15 feet of his position or otherwise able to hear the Diplomat's voice. The target must be able to understand the Diplomat. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Diplomat and the situation in general. Any hostile action by the Diplomat or by one of the Diplomat's allies directed at the opponent allows the opponent to act as he sees fit.

To initiate this talent, the Diplomat must spend a full-round action talking to his opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Diplomat's class level + Diplomat's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 6th level, a Diplomat can talk down a number of opponents equal to his Charisma bonus within 15 feet of his position or within 15 feet of radio, or telephone broadcasting the Diplomat's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Diplomat's voice.

Bonus Feats
At 2nd, 4th, 8th and 10th level, the Diplomat gets a bonus feat. The bonus feat must be selected from the following list, and the Diplomat must meet all the prerequisites of the feat to select it:
Advanced Firearms Proficiency, Agile Riposte, Alertness, Animal Affinity, Attentive, Cautious, Code of Honour, Confident, Creative, Defensive Martial Arts, Dodge, Endurance, Diehard, Diligent, Frightful Presence, Great Fortitude, Improved Damage Threshold, Improved Initiative, Iron Will, Leadership, Mobility, Negotiator, Persuasive, Point Blank Shot, Renown, Simple Weapons Proficiency, Skill Focus, Surface Vehicle Operation, Toughness, Trustworthy, Windfall.

No Sweat
Starting at 3rd level, once per day, the Diplomat may add 1d6 to any Bluff, Diplomacy, Gather Information, Intimidate or Sense Motive skill check. This rises to 2d6 at 7th level.

Sow Distrust
A Diplomat of 5th level or higher can turn one character against another. The Diplomat must spend a full-round action and know the name of the character he is attempting to persuade as well as the name of the character toward which the target's distrust will be directed. The target must be able to hear and understand the Diplomat.

The target makes a Will save. The DC is equal to 10 + Diplomat's class level + Diplomat's Charisma bonus. If the target fails the save, his attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy

Diplomat Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Talk Down
2nd	+0	+0	+2	+2	Bonus Feat
3rd	+1	+1	+2	+2	No Sweat (1d6)
4th	+1	+1	+2	+2	Bonus Feat
5th	+2	+1	+3	+3	Sow Distrust
6th	+2	+2	+3	+3	Talk Down 15 ft.
7th	+3	+2	+4	+4	No Sweat (2d6)
8th	+3	+2	+4	+4	Bonus Feat
9th	+4	+3	+4	+4	Talk Down 30 ft.
10th	+4	+3	+5	+5	Bonus Feat

skill). The target makes a Will save whenever the Diplomat uses this talent against him. As long as the target continues to fail the Will save, the Diplomat can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he attacks the designated character.

A successful Will save does not restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Diplomat to sow distrust. The Diplomat cannot use this talent on his allies.

Gunslinger

The chaos of the post Big Death world has led civilisation to regress. In some respects, much of North America resembles the Wild West of the late 19th century: a world of lawlessness where might, often, makes right. It should not be surprising therefore, that some individuals have taken to emulating the style and behaviour or the old time outlaws of the Wild West. Gunslingers are normally solitary or travel in small groups. Most live a nomadic lifestyle although some do settle down, using their skills to defend their adopted homes. The one thing all Gunslingers have in common is the pistol. They have all mastered that particular weapon and will not travel anywhere without it comfortably tucked into their belts. The pistol, and their skill with it have kept them alive in this dangerous world.

Requirements
To qualify to become a Gunslinger, a character must fulfil the following criteria:
Base Attack Bonus: +4.
Skills: Sleight of Hand 6 ranks, Tumble 4 ranks.
Feat: Advanced Firearms Proficiency, Quick Draw.

Class Skills

Gunslinger Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Close Combat Shot
2nd	+2	+0	+2	+2	Weapon Focus
3rd	+3	+1	+2	+2	Bonus Feat
4th	+3	+1	+2	+2	Defensive Position
5th	+4	+1	+3	+3	Lightning Shot
6th	+5	+2	+3	+3	Bonus Feat
7th	+6	+2	+4	+4	Sharp-Shooting
8th	+6	+2	+4	+4	Greater Weapon Focus
9th	+7	+3	+4	+4	Bonus Feat
10th	+8	+3	+5	+5	Bullseye

The Gunslinger's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (streetwise) (Int), Move Silently (Dex), Read/Write Language (Int), Ride (Dex), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features
The following features pertain to the Gunslinger advanced class:

Close Combat Shot
At 1st level, a Gunslinger gains the ability to make a ranged attack with a handgun while in a threatened area without provoking an attack of opportunity.

Weapon Focus
At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunslinger must choose a specific handgun. The Gunslinger adds +1 to all attack rolls he makes using the selected personal firearm.

Bonus Feats
At 3rd, 6th, and 9th level, the Gunslinger gets a bonus feat. The bonus feat must be selected from the following list, and the Gunslinger must meet all the prerequisites of the feat to select it:
Acrobatic, Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Agile Riposte, Alertness, Animal Affinity, Armed to the Teeth, Athletic, Attentive, Blind-Fight, Brawl, Burst Fire, Cautious, Code of Honour, Combat Expertise, Diehard, Double Tap, Improved Disarm, Improved Precise Shot, Improved Trip, Combat Reflexes, Confident, Dead Aim, Deceptive, Dodge, Mobility, Spring Attack, Drive-By Attack, Endurance, Far Shot, Frightful Presence, Great Fortitude, Heroic Surge, High Ready, Improved Damage Threshold, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Reactive Shooter, Renown, Skip Shot, Shot on the Run, Simple Weapons Proficiency, Strafe, Skill Focus, Surface Vehicle Operation, Toughness, Two-Weapon Fighting, Two-Weapon Defence, Weapon Focus, Windfall.

Defensive Position
Starting at 4th level, the Gunslinger gains an additional +2 cover bonus to Defence Value

and an additional +2 cover bonus on Reflex saves whenever he has any type of cover.

Lightning Shot
Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a handgun at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a handgun in a round at his highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

Sharp-Shooting
At 7th level, if the Gunslinger uses a handgun to attack a target, the cover bonus to the target's Defence Value for one-quarter, one-half, three-quarters or nine-tenths cover is reduced by 2.

Greater Weapon Focus
At 8th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye
At 10th level, a Gunslinger becomes so adept at using the firearm to which he has applied Weapon Focus and Greater Weapon Focus that the gunslinger's attacks with that firearm can deal extra damage. One extra die of damage is done on a successful attack.

Infiltrator
Infiltrators excel at stealth. They are able to bypass security measures and sneak by armed guards with ease. Many work as thieves, infiltrating warehouses and such and stealing whatever they can carry. Other work for more organised groups; acting as spies. They gather information on rival factions or strangers new to town. One can never be too careful and Infiltrators deal in one of the most valuable commodities: information.

Requirements
To qualify to become an Infiltrator, a character must fulfil the following criteria:
Base Attack Bonus: +3.
Skills: Hide 6 ranks, Bluff 4 ranks, Move Silently 4 ranks.

Class Skills
The Infiltrator's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (streetwise) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (Int), Run (Str), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following features pertain to the Infiltrator advanced class:

Sweep
An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of his eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Infiltrator. The Infiltrator can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Improvised Implements
At 2nd level, an Infiltrator no longer takes a –4 penalty when wielding an improvised weapon. Also, the Infiltrator is able to make do without proper equipment in certain circumstances: the Infiltrator no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

Sneak Attack
Beginning at 3rd level, whenever an Infiltrator can catch an opponent when he is unable to defend himself

Infiltrator Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sweep
2nd	+1	+0	+3	+0	Improvised Implements
3rd	+1	+1	+3	+1	Sneak Attack
4th	+2	+1	+4	+1	Improved Evasion
5th	+2	+1	+4	+1	Skill Mastery
6th	+3	+2	+5	+2	Bonus Feat
7th	+3	+2	+5	+2	Improvised Weapon Damage
8th	+4	+2	+6	+2	Improved Sweep
9th	+4	+3	+6	+3	Bonus Feat
10th	+5	+3	+7	+3	Without a Trace

effectively from his attack, he can strike a vital spot for extra damage.

The Infiltrator's attack deals extra damage any time his target would be denied a Dexterity bonus to DV (whether the target actually has a Dexterity bonus or not), or when the Infiltrator flanks his target. This extra damage is +2 at 3rd level, and it increases by +2 every three Infiltrator levels thereafter.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, an Infiltrator can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The Infiltrator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An Infiltrator cannot sneak attack while striking an opponent with concealment.

Improved Evasion
If an Infiltrator of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for ½ damage, the Infiltrator suffers no damage if he makes a successful saving throw and only ½ damage on a failed save. Improved Evasion can only be used when wearing no armour.

Skill Mastery
At 5th level, an Infiltrator selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a check using one of these skills, the Infiltrator may take 10 even if stress and distractions would normally prevent him from doing so.

Bonus Feats
At 3rd, 6th and 9th level, the Infiltrator gets a bonus feat. The bonus feat must be selected from the following list, and the Infiltrator must meet all the prerequisites of the feat to select it:
Acrobatic, Advanced Firearms Proficiency, Advanced Weapons Proficiency, Agile Riposte, Alertness, Animal Affinity, Athletic, Attentive, Blind-Fight, Brawl, Burst Fire, Cautious, Code of Honour, Combat Expertise, Combat Throw, Combat Martial Arts, Combat Reflexes, Confident, Defensive Martial Arts, Deft Hands, Dodge, Double Tap, Elusive Target, Mobility, Endurance, Diehard, Far Shot, Great Fortitude, Heroic Surge, High Ready, Improved Brawl, Improved Combat Throw, Improved Damage Threshold, Improved Initiative, Improved Knockout Punch, Improved Disarm, Improved Feint, Improved Trip, Iron Will, Knockout Punch, Lightning Reflexes, Point Blank Shot, Power Attack, Quick Draw, Quick Reload, Reactive Shooter, Shot on the Run, Simple Weapons Proficiency, Spring Attack, Streetfighting, Double Tap, Strafe, Skill Focus, Surface Vehicle Operation, Toughness, Track, Unbalance Opponent, Vehicle Expert, Weapon Focus, Windfall.

Improvised Weapon Damage
At 7th level, an Infiltrator's attacks with improvised weapons deal more damage. The Infiltrator treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep
At 8th level, an Infiltrator's ability to get the lay of the land improves. Now the Infiltrator not only spots potential perils with a successful check, he can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Infiltrator: stronger (higher level or hit points), on a par (same level or hit points) or weaker (lower level or hit points).

Without a Trace
At 10th level, when an Infiltrator uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently and Sleight of Hand, those using Investigate, Listen, Search or Spot to detect the Infiltrator's activity take a –4 penalty.

Medic

Medical schools ceased to exist with the advent of the Big Death. A few rare individuals however, have the natural skill and aptitude for the medical sciences. Some self-study using old medical texts and instinct. Others are the children of physicians and surgeons who picked up some of the skills of their parents. A few organisations, like Thunder Mountain have fully-equipped hospitals and work hard to teach medical skills to those with an aptitude for such things. Even with all of this, rarely will an individual be encountered with more than a rudimentary medical knowledge. Anything more complex than simple surgery is well beyond the abilities of post-Big Death doctors and medics.

Requirements
To qualify to become a Medic, a character must fulfil the following criteria:
Base Attack Bonus: +2.
Skills: Spot 4 ranks, Treat Injury 6 ranks.
Feat: Surgery.

Class Skills
The Medic's class skills (and the key ability for each skill) are: Concentration (Con), Engineering (chemical) (Int), Knowledge (social sciences) (Int), Listen (Wis), Read/Write (Int), Research (Int), Science (biology, chemistry, genetics, psychology, zoology) (Int), Search (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following features pertain to the Medic advanced class:

Medical Specialist
The Medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer
At 2nd level and higher, the Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medic restores 1 hit point for every level he has in this advanced class.

Bonus Feats
At 3rd, 6th and 9th level, the Medic gets a bonus feat. The bonus feat must be selected from the following list, and the Medic must meet all the prerequisites of the feat to select it:

Medic Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+1	Medical Specialist +1
2nd	+1	+3	+0	+2	Expert Healer
3rd	+1	+3	+1	+2	Bonus Feat
4th	+2	+4	+1	+2	Medical Mastery
5th	+2	+4	+1	+3	Medical Specialist +2
6th	+3	+5	+2	+3	Bonus Feat
7th	+3	+5	+2	+4	Minor Medical Miracle
8th	+4	+6	+2	+4	Medical Specialist +3
9th	+4	+6	+3	+4	Bonus Feat
10th	+5	+7	+3	+5	Medical Miracle

Alertness, Animal Affinity, Athletic, Attentive, Cautious, Code of Honour, Combat Expertise, Confident, Deft Hands, Diligent, Dodge, Educated, Endurance, Heroic Surge, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Medical Expert, Meticulous, Nimble, Renown, Self-Sufficient, Skill Focus, Studious, Surgery, Trustworthy, Windfall.

Medical Mastery
When making a Treat Injury skill check, a Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him from doing so.

Minor Medical Miracle
At 7th level or higher, a Medic can save a character who has filled all the pips on the dying part of their life bar. If the Medic is able to administer aid within three rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30, and the Medic cannot take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilise and be restored to 1 pip in the disabled section of the life bar.

If the Medic fails the skill check or the patient fails the save, the dead character cannot be saved.

Medical Miracle
At 10th level, a Medic can revive a character who has filled all the pips on the dying part of their life bar. If the Medic is able to administer aid within three minutes of the character's death, he can make a Treat Injury check. The DC for this check is 40, and the Medic cannot take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilise and be restored to 1 pip in the severely wounded section of the life bar.

If the Medic fails the skill check or the patient fails the Fortitude save, the dead character cannot be restored.

Messenger
This advanced class is unique and as such, there should be no more than one player character Messenger per campaign. In fact, Games Masters may even want to prohibit players from taking levels in the Messenger advanced class if they are concerned about potential game balance problems.

There are many strange forces at work in the world. Some attribute these strange forces to a god, others to mere coincidence.

Whatever their source, some individuals claim to hear a voice in their heads. This voice often warns them of things to come or gives them messages for people they have never even met. Many who hear these voices are driven mad while most others are at least accused of insanity by those who do not believe their tales. A Messenger is a slave to the voices in his head, he must obey the commands, refusal is generally met with negative results. If a Messenger refuses to act on a command from his 'voice' he risks losing the ability to speak or perhaps temporary blindness or paralysis until he agrees to act as the voice commands.

Even though they are generally disbelieved and even ridiculed, the call of a Messenger is an important one in this time where the world is on the brink of collapse or rebirth.

Requirements
To qualify to become a Messenger, a character must fulfil the following criteria:
Class: Mystic 8.
Skill: Knowledge (theology) 8 ranks.

Class Skills
The Messenger's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Perform (Cha), Read/Write Language (Int), Sense Motive (Wis), Speak Language (Int).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following features pertain to the Messenger advanced class:

Divine Illumination
Starting with 1st level, from time to time, the Messenger is blessed (or cursed) with a fragment of

Messenger Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Grace
1st	+0	+0	+1	+1	Divine Illumination	+1
2nd	+0	+0	+2	+2		+1
3rd	+1	+1	+2	+2	Bonus Feat	+1
4th	+1	+1	+2	+2	Divine Message	+2
5th	+2	+1	+3	+3		+2
6th	+2	+2	+3	+3	Bonus Feat	+2
7th	+3	+2	+4	+4	Healer's Hands	+2
8th	+3	+2	+4	+4		+3
9th	+4	+3	+4	+4	Bonus Feat	+3
10th	+4	+3	+5	+5	True Sight	+3

Divine Message

Your voice has spoken to you in your heart, giving you a message for a person or group of people. This message is almost never something they want to hear, and is usually a warning of some type. Sometimes it is a demand to do something difficult, and very occasionally it is a message of great joy for all humanity.

The voice will sometimes offer to perform 'miracles' to confirm the veracity of the message. Whatever the miracle, it will rarely have any effect beyond being obviously miraculous. On extremely rare occasions, the 'miracle' can affect the campaign dramatically (for example, bringing a loved one back from the dead) but these occurrences should be extraordinarily rare and always within the control of the Games Master.

Healer's Hands

Beginning with the 7th level, the Messenger is imbued with a natural talent for healing. The Messenger receives a +3 competence bonus to all Treat Injury checks.

True Sight

At 10th level, the Messenger begins to see things as they truly are. People's personalities are written on their features to him, and disguise and concealment are completely ineffective. This ability gives the Messenger a +10 bonus to resist Bluff, Disguise or Forgery checks and a +5 bonus on all Sense Motive checks.

infinite knowledge. He has no control over this, but the information he learns from this illumination is always something extremely useful to him or someone else (even someone he has not yet met). This voice never lies and never phrases the message in a deceitful fashion. The Games Master has complete control of the effects of this ability and should be careful to make it useful. It is a good way of getting characters involved in an adventure or giving them a helping hand when all else fails.

Bonus Feats

At 3rd, 6th and 9th level, the Messenger gets a bonus feat. The bonus feat must be selected from the following list, and the Messenger must meet all the prerequisites of the feat to select it:
Alertness, Animal Affinity, Attentive, Builder, Cautious, Code of Honour, Confident, Creative, Dodge, Endurance, Fleet Footed, Frightful Presence, Heroic Surge, Iron Will, Leadership, Negotiator, Pack Rat, Persuasive, Renown, Run, Skill Focus, Toughness, Trustworthy.

Prophet

Prophets believe fully in a religion or philosophy and have devoted their lives to spreading the word and acquiring new converts to their beliefs. They are firm believers that their religion can save mankind and make the world a better place. The religious idea or philosophy they espouse is at the discretion of the player and can vary from a fundamental form of Catholicism or Islam to some of the post Big Death religions that have arisen.

Requirements

To qualify to become a Prophet, a character must fulfil all the following criteria:
Abilities: Cha 14.
Base Attack Bonus: +2.
Skills: Knowledge (theology) 6 ranks, Perform 5 ranks.
Feats: Code of Honour, Persuasive.

Class Skills

The Prophet's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration

Healing Prayer

Your words and touch alone are enough to bring comfort to the injured. The Prophet may make a Treat Injury check without penalties without using a first aid or medical kit to do so. This is a full-round action and has the same effect as a Treat Injury check using the proper tools.

Bonus Feats

At 4th, 6th and 9th level, the Prophet gets a bonus feat. The bonus feat must be selected from the following list, and the Messenger must meet all the prerequisites of the feat to select it:

Alertness, Animal Affinity, Attentive, Builder, Cautious, Code of Honour, Confident, Creative, Dodge, Endurance, Fleet Footed, Frightful Presence, Heroic Surge, Iron Will, Leadership, Negotiator, Pack Rat, Persuasive, Renown, Run, Skill Focus, Toughness, Trustworthy.

Pastor's Insight

You have an unusual level of insight into the hearts and souls of others. The Prophet receives a +1 bonus on all Sense Motive checks. The Prophet gains this ability at 2nd level. The bonus increases to +2 at 5th level again to +3 at 8th level.

Sword of God

Beginning at 7th level, the Prophet's belief is so strong they receive a bonus on all attack rolls against those they view as enemies of the faith. At 7th level this is a +1 bonus on attack rolls, which increases to +2 at 10th level.

(Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Perform (Cha), Read/Write Language (Int), Sense Motive (Wis), Speak Language (Int).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Prophet advanced class.

Exhortation

The Prophet preaches against a particular 'sin' or action, and all those who hear the sermon become reluctant to carry out that 'sin' for a number of days equal to the Prophet's class level. Anyone who wishes to commit that 'sin' must succeed with a Will save against a DC equal to 10 + one half the Prophet's class level. The preaching must be to more than one person, takes at least 10 minutes and only those who can understand the sermon are affected. This ability is gained at 1st level.

Prophet Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Exhortation
2nd	+1	+0	+2	+2	Pastor's Insight +1
3rd	+1	+1	+2	+2	Healing Prayer
4th	+2	+1	+2	+2	Bonus Feat
5th	+2	+1	+3	+3	Pastor's Insight +2
6th	+3	+2	+3	+3	Bonus Feat
7th	+3	+2	+4	+4	Sword of God +1
8th	+4	+2	+4	+4	Pastor's Insight +3
9th	+4	+3	+4	+4	Bonus Feat
10th	+5	+3	+5	+5	Sword of God +2

Searcher

Searchers are the members of the Thunder Mountain community with the most experience in, and access to, the outside world. Search teams are usually comprised of only two members but are sometimes as large as six or seven individuals. Search teams are tasked with exploring the outside world and returning with information and supplies. Occasionally, search teams act in a diplomatic role as well, establishing trade and defensive alliances when needed.

As members of these teams, Searchers are adept at survival in the outside world and at gathering information.

Requirements

To qualify to become a Searcher, a character must fulfil all the following criteria:

Base Attack Bonus: +4.
Skills: Drive 2 ranks, Survival 4 ranks, Gather Information 6 ranks.
Feats: Attentive.

Class Skills

The Searcher's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (streetwise) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Wis), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Survival (Con).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Searcher advanced class:

Observant

Searchers are trained in the art of observation. They have learned how to notice things that others might naturally pass by. Because of this, they receive a +4 bonus to Spot, Listen and Search checks when the check is directly related to their assignment. This ability does not apply to an ambush but would apply to noticing an important clue about the town they were sent to reconnoitre.

Searcher Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Observant
2nd	+2	+3	+0	+0	Hale and Hardy
3rd	+3	+4	+1	+1	Bonus Feat
4th	+3	+4	+1	+1	Blending In
5th	+4	+5	+1	+1	Adaptability
6th	+5	+5	+2	+2	Bonus Feat
7th	+6	+6	+2	+2	Honeyed Words +2
8th	+6	+6	+2	+2	Bonus Feat
9th	+7	+7	+3	+3	Honeyed Words +4
10th	+8	+8	+3	+3	Adaptability

Hale and Hardy

The Searcher is used to physical deprivation. Consequently, he is better able to resist the effects of thirst and starvation (per rules outlined in The Environment chapter). He may add a number of hours equal to his class level to determine how long he can resist the effects of extreme thirst before having to make a Constitution check. He may likewise add his class level in days to determine how long he can resist the effects of starvation before having to make a Constitution check.

Bonus Feats

At 3rd, 6th and 8th level, the Searcher gets a bonus feat. Because of their versatility, the bonus feat may be any of the feats listed in the Feats chapter. The Searcher must still have all the prerequisites for the selected feat.

Blending In

The purpose of the Thunder Mountain search teams requires secrecy. Therefore, Searchers quickly learn how not to attract attention. By making a successful Hide check, the Searcher can blend in with the normal crowd. Anyone attempting to look for anything unusual must make a Spot check (DC 25). This number changes depending on circumstance but by and large, the Searcher character becomes very hard to notice. Aggressive or eyecatching behaviour nullifies this ability.

Adaptability

The Searcher may designate two of his cross-class skills and treat then as class skills, representing special knowledge he has acquired in his travels. The Searcher gains new skills in this way at 5th level and again at 10th. Trained skills may only be chosen if the Searcher uses both of the slots that he has gained as a benefit of Adaptability. For example, Solomon is a 5th level Searcher who wishes to learn the trained skill of Craft (chemical). He may choose the skill as a benefit of Adaptability if he designates no other skill as a class skill at this level. When Solomon gains Adaptability at 10th level, he may once again choose either two normal cross-class skills to make class skills or a single trained skill to make a class skill.

Honeyed Words

Beginning at 7th level, the Searcher becomes so adept at dealing with individuals from a wide variety of locales that he gains a +2 circumstance bonus on all Bluff, Diplomacy and Intimidate checks. This bonus increases to +3 at 9th level.

have claimed old U.S. military bases as their own and as a result, have access to weaponry and materials otherwise unavailable to most of the population. Many seek out these organisations for the combat training and the inherent strength of well-trained armed forces. Others seek to become Soldiers in an attempt to better protect those they love. Still more are pressed into service, given the choice of joining an army or taking a bullet to the head.

Requirements

To qualify to become a Soldier, a character must fulfil the following criteria:
Base Attack Bonus: +4.
Skill: Knowledge (tactics) 4 ranks.
Feat: Advanced Firearms Proficiency, Simple Weapons Proficiency.

Class Skills

The Soldier's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (faction) (Int), Knowledge (local) (Int), Knowledge (region) (Int), Knowledge (tactics) (Int), Knowledge (technology) (Int), Listen (Wis), Navigate (Int), Read/Write Language (Int), Speak Language (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Soldier advanced class:

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The soldier can choose unarmed strike or grapple as

Soldier

In the years since the Big Death, several factions have attempted to rebuild a cohesive military organisation. With the exception of Valhalla Sector, most of these have failed to measure up to any military organisation that existed before the Big Death, however, these groups have come a long way in organising troops and providing combat training to an otherwise unorganised group of thugs. Many of these factions

Soldier Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Weapon Focus
2nd	+1	+2	+2	+0	Weapon Specialisation
3rd	+2	+2	+2	+1	Bonus Feat
4th	+3	+2	+2	+1	Tactical Aid
5th	+3	+3	+3	+1	Covering Fire
6th	+4	+3	+3	+2	Bonus Feat
7th	+5	+4	+4	+2	Improved Reaction
8th	+6	+4	+4	+2	Greater Weapon Specialisation
9th	+6	+4	+4	+3	Bonus Feat
10th	+7	+5	+5	+3	Critical Strike

the weapon. The soldier must be proficient with the chosen weapon.

The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialisation
At 2nd level, a Soldier gains weapon specialisation with a specific melee or ranged weapon that he also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on attack rolls with the chosen weapon.

Bonus Feats
At 3rd, 6th and 9th level, the Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the Soldier must meet all the prerequisites of the feat to select it:
Advanced Combat Martial Arts, Advanced Firearms Proficiency, Armour Proficiency, Brawl, Burst Fire, Cleave, Code of Honour, Combat Martial Arts, Combat Reflexes, Combat Throw, Double Tap, Defensive Martial Arts, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Quick Reload, Reactive Shooter, Strafe.

Tactical Aid
As a full-round action, the Soldier provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to ½ the Soldier's level in the advanced class, rounded down.

Covering Fire
Trained in the methods of squad- and platoon-level combat, soldiers quickly learn how to force the enemy to keep their heads down while allies manoeuvre into position. At 5th level, the soldier learns how to provide Covering Fire. Whenever using an automatic fire weapon, the soldier may let loose a hail of shots designed to pin an enemy down rather than cause damage. Up to three enemies within 5ft of each other may be targeted in this way. No attack roll is made but instead each enemy must make a Will save (DC 10 + ½ the Soldier's class level) or be forced to miss their next action.

Improved Reaction
At 7th level, a Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialisation
At 8th level, a Soldier gains Greater Weapon Specialisation with the weapon he selected at 1st level. This ability increases the bonus on attack rolls to +4 when using the selected weapon.

Critical Strike
At 10th level, a Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he has applied Weapon Specialisation to, eliminating the need to make a roll to confirm the critical hit.

Scientist
Even though university degrees and higher learning are a thing of the past, a few special individuals have the intelligence and devotion required to educate themselves in otherwise arcane fields like chemistry, physics and biology. These special people have learned all they can from books in dilapidated libraries and through the true scientific method: trial and error.

Requirements
To qualify to become a Scientist, a character must fulfil the following criteria:
Abilities: Int 15
Skills: 8 ranks in either Engineering (chemical) OR Science (Any) or Knowledge (technology), Research 6 ranks.

Class Skills
The Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Concentration (Con), Cryptography (Int), Engineering (any) (Int), Knowledge (any) (Int), Listen (Wis), Read/Write (Int),

Electronic devices, special tools, weapons, mechanical devices and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It cannot be repaired.

Bonus Feats

At 3rd, 6th and 9th level, the Field Scientist gets a bonus feat. The bonus feat must be selected from the following list, and the Field Scientist must meet all the prerequisites of the feat to select it:

Alertness, Attentive, Builder, Cautious, Confident, Creative, Deceptive, Deft Hands, Educated, Gearhead, Investigator, Medical Expert, Skill Focus, Studious.

Research (Int), Science (any) (Int), Search (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Scientist advanced class:

Smart Defence

A Scientist applies his Intelligence bonus and his Dexterity bonus to his Defence Value. Any situation that would deny the Scientist his Dexterity bonus to Defence Value also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Scientist create objects in a dramatic situation quickly and cheaply, but with a limited duration.

By combining common objects with a Craft check that corresponds to the function desired, the Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 15 (this may be modified at the Games Master's discretion). Only objects that can normally be used more than once can be improvised.

Skill Mastery

At 4th level, a Scientist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using one of these skills, the Scientist may take 10 even if stress and distractions would normally prevent him from doing so.

Minor Breakthrough

Upon attaining 5th level, a Scientist receives credit for a minor scientific breakthrough that earns him recognition for miles around. The Scientist chooses one of the sciences from the Science skill (see Skills chapter). When dealing with others with at least 1 rank

Scientist Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Smart Defence
2nd	+1	+2	+2	+0	Scientific Improvisation
3rd	+1	+2	+2	+1	Bonus Feat
4th	+2	+2	+2	+1	Skill Mastery
5th	+2	+3	+3	+1	Minor Breakthrough
6th	+3	+3	+3	+2	Bonus Feat
7th	+3	+4	+4	+2	Smart Survival
8th	+4	+4	+4	+2	Smart Weapon
9th	+4	+4	+4	+3	Bonus Feat
10th	+5	+5	+5	+3	Major Breakthrough

in the same Science skill, the Field Scientist gains a +2 bonus on all social skill checks.

This minor breakthrough also provides the Field Scientist with a bonus 30 Trade Value in goods.

Smart Survival
Once per day, a Scientist of 7th level or higher may reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon
At 8th level, the Scientist selects one weapon that he is proficient in and can use with one hand. With the selected weapon, the Scientist can use his Intelligence modifier instead of Dexterity modifier on attack rolls.

Major Breakthrough
At 10th level, the Scientist gains a +2 bonus on social skill checks when dealing with individuals who have at least 1 rank in any of the sciences from the Science skill (see Skills chapter). This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Scientist with a bonus 50 Trade Value in goods

Techie
Techies love machines. That could mean a car, an electric generator or a computer. They love to tinker and dismantle mechanical and electronic devices to discover their inner workings. Techies are highly sought-after by many organisations, from complex ones like Thunder Mountain to small towns and enclaves. Their skills are in high demand to keep the few working machines still around in working order.

Requirements
To qualify to become a Techie, a character must fulfil the following criteria:
Skills: Repair 6 ranks and either Engineering (electronic) 6 ranks or Engineering (mechanical) 6 ranks

Class Skills
The Techie's class skills (and the key ability for each skill) are: Computer Use (Int), Concentration (Con), Cryptography (Int), Engineering (any) (Int), Knowledge (any) (Int), Listen (Wis), Read/Write (Int), Research (Int), Science (math, metallurgy, physics) (Int), Search (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features
The following features pertain to the Techie advanced class:

Jury-Rig
A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At 7th level, this competence bonus increases to +4. This bonus stacks with other bonuses the character may have through the Scavenger core class.

Extreme Machine
If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it.
By making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance – at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to manoeuvre	25	01–50
+2 to manoeuvre	30	01–75

The Techie performs the extreme modifications in one hour. The Techie cannot take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of hours equal to his Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Bonus Feats

At 3rd, 6th and 9th level, the Techie gets a bonus feat. The bonus feat must be selected from the following list and the Techie must meet all the prerequisites of the feat to select it:

Alertness, Attentive, Builder, Cautious, Confident, Creative, Deceptive, Deft Hands, Educated, Gearhead, Personal Firearms Proficiency, Skill Focus, Studious.

Sabotage

At 4th level, once per day, as a full round action, the Techie gains the ability to instantly sabotage, break or shut down any object he touches. The Techie must make a touch attack on the object. The object then makes a Fortitude save against the sabotage. The DC is equal to the Techie's level + Int modifier. The device's base save bonus is 2 + 1 if masterwork. The Techie must have a tool of some sort, such as a hammer or screwdriver, with which to make the attack.

Note that this ability works only against devices with moving or electrical parts; a Techie could not sabotage a chair or sword. In addition, sabotage does not necessarily benefit the Techie. For example, a sabotaged lock does not open; it usually becomes stuck so that keys will not work in it.

Anyone can repair sabotaged items by using the appropriate Craft skills. Repair requires no replacement parts or material costs. This ability reflects a subtle type of sabotage while anyone with a monkey wrench or bucket of water can blatantly sabotage most machinery. It is much more than simply making a machine inoperable. It is more a question of why, how and what is broken.

Mastercraft

At 5th level, the Techie becomes adept at creating mastercraft objects. He applies the Mastercraft ability to one of his Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill.

With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The costs to build a mastercraft object are double the Trade Value of the components (see the appropriate Craft skill description). A Techie can add the mastercraft feature to an existing ordinary object by locating additional components that equal ½ the Trade Value of the item being modified and then making the Craft check as though he were constructing the object from scratch.

In addition to the Trade Value, the Techie must also pay a cost in experience points equal to the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop the Techie to below the minimum needed for his current level, then the experience points cannot be paid and the Techie cannot use the mastercraft ability until he gains enough additional experience points to remain at his current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armour, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Techie can add the Mastercraft ability to another Craft skill, or he can improve his ability in the skill selected at 5th level so that his mastercraft objects provide a +2 bonus.

At 10th level, the Techie adds another +1 bonus to his Mastercraft ability. If the Techie focuses his ability on one Craft skill, his mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object add +3 to the Craft DC, for a +2 object add +5 to the Craft DC and for a +3 object add +10 to the Craft DC.

Techie Advanced Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Jury-Rig +2
2nd	+1	+0	+0	+3	Extreme Machine
3rd	+1	+1	+1	+3	Bonus Feat
4th	+2	+1	+1	+4	Sabotage
5th	+2	+1	+1	+4	Mastercraft
6th	+3	+2	+2	+5	Bonus Feat
7th	+3	+2	+2	+5	Jury-Rig +4
8th	+4	+2	+2	+6	Mastercraft
9th	+4	+3	+3	+6	Bonus Feat
10th	+5	+3	+3	+7	Mastercraft

The Environment

Movement

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement

While moving at the different movement scales, characters generally walk, hustle, or run.

- *Walk:* A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered person.
- *Hustle:* A hustle is a jog at about six miles per hour for an unencumbered person. A character moving his speed twice in a single round, or moving that speed in the same round that he performs a standard action or another move action is hustling when he moves.
- *Run (x3):* Moving three times speed is a running pace for a character with a heavy pack. It represents about nine miles per hour for a person carrying a heavy load.
- *Run (x4):* Moving four times speed is a running pace for a character with a light, medium or no load. It represents about 12 miles per hour for an unencumbered person.

Tactical Movement

Use tactical movement for combat. Characters generally do not walk during combat – they hustle or run. A character that moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement

Difficult terrain, obstacles or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, a character's movement may be so hampered that they do not have sufficient speed even to move five feet (one square). In such a case, the character may use a full-round action to move five feet (one square) in any direction, even diagonally. Even though this looks like a 5-foot step, it is not, and thus it provokes attacks of opportunity normally. A character cannot take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to him.

A character cannot run or charge through any square that would hamper their movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

- *Walk:* A character can walk without a problem on the local scale.
- *Hustle:* A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.
- *Run:* A character with a Constitution score of 9 or higher can run for a minute without a problem.

Generally, a character can run for a minute or two before having to rest for a minute

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents eight hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

- *Walk:* A character can walk eight hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below).
- *Hustle:* A character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character cannot run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

- *Run:* A character cannot run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.
- *Terrain:* The terrain through which a character travels affects how much distance he can cover in an hour or a day (see the Terrain and Overland Movement table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party travelling with vehicles. Trackless terrain is a wild area with no paths.
- *Forced March:* In a day of normal walking, a character walks for eight hours. The rest of the daylight time is spent making and breaking camp, resting and eating.

A character can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It is possible for a character to march into unconsciousness by pushing himself too hard.

- **Mounted Movement:** A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage.

The creature can also be ridden in a forced march, but its Constitution checks automatically fail and the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See the Mounts and Vehicles table for mounted speeds and speeds for vehicles pulled by draft animals.

- **Waterborne Movement:** See the Mounts and Vehicles table for speeds for water vehicles.

Movement and Distance

	Speed			
	15 feet	**20 feet**	**30 feet**	**40 feet**
One Round (Tactical)[1]				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1½ miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

[1] Tactical movement is often measured in squares on the battle grid (one square = five feet) rather than feet.

Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle[1]	x2
Poor visibility	x2
Impassable	—

[1] May require a skill check

Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x½	x½
Forest	x1	x1	x½
Hills	x1	x¾	x½
Jungle	x1	x¾	x¼
Moor	x1	x1	x¾
Mountains	x¾	x¾	x½
Plains	x1	x1	x¾
Swamp	x1	x¾	x½
Tundra, frozen	x1	x¾	x¾

Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse	6 miles	48 miles
Light horse (151–450 lb.) [1]	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201–600 lb.) [1]	3½ miles	28 miles
Pony	4 miles	32 miles
Pony (76–225 lb.) [1]	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) [1]	2 miles	16 miles
Mule (231–690 lb.) [1]	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)[2]	½ mile	5 miles
Keelboat (rowed)[2]	1 mile	10 miles
Rowboat (rowed)[2]	1½ miles	15 miles
Sailing ship (sailed)	2 miles	48 miles

[1] Quadrupeds, such as horses, can carry heavier loads than characters can.

[2] Rafts, barges, keelboats and rowboats are used on lakes and rivers.

If going downstream, add the speed of the current (typically three miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance travelled. These vehicles cannot be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Evasion and Pursuit

In round-by-round movement, simply counting off squares, it is impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it is no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there is a simple way to resolve a chase: If one character is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the character being chased wins, he escapes. If the pursuer wins, he catches the fleeing character.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the person being chased rolls the highest, he gets away. If not, the chaser runs down his prey, outlasting it with stamina.

Moving Around in Squares

In general, when the characters are not engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people would. A 5-foot square, for instance, can hold several characters; they just cannot all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Environment and Hazards

Darkness and Light

It is a rare mission that does not end up in the dark somewhere, and characters need a way to see. See the table below for the radius that a light source illuminates and how long it lasts.

Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	30 feet*	6 hours

* Creates a beam 30 feet long and five feet high.

Boiling water deals 1d4 points of scalding damage, unless the character is fully immersed, in which case it deals 5d6 points of damage per round of exposure.

Ice Effects

Characters must spend two squares of movement to enter a square covered by ice and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Catching on Fire

Characters exposed to open flames might find their clothes, hair or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. That is, once the character succeeds at the saving throw, he is no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the character another save with a +4 bonus.

Starvation and Thirst

It will not be uncommon in the desolate landscape of the New World for characters to find themselves without food and water. In normal climates, characters need at least ½ gallon of fluids and about a pound of decent food per day to avoid the threat of starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d4 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d4 points of damage. Damage from thirst or starvation cannot be recovered until the character gets water or food, as needed.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armour provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill). A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat him as fatigued).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Extreme heat (air temperature over 140°F, fire, boiling water and lava) deals lethal damage. Breathing air in these temperatures deals 1d4 points of damage per minute (no save). In addition, a character must make a Fortitude save every five minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armour take a –4 penalty on their saves.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to –1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for two consecutive rounds take 1d6 points of nonlethal damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

Any strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

Falling

A character takes 1d4 points of damage for every 10 feet of a fall, to a maximum of 15d4 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on the Damage from Falling Objects table.

Objects deal the initial damage given in the Damage from Falling Objects table if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes ½ damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off himself or an Escape Artist check (DC 20) to get out from underneath. The Games Master can modify the DCs for these checks based on the circumstances.

Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	N/A	N/A
Diminutive	Paperweight	1	0	N/A
Tiny	Wrench	1d2	5	N/A
Small	Vase	1d3	10	5
Medium	Briefcase	1d4	15	10
Large	Garbage can	2d4	20	20
Huge	Oil barrel	3d6	25	30
Gargantuan	Piano	6d6	30	40
Colossal	Vehicle	8d6	35	50

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with

contact poison, consumes a poisonous substance, inhales a poisonous gas or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he takes the poison's initial damage (usually ability damage). Even if the character succeeds, he typically faces secondary damage one minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Engineering (chemical) skill description.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose himself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him – the character's immune system fights off the infection. If the character fails the save, he takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that

the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarised on the Diseases table.

Type: The disease's method of delivery – ingested, inhaled or via an injury – and the DC needed to save. A wound as small as an insect bite can transmit some injury diseases. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the character takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on table below.

Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d4	1d10
Potent	2d4	2d10
Concentrated	3d4	3d10

* Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Big Death	Contact DC 45	1d2 days	2 Con, 1 Str	1d10 Con, 1d6 Cha, 1d6 Int
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Narcotising faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Radiation sickness	Contact DC 18-30	1 day	2 Con	1d4 Con
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*

* If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

The fumes from most acids are inhaled poisons. Those who come within five feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed one minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Even though most areas of the world are without electricity, electrical hazards come in many forms, including stun guns, downed power lines and electric security fences. The Electrical Damage table gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by ½. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Electrical Damage

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

Radiation

Sources of intense and lethal radiation are not uncommon in the New World. Many old nuclear power plants have begun leaking radiation and a few have even melted down from lack of maintenance since the Big Death. Many nuclear-powered warships still sit in docks or floating in the oceans of the world and then there are the ever-present nuclear missiles sitting quietly in their silos for the past 15 years.

In many ways, radiation is treated in the same way as a contact disease – any character coming within 30 feet of a source of radiation must make a Fortitude save or be affected (DC 18-30 depending on the severity of the radiation source which is at the

Games Master's discretion). However, a character affected by radiation is automatically assumed to fail all subsequent Fortitude saves and may only be cured through the use of Treat Injury checks. The effects of radiation can be found on the disease table above.

Into the Wilderness

The Big Death virus was spread by touch. As such, the virus hit the largest population centres first and hardest. Riots and chaos ruled in the panic of certain death. The survivors, the children, had to overcome many obstacles including the problem of burying or cremating billions of corpses. The task was impossible for those so young and what followed were other epidemics cause by the death and decay found in the cities.

Many children died in these subsequent epidemics of cholera, typhoid and other diseases. Those that survived invariably fled to the countryside where the stench of death was less concentrated. Even now, 15 years later, most of the urban sprawls of the Old World stand uninhabited or with only small populations of bandits and marauders.

Characters will therefore find themselves in the wilderness quite often and the rules contained in this section will be helpful in those situations.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail or feature such as

a stream or shoreline prevents any possibility of becoming lost, but travellers striking off cross-country may become disoriented – especially in conditions of poor visibility or in difficult terrain.

Poor Visibility

Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters travelling through fog, snow or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters travelling at night may be at risk, too, depending on the quality of their light sources and the amount of moonlight.

Difficult Terrain

Any character in forest, moor, hill or mountain terrain may become lost if he moves away from a trail, road, stream or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost

If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions and whether or not the character has a map of the area being travelled through. Refer to the table below and use the highest DC that applies.

Terrain Type	Survival DC	Terrain Type	Survival DC
Moor or hill, map	6	Poor visibility	12
Mountain, map	8	Mountain, no map	12
Moor or hill, no map	10	Forest	15

A character with at least 5 ranks in Knowledge (region) or Knowledge (local) pertaining to the area being travelled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travellers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost

If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they cannot miss, or until they recognise that they are lost and make an effort to regain their bearings.

Recognising That You Are Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognise that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the 'correct' direction for resuming travel.

Once the characters are travelling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travellers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It is possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings

There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they are trying to reach, they are not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve – the fog lifts or the sun comes up – lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Types of Terrain

Forested Terrain

Forest terrain can be divided into three categories: sparse, medium and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Forest Terrain Features

Trees: The most important terrain element in a forest is the trees, obviously. A person standing in the same square as a tree gains a +2 bonus to Defence Value and a +1 bonus on Reflex saves (these bonuses do not stack with cover bonuses from other sources). The presence of a tree does not otherwise affect a person's fighting space, because it is assumed that the person is using the tree to his advantage when he can. The trunk of a typical tree has DV 4, damage reduction 5, and 150 hp. A Climb check (DC 15) is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have DV 3, damage reduction 5, and 600 hp. Like their smaller counterparts, it takes a Climb check (DC 15) to climb them.

Undergrowth: Vines, roots and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs two squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs four squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees are not mutually exclusive; it is common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: Characters on platforms or branches in a forest canopy are considered to have cover when fighting people on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about three feet high and provide cover just as low walls do. They cost five feet of movement to cross. Forest streams are generally five to 10 feet wide and no more than five feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6 × 10 feet. In a medium forest, this distance is 2d8 × 10 feet, and in a dense forest it is 2d6 × 10 feet.

Because any square with undergrowth provides concealment, it is usually easy for a person to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Forest Fires

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travellers can get caught in the conflagration.

A forest fire can be spotted from as far away as 2d6 × 100 feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically 'spot' it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a person can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4 × 10 minutes before dying to a smoking smoulder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from

them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat and Cold above). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every five rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing take a –4 penalty on their saving throws.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

Marshes and Swamps

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

	Marsh Category	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Marsh Terrain Features

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about one foot in depth. It costs two squares of movement to move into a square with a shallow bog and the DC of Tumble checks in such a square increase by 2.

A square that is part of a deep bog has roughly four feet of standing water. It costs four squares of movement to move into a square with a deep bog, or characters can swim if they wish. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover. Characters can crouch as a move action to gain this improved cover. Characters with this improved cover take a –10 penalty on attacks against persons not underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares. Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters do not have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

- *Effects of Quicksand:* Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move five feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

  Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

- *Rescue:* Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, pole, rope or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check (DC 15) to successfully pull the victim, and the victim must make a Strength check (DC 10) to hold onto the branch, pole or rope. If the victim fails to hold on, he must make a Swim check (DC 15) immediately to stay above the surface. If both checks succeed, the victim is pulled five feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than five feet tall and take up entire squares. They provide total cover, just as a wall does. It takes four squares of movement to move through a square with a wide hedgerow; creatures that succeed on a Climb check (DC 10) need only two squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and do not provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6 × 10 feet. In a swamp, this distance is 2d8 × 10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it is easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

Hilly Terrain
A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hilly terrain is divided into two categories: gentle hills and rugged hills. Hilly terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

	Hills Category	
	Gentle Hill	**Rugged Hill**
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Hilly Terrain Features
Gradual Slope: This incline is not steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend two squares of movement to enter each square of steep slope.

Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a Balance check (DC 10) upon entering the first steep slope square. Mounted characters make a Ride check (DC 10) instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map may mandate a taller cliff. A cliff is not perfectly vertical, taking up 5-foot squares if it is less than 30 feet tall and 10-foot squares if it is 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hilly Terrain Elements: Trees are not out of place in hilly terrain, and valleys often have active streams (5 to 10 feet wide and no more than five feet deep) or dry streambeds (treat as a trench five to 10 feet across) in them. If a stream or streambed is added, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10 × 10 feet. In rugged hills, this distance is 2d6 × 10 feet.

Hiding in hilly terrain can be difficult if there is no undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills do not affect Listen or Move Silently checks.

Mountainous Terrain
The three mountainous terrain categories are alpine meadows, rugged mountains and forbidding mountains. As characters ascend into a mountainous area, they are likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall that is marked on the border between squares rather than taking up squares itself.

Mountain Category			
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Mountainous Terrain Features

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hill terrain counterparts, but they are typically 2d6 × 10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms are not hidden, so characters will not fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 × 10 feet deep, at least 20 feet long, and anywhere from five feet to 20 feet wide. It takes a Climb check (DC 15) to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8 × 10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain above.

Scree: A field of shifting gravel, scree does not affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there is scree on a gradual slope and by 5 if there is scree on a steep slope. The DC of Move Silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs two squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require Climb checks (DC 25) to ascend. A typical rock wall is 2d4 × 10 feet tall in rugged mountains and 2d8 × 10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and five feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon.

Other Mountainous Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (five to 10 feet wide and no more than five feet deep) and dry streambeds (treat as a trench five to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10 × 10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there is little vegetation to obstruct line of sight, the specifics on the map are the best guide for the range at which an encounter could begin. As in hill terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It is easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it is also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10 × 500 feet down slope by a character who makes a Spot check (DC 20), treating the avalanche as a Colossal object. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It is possible for characters to hear an avalanche coming even if they cannot see it. Under optimum conditions (no other loud noises occurring), a character that makes a Listen check (DC 15) can hear the avalanche or landslide when it is 1d6 × 500 feet away. This check might have a DC of 20, 25 or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a Reflex save (DC 15). They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a Reflex save (DC 15). Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a Constitution check (DC 15) or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 × 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the centre of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the centre of the path taken by the bury zone to the centre of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing – or sometimes deadly – to characters that are not used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the hardiest of Jocks and Wanderers.

Acclimated Characters: Those accustomed to high altitude generally fare better than lowlanders. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimatize themselves when they return.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass and high peak.

- *Low Pass (lower than 5,000 feet):* Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travellers may find the going difficult (which is reflected in the movement modifiers for travelling through mountains), but the altitude itself has no game effect.

- *Low Peak or High Pass (5,000 to 15,000 feet):* Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labour to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save. The majority of the Rocky Mountain peaks fall into this category.

- *High Peak (more than 15,000 feet):* The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they are acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each six-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Deserts

Desert terrain exists in warm, temperate and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate) and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it is easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there is little standing water.

The table below describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Desert Category			
	Tundra	**Rocky**	**Sandy**
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Desert Terrain Features

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs two squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A Balance check (DC 10) is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs two squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Forests sometimes border tundra, and the occasional tree is not out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is criss-crossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms

A sandstorm reduces visibility to 1d10 × 5 feet and provides a –4 penalty on Listen, Search and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to anyone caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Plains and Steppes

Plains come in three categories: farms, grasslands and battlefields. In North America, farms are thinly scattered throughout all regions but are more common in the South (Region 3, page 54). Grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they are particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Category			
	Farm	**Grassland**	**Battlefield**
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

Plains Terrain Features

Undergrowth: Whether they are crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs two squares of movement to leave a trench, but it costs nothing extra to enter one. Characters outside a trench who make a melee attack against a person inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hill Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for one square, then downhill for one square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing one square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a Ride check (DC 15). If the check fails, the steed crosses the fence, but the rider falls out of the saddle. Characters in vehicles may drive through a wooden fence but must make a Drive check (DC 10) to retain control of their vehicle. Characters driving large or tracked vehicles do not have to make this check.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they are often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally five to 20 feet wide and five to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6 × 40 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Aquatic Terrain

Aquatic terrain is the least hospitable to most player characters, because they cannot breathe there. Aquatic terrain does not offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a ship, the tall kelp beds hundreds of feet below them do not matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15) and white-water rapids are stormy water (Swim DC 20). If a character is in moving water, move him downstream the indicated distance at the end of his turn. A character trying to maintain his

Combat Adjustments Underwater

	Attack/Damage			
Condition	**Slashing or Bludgeoning**	**Tail**	**Movement**	**Off Balance?[4]**
Has a swim speed	–2/½	normal	normal	No
Successful Swim check	–2/½[1]	–2/½	¼ or ½[2]	No
Firm footing[3]	–2/½	–2/½	½	No
None of the above	–2/½	–2/½	normal	Yes

[1] A person without a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

[2] A successful Swim check lets a person move ¼ his speed as a move action or ½ his speed as a full-round action.

[3] Characters have firm footing when walking along the bottom, braced against a ship's hull, or the like. A character can only walk along the bottom if he wears or carries enough gear to weigh himself down – at least 16 pounds for most characters.

[4] Characters flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance character loses his Dexterity bonus to Defence Value, and opponents gain a +2 bonus on attacks against it.

position relative to the riverbank can spend some or all of his turn swimming upstream.

- *Swept Away:* Characters swept away by a river moving 60 feet per round or faster must make Swim checks (DC 20) every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb or bottom snag – he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three Swim checks (DC 20) in a row. Characters arrested by a rock, limb or snag cannot escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Non-flowing Water: Lakes and oceans simply require a swim speed or successful Swim check to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they are underwater; failing that, they risk drowning. When underwater, characters can move in any direction.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear and 1d8 × 10 feet if it is murky. Moving water is always murky, unless it is in a particularly large, slow-moving river.

It is hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Characters can have considerable difficulty when fighting in water. Water affects a character's Defence Value, attack rolls, damage and movement. In some cases a character's opponents may get a bonus on attacks. The effects are summarised in the accompanying table. They apply whenever a character is swimming, walking in chest deep water or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater (with the exception of certain types of grenades), even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every five feet of water they pass through, in addition to the normal penalties for range. Firearms will not function underwater with the exception of a single chambered round. If a round has not been chambered prior to submersion, the firearm is totally useless for ranged attacks.

Attacks from Land: Characters swimming, floating or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to DV, +4 bonus on Reflex saves) from opponents on land. A completely submerged creature has total cover against opponents on land.

Floods
In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper and swifter. Assume that a river rises by 1d10 + 10 feet during the spring flood, and its width increases by a factor of 1d4 × 50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

Weather
Characters have a tendency to ignore the weather but weather can play an important role in an adventure.

The Random Weather table is appropriate for general use, and can be used as a basis for local weather. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10–20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see **Precipitation**, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10–20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10–20 degrees colder at night.

Powerful Storm *(Windstorm/Blizzard/Hurricane/Tornado):* Wind speeds are over 50 mph (see Wind Effects table). In addition, blizzards are accompanied by

heavy snow (1d3 feet) and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-48 hour period when the centre of the storm moves through their area. Tornadoes are very short-lived (1d6 × 10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90) or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm *(Duststorm/Snowstorm/Thunderstorm):* Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4 – 1 hours. See Storms, below, for more details.

WDR: Between 60° and 85° Fahrenheit during the day, 10–20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10–30 mph); see the Wind Effects table on the following page.

Rain, Snow, Sleet and Hail
Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30°F or below may produce ice.

- *Rain:* Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks.

It has the same effect on flames, ranged weapon attacks and Listen checks as severe wind.

- *Snow:* Falling snow has the same effects on visibility, ranged weapon attacks and skill checks as rain, and it costs two squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

- *Heavy Snow:* Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs four squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind – a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see *Thunderstorm*, below). Snow has the same effect on flames as moderate wind.

- *Sleet:* Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

- *Hail:* Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms
The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search and Listen checks. Storms make ranged weapon attacks impossible, except for those using firearms which have a –4 penalty on attack rolls. They automatically extinguish candles, torches and similar

Random Weather

d%	Weather	Cold Climate	Temperate Climate[1]	Desert
01–70	Normal weather	Cold, calm	Normal for season[2]	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm[3]	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard[4], hurricane, tornado	Downpour

[1] Temperate includes forest, hills, marsh, mountains, plains and warm aquatic.
[2] Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See the Wind Effects table for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

- *Dust storm (CR 3):* These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames and can even choke protected flames (50% chance). Most dust storms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater dust storm to be accompanied by windstorm-magnitude winds (see the Wind Effects table). These greater dust storms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning – except that a character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to 10 × his Constitution score). Greater dust storms leave 2d3 – 1 feet of fine sand in their wake.

- *Snowstorm:* In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

- *Thunderstorm:* In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter. As a rule of thumb, assume one bolt per minute for a one-hour period at the centre of the storm. For details of damage caused by lightning see the Electrical Damage table (pg. 213). One in 10 thunderstorms are accompanied by a tornado (see below).

Powerful Storms
Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search and Listen checks. Unprotected flames are automatically extinguished and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see the Wind Effects table). Powerful storms are divided into the following four types.

- *Windstorm:* While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

- *Blizzard:* The combination of high winds, heavy snow (typically 1d3 feet) and bitter cold make blizzards deadly for all who are unprepared for them.

- *Hurricane:* In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

- *Tornado:* One in 10 thunderstorms are accompanied by a tornado.

Fog
Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, beyond five feet. Creatures five feet away have concealment (attacks by or against them have a 20% miss chance).

Winds
The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapours away. If powerful enough, it can even knock characters down (see the Wind Effects table) interfere with ranged attacks or impose penalties on some skill checks.

- *Light Wind:* A gentle breeze, having little or no game effect.

- *Moderate Wind:* A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

- *Strong Wind:* Gusts that automatically extinguish unprotected flames (candles, torches and the like). Such gusts impose a –2 penalty on ranged attacks using bows, crossbows or other archaic ranged weapons and on Listen checks.

- *Severe Wind:* In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged archaic weapon attacks and Listen checks are at a –4 penalty.

- *Windstorm:* Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged archaic weapon attacks are impossible, and even firearms have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

- *Hurricane-Force Wind:* All flames are extinguished. Ranged archaic weapon attacks are impossible (firearms have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

- *Tornado (CR 10):* All flames are extinguished. All ranged attacks are impossible, as are Listen checks. Instead of being blown away (see the Wind Effects table), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings and causes other similar forms of major destruction.

Wildlife

With the decline of civilisation, Mother Nature has returned. Animals that had been in decline or threatened before the Big Death have begun to reclaim their old territories. Much of the wilderness of the New World is teeming with game animals and predators alike.

Bison once again roam the Great Plains although not nearly in the numbers they once did. Competing with them are the herds of feral cattle, once domesticated, now returned to a wild state. With the return of prey animals, the predatory carnivores are also bouncing back. Packs of wolves again roam the Great Plains and valleys of the Rocky Mountains. Black bears, coyotes and the odd mountain lion stalk the woods of the East Coast. In the old urban centres, feral dogs and cats compete with humanity for the scraps of the Old World.

Other types of wildlife can also play a part in the characters' lives from a chance encounter with an alligator, a swarm of rats or stumbling on a rattlesnake

Wind Effects

Wind Force	Wind Speed	Archaic Ranged Attacks / Firearms	Size[1]	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	–4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

[1] Airborne vehicles are treated as one size category smaller than their actual size, so an airborne Gargantuan object is treated as Huge for purposes of wind effects.

Checked: Characters are unable to move forward against the force of the wind.

Knocked Down: Characters are knocked prone by the force of the wind.

Blown Away: Characters on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

in the desert. Nature is not always a friend to the characters.

Below are some sample game statistics of the wildlife to which the characters may be exposed to in the wilderness of North America. Wildlife from other areas of the world will be included in future game supplements.

Statistic Block Description

Sz: The animal's size for determining which Life Bar is used.

Init: The animal's initiative modifier.

Spd: The animal's tactical speed.

DV: The creatures Defence Value.

DR: The creatures Damage Reduction modifier.

BAB: The animal's base attack bonus.

Grap: The animal's modifiers for grappling attacks.

Atk: The creature's attack type and modifiers.

FS: The amount of space an animal requires to move and fight effectively.

Reach: The distance a creature can reach for an attack.

Fort: The animal's bonus to Fortitude saving throws.

Ref: The animal's bonus to Reflex saving throws.

Will: The animal's bonus to Will saving throws.

Str, Dex, Con, etc.: The animal's basic ability scores.

Skills: The animal's ranks in relevant skills.

SQ: These are the animals Special Qualities. These included special attacks, resistances, etc.

Skill Bonus: Any bonuses the animal may receive when using skills.

Feats: Any feats the animal may possess.

Environment: Where the type of animal is commonly encountered.

Alligators (American)

Found in the swamps, bayous and wetlands of the South, the alligator can be a dangerous encounter for any character not prepared to face such a huge animal.

Medium Alligator: Sz: M; Init +1; Spd 20 ft., swim 30 ft.; DV 3; DR: +6 BAB +2; Grap +6; Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.
Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.
SQ: Aquatic: Alligators can move in water without making Swim checks and cannot drown in water.
Improved Grab: To use this ability, an alligator must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the alligator grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.
Skill Bonus: Alligators gain a +12 species bonus on Hide checks when submerged.
Feats: None.

Large Alligator: Sz: L Init +1; Spd 20 ft., swim 30 ft.; DV 4; DR: +6; BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills: Hide +0 (+4 while submerged), Listen +5, Spot +5.
SQ: Aquatic: Alligators can move in water without making Swim checks and cannot drown in water.
Improved Grab: To use this ability, a alligator must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the alligator grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.
Skill Bonus: Alligators gain a +12 species bonus on Hide checks when submerged.
Feats: None.

Bison

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than six feet tall at the shoulder and is nine to 12 feet long. It weighs 1,800 to 2,400 pounds.

Bison: Sz: H Init +0; Spd 40 ft.; DV 2; DR: 3; BAB +3; Grap +11; Atk +6 melee (1d8+8, butt); FS 10 ft. by 5 ft.; Reach 5 ft.; Fort +1, Ref +6, Will +0; Str 20, Dex 12, Con 19, Int 1, Wis 10, Cha 3.
Skills: Listen +8, Spot +5.
Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over

anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.
Feats: None.
Environment: Plains.

Bears
A number of bear species roam North America from the ubiquitous black bears of the East to the powerful grizzlies of the West.

Black Bear: Sz: L Init +1; Spd 40 ft.; DV 4; DR: +3; BAB +4; Grap +13; Atk +4 melee (1d8+4, claw or 2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; Fort +9, Ref +6, Will +3; Str 20, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills: Climb +18, Listen +6, Spot +6, Swim +3.
SQ: Improved Grab: To use this ability, the bear must hit with a claw attack.
Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: None.
Feats: None.
Environment: Eastern forests.

Grizzly Bear: Sz: L Init +1; Spd 40 ft.; DV 4; DR: +5; BAB +4; Grap +16; Atk +7 melee (1d8+8, claw or 2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; Fort +9, Ref +6, Will +3; Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills: Climb +18, Listen +6, Spot +6, Swim +6.
SQ: Improved Grab: To use this ability, the bear must hit with a claw attack.
Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: None.
Feats: None.
Environment: Western forests and mountains.

Polar Bear: Sz: L Init +1; Spd 40 ft.; DV 4; DR: +4; BAB +4; Grap +14; Atk +7 melee (1d8+8, claw or 2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; Fort +9, Ref +6, Will +3; Str 22, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills: Climb +18, Listen +6, Spot +6, Swim +10.
SQ: Improved Grab: To use this ability, the bear must hit with a claw attack.
Scent: This ability allows a bear to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: None.
Feats: None.
Environment: Northern tundra.

Cats (House)
Like domestic dogs, many pet cats have reverted to a feral state. They roam the cities preying on birds, rats and other vermin. Cats will not normally attack a human unprovoked but will defend themselves as required.

Cat: Sz: T Init +2; Spd 30 ft.; DV 5; DR: 1; BAB +1; Grap −12; Atk +4 melee (1d2, claw), −1 melee (1d2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.
Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.
SQ: None.
Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.
Feats: Weapon Finesse (bite), Weapon Finesse (claw).
Environment: Urban and suburban.

Cattle (Feral)
With the farmers and ranchers all dead of the Big Death, millions of head of cattle died from lack of care. Some however, broke free and survived in the wild, growing feral over successive generations. These feral cattle look much like the domestic cows we are used to today.

Cattle: Sz: L Init +0; Spd 40 ft.; DV 3; DR: 2; BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); FS 10 ft. by 5 ft.; Reach 5 ft.; Fort +1, Ref +6, Will +0; Str 19, Dex 12, Con 19, Int 1, Wis 9, Cha 3.
Skills: Listen +8, Spot +5.
SQ: Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.
Feats: None.
Environment: Plains, steppes, and farmland.

Deer
There are several species of deer and deer-like animals throughout North America. These include animals from white-tailed deer to caribou.

Deer: Sz: L Init +6; Spd 50 ft.; DV 5; DR: 1; BAB +3; Grap +3; Atk +3 melee (1d8+2, butt); FS 5 ft. by 5 ft.; Reach 5 ft.; Fort +7, Ref +4, Will +1; Str 14, Dex 17, Con 12, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +5.
SQ: None.
Feats: None.
Environment: Any open or forested terrain.

Dogs (Feral)

Found throughout the world, dogs have always been man's best friend. That may still be true but there are dogs in abundance that never received that memo. Many of the dogs of the Old World have gone feral and compete with other animals and humans alike to survive. Dogs generally travel in packs of 2d10 animals. Domesticating a feral dog requires a Handle Animal check (DC 16).

Small Dog: Sz: S Init +3; Spd 40 ft.; DV 4; DR: +1; BAB +0; Grap –3; Atk +2 melee (1d2+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.
Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.
SQ: Scent: This ability allows a dog to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.
Feats: None.
Environment: Urban or suburban.

Medium Dog: M Init +2; Spd 40 ft.; DV 3; DR: +2; BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.
SQ: Scent: This ability allows a dog to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.
Feats: None.
Environment: Urban or suburban.

Elephants

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. While there are no wild herds of elephants in North America, animals once found in zoos or circuses are not unheard of. This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). Elephants tend to charge at threatening creatures.

Elephant: Sz: H Init +0; Spd 40 ft.; DV 6; DR: 7; BAB +8; Grap +26; Atk +16 melee (2d8+15, slam, 2d6+5 stamp x2, 2d8+15 gore); FS 15 ft. by 15 ft.; Reach 10 ft.; Fort +12, Ref +7, Will +6; Str 30, Dex 10, Con 21, Int 1, Wis 13, Cha7.
Skills: Listen +12, Spot +10.
SQ: Trample: Reflex half DC 25. The save DC is Strength-based.
Feats: Alertness, Endurance, Iron Will.
Environment: Varies.

Horses

Like other domesticated animals, many horses reverted to their wild state after the chaos of the Big Death swept the world. The Great Plains and South West, in particular, are home to several herds of wild horses. Taming a wild horse requires a DC 17 Handle Animal check and two weeks to accomplish.

Horse, riding: Sz: L Init +4; Spd 60 ft.; DV 2; DR: 4; BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof x2); FS 10 ft. by 10 ft.; Reach 5 ft.; Fort +6, Ref +4, Will +2; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.
Skills: Listen +6, Spot +6.
SQ: Scent: This ability allows a horse to detect approaching enemies, sniff out hidden foes and track by sense of smell.
Skill Bonus: None.
Feats: Endurance, Run.
Environment: Plains, farmland.

Horse, draft: Sz: L Init +2; Spd 50 ft.; DV 2; DR: 4; BAB +2; Grap +7; Atk +2 melee (1d8+1, hoof x2); FS 10 ft. by 10 ft.; Reach 5 ft; Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.
Skills: Listen +6, Spot +6.
SQ: Scent: This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Skill Bonus: None.
Feats: None.
Environment: Plains, farmland.

Lions (Mountain)

These large cats are about six feet long and weigh about 130 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers or leopards.

Mountain Lion: Sz: M Init +4; Spd 40 ft., climb 20 ft.; DV 5; DR: 2; BAB +2; Grap +5; Atk +7 melee (1d8+3 bite, 1d6+1 x2 claws); FS 10 ft. by 10 ft.; Reach 5 ft; Fort +8, Ref +7, Will +3; Str 17, Dex 19, Con 15, Int 2, Wis 12, Cha 6.
Skills: Balance +8, Climb +11, Hide +8, Jump +10, Listen +6, Move Silently +9, Spot +6.

SQ: Pounce: If a mountain lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab: To use this ability, the mountain lion must hit with a claw or bite attack. If it gets a hold, it can rake (see below).

Rake: A mountain lion that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Mountain lions receive a +4 species bonus on Balance, Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Feats: None.

Environment: Forests and mountainous terrain.

Snake

Snakes can be found in most regions of North America. The vast majority are harmless but there are several varieties with poisonous venom.

Rattlesnake: Sz: T Init +6; Spd 20 ft., climb 20 ft.; DV 6; DR: 1; BAB +1; Grap +0; Atk +4 melee (1d4 –2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 5 ft.; Fort +32, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +10, Hide +12, Listen +8, Spot +8.

SQ: Poison: A rattlesnake injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made one minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 12. Other varieties of poisonous snakes require different DCs.

Scent: This ability allows a snake to detect approaching enemies, sniff out hidden foes and track by sense of smell.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Feat: Weapon Finesse (bite).

Environment: Desert, scrub, plains, forests.

Wolf

Once almost extirpated from North America, the wolf is returning to its old hunting grounds. Wolves are pack hunters known for their persistence and cunning. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Wolf: Sz: M Init +2; Spd 50 ft.; DV 3; DR: 2; BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

SQ: Scent: This ability allows a wolf to detect approaching enemies, sniff out hidden foes and track by sense of smell.

Trip: A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Feats: None.

Environment: Forests, hills and mountains.

Animals in Combat

As explained fully in the Combat chapter, the Life Bar used for normal characters is not used when it comes to animals. Due to their size, some animals can simply take more or less damage than a normal human. When a Games Master has need to track the wound levels of an animal, the Life Bars below should be used based on size. Where an animal's size is given as Medium, the normal Life Bar is used.

The Life Bar – Size Diminutive to Small Creatures

LETHAL DAMAGE	Moderately Wounded • • • • •	Dying • • • • •
NONLETHAL DAMAGE	Jolted • • • • •	Unconscious

The Life Bar – Large to Huge Creatures

LETHAL DAMAGE	Lightly Wounded • • • • •	Moderately Wounded • • • • •	Severely Wounded • • • • •	Disabled • • • • •	Dying • • • • •
NONLETHAL DAMAGE	Not Affected • • • • •	Jolted • • • • •	Jarred • • • • •	Staggered • • • • •	Unconscious

Jeremiah Episode Guide

Season One

The Long Road

Fifteen years have gone by since the world 'ended' – literally for one generation, symbolically for Jeremiah's generation. Jeremiah (Luke Perry), is 27, cynical, cautious and intense. He is one of the few left with a conscience and with a sense of debt to his dead parents and the brother whom he unwittingly let die in the chaotic aftermath of the epidemic. He is grimly determined to find the location of Valhalla Sector, which his father spoke about shortly before he died. He is also determined to help those less fortunate than he, as vindication for his brother's death.

Jeremiah writes ritualistic, poignant notes to his dead father, keeping him apprised of his progress. On his way to a town where he has heard there is a good information network, he meets Kurdy (Malcolm-Jamal Warner), a loner who is accustomed to taking care of 'number one' and who tries to steal Jeremiah's freshly-caught fish. Jeremiah takes pity on Kurdy and shares his meal, and although Kurdy disappears shortly afterward, the two are destined to hook up again.

As Jeremiah enters the town and approaches the free market, a scuffle breaks out. Armed bandits try to rob market vendors. There is gunfire from a building nearby, thugs are dispatched, and the true power of the town becomes apparent – the self-styled leader Theo (Kim Hawthorne), a tough-as-nails woman who has trained a team of ferociously loyal jocks and nerds to keep order and to research technology. Jeremiah saves Theo's life from sniper fire and they have a meeting.

Later, in a bar, Jeremiah meets Simon (Daniel Gillies) and Matthew (Curtis Bechdholt), who witnessed his quick response to the sniper. Matthew speaks to Jeremiah about recruiting him for their 'cause' and they agree to talk later. Jeremiah and Kurdy reconnect in the bar and resolve their differences.

Meanwhile, Theo's thugs have discovered a camouflaged Land Rover, belonging to Matthew and Simon. It is so unusual to have a vehicle, especially one with fuel

that Theo knows Matthew and Simon belong to some sort of organisation. She has them captured and is prepared to torture them to find out the truth.

Theo discovers that Simon was speaking to Jeremiah in the bar, and has Jeremiah captured as well. Kurdy witnesses Jeremiah's abduction and, in a rare moment of unselfishness, follows and decides to help him escape. He creates a riot by spreading the rumour that Theo has been holding out on the town members by hoarding supplies. In the ensuing confusion Kurdy breaks into the school in Theo's compound and releases Simon and Jeremiah. Theo has already shot Matthew to death.

The three companions escape in the Land Rover, but Simon is fatally wounded in the process. As he is dying, he makes Jeremiah promise to return the Rover to 'Thunder Mountain' and warn the leaders that the 'Big Death' may be coming again.

Jeremiah and Kurdy find 'Thunder Mountain,' an underground government nuclear bomb shelter where 2000 people are living, unknown to the outside world. They are under the charismatic and idealistic leadership of Marcus Alexander (Peter Stebbings), who believes Jeremiah's story about Simon and Matthew's death. Together they formulate and carry out a plan to foil a mass murder of minorities by 'skinheads' 20 miles from the compound. An alliance is forged, and Jeremiah

and Kurdy agree to continue to help find out more about whether the 'Big Death' is in fact coming again, as well as ways to help make the world a better place.

Armed only with Simon's journal of networks/contacts and the Land Rover, Jeremiah and Kurdy head back to the outside world to help rebuild a new society on the ashes of the old.

Man of Iron, Woman Under Glass

This episode begins with the appearance of Shashona, a young Native American outside of Thunder Mountain. It turns out that he is on friendly terms with Markus and that he is on a mission to teach others the ways of his forefathers. Jeremiah and Kurdy act as his escort as far as the outskirts of Denver. Shashona then travels off to help the downtrodden.

The remainder of the episode is broken into two different story lines. Both story lines share the theme that one person can make a big difference in the world.

In the storyline referred to in the first part of the episode title, Jeremiah and Kurdy continue on, having been given instruction from Markus to explore further south as Thunder Mountain does not have much information on that part of the country.

Travelling south, they narrowly miss hitting a person standing in the middle of the highway. Jeremiah cuts the steering wheel hard but the Rover tumbles off the road over an embankment. Jeremiah is knocked unconscious and when he awakes he finds Kurdy badly wounded and a strange young man dressed in a makeshift superhero costume. It is the same young man who forced Jeremiah to swerve off the road.

He introduces himself as 'Captain Iron' (John) and tells them how he saved them from bandits who were waiting in ambush further up the road.

Captain Iron's sister (Shelly) and her husband (Mike) soon arrive and take the pair back to their home where

they attempt to help Kurdy, who has several injuries including a broken arm and a likely concussion.

Jeremiah and Captain Iron soon go off to ascertain the condition of the Rover. On the way, they encounter an encampment of bandits. They look tough and ready for action so Jeremiah and John move off quietly.

Back in the abandoned bus that Shelly, Mike and John call home, Shelly fills Jeremiah in on why John calls himself Captain Iron and dresses the part. He was apparently an intelligent, quiet kid before the Big Death. He collected comic books and learned many of his concepts of right and wrong from them. When his parents died in the Big Death, he was traumatised and expected a hero to appear to right the wrongs of the world. When one did not, John took on the role himself.

John later tells Jeremiah he can help him in locating the parts he needs to repair the Rover. He takes him to what he calls his *Iron Cave*. In fact, it is an old church filled with the odd paraphernalia John has collected. John has painted the walls with super hero slogans.

John shows Jeremiah his prized possession, a working laptop computer (powered by a hand generator). It seems that over the years John, as Captain Iron, has explored the area extensively and meticulously inventoried everything he found. Through a simple database query, Jeremiah locates all the parts he needs.

On a whim Jeremiah attempts to type in Valhalla Sector to see if he can learn anything more about the mysterious organisation. Upon seeing this John becomes frantic, forces Jeremiah away from the computer and attempts to delete what was being inputted. Jeremiah calms him down but never finds out what triggered his panic.

Upon their return to the bus, they find that the bandits have been there and abducted Shelly. Mike ran like a coward and Kurdy was in no shape to put up an effective defence.

John and Jeremiah immediately head out for the bandit camp to save Shelly. Mike feels there are too many of them and refuses to go along.

The pair manages to rescue Shelly and steal a truck but John is stabbed in the back with a large knife during their escape. John dies shortly after their return to the bus but we are left with the feeling that, having died a hero, John can rest in peace.

Jeremiah wants vengeance however, and proceeds back to the bandit camp after making a stop at the Iron Cave. As Captain Iron, Jeremiah makes quick work of the surprised bandits.

In the end, we are left with the suggestion that a young boy who earlier looked up to John has taken on his role as Captain Iron to continue his struggle for justice.

The second story line, 'Woman Under Glass' follows events unfolding back at Thunder Mountain.

We begin the story with Markus bringing a tray of food into an area of Thunder Mountain that we have not seen before. It appears to be some type of medical isolation room. Markus takes the tray and slides it into a hermetically sealed chamber where the person on the other side retrieves it. As the camera pans we see the face of Meaghan Lee Rose. What is most surprising is that she is much older than anyone we have yet seen in the series. She appears to be in her late 30s or early 40s. With the Big Death, she should have died 15 years ago but somehow… here she is.

We learn that she is in fact a carrier of the Big Death virus but, for reasons unknown, she does not suffer from the disease. Markus is obviously keeping her presence at Thunder Mountain a secret.

Erin becomes suspicious of the fact that Markus disappears around the same time everyday and notices him taking a tray into an apparently off limits section of the mountain. She investigates further and learns that he takes a tray off food into that section of the mountain every day in secrecy.

She later follows him into the bio-ward and learns of Meaghan's existence. She confronts Markus with her new knowledge and lets him know that she is hurt by his apparent distrust of her. She tells Markus she has to tell the council what she knows but Markus is fearful the council will simply have Meaghan killed.

Erin goes back to the bio-ward where she has a conversation with Meaghan directly. Meaghan tells her she loves Markus and how the only thing that has kept her sane all these years is the hope that the virus in her blood may one day be used to develop a vaccine for the Big Death should the virus ever reappear.

Erin obviously rethinks her decision and, in the end, keeps Markus' secret.

… And the Ground, Sown With Salt

Arriving in Cranston, a town controlled by a man named Michael who has proclaimed himself a god, Jeremiah and Kurdy find their contact, Jesse nailed to the wall of a shed. Moments later, he is dead as Michael's soldiers riddle the shed with machine gun

fire. Jeremiah and Kurdy are left untouched. Clearly, Michael wants something from them and invites them to join him.

Michael proves to be a charismatic but terrifying host. He has taken over an abandoned army base, a huge arsenal of weapons and the minds of his followers. Those who are not his followers are his prisoners and slaves. Michael shows Jeremiah just how little he values them when he executes several because Jeremiah will not reveal where the End of the World is. Michael's lover, Julie, gives Jeremiah an insight into Michael's psyche. Michael began as the leader of a group of young men. He saw himself as a success. Then, his self-image grew out of all proportion. As Michael sees it, Jesus, Mohammed and Buddha were all just regular guys who worked their way up. Now it is his turn.

Michael's next test of Jeremiah and Kurdy is unbelievable. He offers them some information, asking for what he wants in return. When they offer nothing, he shows them a video camera image of a nearby town. He explains that his arsenal includes daisy cutter bombs, six of which he has planted in the town. With chilling lack of concern, he pushes the detonator and 2,000 people die.

As Jeremiah and Kurdy, locked up in the gym, discuss the need to stop Michael's mad crusade, Julie tells Michael that she is pregnant. He tells his guards to throw her out the next morning. Julie sneaks into the gym and tells Jeremiah she will help the prisoners escape if he will take her to the End of the World. He agrees. Julie tries to fulfil her promise, but the guards catch on. Julie sends the others on and goes back into the building to have a very personal showdown with Michael. With detonator in hand, Julie sets off all 109 daisy cutters still in storage at the base, effectively wiping it from the map.

To Sail Beyond the Stars

Jeremiah faces a deadly renegade group called the 'Burners' while falling in love with Claire, a woman who dreams of sailing across the ocean and who has been stealing every bit of gas she can find.

Meanwhile, Kurdy befriends a pregnant woman and delivers her baby. Jeremy and Kurdy travel to a small coastal town where Simon's journal says someone knows about a group called the Burners. Camped, they spot a young woman, Claire, siphoning gas from their rover but they cannot catch her.

Next morning, entering the town, Kurdy tells Jeremiah to stop getting involved in other peoples' problems. He thinks he means it, until he spots a pregnant girl weeping by the roadside. He gives her food and a moment's reassurance before joining Jeremiah in search of Simon's contact, Eddie, at a pool hall. They find him, but Eddie will not talk about the Burners before closing time, so they separate to wait for dark. Kurdy finds the pregnant girl again, now in labour. He settles down to play the role of midwife. Jeremiah, walking the streets, is startled when Claire runs by, carrying a bottle of gas and pursued by the angry guys she stole it from. He helps her elude them and she offers to show him why she wants the gas.

While Claire is telling Jeremiah about her dream of sailing across the world in her father's boat, Kurdy encounters William, who has seen the Burners at work. Kurdy and William go to the pool hall but find Eddie dead and barely escape his killers. Jeremiah and Claire make love but their tender moment is followed by terror as the Burners attack Claire's house with flames and guns. Jeremiah draws them off and Kurdy appears just in time to help him get away as Claire takes matters – and a gun – into her own hands. Safe themselves, the trio struggles frantically to save Claire's gas supply from the fire. As Claire sets sail to

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find her place beyond the horizon, Jeremiah and Kurdy are left to ponder the strange ID tags worn by their attackers.

The Bag
On their way into a coastal town where they may learn more about a mysterious vaccine, Jeremiah and Kurdy meet William and his pregnant wife, Paula. Paula is running a fever and is in serious need of a doctor. When they arrive in the small community of Slag Harbour, they are told a doctor just arrived but the huckstering welcome of the doctor's brother, Jake, does not inspire confidence.

It soon becomes clear that Reese has learned something about being a doctor from an old medical text, a doctor's bag and years of watching his father work. Whether he has learned enough is one question. Whether he will defy his brother and accept responsibility is another.

As Reese tends Paula, Jeremiah and Kurdy set out to find their next contact, Jimmy Holcomb. Instead, they find his girl friend, Sadie. Jimmy is out of town and seriously ill. Sadie offers them all a place to stay, if only as a way to keep the doctor near until Holcomb returns.

In the middle of the night, Jeremiah wakes to find the brothers gone. He and Kurdy head out in pursuit and find them, badly beaten and robbed of all their possessions – including Reese's medical bag. Without it, Reese's confidence is utterly gone and he gives up his attempts to minister to Paula.

Kurdy takes Jake and goes in search of Jimmy, who is now long overdue from his trip out of town. At Sadie's, a drunken Reese whines about how hard life is. Jeremiah cuts into him, revealing the tragic secret of his own brother's death.

Kurdy and Jake find Jimmy lying by the side of the road, badly beaten and obviously also very ill. It turns out the people who beat Jimmy are also the ones responsible for robbing the brothers. Jake convinces Kurdy that everyone will be better off if only they can recover his brother's bag, allowing him to help the others.

The two locate and battle the thieves to recover the bag but by the time they return, Reese has found something better – himself. His new confidence is enough to save Paula and her baby but not enough to save Jimmy. He informs Jeremiah and Kurdy that a man named Faralon is performing medical experiments in an attempt to create a vaccine for the Big Death virus. Faralon is apparently located in an enclave somewhere on the Willamette River. Shortly after divulging this, Jimmy dies from the effects of the experimental vaccine but the task he sets for Jeremiah and Kurdy may help save others. Jeremiah and Kurdy set off in search of Faralon with a vial of Jimmy's blood in hand.

City of Roses
The episode begins with Jeremiah and Kurdy rescuing a young girl who has been gang raped. The encounter elicits a murderous rage from Jeremiah because the attacker's jacket matches the one worn by his brother's killer. For Kurdy, a minor wound uncorks long-buried memories of childhood terror.

They bring the victim, Lydia, back to Thunder Mountain. Erin tries to heal her body and mind but Lee rages at the breach of security. Markus confesses his concerns to Meaghan – the only person in Thunder Mountain he can trust absolutely.

As Jeremiah and Kurdy head off to learn more about the vaccine they have been tracking, Kurdy announces his intention to make a side trip to Portland, the town where he grew up. He hopes to

solve the mystery of his suddenly persistent flashbacks. With feigned irritation, Jeremiah drops him off in his old neighbourhood. Turns out Jeremiah is concerned that the enclave he seeks on the Willamette River will be contaminated with the virus and he does not wish to endanger both himself and Kurdy on this mission.

In his old apartment, Kurdy remembers an argument between his parents – and the sound of a shot. He is lost in reverie when Ricki Hatton enters the room. Both are startled to realise that she used to be his baby sitter. Reluctantly, Ricki tells him that she knows his father shot his mother, then himself while young Kurdy hid in a closet. Only then does the rest of Kurdy's memory return, a memory of his mother begging for death to end her suffering from the Big Death virus. For him, one part of the suffering now ends.

Jeremiah finds the man whose vaccine killed Jimmy Holcomb and confronts him with the fact that his work may have another unplanned result – widespread panic.

Firewall
A frantic group flags down the rover and tells Jeremiah and Kurdy that men in strange suits just kidnapped a girl from their party. As they give chase, a helicopter appears. The fleeing men in HazMat suits drop the girl as they climb to the chopper but one of their numbers is left behind and – impossible as it seems – he is about 50 years old. Jeremiah and Kurdy take the man to Thunder Mountain where he is placed in a hermetically sealed clean room.

The leaders at Thunder Mountain are amazed when they realise that Markus and the man, Quantrell, know each other. Both also know that Markus' father was a doctor and Quantrell the base commander during the Big Death. And they know that Quantrell locked down the base, leaving Markus' mother and father outside to die.

For Jeremiah, the realisation that Quantrell is from Valhalla Sector – and may know his father – is shattering.

As Valhalla Sector helicopters approach to rescue their agent, Markus wants to release Quantrell to save the base but Jeremiah argues, hoping Quantrell can lead him to his father. The issue is decided for them as Lee Chen smuggles Ezekiel into Thunder Mountain where Ezekiel turns off the air supply for Quantrell's clean room. With Quantrell dead, the choppers turn around. Having seen the kind of world Quantrell wanted to build, Markus makes a momentous decision. It is time for the people of Thunder Mountain to go into the world and offer help – and hope.

The Red Kiss
When their vehicle is carjacked, Jeremiah and Kurdy find themselves in an abandoned amusement park where a group of parents greet them with mixed emotions but the children believe that Jeremiah has been sent to save them from an unseen and deadly predator.

Raiders steal the rover, leaving Jeremiah and Kurdy on foot. They find an abandoned amusement park and enter, only to be accosted by Cord Geary, who is surrounded by several families who live in the park. All the men are armed, including Jack, who is there with is daughter, Sophie.

While the adults question Jeremiah and Kurdy, a group of children watch. Their leader is a twelve-year-old known as Fipps, who tells his friends Tommy and Beth that Jeremiah is 'him' – the one who will stop the 'blood vultures' who have been preying on them. Cord is willing to accept the newcomers, but Jack is hostile.

that will ward off the Big Death if it returns. The medicine includes the blood of children.

When Jeremiah goes to check Magyar's lair before leading a rescue party in, he is taken prisoner. Around him kept in pens, are the missing children. Nearby is Magyar's lab. Meanwhile, Kurdy tries to convince the adults that the children should be made to face reality. Young Beth's reaction to that makes Kurdy consider the value of believing in something. When Kurdy arrives with the adults, everyone is put to the test and Kurdy finds that the childrens' faith is, in a way, justified.

Journeys End in Lovers Meeting

Upon meeting a religious group, Kurdy and Jeremiah receive an offer to share their evening camp, food and their stories and poems. Although Constance and her companions draw Kurdy's interest, Jeremiah is suspicious. When the leader, David, begins to speak, the suspicion grows. David says that a great white ship with golden sails will take them up as a sign to the world that there are still miracles. Jeremiah is a non-believer.

As the group resumes its trek the next morning, Kurdy decides to walk with them while Jeremiah drives alongside. As they pass through a suburban area (the community they were sent to investigate), one of the group is threatened when someone living in the neighbourhood accuses him of theft. David steps between them and is hit in the face. He just turns and walks away as Constance explains the group's vow of non-violence.

The second evening, Kurdy reveals a side of himself even Jeremiah never suspected as he reads a poem he wrote. Then he tells Jeremiah he is going to stay with the group until they reach the ocean.

Jeremiah, now on his own, returns to the community where David was hit. He overhears their plan to rob the pilgrims. He is about to go to warn them when some of the suburbanites take him prisoner. One of them steals and puts on Jeremiah's boots. Those boots tell their own tale to Kurdy when the man comes to the pilgrims with a story about a blocked road and a plan to lead them around it.

Kurdy's` fists fly and the man reveals Jeremiah's location. Both Constance and David are saddened by the violence and by Kurdy's determination to go to rescue Jeremiah. Just before this all unfolds, David was about to tell Kurdy something very important, something about the world 'needing' a miracle and they were going to give it one, one way or another. After his attack on Jeremiah's captor, Kurdy is told he

With two children found dead – one with no blood left in her – and two still missing, he trusts no one.

The children prove to be remarkably well read and capable. They also follow a children's cult that has been springing up around the country and their faith in his ability to save them unnerves Jeremiah. He is more concerned with the fact that the raiders came by and traded their packs and will be returning to trade for a generator the families are repairing. He and Kurdy agree to help guard the children until the raiders return but they cannot gain Jack's trust.

When another child is killed, the adults begin to take sides about their visitors. Then little Sophie vanishes – from the guarded storage room where the children have been sleeping. As they explore the grounds, Jeremiah and Kurdy find an old plan of the park, and realise that a tunnel runs right under that space.

Entering it, they find Sophie's doll and a partly-smoked joint. The drug leads them to a dealer, then on to a herbalist. Under pressure, 'Medicine Joe' reveals that a man named Magyar supplies him with a medicine

may not return to the pilgrimage if he leaves to save Jeremiah.

Reunited and free to move on, Jeremiah and Kurdy decide to check out the pilgrims' fate but, when they reach the ocean, they find no people – alive or dead – only discarded belongings and the word 'Believe' painted on a rock.

Thieves Honour

Elizabeth and Gabriel leave Thunder Mountain to scout prospects in Clarefield, where Theo is still in charge. Theo's guards spot and capture them. Lee Chen tells Markus he believes someone tipped off Theo. A concerned Markus sends Jeremiah and Kurdy to find and rescue the pair.

In Clarefield, things take an unexpected turn when one of Theo's underlings, Eric Rasmussen, turns on her and takes over. He banishes Theo and two attendants (her lieutenant Sam and the Brain Boy, Keith) and locks up Elizabeth and Gabriel. Outside town, Jeremiah and Kurdy spot the threesome just as one of them, Sam, is about to execute Theo. For the second time, Jeremiah saves Theo's life. Sam is killed but Keith escapes. Theo's gratitude is less than overwhelming – she is furious because Keith got away.

Jeremiah wants to convince Theo to help them, but Kurdy just wants to get Elizabeth safely out of Clarefield.

Keith returns and tells Jeremiah that Rasmussen will make a deal – give him Theo and he will release Elizabeth and Gabriel. Jeremiah says he will deal and starts to handcuff Theo. As he goes to put the second cuff on her, she turns the tables and puts it on him. After they are cuffed together, Jeremiah realises that the key is in Kurdy's pocket. He and Theo are stuck with each other's company.

Forced to communicate, they learn some surprising things about each other. Jeremiah may get the final surprise, however, as Theo quietly swipes a knife from his pocket.

Meanwhile, the Thunder Mountain team tracks the source of the leak to Clarefield to Jacob, who swears he was only trying to help his sister Deborah find the team and get to Thunder Mountain. Instead, Deborah

finds Kurdy and offers to help him if he will take her back to the mountain. He agrees.

When Jeremiah and Theo arrive, Jeremiah tells Kurdy they cannot use Theo to get Elizabeth back. If they were to do that, they would be no better than Rasmussen. Kurdy tells him about Deborah's plan and they let Theo go. Unbeknownst to them, as they make their move to rescue Elizabeth and Gabriel, Theo shadows them from a distance.

Kurdy and Jeremiah are caught in their rescue attempt but in walks Theo. She bluffs her way past the Jocks and tells them that she is back in control and Rasmussen is dead. This is just enough confusion to allow her, Jeremiah and Kurdy to get the upper hand and dispatch the Jocks. They all escape in the Rover. They let Theo go when a safe distance from Clarefield but return to Thunder Mountain with Deborah as per her arrangement with Kurdy.

The Touch

Checking out one of Simon's clues, Jeremiah and Kurdy arrive in Mayfair to find the whole population has been gassed. In the nearby town of New Hope, they find a whole community under a decree that forbids all physical contact. Stenn, the self-appointed leader, and his group of 'elders' have turned a fear that the Big Death might return into an emotionally-crippling religion.

Neal and Karin, a young couple deeply in love, cannot marry, cannot kiss; they cannot even hold hands. A

Mother of Invention

Markus sends Jeremiah and Kurdy to establish contact with a group headed by a man named Steve whom, they are told, almost no one has ever seen. They follow a pair of obvious couriers, are taken prisoner and blindfolded. When his blindfold comes off, Jeremiah is face to face with a young woman he had an affair with some years ago.

The next morning, the prisoners are told they are about to meet Steve but when the blindfolds are removed they get a shock. 'Steve' *is* Michelle, a fact known only to Doug, her second in command and a few close associates.

mother may not hug her children or even comfort them when they fall down.

Under Stenn's religion, neither passion nor tenderness can survive. A young man named Vernon seems to see how evil this religion is but, like the rest, he is afraid. Afraid to act, afraid even to speak.

While Jeremiah and Kurdy probe into the secrets of New Hope, Markus faces fears of his own. Under the influence of a strange illness, he sees disturbing apparitions. Fevered and disturbed, he is unaware of the conflict developing over control of Thunder Mountain.

The child Elayna's request for information about her mother worries Jeremiah. His distress increases as Vernon, despite his fear, tells what he knows about Mayfield. Caught asking questions, Jeremiah is jailed and finds his fellow prisoners include Elayna's mother.

Outside the jail, the situation explodes when Neal and Karin attempt to flee and the Elders stone Neal to death.

Tricking the guards and convincing the other prisoners of Stenn's ultimate objective, Jeremiah leads a jailbreak and joins Kurdy in a confrontation with Stenn.

At headquarters, Markus recovers but knows he faces a difficult future.

Michelle shows Jeremiah and Kurdy around her operation, where her skilled helpers mend broken items from the old society and barter them for food and other necessary supplies. She says she has no interest in an alliance with Thunder Mountain, which she terms an old boys club. Privately, Doug tells Kurdy that he and some others would like to co-operate – without Michelle's blessing. When Kurdy questions that idea, Doug says Michelle is actually stockpiling a private hoard of stuff.

Having dinner with Michelle, Jeremiah meets Gabe, her five-year-old son and begins to wonder if he is the boy's father. Michelle says she does not know. In any case, she does not want the boy to count on anyone but her.

Kurdy tells Jeremiah of Doug's accusation and, reluctantly, Jeremiah agrees that they will follow her if she goes out that night. She does and retrieves two stashed duffel bags. When Jeremiah demands to see what she is hoarding, she shows him. The bags are full or artworks – beautiful but of literally no value in the current world. Michelle has a small, secret cottage filled with such objects. She is saving them from destruction out of her own appreciation for beauty and in hopes that, someday, the world will have time for such things again. Abashed, Jeremiah and Kurdy make her an offer; they will provide safe storage at Thunder Mountain for her treasures and help her save more in exchange for some of her information and resources. A fragile partnership is born.

Tripwire

Markus is seeking outside alliances, believing that Valhalla Sector may plan a military takeover, which raises questions about Jeremiah's father. A sniper and the mysterious Ezekiel raise further doubts.

Jeremiah, plagued by bad dreams, is already uneasy when Markus announces his plan to start forming outside alliances. He intends to help rebuild the town of Danbury because he knows Valhalla Sector is moving west and Danbury, with its missile silo, is a likely target.

He believes Valhalla Sector may intend to establish a military dictatorship. And, if Valhalla Sector is the enemy, what kind of man was Jeremiah's father?

Working in Danbury, Jeremiah spots the mysterious Ezekiel again. Ezekiel stuns him by claiming that they are brothers and that Jeremiah is in danger. Before Jeremiah can ask more, Lee Chen sneaks up behind him and knocks him out. When he comes to, Jeremiah finds Kurdy and tells him of the warning. They rush to the podium where Markus is addressing the community but before they can move him away, a sniper fires. Injured, Markus urges Jeremiah to find out who did it.

Jeremiah and Kurdy find the sniper, dead. A trail of blood leads Jeremiah from the room to another encounter with Ezekiel who delivers a very strange message.

Ring of Truth

Theo promised Jeremiah and Kurdy a suitable reward for saving her life – a visit to a fabulous inn. Never one to make things easy, however, she has provided directions that leave them half-starved and out of gas. Fending off hunger with some wild mushrooms, they have some peculiar visions around the campfire but none as strange as the one Jeremiah has in the morning when he is awakened by an elephant. Kurdy dismisses that as a hangover hallucination and they both forget about it when they finally find the inn/brothel Theo sent them to.

When Kurdy selects Cassandra as his partner for the evening, he incurs the wrath of the club's enormous bouncer and resident tough, Yarbo. Meanwhile, Jeremiah's partner, Polly, tells him that years ago she left her baby daughter in a circus with the child's father. The circus is nearby and Polly wants to rejoin it and try being a real mother at last. Her problem – someone must fight for her freedom. Jeremiah agrees to do so but next morning, he and Kurdy are appalled to find out that his opponent will be Yarbo.

Kurdy takes matters into his own hands, knocking Jeremiah cold and taking his place in the ring. He takes a beating but, thanks to a well-timed tip from Cassandra, decks the brute. Desault, the club's proprietor, reluctantly honours the deal. Armed with a new can of gas, Jeremiah, Kurdy and Polly take off for the circus.

They find the troupe but Gregory, China's father, is far from delighted that his one-time love wants to reunite with their daughter. He is fearful for China's happiness and also distracted. The troupe's star attraction, the elephant Lana, is missing. Jeremiah tells him of the elephant he saw only a few miles away and agrees to help find her. Gregory asks his acrobats, Parker and Janine, to take care of China and be sure Polly does not try to take her away.

Knowing what a hard time she is having, Kurdy stays with Polly while Jeremiah and Gregory go on an elephant hunt. When they find Lana, they face a battle. A cruel local farmer has set her to pulling logs. Jeremiah comes up with a plan to rescue Lana. He also talks to Gregory about the value of giving someone a second chance. If Gregory takes it to heart, there might be a happy ending for Polly after all.

Moon in Gemini

Jeremiah and Erin are having a somewhat flirtatious fencing match. She is pretty good with a foil; he is just learning. As they leave the gym, she tells him she has just heard from her twin sister, which probably means Lauren has taken up with another abusive boyfriend and needs help. Impulsively, Jeremiah kisses her and gets a negative reaction.

The relationship between Kurdy and Elizabeth is warming but then she offers to accompany him to sound out the separatist group, Shadow of the Crescent, for Markus. Kurdy does not want to even think about how he would feel if anything happened to Elizabeth.

Despite the new tension between them, Jeremiah goes with Erin to find Lauren. As they travel, he learns that Lauren is habitually irresponsible and far too casual with men, booze and drugs. The relationship between the twins is further strained because, after the Big Death, Lauren took all of their mother's antique jewellery.

When they do find Lauren, she says she walked out on Geronimo but fears he will come after her. She wants Erin and Jeremiah to help her get away. Seems she also wants Jeremiah, which leads to a very steamy encounter.

Kurdy and Elizabeth find the group but its leader, Kwame, is not receptive to any alliance with whites and his lieutenant, Raheem, is downright hostile. It is difficult to overcome racism – no matter whose racism – but in the end, they persuade Kwame to hear what Markus has to say. The success brings Kurdy and Elizabeth to acknowledge their love of each other.

Erin and Lauren make use of their identical looks and Erin's fencing ability when Geronimo shows up. The fight escalates as Jeremiah steps in with a lance. While the three-way fight rages, Lauren slips away. Later, with Geronimo defeated, as Lauren takes her leave, she hands Erin a package containing their mother's jewellery.

Out of the Ashes

Lee Chen sends Jeremiah and Kurdy to Denver to pick up books from a library that has survived relatively intact. In the library, they meet Edgar, a self-appointed librarian who is trying to protect the collection from a group of book-burning zealots. They promise to help and Kurdy decides to stay put while Jeremiah takes time out to look up his old friend Red. Left alone with Kurdy, Edgar admits that he has never learned to read.

Jeremiah finds Red and meets his girlfriend, Maggie, a wheelchair-bound artist who asks Jeremiah to help her fulfil a mission. When her father died, she promised to scatter his ashes on the banks of the river where they once lived but, unable to walk, she cannot get there without a vehicle. Jeremiah agrees to drive them to the river.

When the armed zealots come back for more books, Kurdy and Edgar try to fend them off but, when the other library patrons run off in terror, the battle is lost. Later, Kurdy tells them that this will not end unless they find the courage to fight for their books – the books an illiterate man is trying to protect for them. He also begins to teach Edgar to read.

Jeremiah drives Maggie and Red to the river but finds another obstacle. To get to where Maggie must scatter the ashes, they have to get above the river using an old hand-operated gondola that spans it. Maggie's mission becomes an exercise in courage and physical endurance for both of them.

When the zealots return to the library, they are faced down by a well-armed group of patrons who have found their own way to courage.

A Means to an End

Jeremiah and Kurdy are surprised when Erin radios them to meet someone at a gas station and – contrary to past rules – bring them back to Thunder Mountain. They are more than surprised when they meet their passenger and it is Theo.

At Thunder Mountain, Andrew Kincaid is hitting on Erin but he is also skilfully pumping her for information. He traps her into confirming that Markus is bringing outsiders to the base, then he and his brother Thomas use that information to challenge Markus at the next council meeting. Markus is forced to put his planned meeting on hold and wait for the council to reach a conclusion on his leadership. Lee Chen has the pleasure of telling Jeremiah and Kurdy that they will have to hang out with Theo until they get further instructions – from Andrew.

Jeremiah and Kurdy, having made their own executive decision, arrive at the mountain with Theo and are admitted. Thomas sees this as their opportunity to set up a sting. While Theo is talking to Markus, he slips a walkie-talkie into her bag.

A short time later, with a group of witnesses, he accuses her of stealing the radio, which he pulls from her bag. Infuriated, Theo grabs a weapon and strikes him over the head. Andrew orders Lee to lock Theo up. Rapprochement with Theo seems unattainable until Andrew realises that his brother's injury was really the result of his own fear.

Things Left Unsaid (Parts 1 & 2)

Opening Simon's journal, their guidebook on groups to contact, Jeremiah sees something he missed before. One page – the last one – has been cut out. He and Kurdy try to find out who did it and why.

The trail leads to Lee Chen and evidence that Lee has been in secret contact with someone outside. Jeremiah drives out of Thunder Mountain, defying Markus and angering Kurdy, and heads for Clarefield to find out just who Simon was dealing with. Reluctantly, Kurdy agrees to go along but warns this will be his last mission with Jeremiah. He wants to go back to Thunder Mountain and build a life with Elizabeth.

Markus, Erin and other Thunder Mountain leaders have arranged a summit in Saint Louis of community leaders. The plan is to forge the foundations of a new American Alliance.

As Markus and Erin continue toward the meeting, Elizabeth picks up Theo and learns that Jeremiah and Kurdy have been asking about a sect called the Brothers of the Apocalypse. While she and Theo detour to check on them, Lee meets with a well-equipped military force. As Jeremiah and Kurdy learn what the sect's leader knows about the Big Death, Elizabeth arrives only to be intercepted by Ezekiel who warns that she has been followed. As he tries to get the group away to safety, gunfire erupts. Elizabeth is badly wounded and, for Kurdy, it is the final straw. He drives away with her, leaving Jeremiah behind.

Kurdy brings Elizabeth, who is badly injured; to Theo at a nightclub hoping someone can save her. Meanwhile, Jeremiah is walking, alone, toward Milhaven where he hopes to find his father. Ezekiel warns him that he must not go there but remains with him, keeping guard.

Kurdy is overwhelmed with grief when he cannot save Elizabeth, who has barely enough breath left to pledge her love. Stricken, he must bury the woman he loves and tries to locate Jeremiah before death strikes again.

Markus and Erin arrive in St. Louis for the meeting they hope will help save the world. Concerns about security are high and they dare not tell Nathan, the organiser, that Lee Chen is a traitor.

Jeremiah reaches Milhaven and finds 'Wylie,' who tells him that people from Valhalla Sector use Milhaven as a transfer point. He takes Jeremiah to the field where many of the victims of the virus were buried and tells what he knows.

From those who were willing to talk, he has learned that Valhalla Sector was the most secure place to be when the Big Death swept the planet. He has also learned how the virus first came into being, and why everything about the vaccine is a closely guarded secret.

Jeremiah and Wylie are about to leave as both Kurdy and Ezekiel approach. Suddenly, soldiers and helicopters appear. As gunfire erupts in the field, armoured vehicles in St. Louis surround the meeting and it too becomes an ambush.

Unaware that the military is taking control of St. Louis, Kurdy watches in horror as a helicopter carries Jeremiah away to an unknown fate. Inside Valhalla Sector, Jeremiah comes face to face with the man he had been seeking for 15 years… his father.

Season Two

Letters from the Other Side
(Parts 1 & 2)

Jeremiah, Marcus and Erin are reunited in cells in Valhalla Sector, where Marcus is ruthlessly interrogated about his involvement in an 'attempt to overthrow the United States government'. Jeremiah, on the other hand, is escorted to a personal meeting with the man who seems to be in control of that government. The President asks Jeremiah to talk his father, Devon, into revealing the secrets of the out-of-control bio-weapon that the world knows as the Big Death – but, if Jeremiah refuses to co-operate, his life will be used as a pawn to force his father to tell the President what he knows. Jeremiah is reunited with his father, meeting his research assistant Libby in the process, but both men know that their reunion has put them in a dangerous position: the President's men will not touch Devon, but as a bargaining chip, Jeremiah is expendable – and the moment he talks, so is Devon.

In the meantime, Kurdy is still on the run from Valhalla Sector search parties and helicopters, and he meets a man who claims that God wants Kurdy to stop running and surrender. Kurdy keeps running until he is cornered – by none other than Lee Chen, Marcus' traitorous right-hand-man. But now Lee claims to be working for Jeremiah's father, and wants to return to Thunder Mountain with Marcus' help. Lee wants to use Meaghan, the Big Death-infected woman living in Thunder Mountain's isolation lab, as a way to secure the release of Valhalla Sector's prisoners – and if it means saving Marcus' life, Meaghan is willing to hand herself over. But the shadow government within Valhalla Sector does not want Meaghan or Devon's research to contain the Big Death. They want the ability to selectively deploy the disease as a weapon to ensure their dominance over the world.

Kurdy has to do some fast talking to convince Thunder Mountain's remaining personnel to stage a desperate assault on Valhalla Sector, with a prisoner exchange – Megan for Marcus, Erin, Jeremiah and Devon – serving as a distraction. But Valhalla Sector's 'President' and his advisors have only released Marcus and Erin, and Kurdy's lightning raid forces Valhalla Sector's troops to keep the door open long enough for the helicopter carrying Meaghan to land... and then the base is sealed off from nuclear, conventional and biological attack. Once inside, Megan grimly sets about the task of making physical contact with as many people as she can. Valhalla Sector's sealed biosphere is set to open automatically in a matter of days, by which time the Big Death will have been set loose again. But can any survivors trapped inside – namely Jeremiah, Devon and Libby – ever be allowed to leave the base again?

Strange Attractors

Jeremiah's father stays behind with a team at Valhalla Sector to ensure that the facility – and the Big Death outbreak – is secure. Jeremiah and the others return to Thunder Mountain, with Libby and Mr. Smith in tow. Traumatised by her recent re-acquaintance with the Big Death, Libby is not interested in taking on any new assignments. Devon contacts Marcus to tell him that the other prisoners taken in Valhalla Sector's raid of the St. Louis meeting are in imminent danger of being killed in a town called Milhaven, one of Valhalla Sector's frequent supply stops. Familiar with Milhaven, and known to its people as someone from Valhalla Sector, Libby reluctantly agrees to accompany Jeremiah on a mission to distract Milhaven's leaders while Kurdy and Mr. Smith lead an assault team to rescue Theo and the other prisoners. The mission is successful in terms of releasing the prisoners, but Milhaven's leader escapes after learning the truth of what happened at Valhalla Sector – and he begins making his own plans.

Deus Ex Machina

Marcus picks up where he left off, trying to unite various communities and factions to stave off the anarchy that has reigned since the Big Death. Counting on Theo for support, Marcus is somewhat surprised when she is uncharacteristically quiet during the contentious meetings. Kurdy, still refusing to work with Jeremiah, insists that Mister Smith is his new partner, but he is unaware that his mysterious benefactor has created and begun using a simple camera – and he is upset when Marcus refuses to accept Smith so readily. Theo and Marcus are especially worried about a town leader named Daniel, who has a dangerous reputation – and a lot of pull with those who have heard of him. Marcus pairs Kurdy with a man named Trent, and sends them to make contact with a particularly dangerous group – a mission that nearly gets Kurdy killed, something averted only by the sudden appearance of Mister Smith, who seems to single-handedly disperse the gang holding Kurdy and Trent hostage. When an agent sent by Daniel arrives at Thunder Mountain and tries to steal the thunder from Marcus' meeting, Theo steps forward to announce her preference for Marcus' vision of a new world and a new government – because, to everyone's surprise, she is pregnant.

Rites of Passage

Jeremiah is nervous about his father's upcoming visit to Thunder Mountain, and yet can barely find words when they have time to talk. Libby interrupts their uneasy reunion, claiming that Devon is needed to fix a technical problem. But her real reason for interrupting, as Jeremiah finds out, is to give him a letter – one written by Devon, in the event of his death, for Libby to someday take to Jeremiah. The letter apologises for the death of Jeremiah's mother, killed in an attempt to escape Valhalla Sector with Devon and Simon, the young son of the virologist responsible for the Big Death. Over the course of the episode we are shown various flashbacks, outlining the development of Valhalla Sector in the early days of the Big Death and its aftermath.

The Mysterious Mister Smith

As promised, Jeremiah 'takes over' the town of Milhaven, running it as a far more benevolent community than its previous self-appointed 'mayor.' With Marcus' full support and with Libby in tow, Jeremiah restores freedom and a more neighbourly feel to the town, but his reward is scepticism from the townsfolk when an emissary from Daniel arrives to take custody of a travelling family with information about Daniel's fledgling government. Jeremiah refuses to hand the family over, and the people of Milhaven quickly lose faith in him for fear that they will be on the receiving end of Daniel's retribution. In the meantime, Kurdy discovers that his new partner, Mister Smith, has not only been leaving and returning to Thunder Mountain at odd hours, but he is also created a primitive camera and has been photographing the interior of the base. Kurdy follows Smith out of the mountain, determined to discover the truth about Smith's secretive agenda.

He is surprised to learn of the mysterious group know as the Tellers and that Smith has been giving them information about Thunder Mountain to preserve for history. Smith tells Kurdy that he and his friends will figure prominently in the history books. For now, Kurdy accepts his explanation but there is still lingering doubt about Smith's strange behaviour.

Voices in the Dark

A celebration is held in Milhaven to honour Jeremiah's victory over Daniel's armed thugs. But the party nearly becomes a wake when a man in the crowd, receiving orders from Daniel through a walkie-talkie, tries to assassinate Jeremiah in full view of everyone present.

Though Jeremiah is shot, the wound is not fatal, and the gunman then fails to kill himself as ordered. Jeremiah feels that Marcus needs to learn more about Daniel's movement sooner rather than later, but when Marcus does not act on that suggestion, Jeremiah asks Kurdy and Mister Smith to help. The three visit a city under Daniel's control, finding that luxuries such as water and electricity can be found there – but so can dissenters in the ranks of Daniel's army... at least, Jeremiah hopes so when one of these defectors is taken back to Thunder Mountain.

Crossing Jordan

Jeremiah wrestles with the day-to-day running of Milhaven while Kurdy and Mister Smith recruit more towns to Thunder Mountain's alliance. Kurdy decides to stop by Milhaven and pick up Jeremiah on their way to the next town, Innsmouth. Libby decides to come along as well. Mister Smith is obviously disturbed for some as yet unknown reason. As the four friends get reacquainted over a late supper, Sims and a group of raiders from Daniel destroy Ridgeway, the town that Kurdy and Smith recruited just that day and take everyone prisoner. They are doing this to serve as a warning to others about joining with Thunder Mountain.

Mister Smith tries to convince Libby that she does not need to go along, but she insists. As Kurdy and Jeremiah negotiate, Libby plays with some local children. Mister Smith watches Libby with the children and gets more and more disturbed, mumbling 'It's not right.' over and over. Celebrating Innsmouth joining the Alliance, Kurdy hears news of the trouble in Ridgeway and he and Jeremiah rush off to investigate. On their way there they encounter the truck transporting the prisoners and turn around. Sims and his band attack Innsmouth and Mister Smith tries to rally the defenders. Mister Smith hides in the church and overhears Libby and Sims talking. Libby is part of the Daniel group and using Jeremiah. He confronts Libby after Sims leaves and she pulls her gun on him. He fires back. Mister Smith is wounded but Libby is killed. Jeremiah and Kurdy return to find Libby dead and Mister Smith wounded. He does not tell them what really transpired.

Jeremiah vows revenge on Sims for killing Libby. As they leave Ridgeway for Thunder Mountain, Mister Smith hints at Jeremiah's important part in the coming conflict.

Running on Empty

Jeremiah arrives back in Milhaven and immediately goes to the newspaper. He bursts in on Frank and, after a few heated words, tells him that Libby is dead. Jeremiah has a sketch of Sims, the man who destroyed Ridgeway, and has some copied so he can distribute them to passers-by in the hopes of news of his whereabouts. Jeremiah is obviously obsessed with his crusade as he accosts people in the town, shoving the copies at them and asking for information. He appears as if he has not slept in days. When Markus and Erin show up and want to talk, Jeremiah is in no mood. Markus reveals that he wants to do something about what has been happening to the Alliance towns. He tells Jeremiah that he is tired of losing people just because he is trying to do the right thing. With Sims and his raiders pillaging at will and carting off prisoners to work in the forced labour camps, the towns of the Alliance do not feel safe. Markus has a plan to settle the raiders once and for all. He intends to bait a trap so juicy they will not be able to resist. Erin starts rumours in Milhaven about a couple of trucks that arrive for the night, on their way north in trade. These trucks are supposed to be filled to bursting with guns, ammo and equipment of all kinds, a king's ransom in the New World. That night, the trucks are 'stolen' by parties unknown. In reality, the trap for Sims is being baited. Jeremiah, Kurdy, Markus and a contingent of fighters from Thunder Mountain, armed to the teeth, are in the trucks, now speeding north.

Nearby, Sims and his raiders have caught another convoy and decimated it. As he walks among the dead bodies littering the road, Sims heads to the one visible survivor, tied to a tree. The man, though he is obviously afraid, tells Sims that the Alliance will protect him. Though Sims had been intending on leaving the man alive as a message to others about the dangers of seeking protection outside of Daniel, he changes his mind when one of his soldiers brings him one of the flyers that Jeremiah had been passing out in Milhaven. Instead, Sims pins the flyer to the man's chest with a large knife through his heart and looks him in the eye as he dies. A couple of hours later, the trucks from Thunder Mountain find the scene of the carnage. They look for survivors but move on without burying the dead, so as not to give away the fact they have been there.

Back in Milhaven, Erin and Mister Smith talk over dinner. He explains to her about the voice in his head, how God speaks to him and he really has no control over it. Erin is left with more questions than she started with.

Later that same night, as Daniel's enforcers make camp, Sims reveals two important facts to his lieutenant. The first is that he has never met Daniel face-to-face; the second is the story of how he came to be part of Daniel's group. He tells of his rough life and a mystical tale of a coyote that spoke to him with his eyes and led him to the east and Daniel.

When the Daniel's army ambush the trucks and the trap is finally sprung revealing not a shipment of goods heading north but a group of well armed and organised fighters, backed up by a pair of 50 calibre machineguns, they have no chance. The raiders are quickly overwhelmed and several are taken prisoner, including Sims' lieutenant. Sims however is nowhere to be found. He was called away that morning for an important meeting. Although a strategic victory for Thunder Mountain and the Alliance, Jeremiah still hungers for revenge.

In Libby's old room in Milhaven, Mister Smith reveals to Erin what God had to say to her. He tells her that she will someday have to leave the mountain and safety, even though she does not want to. He also foreshadows that her sacrifice, though he does not say exactly what this will be, will not be in vain.

The Question

Milhaven is in need of resources and Jeremiah goes to Thunder Mountain to see what he can get. Markus explains, as he hurries away, that there are a lot of other places in need as well, but he can take whatever he can find that is not already spoken for. Jeremiah, apparently not thrilled with the somewhat cool reception he receives from Markus, stalks off to scrounge what he can find.

Deeper in the Mountain, Mister Smith sits in the medical area anxiously awaiting the removal of his cast and sling. Kurdy enters along with the doctor. She explains to Mister Smith that she is not a trained doctor, that she, and her colleagues, could be wrong. The gunshot wound he received in Innsmouth caused major damage to the nerves in his arm. Although not impossible, barring a miracle, it is unlikely he will regain the use of his arm. Mister Smith tries to put on a brave face but the prospect is understandably troubling him.

The reason for Markus' preoccupation when Jeremiah arrived becomes evident as he sits in a meeting with representatives of several of the Alliance towns. They are not happy with current events. The raids by Daniel forces are occurring more frequently and becoming more overt. Kurdy and Markus discuss this later in the cafeteria. Although he knows what must be done, Markus is uneasy with the idea that he has to start building an army to protect themselves and the towns of the Alliance. When Markus broaches the idea to the representatives, they react as he expected. They want protection but are reluctant to pitch in. The problem is that Thunder Mountain does not have enough people to effectively create an armed force capable of providing the security they need to oppose Daniel. The towns will have to provide the fighting forces required, supplied and trained by the Mountain. Fortunately for the Alliance, the promise of food, lodging and a chance to help protect their loved ones is a strong incentive to many. New recruits start to trickle in. Soon, the trickle becomes a stream and the stream becomes a torrent. Pretty soon Thunder Mountain is overflowing with volunteers. The only thing missing for Thunder Mountain to field an army is a leader. Kurdy reluctantly accepts the job of training and leading the new recruits.

Though Jeremiah, Markus and Kurdy talk of war and armies, Mister Smith drops the biggest bomb. He tells the three that God has spoken to him and said he will grant each of them a miracle of their choice to prove that he exists. All is silent for a moment, then the three resume their conversation as Mister Smith leaves the room.

In the cafeteria, some of the new recruits are talking about why they joined up. It seems that not all are there because they really want to help; many are just trying to get a regular meal. The training is hard but Kurdy keeps at them until he feels they are ready for some war games. Two squads leave the mountain to learn how to scout in the field. Unfortunately, an advance team from Daniel is in the same area and catches one of the squads unprepared. In the ensuing fire fight, several are killed.

When the appointed time for the miracles to happen arrives, Mister Smith convinces Kurdy and Markus to accompany him into the forest to the appointed spot, while Jeremiah, unable or unwilling to face the prospect of God's proof, heads back to Milhaven. The trio reaches the spot and wait. As they wait, they talk about their choices and Markus reveals that he would ask for Meaghan to return to him, alive and uninfected. Markus finally realises that he has yet to come to grips with the fact that she is gone

and with this new revelation, he thanks Mister Smith and returns to the Mountain. Kurdy, believing that was the intention all along goes as well but Mister Smith stays. The next morning Mister Smith returns to the Mountain, his arm miraculously healed and the question of God still unanswered.

The Past is Prologue

Just before he is to leave with Kurdy on a mission, Mister Smith makes an odd request of his partner. He wants to sit this one out and send Lee Chen instead. Given their history, Kurdy is understandably reluctant but Lee explains that he really wants just to be given a chance to prove himself to Markus again. Kurdy agrees and they set off. As Lee and Kurdy enter East Clifton, it is obvious the place is in need of help. Kurdy is worried about something and it shows. He had spent some time here long ago and was eager to scope things out and leave.

Meanwhile, Jeremiah and Gina get to know each other a little better as they drive back to Milhaven. As the rain pours down, Jeremiah suggests a route to save some time. Gina points out that that route will take them through areas that Thunder Mountain has not properly scouted yet but he pulls rank and they go anyway. Inevitably they end up stuck in the mud. Jeremiah goes back the road a ways to find some help and orders Gina to stay with the truck. Jeremiah finds the town where he had seen lights on the way in and does indeed find it occupied. A seemingly very nice couple takes him in out of the rain, gives him some food and tells him of their town. Jeremiah begins to suspect that something is amiss as this couple is just a little too nice but this realisation comes too late as the drugs in his corn chowder are already taking effect. When he awakes he finds himself on a bed, clean-shaven and dressed in unfamiliar but clean clothing. As if that was not odd enough, he notices a wedding ring on his finger and a pretty woman enters the room and asks if he is finished his nap. Jeremiah struggles with the situation but goes along at first, not really knowing what else to do. He follows Sandra downstairs and into the Old World. The house he finds himself in is in perfect condition, the electricity is on and everything seems as it was before the Big Death. Sandra whispers to Jeremiah that they are being watched and are in danger. If he does not play along, they will be killed.

Still unknown to Jeremiah, the townspeople watch them from cameras and microphones hidden about the house.

Back in East Clifton, things are not going well for Kurdy and Lee. Ike confronts them, somebody from Kurdy's past, who claims Kurdy is to blame for his brother's death. As Lee tries to protest his innocence, Kurdy tells him it is true. Lee kicks the gun out of Ike's hand but Kurdy grabs Lee to keep him from hurting Ike any more. After Kurdy and Lee tie up Ike, Kurdy tells Lee about his time in East Clifton, when he was part of a gang called the 'Dead'. He also tells him about Ike and his brother and how they had been his friends. Kurdy's story gets worse when the Dead decide to make a statement. They decide to kill a whole neighbourhood to show they are the biggest power in town. Kurdy could not go through with this so he ran without warning Ike and his brother. That is how Ike's brother was killed. Kurdy decides to make things right. He sends Lee to a nearby town to radio Thunder Mountain for backup. He intends to take on the Dead. Unknown to Kurdy, the Dead have found his truck and Lee is unable to use it to go to the nearby town. Kurdy begins to wonder about what has happened to Lee after several hours and he has not returned. When the Dead find him and take him to see their leader, Kurdy's suspicions about Lee seem to be confirmed. Just when all seems lost and Tony, the leader of the Dead, is about to shoot Kurdy, Lee shows up with backup. In the ensuing fire fight, Kurdy escapes from the gang but follows Tony into a building where they fight. Tony and the Dead are beaten but Ike is unable to forgive.

At the truck, Gina begins to worry about Jeremiah and sets out of find him. Jeremiah and Sandra get a chance to talk in private and she explains what is going on. The townspeople believe that if they can recreate a small piece of the Old World in perfect detail, good fortune will smile upon them and their town. She tells him that she has been there for two years. Their 'son', Jimmy has been there several months and Jeremiah is not the first 'husband'. All of the doors and windows are locked from the outside. Jeremiah hatches a plan to escape with Sandra and Jimmy's help. When the townspeople check in on their 'guests' that evening, they are shocked to see the three of them lying still, apparently dead. They zoom in on the bodies and see the sores and discoloured skin that is the sign of the Big Death. Shock turns to panic and the townspeople flee the town in terror. Jeremiah, Sandra and Jimmy are free of the odd cult but they are still locked in the house. Just when they think they are lost again, Gina arrives and smashes the door, freeing the prisoners.

The Face in the Mirror

A failed escape attempt and a car accident leave Dr. Frederick Monash alone in the wilderness, pursued by Daniel forces. An old man (he is 57), obviously a survivor from before the Big Death, Dr. Monash meets and receives shelter for the night from a small group travelling through the area. Dr. Monash is obviously very important to Daniel as there are several patrols looking for him through the night and the next day. Sims heads one of these patrols.

Rachel, the leader of the resistance against Daniel, visits Jeremiah in Milhaven and asks him to take her to Thunder Mountain to meet with Markus. Further, she asks Jeremiah to convince his father, Devon, to come as well. The secrets are revealed when Jeremiah's father, Devon, arrives and is confronted regarding Dr. Monash, whom he had believed dead. It turns out that Frederick Monash was one of a group of scientists taken to Valhalla Sector at the beginning of the Big Death. Some of these scientists within Valhalla Sector, including Devon and Dr. Monash, decided they did not like the way things were developing. Several years ago, Dr. Monash and some of his assistants disappear while on a topside excursion. Markus sends out patrols to try to locate the missing doctor while Devon searches the Valhalla Sector database for information. Devon finds out what Dr. Monash had been planning. They created Daniel to combat the Valhalla Sector.

Kurdy and Jeremiah find Dr. Monash first and return him to Thunder Mountain where the truth about Daniel is revealed. Dr. Monash and his assistants created Daniel as an amalgam of other past leaders; he is a shadow. This could be the way to destroy the monstrosity that Daniel has become.

State of the Union

Still struggling with the loss of Liberty Kaufman, Jeremiah is stuck with the day to day operations of Milhaven when Kurdy and Mister Smith come calling. They are on a mission to deliver radios to Alliance towns and ask him to accompany them on the trip.

Their first stop, the town of Three Hills, finds the populace and their leader, Sandor, slaughtered by the forces of Daniel as example for other Alliance towns. Having lost their rover to a landmine, the trio are forced to walk to the next town, hoping that it still stands. As feared, the Alliance town of Silver City was also destroyed, its population killed, captured or driven off.

Back at Thunder Mountain, Markus struggles to coordinate Alliance defences. This effort is hindered by a badly-timed problem with their communications grid. This is no coincidence. Daniel's forces have secretly captured the Alliance town of Cold Creek and have erected a radio jamming tower, wreaking havoc with the Alliance and keeping them off-guard as Daniel moves his forces into position.

Jeremiah, Kurdy and Mister Smith stumble onto this plan at Cold Creek and quickly destroy the tower

restoring radio contact with Thunder Mountain. Able to steal another vehicle, they make their way back to the Mountain to report back to Markus. This setback forces Daniel's forces to retreat in order to regroup. Unbeknownst to the Alliance however, Sims has managed to get several infiltrators into the Mountain disguised as new recruits. What their purpose is has yet to be revealed.

With all of this activity, Mister Smith is surprised by a seemingly meaningless event… his pocket watch, non-functioning for all these years, has begun to tick once more.

Interregnum

Thunder Mountain is locked down when a group of Daniel's men attack the front gate. Mister Smith reveals a secret to Jeremiah and Kurdy. He takes them to a special school run by a group of nuns. What makes this school special is the presence of children possessed of incredible intelligence. For reasons unknown, some children born after the Big Death are smarter than they should be. The sisters see this as a form of divine intervention; God sending a gift to the world to help in the rebuilding of civilization. Kurdy and Jeremiah quickly grasp the importance of this facility and station guards to defend it should it be discovered by Daniel.

The infiltrators inside Thunder Mountain have now begun to sabotage systems and generally keep the Alliance preoccupied, while outside, Kurdy struggles to coordinate Alliance forces from Milhaven with Daniel's men constantly feeding them rumours and diversions.

Mister Smith finally comes clean with Jeremiah and tells him the details of how Libby died. Understandably, Jeremiah is furious and Smith is forced to leave. Wracked with grief over what happened to Libby, Smith decides to take matters into his own hands and moves off, aiming to assassinate Sims, freeing Jeremiah's sense of vengeance and hopefully avoiding more conflict. Unfortunately, Smith fails in this plan and is captured and beaten by Sims' men. Dumped into a river to die, Smith is able to hear the location where Sims plans to make his final assault as the current sweeps his battered body downstream.

He is later discovered washed up on shore by Sister Hannah who takes him back to the children's school. It is here we learn that one of the brilliant students is none other than Smith's own daughter. Using a radio belonging to the guards Kurdy left behind to guard the school, Smith relays the vital strategic information he has discovered back to Kurdy. This information comes just in time for Kurdy to manoeuvre his troops into a defensive position.

In the meantime, in radio contact with Sims, Markus reveals the truth about Daniel; he is not real and Sims is following a fictional leader. This revelation leads Sims to explore the truth more fully when one of Daniel's inner circle arrives to observe the coming battle.

Concurrently, Lee Chen ferrets out the infiltrators inside Thunder Mountain and quickly puts an end to their mission. Jeremiah, leading a group of Alliance scouts, discovers Sims and the two fight viciously. In the end, Jeremiah plunges a knife into Sims' chest, who falls into a river and is washed away. Jeremiah reveals the truth about Daniel to Sims' lieutenant who then disseminates this information to other officers. The member of the inner circle is taken prisoner by the disaffected soldiers and Jeremiah is released while Daniel's forces decide how they should proceed. Not wanting to die for a cause in which they no longer believe, Daniel's army comes to a grinding halt and the reunited Jeremiah, Kurdy and Mister Smith go out to discuss peace with their confused and disorganised enemy.

Jeremiah Actors

Character	Actor
Jeremiah	Luke Perry
Kurdy Malloy	Malcolm-Jamal Warner
Mister Smith	Sean Astin
Daniel (voice of)	Alessandro Juliani
Devon	Robert Wisden
Erin Mallone	Ingrid Kavelaars
Ezekiel	Alex Zahara
Frank	Michael Teigen
General Waverly	Michael David Sims
Lee Chen	Byron Dobson
Liberty Kaufman	Joanne Kelly
Markus Alexander	Peter Stebbings
Meaghan Lee Rose	Suzy Joachim
Michael	Jason Priestley
Paul Weill	Christopher Heyerdahl
President Emerson	Robert Foxworth
Rachel	Francoise Yip
Sims	John Pyper-Ferguson
Theo Colleridge	Kim Hawthorne

Jeremiah Character Sheet

Character Name:
Character Class/Level:
Character Level:

Player:
Age:
Height:

Weight:
Hair Colour:
Eye Colour:

Abilities

	Score	Modifier
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		

Background

Region of Origin	**History**
Upbringing	
Childhood Pastimes	
Big Death Trait	

Saving Throws

	Total	Base Save	Ability Mod	Misc Mod
Fortitude (Constitution)				
Reflex (Dexterity)				
Will (Wisdom)				

Reputation

Base Rep (Char Level + Cha Mod)	**Current Rep**

Allegiances

1.
2.
3.

Grace

Combat

Base Attack Bonus

	Total	Dex Mod	Misc Mod
Melee Attack			

	Total	Dex Mod	Misc Mod
Ranged Attack			

	Total	Str Mod	Misc Mod
Grapple			

	Total	Base Defence	Dex Mod	Misc Mod
Defence Value				

	Total	Con Mod	Armour
Damage Reduction			

	Total	Dex Mod	Misc Mod
Initiative Modifier			

Life Bar

LETHAL DAMAGE	Lightly Wounded • • • • •	Moderately Wounded • • • • •	Severely Wounded • • • • •	Disabled • • • • •	Dying • • • • •
NONLETHAL DAMAGE	Not Affected • • • • •	Jolted • • • • •	Jarred • • • • •	Staggered • • • • •	Unconscious

Weapons

Weapon	Damage Type	Range Inc	Rate of Fire

Armour

Armour	DR (BA/BL/P/S)	Max Ref	Armour Penalty

Equipment

Object	Size	Weight	Trade Value	Notes

Feats

Class Abilities

Skills

Skill	Ability	Total	Ability	Ranks	Misc
Appraise	Int				
Balance	Dex				
Barter	Cha				
Bluff	Cha				
Climb	Str				
Computer Use	Int				
Concentration	Con				
Craft (_____)	Int				
Craft (_____)	Int				
Cryptography	Int				
Demolitions	Int				
Diplomacy	Cha				
Disable Device	Int				
Disguise	Cha				
Drive	Dex				
Engineering	Int				
Engineering	Int				
Engineering	Int				
Escape Artist	Dex				
Forgery	Int				
Gather Information	Cha				
Handle Animal	Cha				
Hide	Dex				
Intimidate	Cha				
Jump	Str				
Knowledge (_____)	Int				
Knowledge (_____)	Int				
Listen	Wis				
Move Silently	Dex				
Navigate	Int				
Perform	Cha				
Pilot	Dex				
Read / Write	Int				
Repair	Int				
Research	Int				
Ride	Dex				
Science (_____)	Int				
Science (_____)	Int				
Search	Wis				
Sleight of Hand	Dex				
Speak Language	Int				
Spot	Wis				
Survival	Wis				
Swim	Str				
Treat Injury	Wis				
Tumble	Dex				

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