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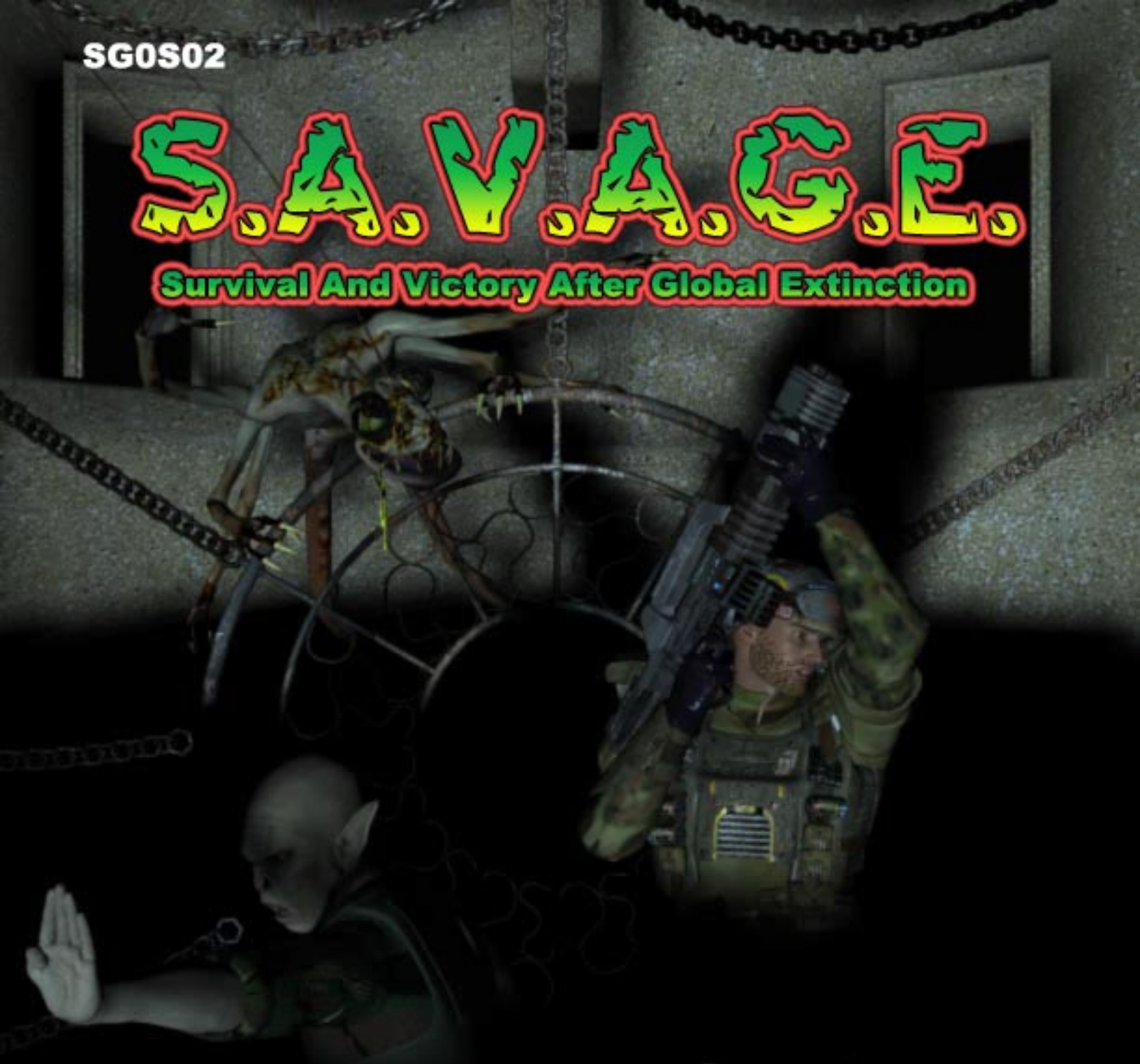
S.A.V.A.G.E.

Survival And Victory After Global Extinction



Essentials

Inertia X™

Sacrosanct Games

S.A.V.A.G.E.

Survival And Victory After Global Extinction

PMB 107
7465 SW Baseline Rd
Hillsboro, OR 97123

www.sacrosanctgames.com

About this book
Important

This is the *Essentials* version of S.A.V.A.G.E., meaning it has been stripped down to the core rules only. Artwork is minimal, layout is basic, and it does not include a campaign setting, bestiary, artifact listing, or pre-made adventure that you will find in the full version of the rules. What this does have is all you need to play the game, including a character sheet and the full guidelines for weapon creation.

It should be noted that this game is for experienced gamers only, as the rules are very detailed and are meant to add an element of realism, flexibility, and squad level tactics to the gaming experience.

I have decided to make this book free to any who want it. As a gamer for more than 20 years, and a game designer for more than 10, having people share in my work is more important than profit. That is why I want to give a verstion of the rules away as a free item. If you enjoy this game, and want to offer your support in the form of donations, I certainly accept them but it is not required. I do have products that are for sale (including the full version of this game and others), and if you enjoy this game and want to support my company, feel free to examine those products.

Thank you very much,

Roderic Waibel

Table of Contents

Common terms:

Damage Rating Level (DRL): The attack power rating used to determine damage.

DA: (Damage Absorption): Every creature and character is assigned a damage absorption level, referred to as DA for short. This DA level dictates how much and what type of damage each creature can withstand before dying. A more detailed explanation can be found under *Combat*.

AB (Armor Bypass): This rating is used to determine if a projectile is successful in penetrating the armor it is striking. See *Combat* for a more detailed explanation.

ADP/DDP: (dice pool): The character's attacking dice pool and defending dice pool are commonly referred to as ADP and DDP.

Speed Points (SP): Speed points determine how many actions a character may perform in a round. For determining who goes first in every round (initiative), the speed point cost of the first action would be added to the initial initiative die roll. See *Combat* for a detailed explanation.

Initial speed points allotted to your character is determined by adding 10% of your agility attribute to 10% of your luck attribute. For example, if you have an agility of 57 and luck of 42, you would add 5.7 to 4.2, giving you 10 (round up) available speed points.

Career Path: The area of profession a character specializes in, if they so choose to take a specific career path.

Species: The species of human that the character belongs to: Untouched, Tribal, Mutate, Vaulter, or Sewer-men.

Experience (XP): Experience points in *S.A.V.A.G.E.* are used to purchase or get better at new skills. The more XP points you have been awarded, the more powerful skills you can learn.

Money: Only a single form of currency is used in *S.A.V.A.G.E.*: dollars. Since every city-state may have its own type of currency, this common term is used for ease of game play. Often a city-state won't accept another form of currency, so it is advised that characters exchange their currency into valuable items such as gold or gems if they expect to travel to another city-state.

Standard starting money for all characters is $650. Depending on the starting tech level that the GM puts the players in, he or she may modify this number.

Actions: Some creatures get more than one action per their turn in combat. This is the number they are allowed to use.

1d4,1d6,1d8,1d10,1d12,1d20,1d100: Abbreviation for the amount and type of dice you would roll. For example, 4d8 would mean roll the 8-sided dice 4 times and tally the result.

Round: The time span it takes for all parties involved in combat to resolve their actions.

Turn: The time segment of a round in which a character will perform his action.

Str: Abbreviation for strength.

Agil: Abbreviation for agility.

End: Abbreviation for endurance.

Int: Abbreviation for intellect.

Lk: Abbreviation for luck.

RPG: Short for role-playing game.

GM: Abbreviation for game master. The man in charge. The one responsible for running a great campaign. The hand of death. The almighty.

Player: The name of the player controlling the character.

Character: The name of the fictional character that the player is controlling during the game.

Overview

The world of *S.A.V.A.G.E.* is a harsh and unrelenting place. Danger lurks around every corner in the form of mutations, bandits, and hostile city states. But the earth wasn't always this way.

Around the year 2175, humans had almost completely mined the planet of any and all resources, and the ozone layer was near collapse. The scarred planet, combined with hundreds of rogue political terrorists armed with weapons of mass destruction, assured an apocalypse.

Some of the larger governments realized this, and came together to create a space colonization program. Several years were spent creating sufficient space craft capable of supporting thousands of humans until a new planet could be discovered.

The program stressed variety in the humans selected, having an equal amount of people from each ethnic group, as well as being sure to include many personalities and occupations to help keep diversity. Hundreds of animal species were to be included as well.

Approximately one year before the ozone layer was predicted to collapse, the leaders of these countries, and the people selected by them, were loaded into shuttle craft and sent to the space stations for acclimation.

Luckily for them, they made it just as the ozone layer was collapsing. Within days, the earth's temperature had risen by an average of 20 degrees, causing global catastrophe.

With the chaos of a severe climate change, came human greed and its ability for natural destruction. The remaining governments on the earth tried to keep what order they could, but with diminished food sources and severe natural disasters, many populations turned to robbery and violence. A few lucky nations weren't affected dramatically, but they refused to send aid or surplus to the dying nations in fear that their turn would arise soon enough. Shortly after, the first nukes were launched in hatred and a global nuclear war ensued.

The combination of a global natural disaster and nuclear war was the death sentence to the planet as we know it. Cities that were already ruined from nuclear fallout now became flooded. Plains became deserts, forests became wastelands, and the sea level rose hundreds of feet as the polar ice caps melted.

But humans are like cockroaches. We are a very hardy and determined breed. Many took shelter deep within mountain vaults and sealed themselves off from the surface world. Some sought refuge in the underground subway stations of city ruins, and started their own culture. Some remained relatively untouched in the remote areas of the world, and others denounced their heritage and technology, and became tribal nomads.

City-States

Throughout this manual you will encounter the term "city-state." Unlike today, where are governments and nations, the world of *S.A.V.A.G.E.* has city-states. These are smaller areas, usually no larger than a few hundred square miles, that are ruled by a central city and local government. Several smaller towns may be included in a city-state, but the city itself is the main ruling organization.

You will also notice that each city-state will generally consist of its own unique species that makes up over 95% of its population. Each city-state will also have a general tech level assigned to it, which is the maximum level of technology that the main city has achieved. As a rule of thumb, all smaller towns in a city-state will have a tech level of one or two levels below that of the main city.

Tech Level

Another term that you will encounter often is tech level. Basically, as mentioned above, each city-state will have a tech level assigned to it. This tech level will give you a good idea of the level of technology available to that city state from level 1 to 5. To give perspective as compared to our world, a tech level 1 is the equivalent of late 1700s/early 1800s, level 2 is late 1800s, level 3 is the 1940s, level 4 is modern, and level 5 is near future.

Typically when one finds themselves in a tech level 1 area, they will have access to purchase goods such as hard tack, horses, black powder weapons, and electricity would be limited to a telegraph, but more than likely won't be available. Occasionally a higher tech level piece of equipment might be found, but the area wouldn't have the technology to replicate or manufacture the item themselves.

A tech level 2 area would have weapons using smokeless powder and brass casings as commonplace. There would likely be a few electrical lights and other basic utilities similar to the turn of the 19th century.

Tech level 3 areas brings a common usage of electricity, hand held automatic weapons, and vehicles. Most vehicles are smaller and not very fuel efficient, such as early jeeps and motorcycles.

Tech level 4 areas are the equivalent of our modern world. Vehicles are more common, refining is easier, and a huge variation of firearms are available. Non-lethal and chemical weapons are also more common.

Tech level 5 areas are the pinnacle of technology, as plasma and laser weapons are available, as well as cybernetics and hybrid vehicles. These hybrids are much more fuel efficient, allowing them to be much larger in size without suffering from increased fuel usage.

Species

Untouched

The Untouched people are what you see when you look around you today. These are normal humans who have not been affected by the high levels of radiation, inbreeding, or any other major genetic change. The Untouched, much like people today, come in all various ethnicities, from black to white to Asian to Hispanic.

Because the Untouched have not been exposed to radiation, their homes were those that were in very remote areas at the time of war. They are not a very large population of peoples when compared to the other species, generally living in villages and towns of between 500 and 15,000 people that are still well secluded from the areas that were hit with the bombs.

The Untouched are very wary of outsiders, considering themselves to be the only remaining pure humans. They have had the stories passed down from generation to generation of the horrors that their ancestors committed that brought on the great destruction, and know the self-destruction humans are capable of.

The Untouched people have no modifiers towards any of their core attribute scores.

Sewer-Men

The Sewer-Men people live in the abandon subway tunnels underneath the cities. They took refuge there when the war came, seeking protection from the thick cement walls that would keep them safe from the majority of the radiation. Even many years after the war, the depleted ozone layer allowed too much ultraviolet radiation through the atmosphere to make long term explorations into the streets safe. Because of this, the Sewer-Men have made permanent homes within the subway and train tunnels.

Due to lack of space, Sewer-Man tend to live in clans of 50-500 people. There can be many different clans of Sewer-Man residing in the same city however, often forming alliances, trading partnerships, and wars.

Generations of living in the sewers and tunnels have had their affect on the genetic make-up of these people. They are shorter, standing between 4 and 5 feet tall, and have paler skin than a normal human. Lack of direct sunlight or bright light has allowed them to see slightly better in the dark than a normal human, but bright light is irritating to them. To outsiders, Sewer-Men also appear somewhat grungy and unkempt. Lack of raw materials has made it difficult for them to make new clothing and personal supplies, but has made them masters of scavenging useful existing items. The very nature of these people being packrats gives off the first impression of them hoarding junk and living in a very cluttered atmosphere.

A player selecting this Species will have the following modifiers towards their attributes: strength –4, endurance +5, and luck +3.

Mutates

The mutates were the most affected by nuclear radiation and ozone depletion. Refusing to flee their homelands, these people stayed in the city ruins while fallout saturated everything around them. It is because of this choice that the mutates have undergone the most extreme physical mutations and deformities.

Mutates may have many extreme differences in their appearance, but all have at least one or more major deformity. This commonly manifests in a skeletal deformity

such as a curved spine, or stunted limbs, or an misshapen skull. However, other deformities have been known to exist, such as patchy hair clumps, or missing an eye, or hideous scarring. When deciding on creating a mutate character, it is recommended that the player and GM get together and be creative on the deformity.

Mutates can be found living in large clans of up to 10,000 in the old bombed out cities of the old world. Because a mutate got that way from radiation saturation, they are only found in the areas that were targets of nuclear weapons during the war, such as large cities. Each clan is led by either a chief, mayor, or another similar term, and they are all very wary of outsiders. This initial distaste is due in large part of the unfavorable reactions most people have when encountering a mutate.

A player who does choose to be a mutate will have the following modifiers to their attributes: strength +4, endurance +10, and agility –5. In addition, due their nature, they are immune to radiation and receive a +10 check when trying to resist any type of toxin.

Tribal

Tribals are groups of humans who fled into the remote areas of the world to escape radiation. They are very cult-like, and have a strong belief that it was technology that brought the downfall of mankind, and view technology as sinful and detrimental to their pure society. These people have spent years trying to rediscover their ancient heritage and become more in tune with nature. Initial exposure to radiation planted the seeds of change into the original tribals, and generations of behaving animal-like have transformed these peoples into a different species of human.

A tribal village will consist of a few to several family clans, all of which have a unique animal totem. Members of this family clan will have basic characteristics of the animal that they are in tune with. For instance, a member of the tiger clan will be covered in striped fur, have whiskers, and elongated nails and teeth, while a member of the raven clan will be smallish and wiry in stature, possibly a row of feathers down their back, and very long and flexible fingers and toes.

Any player who chooses a tribal as a character is restricted from choosing the scholar field of skills or any other skill more advanced than a tech level 1. In addition, because of their natural aversion to technology, any future skill selected in the above categories will have an automatic –10% penalty.

There are some benefits to being a tribal however. First, they have a natural animal affinity. Depending on the type of animal chosen, the character will enjoy some benefits. To continue the example above, a tiger tribal will have enhanced smell and hearing, as well as being very agile, possibly translating into a +10% bonus to stealth skills. A raven tribal may have an additional bonus to agility and/or luck, as well as being able to glide short distances if she has wings.

Regardless of the type of animal totem is chosen, all tribals will have the initial modifiers to their attributes: +4 strength, +5 endurance, +5 agility, -10 intellect.

Vaulter

Vaulters were those humans who sought refuge deep underground in elaborate vaults. They tended to be the extremely wealthy, or government officials of the old world. When the war started, they locked themselves up deep within these protected vaults with no intention of emerging until external sensors alerted them that radiation level were safe.

Unfortunately, after a few generations when the sensors gave the alert, many vault dwellers were afraid to leave the security of their vaults. Inside the vaults, they have many comforts, such as electricity and chemical science that allowed them to continue surviving. The outside world had become a very dangerous place. Only recently have a few small groups of explores dared to exit the vaults and submit themselves to the world in which their bodies were no longer accustomed to living in. Years of living a vault had changed the dwellers from the

normal human appearance to that of a shorter stature, much paler skin, and oversized eyes to help see in the dim light. When they did emerge, they found the sunlight very irritating, and the wide open spaces very intimidating.

Even though there are few actual vaults in existence, each vault houses over 50,000 inhabitants. These vaults are led by an elected representative who generally serves out 5 year terms, and takes council from a congress of other elected officials. Vaults are havens of technology, as the preservation of said technology is very important to them. The only limitation has been the lack of natural resources or limited space for manufacturing these items.

A character who chooses to be a vaulter will have the following modifiers to their attributes: -7 endurance, +8 intellect, and +3 luck.

Attributes

There are five core attributes that define a character's abilities: strength, agility, endurance, intellect, and luck. Each one of these abilities affects the character in some way, from providing a combat bonus, to being able to take more damage, to having a better chance of avoiding sticky situations, etc. Each species may have a modifier towards the roll result, as outlined in the species description.

To determine you attributes, you have one of three choices. For a broad range of attributes, you can roll 1d100 five times and assign the results in any order you choose. For a fair mix of averages and the possibility of extremes, you can roll 5d20 five times and assign them in any order you choose. The third option for a good set of averages, but with little chance of rolling really high, you can roll 10d10 five times and assign them in any order you choose.

Strength

Strength defines the physical power of the character; how much they can lift and how much they can carry. The column to the right will determine what the maximum weight a character can carry in terms of encumbrance. A character can carry up to 25% more than what is listed on the chart, but they will have their movement rate cut in half and will suffer the effects of fatigue twice as fast. The *DRL Bonus* column tells you the bonus or penalty you would use in melee combat. See *Combat* for a further explanation on fatigue.

Strength	DRL Bonus	Max Encumbrance in lbs
1-10	-4	10
11-35	-3	15
36-40	-2	40
41-70	-1	100
71-80	0	150
81-90	+1	200
91-99	+2	250
100+	+3	300

Agility

Agility measures the quickness, steadiness, and nimbleness of the character. The *DP Modifier* is the modifier you would use towards your dice pool level when attacking and defending in melee combat. The *Hit % Modifier* is the adjustment you would use when using firearms or any other ranged weapon.

In addition, initial speed points allotted to your character is determined by adding 10% of your agility attribute to 10% of your luck attribute. For example, if you have an agility of 57 and luck of 42, you would add 5.7 to 4.2, giving you 10 (round up) available speed points.

Agility	DP modifier	Hit % Modifier
1-10	-3	-15%
11-35	-2	-10%
36-45	-1	-5%
46-70	0	-
71-85	+1	+5%
86-95	+2	+10%
96-99	+3	+15%
100+	+4	+20%

Endurance

Endurance measures the character's health and ability to perform continuous strenuous activities. Endurance gives the character a base level of how much damage they can absorb before dying. Reference *Combat*, under the *Damage and Dying* heading to see a detailed explanation of this.

Endurance	Damage Absorption Level
1-9	1
10-19	2
20-29	3
30-45	4
46-60	5
61-70	6
71-82	7
83-95	8
95-100	9
101+	10

Luck

Luck has many factors that may come up in the game quite often that have no real tangible way of translating the score. The GM will have to keep this in mind and act and adjust accordingly. The most common aspect of luck is when the character will have to make a luck check. This most often occurs when the character gets poisoned, falls down a pit, or such. The character will be asked to make a luck check against their score. If the roll is equal to or less than their score, then the check is a success. Please see *Combat* for a more detailed explanation.

In addition, initial speed points allotted to your character is determined by adding 10% of your agility attribute to 10% of your luck attribute. For example, if you have an agility of 57 and luck of 42, you would add 5.7 to 4.2, giving you 10 (round up) available speed points.

Intellect

The intellect score measures the general intelligence of a character. Characters with an Intellect score of less than 15 cannot learn to read or write. The *Skill % bonus* column tells you what bonus or penalty you would use when attempting to use any skill that is based off of the character's intellect. The *# XP points* are the number of starting XP points your character will have in order to purchase skills.

Intellect	Skill % bonus	# XP points
1-10	-20%	1
11-25	-15%	3
26-40	-10%	5
41-60	-5%	6
61-80	0	7
81-90	+5%	9
91-99	+10%	11
100+	+15%	13

Movement: All characters can move a base 20 feet during their turn in combat. Characters will add this base movement to their agility/10 and endurance/10 to get their final movement score. You will always round up to the nearest number. I.e., a human with a 56 agility and 62 endurance will have a total movement score of 32; (20+(56/10)+(62/10)) = (20+5.6+6.2) = 20+6+6 = 32.

Career Paths

Once you have decided what species you want for your character, it is time to decide whether or not you want to specialize in a career path. Unlike set and detailed professions, career paths are general guidelines you can use to help mold your character to what you envision them as being. For instance, if you imagine your character as an mercenary, then the soldier career path might be a good choice.

There are four career paths to choose from: soldier, underworld, nature, and scholar. And while you may choose to specialize in any one of them, you are not required to. If you choose not to specialize in any career path, all skills will cost 2 XP points to learn.

If you do decide to specialize, there are some benefits and penalties to be aware of. If you specialize in a career path, you will receive that path's specialization bonus, which is described in the path overview. In addition, all skills in your career path will only cost 1 XP point to learn. However, any other skill which does not belong to that career path will cost extra when attempting to purchase it. For example, say your character is specialized in the soldier career path and wants to learn *silent walk*, a stealth only skill. You would have to spend 3 XP points in order to purchase the skill as opposed to 2 XP points if you weren't specialized.

When looking at the career path skills, you will notice a number in parentheses next to the skill name. That number is the minimum tech level required for the area where the character wants to learn the skill.

Soldier Career Path

Those that prefer taking a militaristic approach to their lives might decide to take the soldier path. These breeds of warriors include town militia, soldiers, and professional mercenaries to name a few.

A character that chooses to specialize in the soldier path will receive a benefit of +10% to all of the to hit rolls when using a weapon. In addition, they will receive a +5 bonus to strength and +5 bonus to endurance. The following skills are available to choose from:

Armor smith (1)
Artillery (1)
Body armor, basic (1)
Body armor, powered (5)
Camouflage (1)
Explosives (1)
Firearm, pistol (1)
Firearm, tech 1-2 (1)
Firearm, tech 3-4 (3)
Firearm, tech 5-artifact (5)
First Aid (1)
Gear Packing (1)
Gunsmith (1)
Marksmanship (1)
Melee Weapon (1)
NBC (3)
Rapid Fire (1)
Rapid Reload (1)
Speed Point Enhancement (1)
Swimming (1)
Tactics (1)
Thrown Weapon (1)
Unarmed Combat (1)

Underworld Career Path

Those characters that want to remain stealthy and mysterious might choose to specialize in the underground career path. Professions such as thieves, bounty hunters, spies, and hit men might choose this path. If a character does choose to specialize in this path, they will receive a bonus +10% to all skills that fall into this category except weapon skills. They

will also receive a bonus +5 to agility and +5 to their luck. The following skills belong to this path:

Acrobatics (1)
Booby traps (1)
Camouflage (1)
Climbing (1)
Disguise (1)
Firearm, pistol (1)
Forgery (1)
Hiding (1)
Lip Reading (1)
Lock picking (1)
Melee weapon (1)
Rapid Fire (1)
Silent walk (1)
Slight of hand (1)
Speed Point Enhancement (1)
Surveillance (1)
Thrown weapon (1)
Trailing (2)
Unarmed Combat (1)

Nature Career Path

Call them woodsmen, hunters, or trackers. One common theme among those who feel most at ease in the wild are those that follow the nature career path. These are individuals who prefer to live in isolation and seclusion in the natural world, rather than be cramped in a sprawling city. If a character chooses to specialize in the nature career path, they will have access to totem magic, which is described in it's own section of the manual. The following skills belong to this career path:

Animal empathy (1)
Animal training (1)
Biology (1)
Camouflage (1)
Climbing (1)
Endurance (1)
Firearm, pistol (1)
Firearm, tech 1-2 (1)
First Aid (1)
Fortitude (1)
Hiding (1)
Horseback riding (1)
Navigation (1)
Speed Point Enhancement (1)
Survival (1)
Swimming (1)
Thrown Weapon (1)
Tracking (1)

Scholar Skills

For those intellectually inclined, they may want to specialize in this path. Professions that fall into this career path include scientists, politicians, doctors, or mechanics. If a character chooses to specialize in this path, they will receive a +10% to all skills in the path, as well as gaining a +10 bonus to their intellect attribute. Skills available in this path include:

Armorsmith (1)
Artistic (1)
Astronomy (1)
Biology (1)
Bureaucracy (2)
Cooking (1)
Cybernetics (4)
Driving (3)
Electronics (4)
Equipment Enhancement (4)
First Aid (1)
Gunsmith (1)
History (1)
Language (1)
Map Reading (1)
Mechanic (3)
Medical Science (3)
Navigation (1)
NBC (3)
Physics (2)
Programming (4)
Speed Point Enhancement (1)
Swimming (1)
Tactics (1)
Unarmed Combat (1)

Skills

Acquiring, Purchasing, and Advancing Skills

When your character is first created, you will have a set amount of XP (experience points) in which you can purchase a skill, which is determined by your intellect score. Each skill will cost one XP point to learn if the skill is in the same career path group as the character has specialized in. If a character wants to learn a skill that is not in their specialized career path group, that skill will cost 3 XP points. If a character does not belong to any career path, all skills will cost them 2 XP points. In addition, some skills may have a prerequisite needed before learning the skill. Make sure you read the skill description to find out if it has any prerequisites.

So how do you get additional skills, or get better at the ones you have? In order to purchase new skills, or to advance the ones you have, it will cost XP points. Throughout your character's adventuring, the GM may award you XP points for good game play, combat experience, or other deserving things you may have done. When you have acquired enough XP points to meet the cost of the skill you want to learn, you may attempt to learn it. If it is a new skill, then you must first find someone willing to teach it to you.

To advance in percentage based skills, there are three options available to the character. They may practice on their own, spend XP points, or through GM granting.

When practicing on their own, after eight full hours of practice, the character will roll against their success rate. If the skill roll was greater than their base percentage, then the skill will be raised by 1% to a maximum of 5% more than when the last time they were with a trainer. If a character rolls lower than or equal to their percentage, the skill will not increase. For instance, a character with an agility score of 62 will have a starting pick pocket score of 31%. By practicing by themselves for eight hours, and rolling greater than a 31 on the d100, the character will gain 1%, for a total base percentage of 32%. The character can raise this score to a maximum of 36% after five days of training. In order for this skill to rise any higher, the character must spend at least 10 hours with a trainer with a skill percentage of at least 5% higher than the character's current percentage. After spending 10 hours in training, the character's skill 5% cap will reset to 0, allowing the character to continue to continue to improve in that skill by themselves for another 5% maximum increase.

The second way of increasing a skill is to spend XP points into that skill. If a character has available XP points to spend and wants to get better at a skill, they can spend a point and immediately increase their skill. For every skill point spent, the character will raise their percentage by 5%.

The third way of increasing skills is through GM granting. During a campaign, if a character uses a skill often, the GM *may* allow an instant increase to that character's skill %, without the character having to practice.

It must be noted that it is very possible to have a skill with a success chance of over 100%. In some cases, this is encouraged as there are many things which could penalize your roll, so having a little cushion helps.

Cost of New Skills

Whenever a character wants to learn a new skill, they generally can learn it for free from an organization that they belong to that could teach it, such as belonging to a city militia and wanting to learn a firearm skill. However, sometimes your character may want to learn a skill that the organization does not teach, or your character may not belong to an organization to

begin with. In these cases, your character must seek out a teacher to teach the skill to them. In larger cities, there are schools that can do this, but they will charge a steep fee. Usually this fee is anywhere between $50 and $1000, depending on how in depth the skill is and how rare a teacher is.

Soldier Skills

Armorsmith: This skill allows the character to repair damaged armor. The character must have ample materials to repair the damaged armor, which will vary depending on the level of damage. The starting percentage for this skill is equal to ½ of the character's intellect score. If the attempt fails, the character will need to take the armor to a repair shop.

Artillery: A character with this skill is knowledgeable on how to aim, fire, and adjust artillery weapons, such as mortars and cannons. The base starting percentage for this skill is ½ of the character's intellect score, which is the aim % used when determining the accuracy of the weapon.

Body Armor, basic: Everyone can wear basic body armor and receive the benefits, but if a person learns this skill, they will in effect receive an additional +1 to the AB level of the armor, as well as having the agility penalty and speed point penalty reduced by half.

Body Armor, powered: Unlike basic body armor, which can be worn even without the skill, a character cannot wear powered body armor without first learning this skill. In addition, the character must also have learned basic body armor before learning this skill.

Camouflage: The character has learned the art of using effective camouflage techniques. This skill will give a base hiding skill of 15%. If the character already knows the hiding skill, they will instead gain a +15% bonus to that skill.

Explosives: A character with this skill can effectively set and attempt to disarm explosives. A character without this skill will have a 5% chance of accidentally exploding the devise when they attempt to place it, and will have a 75% chance of it exploding if they try to disarm it. A character with this skill does not risk the device exploding when placing it, and they will have a chance equal to their intellect score of successfully disarming it.

Firearm, pistol: Unlike the other three categories of firearm: rifle, mid-sized, and heavy; the pistol requires its own skill set in order to use it effectively. This is in large part because the pistol is primarily fired with one hand and has unique dynamics when used.

Note that this skill will allow the character to use pistols up to a tech level 2 without learning any additional firearm skills. If a person want to use a higher tech pistol, then they will also need to learn the other skills. For instance, if your character wants to use a cartridge revolver, all they would need to learn is this skill. If they wanted to use a semi-automatic pistol, they would need this skill as well as *firearm tech 1-2* and *firearm tech 3-4*.

The base starting percentage to hit with this skill is 35%. A character without this skill who tries to use a pistol will suffer a -20% to their aim percentage.

Firearm, tech 1-2: This skill will give the character a base 30% chance to hit when using firearms that are rated tech level 1 or 2. Higher tech level weapons may not be used.

Firearm, tech 3-4: Before learning this skill, the character must have first learned the tech level 1-2 firearm skill. With this skill, the character can fire tech level 3 or 4 weapons with a bonus hit percentage of +10%.

Firearm, tech 5-artifact: This skill can only be learned after the character already has learned the tech level 3-4 firearm skill. With this skill, the character can use tech level 5 or artifact firearms with a bonus +10% to hit.

First Aid: This skill will allow the character to

attempt to bandage wounds inflicted to a target creature. The character must have bandages and a first aid kit in order to use this skill. With a successful skill check roll, the character can successfully reduce the wound category of a wound by one. I.e., with a successful skill check, you could reduce a deep wound to a moderate wound. The base skill percentage of this skill is equal to your intellect score. Note that this will only affect wounds to a creature, not to armor, and must be administered within 5 minutes of the wound being received. In addition, only one attempt per wound may be attempted.

Gear Packing: A character with this skill has learned how to efficiently pack their belongings, effectively allowing them to carry an additional 25% to their maximum encumbrance limit.

Gunsmith: A character with this skill can attempt to repair damaged weapons. The base skill percentage is equal to their intellect plus luck score divided by 4. This skill can also be used to manufacture weapons as long as they have all the materials and forges necessary. With black powder weapons, this only requires a basic blacksmith shop.

In addition, the character can attempt to make their current weapon more efficient. If a successful skill check is made, the character will receive a +5% to aim and gain 10% range with the weapon. A failed check will result in a -10% to aim and -25% to the weapon's range. Only one attempt per weapon can be performed.

Marksmanship: This skill, which can only be taken once, will instill the fundamentals of advanced marksmanship to the character, translating into a bonus +10% to hit and a +1 bonus to the AB rating with all firearms.

Melee Weapon: A character with this skill has learned the basics of fighting with melee weapons. For a detailed description of melee combat, please reference the appropriate section under the *Combat* chapter.

NBC: Short for nuclear, biological, and chemical warfare, this skill allows the character to use, deploy, and with a successful skill check, recognize and decontaminate the various forms of chemical warfare. Please reference the *Chemical Warfare* section under the *Combat* chapter.

Rapid Fire: When the character learns this skill, they will enjoy a 1 SP reduction in the SP cost of the weapon. Thus a character armed with a pistol with a SP cost of 5 would only have to spend 4 SP and would have an initiative modifier of only 4 when they have learned this skill.

Rapid Reload: A character with this skill will only pay ½ of the SP cost of reloading their weapon and magazines.

Speed Point Enhancement: This skill, once learned, will grant an additional speed point to the character's SP pool for each experience title level they have. For instance, a master character with this skill will have 7 additional skill points in their pool. This skill can only be learned once.

Swimming: This skill is a must if the character needs to swim. Those who do not have this skill cannot swim, and most likely will drown.

Tactics: A character with this skill can successfully lead an ambush and even has a better reaction to an ambush that they might find themselves in. In terms of game play, as long as one person in a group laying an ambush has this skill, then the ambushed party will have their actions cost triple the amount of speed points, as opposed to the standard double cost.

When being ambushed, this character will not suffer any penalty to their speed point cost, unlike the double normal cost that people without this skill would face.

Thrown Weapon: A character with this skill has learned to effectively use thrown weapons. These weapons include pretty much anything thrown, such as rocks, knives, spears, and grenades. This skill also includes bows and crossbows. The base hit percentage with this skill is 35%.

Unarmed Combat: Once a character learns this skill, they must choose one of the unarmed combat styles outlined in the *Unarmed Combat* section of the *Combat* chapter, and will follow the rules for unarmed combat outlined in that same section.

Underworld Skills

Acrobatics: A character with this skill is skilled at gymnastics and basic acrobatics. The character can perform basic gymnastic maneuvers, as well as gaining a +1d10 to their agility score. This skill may only be chosen once.

Booby Traps: The character is skilled at setting basic booby traps, from spike pits, to swinging logs, to explosives. With a successful skill check, the character may also be able to disarm booby traps. Characters with this skill may also be able to avoid booby traps that are set by others. With a successful skill check, the character will be able to see the trap before setting it off. The base percentage of this skill equal to the character's intellect score plus their luck score divided by 4.

Camouflage: The character has learned the art of using effective camouflage techniques. This skill will give a base hiding skill of 15%. If the character already knows the hiding skill, they will instead gain a +15% bonus to that skill.

Climbing: A character with this skill has studied the art of climbing surfaces that otherwise could not be done, such as a brick wall or mountain cliff. The character has learned how to distribute her weight and how to look for the most effective grips on a surface to allow her to do this. The starting percentage for this skill is equal to the character's agility score.

Disguise: With a make-up kit, the character can make their appearance change to make them seem like a completely different person. With a successful skill check, the character will have fooled others to believe that they do not appear as they once did. If a major change, such as species or sex is attempted, then a -40% penalty may be enforced. The base starting skill percentage for this skill is equal to the character's intellect score divided by 2.

Firearm, pistol: Unlike the other three categories of firearm: rifle, mid-sized, and heavy; the pistol requires its own skill set in order to use it effectively. This is in large part because the pistol is primarily fired with one hand and has unique dynamics when used.

Note that this skill will allow the character to use pistols up to a tech level 2 without learning any additional firearm skills. If a person want to use a higher tech pistol, then they will also need to learn the other skills. For instance, if your character wants to use a cartridge revolver, all they would need to learn is this skill. If they wanted to use a semi-automatic pistol, they would need this skill as well as *firearm tech 1-2* and *firearm tech 3-4*.

The base starting percentage to hit with this skill is 35%. A character without this skill who tries to use a pistol will suffer a -20% to their aim percentage.

Forgery: With a successful skill check, the character may successfully copy the written text of another to appear as an exact copy. The base skill percentage is equal to the character's intellect score divided by 2.

Hiding: A character with this skill has learned how to remain hidden from sight by using various secret techniques. With a successful skill check, the character can remain hidden from sight. Note that this skill does not include moving while trying to remain hidden. That is described below in the *Silent Walk* skill. The base starting percentage for this skill is equal to the character's agility score divided by 2. If the character also knows the camouflage skill, they will gain a +15% bonus to this skill.

Lip Reading: With a successful skill check, the character can successfully comprehend what a target is saying by reading their lips. Naturally the character must understand the language

spoken, as well as having a clear line of sight with the target's mouth. The base starting skill percentage of this skill is equal to the character's intellect score.

Lock Picking: By using a set of lock picks, the character can successful pick a lock. The base starting percentage for this skill is equal to the character's agility score, and a penalty or bonus might be enforced depending on the quality of the lock being picked.

Melee Weapon: A character with this skill has learned the basics of fighting with melee weapons. For a detailed description of melee combat, please reference the appropriate section under the *Combat* chapter.

Rapid Fire: When the character learns this skill, they will enjoy a 1 SP reduction in the SP cost of the weapon. Thus a character armed with a pistol with a SP cost of 5 would only have to spend 4 SP and would have an initiative modifier of only 4 when they have learned this skill.

Silent Walk: Often used in conjunction with hiding, this skill will allow the character to move without making a sound. With a successful skill check, which must be attempted every round, the character can successfully move their movement rate without making an audible sound. The base starting percentage to this skill is equal the character's agility score divided by 2. If the character moves at ½ of their normal movement rate, they will gain a +10% bonus. If they are moving at ¼ of their movement rate, they will gain a +25% bonus to this skill.

Slight of Hand: This skill will enable to the character to perform slight of hand tricks without being detected, such as pick pocketing or slipping something into someone's drink. The base starting percentage to this skill is equal to the character's agility score divided by 2.

Speed Point Enhancement: This skill, once learned, will grant an additional speed point to the character's SP pool for each experience title level they have. For instance, a master character with this skill will have 7 additional skill points in their pool. This skill can only be learned once.

Surveillance: A character with this skill has learned the art of spying. There isn't any tangible skill percentage, but if a target is under surveillance, the GM should let the character notice pretty much everything that the target is doing.

Thrown Weapon: A character with this skill has learned to effectively use thrown weapons. These weapons include pretty much anything thrown, such as rocks, knives, spears, and grenades. This skill also includes bows and crossbows. The base hit percentage with this skill is 35%.

Trailing: This skill allows the character to follow a target without being noticed. A skill check is only required if the target knows they are being followed and are trying to evade the pursuer. The base starting percentage for this skill is equal to the character's intellect plus luck scores divided by 4.

Unarmed Combat: Once a character learns this skill, they must choose one of the unarmed combat styles outlined in the *Unarmed Combat* section of the *Combat* chapter, and will follow the rules for unarmed combat outlined in that same section.

Nature Skills

Animal Empathy: A character with this skill can 'feel' the emotions and thoughts of animals. By making a successful skill check, the character will be able to convince the animal of his or her emotions as well, possibly avoiding a conflict with the animal. In addition, a successful skill check may also be used to calm a raging animal. The basic starting percentage to this skill is equal to the character's intellect score divided by 2.

Animal Training: This skill will allow the

character to train animals various tricks. A simple trick, such as beg, sit, or lay, can be taught after one week and a successful skill check. More difficult tricks, such as retrieving a certain object, attacking a certain creature, or defending the character can be done after one month and a successful skill check. The base starting percentage for this skill is equal to the character's intellect score.

Biology: By making a successful skill check, the character can correctly identify plant and animal life. The starting percentage for this skill is equal to the character's intellect score.

Camouflage: The character has learned the art of using effective camouflage techniques. This skill will give a base hiding skill of 15%, or a +15% bonus to the hiding skill if already known.

Climbing: A character with this skill has studied the art of climbing surfaces that otherwise could not be done, such as a brick wall or mountain cliff. The character has learned how to distribute their weight and how to look for the most effective grips on a surface to allow them to do this. The starting percentage for this skill is equal to the character's agility score.

Endurance: A character with this skill will suffer the effects of fatigue half as fast as a normal character would.

Firearm, pistol: Unlike the other three categories of firearm: rifle, mid-sized, and heavy; the pistol requires its own skill set in order to use it effectively. This is in large part because the pistol is primarily fired with one hand and has unique dynamics when used.

Note that this skill will allow the character to use pistols up to a tech level 2 without learning any additional firearm skills. If a person want to use a higher tech pistol, then they will also need to learn the other skills. For instance, if your character wants to use a cartridge revolver, all they would need to learn is this skill. If they wanted to use a semi-automatic pistol, they would need this skill as well as *firearm tech 1-2* and *firearm tech 3-4*.

The base starting percentage to hit with this skill is 35%. A character without this skill who tries to use a pistol will suffer a -20% to their aim percentage.

Firearm, tech 1-2: This skill will give the character a base 30% chance to hit when using firearms that are rated tech level 1 or 2. Higher tech level weapons may not be used.

First Aid: This skill will allow the character to attempt to bandage wounds inflicted to a target creature. The character must have bandages and a first aid kit in order to use this skill. With a successful skill check roll, the character can successfully reduce the wound category of a wound by one. I.e., with a successful skill check, you could reduce a deep wound to a moderate wound. The base skill percentage of this skill is equal to your intellect score. Note that this will only affect wounds to a creature, not to armor, and must be administered within 5 minutes of the wound being received. In addition, only one attempt per wound may be attempted.

Fortitude: This skill will instantly raise the character's DA level by 1. This can only be taken a total of three times during the life of the character.

Hiding: A character with this skill has learned how to remain hidden from sight by using various secret techniques. With a successful skill check, the character can remain hidden from sight. Note that this skill does not include moving while trying to remain hidden. That is described below in the *Silent Walk* skill. The base starting percentage for this skill is equal to the character's agility score divided by 2. If the character already had learned camouflage, they will receive a +15% bonus to this skill.

Horseback Riding: A character with this skill has learned how to ride a horse without falling off or suffering from extreme fatigue. Anyone who has tried riding a horse and wasn't skilled will know how difficult it is not only to control the horse, but to avoid being incredibly sore afterward.

Navigation: By making a successful skill check, the character will be able to successfully navigate direction in the wild by using landmarks and the stars. The base starting percentage for this skill is equal to the character's intellect score.

Speed Point Enhancement: This skill, once learned, will grant an additional speed point to the character's SP pool for each experience title level they have. For instance, a master character with this skill will have 7 additional skill points in their pool. This skill can only be learned once.

Survival: When this skill is chosen, the character must decide the primary terrain type that they will specialize in, either temperate woodland, desert, arctic, mountainous, or jungle. When he or she is in this terrain, the character will be able to find enough food and shelter for him to survive. A skill check is needed for each additional person. The base percentage for this skill is the character's intellect plus luck divided by 4.

Swimming: This skill is a must if the character needs to swim. Those who do not have this skill cannot swim, and most likely will drown.

Thrown Weapon: A character with this skill has learned to effectively use thrown weapons. These weapons include pretty much anything thrown, such as rocks, knives, spears, and grenades. This skill also includes bows and crossbows. The base hit percentage with this skill is 35%.

Tracking: This skill is used when one wants to track a quarry in the wilds. With a successful skill check, the character can follow or find a set of tracks, and determine what type of creature made the tracks. A new check must be made every day, and weather conditions may impose a penalty. Severe rain might give the character a -50% to their chance of success, for instance.

Scholar Skills

Armorsmith: This skill allows the character to repair damaged armor. The character must have ample materials to repair the damaged armor, which will vary depending on the level of damage. The starting percentage for this skill is equal to ½ of the character's intellect score. If the attempt fails, the character will need to take the armor to a repair shop.

Artistic: A character with this skill is skilled in one of the arts, such as painting, singing, or acting.

Astronomy: By learning the ways of the stars, the character can navigate their way on the open sea.

Biology: By making a successful skill check, the character can correctly identify plant and animal life. The starting percentage for this skill is equal to the character's intellect score.

Bureaucracy: This skill will enable the character to feel at ease when dealing with large companies or governments, and will allow them to know how to work the system in their favor.

Cooking: This character has the ability to make fine tasting food from even the basic of scraps.

Cybernetics: A character with this skill can install and repair cybernetic implants. Please see the *Cybernetics* section of the game manual for a more in-depth explanation.

Driving: A character with this skill knows how to drive various vehicles. A skill check is only necessary if a stunt move is attempted.

Electronics: This skill grants the character the knowledge of not only using various electrical devices, but also how to repair a broken electrical device, which would need a successful skill check. The base starting percentage for this skill is equal to the character's intellect score divided by 2.

Equipment Enhancement: By making a successful skill check, the character can enhance a particular piece of equipment. For weapons, it might extend the range by 10%, or

grant an additional +5% to hit. For electronics, it might be able to miniaturize the equipment to 75% of it's original size. The effects are really up to the GM. In any case, a lab would needed to make the enhancement. The base starting percentage for this skill is equal to the character's intellect score divided by 3.

First Aid: This skill will allow the character to attempt to bandage wounds inflicted to a target creature. The character must have bandages and a first aid kit in order to use this skill. With a successful skill check roll, the character can successfully reduce the wound category of a wound by one. I.e., with a successful skill check, you could reduce a deep wound to a moderate wound. The base skill percentage of this skill is equal to your intellect score. Note that this will only affect wounds to a creature, not to armor, and must be administered within 5 minutes of the wound being received. In addition, only one attempt per wound may be attempted.

Gunsmith: A character with this skill can attempt to repair damaged weapons. The base skill percentage is equal to their intellect plus luck score divided by 4. This skill can also be used to manufacture weapons as long as they have all the materials and forges necessary. With black powder weapons, this only requires a basic blacksmith shop.

History: A character with this skill has studied the history of the old world, and may be familiar with artifacts or landmarks from that pre-war time period with a successful skill check. The base starting percentage of this skill is equal to the character's intellect score.

Language: When a character learns this skill, they can effectively speak, read, and write another language.

Map Reading: With a successful skill check, the character can effectively navigate successfully by using a map and referencing landmarks that they may pass. The character may also be able to decipher symbols on a map and identify any other markings. The base starting percentage for this skill is equal to the character's intellect score.

Mechanic: By making a successful skill check, and with the proper tools and parts, the character can repair broken machinery. This includes everything from vehicles to an oven. The base starting percentage for this skill is equal to the character's intellect plus luck scores divided by 4.

Medical Science: A character with this skill is much more knowledgeable in the arts of medicine. The character must have first learned the first aid skill before learning this skill. Like first aid, if a bandage is applied within the appropriate time frame and a successful skill check is made (at a +10% bonus), then the wound will be reduced by two categories, not just one. All the other restrictions still apply.

In addition, if in a lab, the character can attempt to perform various forms of surgery if they have the correct tools. A skill check is also needed to accomplish this task. The base skill percentage of this skill is equal to your intellect score.

Navigation: By making a successful skill check, the character will be able to successfully navigate direction in the wild by using landmarks and the stars. The base starting percentage for this skill is equal to the character's intellect score.

NBC: Short for nuclear, biological, and chemical warfare, this skill allows the character to use, deploy, and with a successful skill check, recognize and decontaminate the various forms of chemical warfare. Please reference the *Chemical Warfare* section under the *Combat* chapter.

Physics: By mastering the art of physics, the character can effectively predict the effects gravity, momentum, and other factors will have on a projectile. In game terms, this translates into a +5% bonus to hit with a missile weapon, and another +5% (total +10%) when aiming.

Programming: The character with this skill

knows the various programming languages, and can create and edit computer programs. If the character is trying to hack into an existing system, they must make a successful skill check, which may be modified depending on the difficulty of the program they are attempting to hack into. The base starting percentage for this skill is equal to the character's intellect score divided by 2.

Speed Point Enhancement: This skill, once learned, will grant an additional speed point to the character's SP pool for each experience title level they have. For instance, a master character with this skill will have 7 additional skill points in their pool. This skill can only be learned once.

Swimming: This skill is a must if the character needs to swim. Those who do not have this skill cannot swim, and most likely will drown.

Tactics: A character with this skill can successfully lead an ambush and even has a better reactions to an ambush that they might find themselves in. In terms of game play, as long as one person in a group laying an ambush has this skill, then the ambushed party will have their actions cost triple the amount of speed points, as opposed to the standard double cost.

When being ambushed, this character will not suffer any penalty to their speed point cost, unlike the double normal cost that people without this skill would face.

Unarmed Combat: Once a character learns this skill, they must choose one of the unarmed combat styles outlined in the *Unarmed Combat* section of the *Combat* chapter, and will follow the rules for unarmed combat outlined in that same section.

Totem Magic

Some view totem magic as a very primitive form of magic, but none can dispute the versatility that this magic gives the character. Users of totem magic believe that they can capture the spirits of various creatures in small totems that can then be used to invoke the beneficial power of the creature type.

Totem magic can be invoked by anyone skilled enough to call forth the power regardless of armor worn or any other physical hindrance. The only requirement is that the character must have physical contact with the totem that they wish to invoke, and the ability to vocalize the calling.

Totem magic is separated into levels of mastery, form novice to master. Characters not skilled in the appropriate level of skill do not have the willpower needed to call forth a totem spirit.

When a character first specializes in the nature career path, they will be able to use novice level totems when they reach a novice experience title level. When the character advances to an adventurer, they can use adept totems. When they reach a veteran experience title level, they may invoke the powers of skilled totems. When the character reaches a professional title, they may use advanced totems, and when they reach an elite status, they may use master totems.

In order to invoke these powers, the character holds forth the totem they want, and will call forth the name of the totem they hold. Each totem, when created, will have a specific name given to it, and totem mages will treat this new item with the same revere as they would an actual animal. Totem casters strongly believe that in order for them to continue to use the animal spirit's power, they must respect the totem.

Creating new totems is a very difficult and closely guarded secret. First of all, the character must be a high enough experience title level to use the totem's desired powers. Next, the character must spend a lot of time creating the totem itself. Generally these totems are carved out of wood, ivory, or stone, and are small enough to fit on ones hand. Once the totem is created, the character must spend 24 straight hours in a secret ritual to enchant the item. The power desired must be similar to the animal's natural abilities. Once the ritual is completed, the totem is given a name and the character may use the totem. For example, a character wanting to create a totem that enhances their agility might use a monkey as the totem animal.

The duration and number of times a particular totem can be called forth varies on the power level of the totem, and as described by the spell effect.

Novice totems have a speed point cost of 5, adept totems have a speed point cost of 7, skilled totems have a speed point cost of 9, advanced totems have a speed point cost of 11, and master totems have a speed point cost of 15.

Novice Totems:

Raven

The raven totem, when called forth, will change into an animate bird and will follow the mental commands of the caster. This bird can travel up to 1 mile away in any direction, and be called forth or dismissed at any time. The caster can also see through the bird's eyes at will, but cannot see through their own eyes and the birds at the same time.

Armadillo

The armadillo totem, when called forth, will cause the caster's skin to begin to shimmer and appear slightly scaled. This power will in affect grant an additional +1 to the character's AB while in effect. The armadillo's power can

only be called forth twice a day, for a duration of one hour per experience title level of the caster.

Monkey

When invoked, the monkey totem will grant a bonus 10 points to the caster's agility. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Owl

The owl spirit will grant the caster a bonus +10 to their intellect score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Fox

The wily fox totem will grant a +10 bonus to the character's luck score when called forth. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Bull

The powerful bull totem will grant a bonus of +10 to the caster's strength score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Mule

This totem will grant a bonus +10 to the character's endurance score when invoked. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Spirit pet

This power is one that calls forth a spirit form of the creature to act as a companion to the caster. The animal appears just like their normal animal description, except that they have no color and are semi-transparent. The animal can be of any species, but no larger than a large dog. The attributes for this animal, regardless of species, are as following: DA: 3 ADP: 3 DDP: 2 AB: 1 DRL: 3.

The spirit animal can be called forth and dismissed at will, but if the spirit form is killed, then the totem will forever be destroyed. If the spirit animal spends a full 24 hours in totem form, then all of its wounds will be healed.

Rabbit

When the character invokes the power of the rabbit, they will be empowered with a great leaping ability. For 1d4 hours, the character can leap up to 25' in any direction. This power may be called forth twice per day.

Gecko

This totem power will grant the caster the ability to climb walls like a gecko. The caster's fingers and toes will become super sticky for a duration of 2d4x10 minutes. The character will be able to climb any surface that isn't greased. The gecko totem can be called forth up to five times daily.

Wolf

The power of this totem grants the caster a base 75% of successfully tracking a creature(s). Please note that weather conditions may help or hinder this percentage. The power can be called forth ten times a day, and will last for one hour before fading.

Adept Totems

Dove

When the power of the dove is called forth and the totem is pressed against a wound, it will instantly heal that wound if it is of a deep category or less. The power of the dove can only be called forth five times a day.

Lion

This powerful hunter, when invoked, will grant the caster a bonus +10% to hit while the spell is in effect. This power can be called forth at will, but will last only 2d4 minutes before fading.

Housecat

When this power is called forth, the caster has the ability of night vision. The character can see in dimly lit darkness almost as well as in

normal light. This power can be called forth at will, and will last 2d10 minutes before fading.

Maple leaf

This power grants the caster the ability to speak with plants as if they were intelligent creatures. The power can be called forth at will, and will last one hour before fading.

Mandrake root

When this power is invoked, any man-sized or smaller plant that the totem touches will be revitalized to full health. This power can be called forth at will.

Bear

The mighty bear totem will grant a +15 bonus to the caster's strength score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Cheetah

This totem will hasten the character, granting them a movement rate of double what is normal. This power will not grant any additional speed points, will last for one hour, and can be called forth four times a day.

Spirit, familiar

Similar to the pet spirit totem, this power will call forth a spirit representative of the animal species. It can be of any normal animal smaller than a cow, with typical attributes as follows: DA: 4 ADP: 5 DDP: 5 AB: 2 DRL: 5. The totem acts and heals in all other ways as a pet spirit.

Unicorn

The majestic unicorn totem, when called forth and touched to any body of water, will instantly purify the source to 100% pure water. The amount purifies is equal to 1 gallon per experience level of the caster.

Trout

When this power is invoked, it will allow the caster to breathe underwater as they would normally. This power lasts for one hour per caster experience level, and can be called forth three times a day.

Snake Charm

The power of the snake charm will grant the caster with hypnotizing eyes. Any creature that comes in eye contact with the caster must make a luck check or be charmed, viewing the caster as a friend and ally. This charm will last 2d6 minutes, and can be called forth at will.

Spider

When the power of the spider is called forth, the caster's bite becomes poisonous. The caster is, of course, immune to this poison. Whenever a successful bite attack (ADP 5) is made against a target, that target must make a successful luck check or suffer from the effects of the poison. This power can be called forth five times a day, and will last 1d6 rounds (minutes) before fading.

Gargoyle

When this power is invoked, the caster's skin will appear stone-like in texture and toughness. Flexibility remains the same, and the caster will be granted a +2 bonus to their AB. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Griffon

When invoked, this totem will cause a pair of feathery wings to sprout forth from the caster's back. The caster can fly at a movement rate of 25 with their body weight only. This power will last for one hour, and can be called forth four times a day.

Cactus

When this power is invoked, a 6' tall cactus will instantly spring from the ground. A resourceful character can use this totem power as a source of water when no other can be found.

Sparrow

This totem power allows the caster to speak with animals as easily as they could with member of their own race. This power can be

called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Tiger

When the power of the tiger is invoked, the caster's hands will change to claws, and if used in combat will have a base ADP of 5, SP cost of 4, and DRL of 5.

Dolphin

When called forth, this totem allows the caster to be able to breathe and move in water as easily as they breathe and move in air. This totem will generally last for 1d4 hours.

Skilled Totems

Pegasus

When the power of this mythical beast is called forth, the caster will gain the ability of flight. The caster, plus up to 200 pounds of additional weight can fly at movement rate of 50 for a duration of one hour per caster experience level. This power can be called forth five times a day.

Salamander

The power of the salamander totem will enable the character with complete immunity to fire and heat, including plasma. This power will last for 2d10 minutes, and can be called forth up to four times daily.

Yeti

The partner to the salamander totem, the yeti totem will grant the caster complete immunity to cold and ice. This power will last 2d10 minutes, and can be called forth up to four times daily.

Viper

Unlike most totems, this is a continual power for as long as the totem is worn. While wearing a viper totem, the character is totally immune to poison.

Snake

When the snake totem is called forth, the caster gains the ability to spit poison up to a distance of 30 feet. If the attack is successful (60% to hit), then the target must make a luck check or suffer the effects of the poison.

Reaper

When this power is called forth, a visage of death will appear for that round. Any creature within 50 feet who sees this visage will have to make a luck check or flee in terror for 1d6 rounds (minutes). This power can be called forth once per day.

Reptile

When this small lizard totem is called forth, the caster can regrow any lost limbs that they might have suffered. The caster has to be alive, of course, for this to work. The limb will instantly begin to grow back, and will become usable after one week.

Spirit Companion The next higher level in the animal spirit category, this totem can be any creature up to the size of a large horse, and will have the following attributes: DA: 7 ADP: 8 DDP: 8 AB: 3 DRL: 7.

Treant

This power allows the caster to control the movement of plants. Grass can sway and grasp, trees can uproot and move, etc with this power. Up to 100 pounds of vegetation per caster experience level can be manipulated. This totem can be called forth at will, and will last as long as the caster maintains concentration.

Sapling

When the sapling totem is invoked, a small, fruit bearing tree will instantly sprout from the ground, fruit ripe ready to eat.

Advanced Totems

Dragon

When the spirit of the dragon is invoked, a 6" diameter ball of fire will shoot forth from the totem up to a distance of 100 yards. Any creature hit by this ball of flame (80% to hit, AB

6) will suffer damage in accordance with an DRL of 13. This power can be called forth at will.

Animal shape

When this power is invoked, the caster and all of their belongings will take the shape of the animal totem. Any normal, non-magical animal can be used up to the size of a cow. This power can be called forth at will and last as long as the caster desires.

Basilisk

When this power is invoked, the caster gains the ability to petrify any creature that she touches. If a successful attack is made (base ADP 10), and the target fails its luck check, then it will be paralyzed for 1d10 weeks. This power can only be called forth twice a day, and will last for 2d10 rounds (minutes) before fading.

Angel

When this power is called forth, any totem power called forth directly after it (within the next round), will instead be granted to a target creature instead of the caster. For instance, on round 1, a character uses this totem and focuses it on her buddy. On round 2, she invokes the dolphin totem. Her buddy would then be able to breathe and move underwater instead of her.

Spirit, Connected

Like the other spirit totem powers, this totem can be of any normal or magical creature up to the size of an elephant. Typical attributes are: DA: 9 ADP: 11 DDP: 11 AB: 4 DRL: 10.

Elephant

When the power of the elephant is called forth, the caster can control the actions of nearby animals. Approximately 2d4 animals can be controlled per caster experience level at any given time. The power will last for 2d6 minutes per experience level of the caster, and this power can be invoked up to five times a day. While maintaining control, the caster cannot perform any other actions. Any creature within 100 yards can be controlled.

Porcupine

When the porcupine power is called forth, the character will instantly sprout long and sharp spines. Any creature engaged in melee combat with the caster will suffer damage (DRL 5) each and every round automatically. This power will last 2d4 minutes and can be called forth at will.

Wyvern

As the character invokes this totem, large leathery wings and a serpentine tail begin to sprout from their body. The wings enable the character to fly at a movement rate of 20, and the tail will end in a huge poisonous barb. The barb will have a DRL of 8, and will inflict poison to any creature that it hits. The character attacks with a base ADP of 8 with this power, which will last for as long as the caster desires.

Master Totems:

Creature shape

Similar to animal shape, this power allows the caster to change themselves and all of their belongings into the shape of the totem creature. Any creature can be used, and the caster takes on any special natural abilities of that creature as well. This power can be used at will.

Gorgon

When the caster invokes this power, his gaze becomes deadly. Any creature that makes eye contact with the character, if within 50 feet, must make a luck check or be turned to stone. This power can be called forth four times a day, and will last 1d10 minutes before fading. Creatures turned to stone will remain so for 2d4 months.

Holy Symbol

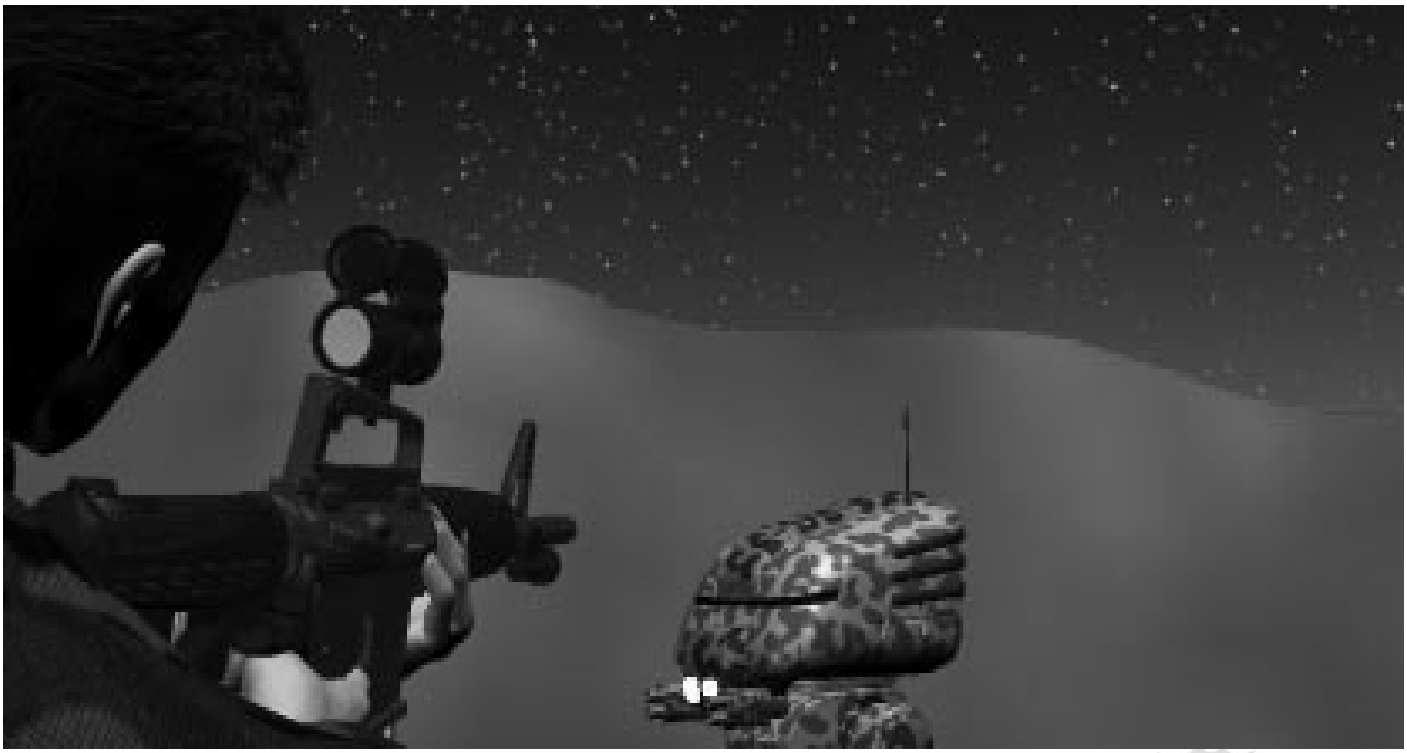
This power will grant the character an immunity to poison, disease, and any other power that would cause instant death such as a gaze or stoning attack. This power does not protect against any other physical or mental damage. This power does not need to be called forth. As long as the totem is worn, it will offer this protection.

Phoenix

The power of the phoenix will raise any one creature back to life from the dead. The creature can only be dead for less than one month, and cannot be completely destroyed. When the creature is brought back to life, they will be in a completely normal and healthy state. This power can only be called forth once a week.

Spirit, sacred

The most powerful of the spirit totem, this totem can be of any creature, and will have the following attributes: DA: 12 ADP: 14 DDP: 14 AB: 6 DRL: 12.



Equipment

Money

As mentioned earlier, there is one standard currency when purchasing items, that being dollars. It must be noted that each individual city-state may have its own form of currency which may or may not be accepted in another city-state. As a good rule of thumb, any city-state that has trade relations with another city-state will have their currency rated at 75% of the value when being used in the other city-state(s). If trade relations aren't established, and/or if contact is very limited, the currency may not be accepted at all.

As a way around this, all city-states will gladly accept hard valuables, such as gold, gems, jewels, and other rare valuables, including fuel. This rate is usually a 1-for-1 exchange. I.e., a bar of gold purchased for 350 marks could be sold in another city-state for 350 dollars.

It is for this reason why I strongly suggest that when you have currency of a particular city-state and are planning on leaving, that you exchange the currency for one of the valuables listed above.

Containers	Cost $
Ammo pouch	2
Bag, waterproof	2
Bandages	1
Butt Pack	2
Canteen, 1 qt	2
Holster, pistol	6
LBE	10
Magazine, 5 round	3
Magazine, 10 round	5
Magazine, 30 round	10
Pack, Alice, large	25
Pack, Alice, small	15
Pistol Belt	8
Pouch, first aid	1
Pouch, pistol magazine	2
Water can, 5 gal	4

Clothing	Cost $
BDU, trousers	10
BDU, flight suit	25
BDU, shirt	10
Boots, jungle	15
Boots, leather	10
Boots, winter	20
Cold weather gear, mittens	2
Cold weather gear, socks	1
Cold weather gear, sweater	3
Cold weather gear, trousers	4
Cold weather gear, underwear	2
Field jacket	15
Field jacket, liner	6
Flippers, swim	3
Glove liners, wool	1
Gloves, soft leather	4
Gloves, thick leather	8
Goggles, protective	4
Hat, cap	4
Hat, jungle	5
Hat, ski mask	5
Hat, wool	4
Helmet, integrated commo	100
Helmet, kevlar	50
Helmet, night&heat vision	250
MOPP suit, full	50
Parka	12
Parka, extreme cold weather	20
Poncho	5
Poncho, liner	4
Protective mask	50
Scarf	3
Shirt, button-up	5
Shirt, pullover	5
Shirt, undershirt	4
Socks, wool	1
Sunglasses	2
Suspenders, pistol belt	4
Sweater, wool	7

Miscellaneous Gear	Cost $
Atropine Injector	10
Candle	1
Chemical Detector	25
Climbing claws	3
Compass, lensatic	3
D-ring snap link	1
Entrenching tool	4
Face paint	1
Flashlight	5
Flashlight /w mount	15
Fuel, compressed trioxane	1
Fuel, vehicle gasoline, 1 gal	25
Goggles, thermal imaging	75
Goggles, night vision	75
Kit, magnesium fire starting	3
Kit, sewing	1
Kit, weapon cleaning	10
Knife	3
Lantern	7
Lighter	5
Matches, waterproof	1
Metal spikes, 1 dozen	10
Mirror, small	3
Motion Detector	50
MRE	3
MRE, heater	1
Non-lethal, taser	25
Non-lethal, pepper spray	10
Notebook	1
Ointment, foot powder	3
Ointment, insect repellent	3
Ointment, sunscreen	3
Oxygen tank, 1 hr	25
Para cord, 30 ft (5-50 cord)	3
Pen, marker	1
Pen/Pencil	1
Pencil, grease	1
Rope, nylon, 50’	5
Saw, teeth	3
Saw, wire	1
Scope, thermal imaging	75
Scope, laser sight	50
Scope, night vision	75
Scope, optical	35
Sleeping bag, summer	25
Sleeping bag, winter	40
Sleeping mat	2
Small hammer	3
Stove, pellet	40
Stove, pot-bellied	25
Tarp, 10’x10’ canvass	10
Tarp, 10’x10’ nylon	25
Tent stakes, 1 dozen	1
Tent, 1 shelter half, canvass	5
Tent, 10 man nylon	125
Tent, 12 man canvass	75
Tent, 2 man canvass	20
Tent, 2 man nylon	40
Tent, 5 man nylon	75
Toiletries	2
Towel	3
T-square	1
Utensils (knife, fork, spoon)	2
Water purification tablets, 50 ea	5

Transportation Equip	Cost $
APC	750,000
Armored vehicle	x2
ATV	2000
Boat, 10 man	500
Boat, 5 man	300
Canoe	150
Donkey	25
Dune Buggy	5000
Horse	75
Hovercraft, 1 man	75,000
Hovercraft, 5 man	300,000
Motor, boat, large	10,000
Motor, boat, small	2500
Motorcycle, heavy	1500
Motorcycle, light	550
Mule	25
Raft, 5 man inflatable	50
Truck, ¼ ton	10,000
Truck, 1 ton	55,000
Truck, 5 ton	150,000
Wagon, large	150
Wagon, small	50

Equipment Descriptions

Below are several brief descriptions of many of the items listed in the equipment chart above. Not all items are described (leather boots are pretty self explanatory), but hopefully all of those that are unusual will be covered. You will also note that a number may appear in parentheses after the item title. This number is the minimum tech level needed in order to produce the item and have it available for purchase. If a number does not appear, it is up to the GM's discretion

Containers:

Ammo Pouch: An ammo pouch is a small pouch that is usually snapped to a pistol belt. Each pouch can hold three standard size magazines. On either side of the pouch is a smaller pouch and strap that is used to hold a grenade.

Bandages: Each bandage is encased in a waterproof plastic case, and is approximately the size of a pack of cigarettes. When unfolded, the bandage itself is approximately four inches by six inches, with two cloth 'tails' that are used to wrap around the limb and bandage, holding it in place.

Butt Pack: A butt pack gets its name because it is a small pouch, approximately 8 inches long by four inches tall by three inches deep that is usually snapped to the back of the pistol belt.

LBE: (2) Short for Load Bearing Equipment, the LBE is a set of suspenders that are attached to the pistol belt. The back straps have webbing between them that offers additional support, the front straps have an additional cross strap that also adds support in distributing weight, and each vertical suspender has 2 smaller ammo pouches (for one pistol magazine), a first aid bandage pouch, and a snap ring to attach either a flashlight or other device to.

Magazine: (2) Magazines, also referred to (albeit incorrectly) as 'clips', are a storage device that locks into place on the weapon, storing the ammunition in a way that it can easily be fed into the chamber by the weapon. They come in three types: 5, 10, and 30 round. It must be noted that anti-material rounds are so large that a five round magazine is the largest practical magazine available. Weapons that are belt fed do not require a magazine, only a can of ammo that is linked together.

Pack, Alice: These are well made backpacks, also known as rucksacks. Each pack will not only have a center cavity to hold large items, but will have two pouches sewn in the top flap as well as four larger pouches sewn to the outside of the pack. It also has two thick, short canvas straps that could have items snapped to them like a pistol belt on either side. Often these are used to hold an entrenching tool or canteen. The small pack can hold 4 cubic feet of storage in the main cavity, while the large pack can hold 8 cubic feet of storage.

Pistol Belt: The pistol belt is a thick, wide heavy canvas belt that is worn around the waist like any other belt. Because it is stiff and durable, it is used to have other items snapped to it via a clip, such as a knife, LBE, ammo pouch, holster, etc.

Pouch, First Aid: These pouches are used to hold a bandage, and are often snapped to the ring on an LBE or pistol belt.

Pouch, pistol magazine: These pouches are smaller than a standard ammo pouch, only having enough room for one pistol-sized magazine.

Clothing:

BDU: (2) BDU (Battle Dress Uniform) clothing is also referred to as cammos. These are pieces of clothing that have either a woodland, desert, or urban camouflage pattern, and are what you see when you look at most modern day soldiers.

BDU, flight suit: (3) Unlike the BDU trousers or shirt, the flight suit is a one piece article of clothing that has a zipper from crotch to neck. Most flight suits are made out of Nomex material that is heat resistant, granting a +10 bonus to any luck checks for resisting flame.

Field Jacket: A field jacket is really nothing more than a lightweight camouflage jacket that offers some protection against the cold. In colder weather, a liner is often worn with the jacket.

Helmet, integrated commo: (3) This helmet is made less for protection, and more for usability. The helmet has an integrated headset built in that allows the user to speak and hear from others who are also either wearing a helmet or speaking with a radio.

Helmet, Kevlar: The Kevlar helmet is your standard issue protective headgear that you see the modern soldier wear. It doesn't offer much protection against bullet strikes, but works well against shrapnel and glancing blows.

Helmet, night&heat vision: (4) This helmet has a sliding visor with the equipment mounted to it that when slid down into place, will allow the wearer to see either in the infrared spectrum, or with standard night-vision with a flick of a switch.

MOPP suit, full: (2) The MOPP suit resembles a complete set of BDUs with a layer of charcoal sewn in between the layers fabric. The suit also includes rubber gloves and boots, which are worn over an existing pair. The suit will offer protection to the wearer from chemical and biological weapons for a duration depending on how much of the chemical the wearer is exposed to. When worn, the suit will also effectively raise the body temperature of the wearer by 10 degrees.

Protective Mask: (2) Commonly referred to as a gas mask, the pro-mask consists of a molded rubber face mast with a face lens, a charcoal filter, and a plastic hood that covers the head and neck. The mask will protect the wearer from chemical and biological weapons, but if used in combat, the wearer will suffer a -20% to hit when wearing the mask.

Suspenders, pistol belt: Unlike the LBE, this piece of equipment is only made up of two suspender straps that attach to the pistol belt, helping distribute weight.

Miscellaneous:

Atropine Injector: (2) This kit includes two needles that are used to help counteract the effects of exposure to nerve agent. Please see the *Chemical Warfare* section in the *Combat* chapter for detail.

Climbing Claws: Climbing claws are metal brackets that worn on the hands with several small spikes that are used to help climbing. A character with these will receive a +10% bonus to their climbing skill.

Chemical Detector: This item, about the size of a lunchbox, is a battery operated piece of equipment with an intake valve that constantly samples the air around it. If a chemical is detected, the detector will sound off a shrill alarm.

Compass, lensatic: This piece of equipment is a small compass that has a flip top style case. On the top of the case, there is a slit with a ring detailing the 360 degrees of a circle. When held

up to the eye, the user will target a landmark through the slit and will be able to measure what angle in degrees the landmark is from their position. When used to help navigate, this compass will give the character a +35% bonus to that skill.

Entrenching tool: (2) This item is a small shovel three feet long that can be folded down to less than one foot.

Flashlight /w mount: (2) This is a small flashlight that is mounted to the underside of a weapon's barrel. For an additional $75 (tech level 4), you can get a flashlight that can switch between a standard flashlight and a laser dot sight.

Fuel, compressed trioxane: (2) This fuel comes in a can about the size of a tuna fish can, and appears as a purplish jelled substance. When lit, it gives of an almost transparent flame that is used to heat pots or pans. One can will last 1 hour.

Fuel, vehicle gasoline: You will notice the extreme price for a gallon of gasoline at $25. Gas is extremely rare and is one of the most sought after resources on the planet. Very few city-states have the capability to manufacture gasoline. In fact, some city-states have been able to refine whale and other animal oils into a usable combustible fuel when petroleum isn't available.

Goggles, thermal imaging: (4) When the power switch is turned on, these two pound binoculars will allow the viewer to see in the infrared spectrum at a magnification of up to 4x. A tech level 5 set of goggles will weigh only 1 pound and can be mounted to a helmet bracket, freeing up the hands.

Goggles, night vision: (4) These goggles resemble binoculars, and usually weigh two pounds. The view appears much the same from when you might see a night vision camera footage from the news. Any bright light that is flashed at the goggles will cause them to shut down. A tech level 5 set of goggles will weigh only 1 pound and has filters that will enable the device to be operated even in white light. These advanced goggles will also have a bracket for mounting to a helmet; freeing the hands.

Kit, magnesium fire starting: This kit consists of a 1" by 4" long bar of magnesium with a strip of flint embedded along one side. It is used by shaving some of the magnesium off with a metal blade, then striking the blade along the flint to send sparks into the magnesium, starting a fire.

Kit, weapon cleaning: This all important kit includes the required cleaning rods, brushes, pads, and oil needed to clean your weapon. If a weapon is not cleaned regularly, then you risk the chance of a misfire, as detailed in the *Combat* section. Note that you will need a kit for each type of weapon you have, as the rods are brushes are sized to fit particular weapons.

Motion Detector: The motion detector is a piece of equipment roughly the size of large handheld video game system. There is a LCD screen that displays any motion it detects similar to a radar screen. Any time an object moves up to a range of 100', it will appear as a blip on the screen. Note that creatures behind a stationary object will not show up on the detector, as the object will block the sonic waves.

MRE: (3) The Meal, Ready-to-Eat, or MRE, is a full sized meal contained in a waterproof plastic bag. Each meal contains all the required nutrients needed to sustain a person, and contains between 1200 and 1500 calories. A person can live off of one MRE a day, but if they are engaged in strenuous activity, they may still suffer from hunger. A single MRE is about the size of a football, and weighs ½ a pound.

MRE Heater: (3) This item is a plastic bag with a chemical pad inside that when exposed to water, will heat up to 200 degrees. The MRE meal packet is slid inside the bag, on top of the pad, and will be fully heated within a minute. The chemical reaction and heat produced will last 2d4 minutes.

Non-lethal, taser: (4) Tasers come in two variations: a handheld stun gun with no range, and a pistol-like weapon that shoot two wire darts up to a range of 30 feet. The first version will use your attacking dice pool for melee combat to see if you hit, while the second version will have a base 25% chance to hit with an AB rating of 0.

In both cases, if the target is hit, they will immediately fall to the ground in minor convulsions for 2d4 rounds. If the target weighs more than 1000 pounds, they may attempt to avoid this by making a successful luck check at a -15 penalty. Creatures weighing more than 5000 pounds are immune.

Non-lethal, pepper spray: (1) Pepper spray comes in a container that is either sprayed into the face of a target, or is in a dust form that is blown or explodes when it hits a target. The dust form of pepper spray is usually contained in a very fragile container that is thrown like a grenade with an effective radius of 5 feet. Liquid pepper spray is contained in a pressurized can (like hair spray, tech level 3) that is sprayed into the face of a target.

An creature that comes in contact with powder pepper spray must make a luck check or they will become incapacitated by coughing and choking for 1d4 rounds. Any creature that comes in contact with liquid pepper spray will have to make a luck check at a -15 penalty or suffer the same effects.

Scope, thermal imaging: (4) When the power switch is turned on, this scope will allow the viewer to see in the infrared spectrum. The scope can zoom up to 4x. If used while aiming, the scope will reduce the penalty for range by half. I.e., if you have a -20% to hit due to a long range target, you would only have a -10% penalty instead. Of course, since you're spending the time to aim, which would grant a +25% to hit, you would have an overall bonus to hit of +15%.

Scope, laser sight: (4) This small scope is usually mounted below the barrel of the weapon. The scope is only about 4 inches long, and will project a laser dot up to a range of 100 meters. Note that the target may see this dot when it is projected on them. When used in conjunction with aiming, this scope will grant an additional +50% to hit at short and medium ranges, +25% at long range, and +5% at extreme range.

Scope, night vision: (4) This large scope, approximately a foot long and 4 inches wide, weighs two pounds. The view appears much the same from when you might see a night vision camera footage from the news. Any bright light that is flashed at the scope will cause it to shut down. A tech level 5 scope will weigh only 1 pound and has filters that will enable the device to be operated even in white light.

Scope, optical: (2) This is your standard optical scope. It can zoom up to 10x original size, and if used while aiming, will eliminate the penalty to hit due to range effects. Having a scope mounted will eliminate the ability to aim for short distances, however, as it is impossible to keep the scope trained on a target at a close range.

T-square: (2) A T-square is a transparent plastic square that has degrees and angles etched in it to help a person read and navigate with maps. If used, this will give a bonus +10% to the character's map reading or navigation skills.

Water purification tablet, Iodine: (2) These small iodine tablets can be used to help make water drinkable. One tablet can treat 1 quart of water. You would put the tablet in the water and shake vigorously for 1 minute. The water would then be able to drink without making the character sick.

Transportation Equipment:

Note: You will notice that there are no aircraft listed in this manual. Primarily, this is due to the fact that aircraft are very difficult to manufacture, and consume fuel at a very rapid rate. There are some aircraft to be found in the larger city-states, but most of these are airships that rely on gasses as opposed to fuel to gain lift.

APC: An APC (Armored Personnel Carrier) is a tracked vehicle used to transport troops on the battlefield while offering protection from small arms and area effect fire. Most APCs are very boxlike in appearance with 1" thick steel armor plating covering every inch of the vehicle. They have tracks as opposed to tires, and may have a porthole on the roof allowing for an individual to man a weapon from that position. The holding area is large enough to transport 10 human sized creatures fully equipped, not including the driver and navigator who sit in the front cab.

A typical APC will hold up to 200 gallons of fuel and get approximately 3 miles to the gallon fuel economy. An APC will also have an AB rating of 8, and most can be equipped with some form of mounted anti-material weapon.

Armored Vehicle: This enhancement can be done to any motorized vehicle except those that have the driver exposed, like a motorcycle. In effect, it raises the AB rating of the vehicle by 2, but not lower than an overall rating of 6. The drawback is that it costs twice the normal vehicle cost to outfit a vehicle with extra armor, and fuel economy and speed is reduced to ½ normal.

ATV: The ATV (All Terrain Vehicle) is a small four wheel drive vehicle about the size of a double wide motorcycle. They are lightly armored, having an AB rating of 3, but are capable of averaging 35 miles to the gallon and carrying a total of 500 pounds of weight. If fully loaded, the fuel economy drops to 20 mpg.

Boat, 10 man: This is a wooden boat that is capable of carrying up to 2500 pounds before sinking. It does not include a motor and has an AB rating of 2

Boat, 5 man: This boat is much smaller, and is also made of wood. It is capable of carrying up to 1000 pounds before sinking, has an AB rating of 1, and also does not include a motor.

Canoe: This long, thin wooden boat is capable of carrying up to 500 pounds before sinking, and has an AB rating of 1.

Dune Buggy: The dune buggy is a four wheeled vehicle the size of a small car with a roll bar instead of a roof and sides attached to a sturdy frame. The vehicle averages 30 mpg unloaded, and 20 miles per gallon fully loaded. It can carry up to 1200 pounds with an AB rating of 3.

Hovercraft, 1 man: This vehicle is operated by using a large fan at the bottom of it to force enough air to literally allow it to float six to eight inches above the ground. The craft is large enough to hold up to 250 pounds before being too heavy to float. Another large fan at the rear of the craft propels it forward at up to 20 mph. The small craft has a 5 gallon fuel tank and has a range of 75 miles before needing to be refilled. The craft also has an AB rating of 2.

Do to the nature in which this vehicle travels, it can move over water as easily as land.

Hovercraft, 5 man: This hovercraft is much larger than the smaller version, but the principal remains the same. Instead of one large fan, there are a series of several fans that propel the craft off the ground.

The vehicle can carry up to 2000 pounds of equipment, has a 50 gallon fuel tank, and has a range of up to 200 miles. This hovercraft has an AB rating of 5.

Motor, Boat, Large: This motor weighs 500 pounds, averages 10 miles to the gallon, and can propel a small boat up to 50 knots and a large boat up to 25 knots.

Motor, Boat, small: This smaller boat motor weighs 100 pounds, averages 25 miles to the gallon, and can propel a small boat up to 20 knots and a large boat up to 5 knots.

Motorcycle, Heavy: This large motorcycle weighs approximately 700 pounds, has an AB rating of 4, can carry up to 500 pounds, has a top speed of 60 mph on even flat ground, and can average 20 mpg with its 5 gallon tank.

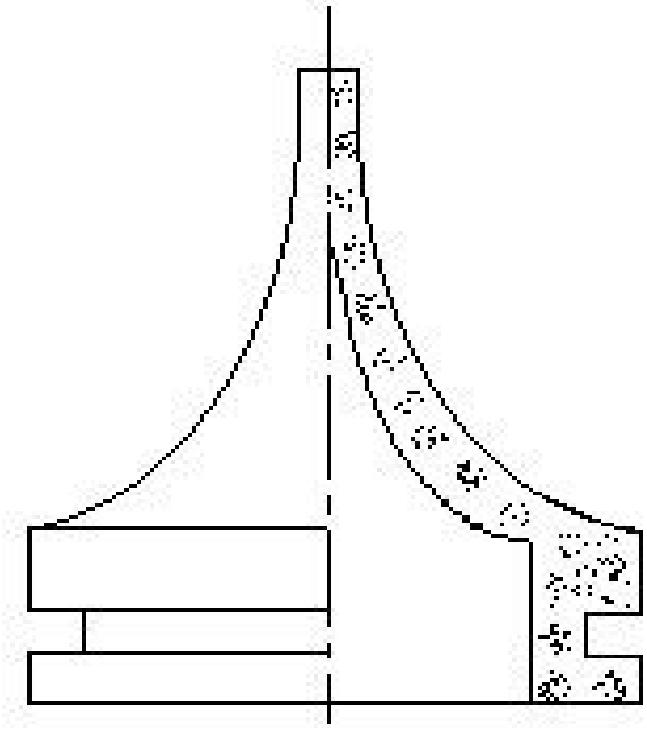
Motorcycle, Light: This smaller motorcycle

is much more common due to its size and efficiency. It can carry up to 200 pounds, has a top speed of 20mph on even flat surfaces, an AB rating of 2, and can average 35 mpg with its 3 gallon tank.

Truck, ¼ ton: This compact truck can carry up to 500 pounds, not including the driver. The vehicle has an AB rating of 4, averages 20 mpg, and has a top speed of up to 45 mph.

Truck, 1 ton: This is a larger size truck, similar to the full size pickups you see today. They can carry 2000 pounds in the bed, average 10 mpg, have a top speed of 50 mph, and have an AB rating of 5.

Truck, 5 ton: These large trucks are used primarily for shipping goods and hauling heaving materials. They are approximately three times the size of a 1 ton pickup and have an AB rating of 6. These trucks average 5 mpg and have a top speed of 40 mph with a full load of up to 10,000 pounds.



Armor

Armor is a necessity to anyone who expects to see a significant amount of combat. Unlike many traditional RPGs, armor in *S.A.V.A.G.E.* does not help you avoid being hit. Instead, it helps absorb the impact and can reduce the amount of damage you take.

Each type of armor has an armor bypass rating (AB). This rating is used to determine whether or not a round even penetrates it, let alone goes through it to inflict damage to the wearer. To determine the effects to the wearer, the firer compares their AB rating of the weapon they are using to the wearer's AB rating of the armor. If the attacker has a higher AB rating, then the round penetrates and causes damage. If the attacker's AB rating is equal to the target's AB rating, the round hits and will inflict a wound one category less than what was rolled. If the attacker's AB rating is 3 or more than the target's AB rating, then pass through occurs. Pass through is when the projectile has enough velocity that it passes completely through the target for an additional 1d4x10 meters, possibly causing damage to anyone still in the path.

You will also note that different types of armor will also have a penalty to the wearer's agility as well as a reduction in their available speed point pool. This is due to the lack of maneuverability that certain types of armor restrict upon the wearer.

Armor Type	Cost $	Agility penalty	AB Rating	Tech Level	Weight	SP penalty
Body armor, aermet	1000	-20	5	4	75	-7
Body armor, kevlar	150	-15	3	2	50	-5
Body armor, liquid armor	2500	-5	6	5	60	-3
Body armor, metal plates	250	-20	4	2	80	-7
Body armor, nanotube	1250	-13	4	5	30	-4
Flak vest, aermet	275	-10	4	4	15	-5
Flak vest, kevlar	25	-7	2	2	10	-4
Flak vest, liquid armor	1000	-	5	5	10	-2
Flak vest, metal plates	50	-10	3	2	20	-5
Flak vest, nanotube	750	-5	3	5	5	-3
Hardened Leather	10	-5	1	1	5	-3
Power armor, battle	17,500	-10	7	5	75	-3
Power armor, scout	10,000	-	5	5	50	-

Armor Descriptions:

Body Armor: Body armor is built by having layers of cloth that are sewn with the protective material in between the layers. The material is often smaller plates that offer protection, but still allow decent flexibility. This armor covers the entire body except the hands, feet, and head.

Flak vest: Flak vests, also known as bulletproof vests, are just that; vests. They are layers of cloth or nylon that cover the protective material in between the layers. The vest covers the chest, stomach, and back, but does not cover the rest of the body.

Hardened Leather: Hardened leather, or thick hide, is the most primitive form of armor that is used in the more primitive areas that do not have access to manufacture the more advanced forms. This armor generally covers the entire body except the hands, feet, and head.

Power Armor, Battle: Battle power armor is extremely rare, and very costly. It is only manufactured by the most wealthy and technologically advanced city-states, and is too rare to be issued as standard equipment.

The armor itself is powered by a chemical battery that lasts for one week of use before needed recharging, which can only be done in a lab that is capable of supporting the suit.

While providing excellent protection against physical attacks, the armor also has a built in filter that protects the wearer from NBC attacks. The helmet is also capable of both heat and night vision, and the enhanced hydraulic pistons will effectively grant the wearer a strength bonus of +20.

This armor covers the entire body of the wearing, including hands, feet, and head.

Power Armor, Scout: Just as rare as battle armor, scout armor is specialized to offer the wearer more mobility. Just like battle armor, this armor also covers the entire body.

The armor itself is powered by a chemical battery that lasts for one week of use before needed recharging, which can only be done in a lab that is capable of supporting the suit.

While providing excellent protection against physical attacks, the armor also has a built in filter that protects the wearer from NBC attacks. The helmet is also capable of both heat and night vision, and the enhanced hydraulic pistons will enable the character to leap 10' in any direction from a standing posture. The armor also has a chemical coating that will change to match the surrounding terrain, effectively granting a +40% to the hiding skill.

Kevlar: Kevlar is a composite material that is formed in many layers; each layer resilient to penetration. This hardened layered material offers good protection to the wearer.

Aermet: Aermet is an advanced alloy; a combination of various existing metal alloys that offers better protection than steel.

Metal Plates: This type of armor is simply metal plates, often steel, that are woven in a suit to offer protection.

Nanotube: Nanotube armor is actually very fine strands of metal alloy that are woven together to offer much greater strength than a simple metal plate would be. Unlike other body armor, the metal threads are actually woven into the cloth of the suit, eliminating the need for layers of plates, and making the armor much lighter.

Liquid Armor: The pinnacle of technology, liquid armor offers excellent protection against high velocity attacks, while not hindering the flexibility of the wearer at all. The armor is sewn in between waterproof layers and patches of cloth in reinforced packets. The liquid has microscopic silicone mixed with it to give it its strength. When moved slowly, the armor seems like liquid, but if something strikes it rapidly, it hardens up almost immediately. The best way to explain it, is think of mixing a little water with baking soda. If you move your finger slowly, you can penetrate it easily. However, if you hit it fast, it seems solid.

Weapon Creation

Rating, Group Type	Description	DRL	Range Adj	Tech Level	SP Cost	Base Cost $
H	Heavy	+3	50/300/800/1100	1	10	1000
M	Mid-sized	+1	10/50/150/300	1	6	350
P	Pistol	-	5/10/25/35	1	4	150
R	Rifle	+2	25/150/300/500	1	8	500

Rating-Ammunition	Description	DRL	Range Adj	Tech Level	SP Cost	Cost Adj $	Misc.
F	Fuel		50' max	2	+1	+50	5' wide cone
L	Laser		+20%	5	-	X5	
M	Magnetic		+10%	5	+2	X2	
P	Plasma		+15%	5	+1	X10	
A	Anti-material	Varies*	X2	3	+5	X5	X2 wpn weight, +1 DRL wound. +1 AB
C	Cartridge			2			
S	Smooth bore		-50%	1			Bird shot: 10% range of group type
G2	Grenade, 20mm	10*		5	+2	X2	+25% to hit
G4	Grenade, 40mm	15*	-25%	3	+2		

** see description*
*** fixed DRL rating, see ammunition description*

Rating-Breech	Description	Tech Level	SP Cost	Cost Adj $	Misc
1	Single breech load	1	+5	X0.5	
2	Double barrel	1	+3	x.075	
A	Auto	3	-1	X1.4	10 rnds fired, +1d4 wnds, +5% to hit
B	Bolt	2	+2		Up to AM ammunition
H	Hybrid: semi or burst	4	-	X1.5	3 rounds, +1 wound for burst
L	Lever	2	+1	-	Up to med caliber
R	Revolver	2	+1	X1.05	
S	Semi-auto	3	-	X1.25	

Rating-Caliber	Description	DRL	Range Adj	Cost Adj $	Misc.
1	Small	-	-10%	X0.85	-
2	Medium	+2	-	-	+1 AB
3	Large	+4	+10%	x.125	+2 AB

Rating-Accessories	Description	Tech Level	Cost Adj $	Misc
A	Computer ammo tracking	5	+350	
C	Caseless ammo modification	5	X1.4	X2 ammo capacity
L	Light weight alloy	4	X1.25	½ weight
F	Folding stock	2	X1.2	
T	Computer assist targeting	5	+750	+15% to hit

Weapon Design

When choosing what weapons you want your character to use, most RPGs give you a list of existing weapons to choose from. That's all well and good, but for a game like *S.A.V.A.G.E.* with literally hundreds of variants for firearms, a simple list would be redundant. After all, in terms of game play, there isn't much difference between a M-16 and a Galil.

So what we've done in this RGP is to allow you to design your own weapons depending on what you want. True, there are several examples provided to help give you an idea on what you can create, but the preferred method is to create your own.

The first thing you will notice is that weapons are given an alpha-numeric designation. Those familiar with military equipment will recognize the style. Each letter or number in the weapon name will designate a specific function of that weapon. Each of these letters or numbers will also represent a *rating designation* that is listed in a set order. At first looking at a weapon description like "MC-H1" may seem confusing, but it won't take long to get the hand of the system and to easily identify that weapon as a mid-sized cartridge weapon that can fire either semi or burst using light rated ammunition.

You will notice that besides the individual Rating Groups, there are additional categories such as DRL, Range, Tech Level, Cost, armor bypass (AB) and Speed Point Cost. DRL includes the base DRL of the weapon as well as any modifiers to this base number. Range is separated into four categories: short, medium, long, and extreme. See *Combat* for a more detailed explanation on how range affects you chances to hit. Tech Level is the minimum level needed of the city in order to purchase or manufacture the weapon. Cost is the cost and modifier used to calculate the total cost of the weapon. Armor bypass (AB) is the rating used in combination with the ammunition type to see if the round can penetrate the armor of the target. Speed Point Cost is the amount of speed points needed to use the weapon. See *Combat* for a further explanation.

Rating Designation Group 1: Weapon Type

The first rating designation is the weapon type. (P) represents a pistol, (R) represents a rifle, (M) represents mid-sized, and (H) represents heavy weapons.

Pistols consist of firearms that are usually no larger than a foot or so long and weight only a few pounds. Typical examples are a revolver, Beretta, or even Mac-10.

Rifles are between four and six feet long, and weight between 5 and 10 pounds. They can vary in design quite a bit, from a Winchester lever action to an assault weapon like an AK-47 or even a fully automatic like the M249 SAW.

Mid sized weapons are between two and three feet long, weighing between 5 and 8 pounds. These weapons include the Uzi, MP-5, and the old grease guns of WWII.

Heavy weapons are unique in that they are too heavy and powerful to be used with one hand. They can only be fired from a supported position (tripod, bipod), waist mounted, or from the shoulder as long as the firer has at least a 60 strength. They are approximately 4-6 feet long, and weigh between 20 and 35 pounds. Heavy weapons also can only be used with large or anti-material ammunition. If anti-material ammunition is used, the weapon must be in a supported position, such as a tripod or vehicle mount. Examples include the M-60, browning .50 cal, or the MG34.

Rating Group Designation 2: Ammunition Type

This second designation group identifies the primary ammunition type that the weapon will be using. This group includes (F) fuel, (L) laser, (M) magnetic, (P) plasma, (A) anti-material (C) cartridge, (S) smooth bore, (G2) 20mm grenades, and (G4) 40mm grenade.

Fuel weapons contain the ammunition usually in two tanks worn on the back; one take for air compression and one tank containing the fuel. Higher technology areas might have a much better system in place such as a pressurized tank replacing the stock of the weapon. The most common type of this weapon is the flame

thrower.

Laser weapons, like plasma and magnetic, are extremely rare and only found in the city states with the highest levels of technology. A laser weapon looks very similar to whatever basic weapon type has been selected, but instead of ammunition, the weapon is powered by energy cells. Besides being more powerful than standard cartridge ammunition, laser weapons do not suffer from trajectory like standard weapons.

Magnetic weapons have no need for cases or a propellant, as the round is projected down the barrel through magnetic force. This allows more ammunition to be carried and offers a much higher rate of velocity of the round, not to mention being much more quiet than a standard cartridge weapon. Because of the nature of the weapon, all magnetic weapons must have the caseless ammunition enhancement.

Plasma weapons are the most powerful form of weapon so far discovered. They use plasma energy cells in which to power the shot down range to a target. Unlike lasers, which shoot a short burst of energy that is slightly illuminated, a plasma round is highly illuminated, like a streak of bright light. The energy harnessed in each plasma shot is highly concentrated, and these weapons can penetrate almost any armor type.

Anti-material weapons are specifically designed to be fired at hard targets such as buildings, cars, or lightly armored vehicles. They are cartridge rounds, usually uranium tipped or otherwise armor piercing, are almost a foot long, and can weigh up to 1.5 pounds per round. You will notice that weapons that fire these types of rounds have an SDRL rating as well as a DRL rating. This is because an anti-material cartridge is designed to inflict damage to structures as well as people. If the target has an SDA rating, the SDRL would be used, and if the target has a DA rating, the DRL would be used. If the target has both, like a motorcycle, then the SDRL would be used only.

You will also notice on the weapon creation chart that a weapon using anti-material ammunition would inflict one additional wound to a DA only creature. For example, a .50 caliber sniper rifle firing FMJ ammo will have a DRL of 17 inflicting two wounds per hit to a DA creature, and an SDRL of 6 inflicting one wound per hit to a SDA object. In addition, an anti-material weapon does not have a caliber type rating, and only the group type rating modifier to DRL would be used in conjunction to the ammunition type DRL. I.e., a heavy anti-material weapon firing AP ammunition would have a DRL of 16 (13 for ammo type +3 for heavy weapon) and an SDRL of 6 (3+3).

Cartridge ammunition is the most common form. These are your standard rifled weapons that use a brass casing and lead bullet combination. A gun powder charge explodes and propels the round down a rifled barrel.

Smooth bore are the most easily manufactured weapons, and were the first types of firearms to come into use. Even though some smooth bore weapons are still used, particularly the shotgun, many are only used in those cities without the technology to create rifled weapons. Please note that with shotguns firing bird or buck shot, the maximum range is 10% of the original weapon type is. I.e., a rifle shotgun firing buckshot would have an extreme range of up to 50m.

Grenade weapons are those that are specifically designed to fire only cartridge grenades. The most common type of grenades are the 40mm and 20mm grenades. Grenade launchers usually come in four styles: the single shot stand alone break action launcher, the single shot launcher that is mounted to the bottom of an existing weapon, the 6-shot revolving launcher, or the automatic crew served vehicle mounted grenade launcher such as the MK-19. In all cases, the DRL level for grenades is set at 15 for 40mm, and 10 for 20mm. Grenades also have an SDRL rating of 3. I.e., regardless if the weapon is a pistol, rifle, or heavy rated, the DRL for the grenade does not change.

20mm grenades are a much more technologically advanced form of grenade. They are also in cartridge form, but they have a range fuse instead of an impact fuse. The firer will set the range of the grenade from a computer on his weapon. When the grenade is fired and reaches the set range, it will explode. This is very handy

when trying to fire a grenade over someone hiding in a trench or behind an obstacle.

Rating Designation Group 3: Breech Type

The third rating designation, separated by a hyphen for ease of readability, denotes the breech type of the weapon. These include (1) single breech load, (2) double barrel, (A) automatic, (B) bolt action, (H) hybrid, can either fire semi-auto or in a 3-round burst, (L) lever action, (R) revolver, or (S) semi-auto only.

Single breech load weapons are those that do not have a magazine or any way for ammunition to be automatically loaded into the chamber. Each round must be individually removed after firing and a new one placed in it's place. It takes 5 SP to load each round after firing.

Double barrel weapons are similar to single breech weapons, except that there are two barrels side by side or top to bottom, each holding a round. It takes 5 SP to reload one round, or 7 SP to load both rounds at the same time.

Automatic weapons can only be fired in a fully automatic fashion, expending ten rounds with each attack. This high rate of fire allows the possibility of more than one bullet striking the target and gives you a base 5% percentage bonus to hit your target, but a special rule applies when trying to aim as described in the *Combat* section. If the firer is successful in hitting their target, 1d4 additional wounds will be inflicted of the type rolled.

Only heavy weapons can be both automatic and use any size rated ammunition. Automatic pistols must use small rated ammunition, and mid-sized and rifle weapons can use either small or medium ammunition.

If an automatic weapon uses anti-material ammunition, it must be crew-served. I.e., it usually weighs more than 60 pounds and must be fired from a fixed position, such as a vehicle mount or foxhole. The weapon will also have a slower ROF (rate of fire), and thus will only expend 5 rounds per attack as opposed to 10, and will only inflict an additional wound as opposed to the additional 1d4 that you would gain with all other automatic weapons.

For example, an automatic .50 cal weapon similar to the Browning M2, would inflict a total of 3 wounds per hit (the normal wound rolled +1 for being an anti-material weapon +1 for being automatic).

Bolt action weapons are another early form of firearm that is still in use today. These weapons can be magazine fed, but each individual round must be manually ejected and reloaded by sliding the bolt to the rear and pushing it forward again. Common types of bolt action weapons include many hunting rifles. Bolt action weapons are the only other type that can be manufactured to handle anti-material ammunition. An example would be the Barrett .50 cal sniper rifle.

Hybrid weapons have the option of either being fired semi-automatically, or by flicking the selector switch, can fire in 3 round bursts. These are the most common types of assault weapons you will run across in the modern world. It is true that many assault weapons will fire in fully auto rather than in burst, but for purposes of game play, they can only fire burst in these rules. The benefits of firing a 3 round burst is that the odds are more than one round may hit the target. If the an attack is successful, one additional wound will be suffered. For example, if you successfully hit a target while firing burst, and roll a deep wound, you will also inflict another deep wound to that target. Unlike automatic weapons, you may use the aim skill while firing in burst mode.

Lever action weapons are similar to bolt action weapons in that each round must manually be ejected from the chamber and a new round reloaded through a lever. There are two main differences from a lever action and a bolt action, in terms of game play. The first is that the ammunition is stored in a tube below the barrel itself, and can be no larger than medium cartridge due to size restrictions. Generally 7-11 rounds can be stored in this fashion. The second, is that the reloading action of a lever rifle is slightly faster than that of a bolt action, and thus is a favorite weapon of those who may need to fire off many rounds in succession.

Revolver type weapons are those in which

the rounds (usually 5 individual cartridges) are stored in a revolving cylinder. With each cycle of the trigger, the cylinder rotates and puts a new round in place for firing automatically. Typical examples include the .357 Magnum pistol, Colt Peacemaker, or the Jackhammer shotgun.

Semi auto weapons are magazine fed weapons in all types that will fire a new round with each depression of the trigger. Each round is automatically ejected from the chamber and a new round is automatically loaded in.

Rating Designation Group 4: Caliber type

Now that you've got the type and style of firearm you want, you need to choose what size of ammunition you want to use. Naturally the large ammunition will inflict the most damage, but you must keep in mind that large ammunition is not only heavy, but some weapon types are limited to certain sized of ammunition. For example, a pistol cannot use anti-material cartridges, nor can you have a single breech loaded flame thrower.

Speaking of flame throwers, they have a special rule concerning caliber sizes. The size of the caliber type will designate how much fuel is dispersed with each attack. The default is medium. If you choose to have a small caliber flame thrower, you will get 25% more shots before the tank runs empty. If you choose large caliber, you will only get 25% of the shots before the tank runs empty. Anti-material caliber is not an option for fuel weapons.

There are four types of caliber size, although only the first three are commonly used. They are (1) small, (2) medium, and (3) large.

Small ammunition is used in many of the smaller and compact weapons, such as pistols and small sub-machine guns. A modern equivalent includes .22 cal, .38 cal pistol, and 9mm pistol rounds.

Medium ammunition is what you would typically find in most of the world's assault weapons and heavier sub-machine guns. These include 5.56, .223, and .357 pistol rounds.

Large caliber ammunition is usually found in large hunting rifles, fully automatic machine guns, and large pistols. These rounds include the 7.62, .308 hunting cartridge, and up to .50 cal pistol rounds.

Rating Designation Group 5: Accessories

This final group, which is also separated by a hyphen, will list all of the accessories that you may have. The accessories listed are not the only ones you may have, but are just a good guideline for you to use. Feel free to be creative.

Of the examples provided, you can choose (A) computer ammunition tracking, (C) caseless ammunition modification, (L) light weight alloy, and (T) computer assisted targeting.

Computer ammunition tracking is an enhancement that uses a special magazine that sends a signal to an LCD display on the weapon showing how many rounds are left in the magazine. This allows the character to not need to remember how many rounds are left before needing to reload.

Caseless ammunition is an enhancement that eliminates the standard brass casings, and thus also eliminating the need for the weapon to eject spent casings. In came terms, the character can carry twice the amount of ammunition normally carried, as it weighs half as much and takes up less space. In addition, special magazines are used that will hold twice as many rounds.

Light weight alloy means that the weapon was forged or cast using a special alloy composite that is as strong as steel, but weighs half as much. In addition, this weapon will only need cleaning 1/10th as often as a normal weapon would to prevent misfires.

Computer assisted targeting is an enhancement is mounted on either the top or bottom of the weapon that projects a laser dot towards the target. An invisible laser beam hits the target and is reflected back to the enhancement, then a micro computer predicts the target's momentum and direction, which in turn projects the laser dot to where the shooter should fire in order to better hit their target. This enhancement eliminates the penalty for firing against a moving target, and reduces the

penalty for a dodging target by 1/2.

The folding stock option is only available on mid-sized and rifle type weapons. If this option is selected, the weapon is able to reduce the SP cost for a snap shot by an extra 10%.

Ammunition	Projectile Type	AB factor	Cost/50	Weight/50 x cal size	DRL Mod	Tech Lvl	Misc.	Designation
Anti-material	FMJ/ball	6	100	6	15/SDRL 4	3		AM-FMJ
Anti-material	Armor Piercing (AP)	8	250	6	13/SDRL 3	3		AM-AP
Anti-material	Frangible	2	300	5	18	4	No SDRL rating	AM-F
Anti-material	Mixed alloy	8	1000	6	17/SDRL 3	5		AM-MA
Black Powder	Lead ball	2	2	1.5	5	1	breach load only, 40% range	BP-B
Black Powder	Conical	3	5	1.5	7	1	breach load only, 60% range	BP-C
Cartridge	Ball/FMJ	3	10	2	4	2		C-FMJ
Cartridge	Hollow-point	2	10	2	8	3	75% range	C-HP
Cartridge	Frangible	1	100	1.5	10	4		C-F
Cartridge	Armor Piercing (AP)	4	50	2	4	3		C-AP
Cartridge	Hydrashock	4	125	2	8 or 4	4	4 DRL if armored	C-HY
Cartridge	Mixed alloy	5	250	2	9	5		C-MA
Cartridge	Tracer	3	20	2	4	3	Flammable	C-T
Cartridge	Buck Shot	1	10	2	9	2	only smooth bore	C-BS
Cartridge	THV	2	20	2	6	3		C-THV
Fuel	Gasoline	*	15 per gallon	7 per gallon	9	2		F-G
Fuel	Napalm	*	30 per gallon	7 per gallon	12	3		F-N
Laser	Standard	6	250 per cell	2.5 per cell	8	5	Heat	L-S
Magnetic	Steel	5	100	1.5	6	5		M-S
Magnetic	Armor Piercing (AP)	6	175	1.5	6	5		M-AP
Magnetic	Frangible	2	200	1	11	5		M-F
Magnetic	Mixed alloy	6	500	1.5	10	5		M-MA
Plasma	Standard	7	500 per cell	2.5 per cell	10/SDRL 2	5	Intense Heat	P-S

Ammunition

After deciding what type of weapon and ammunition you want, you must decide to purchase ammunition for it. We already know there are seven types of ammunitions: laser, magnetic, plasma, anti-material, cartridge, fuel, and grenade. We also know there are three caliber types: small, medium, and large. This section will let you know how much each of these ammunition types cost, weigh, and any other items you might need in order to use them in your weapon.

In the table above, you will see the breakdown separated into columns. The first column is the style of ammunition, the second is the type of ammunition, the third column is the armor bypass (AB) rating of the ammunition, the fourth is the cost of the ammunition for 50 rounds (with the exception of fuel, laser, and plasma cells as described below), the fifth column is the weight in pounds for 50 rounds times the caliber size (50 large caliber ball cartridge rounds = 2x3=6 lbs), the sixth column lists the DRL of the ammunition, the seventh is the minimum tech level needed to manufacture the ammunition, the eight is any brief miscellaneous effects, and the ninth column is the ammunition designation, similar to the weapon's designation above.

Ammunition Styles:

Anti-Material

These rounds, as described in the weapon description, are used primarily to fire at lightly armored targets, such as vehicles and small buildings. They are very large rounds, and can only be fired in heavy weapon types, with the exception of the anti-material sniper rifle. The sniper rifle is the only anti-material weapon which can use a 5 round magazine; all others must be belt fed.

Black Powder

The earliest forms of firearms used the smoky and dirty black powder. These were the early muskets, pistols, breach loaded cartridge rifles, and cannons used up until the mid 1800s. Black powder weapons are easy to manufacture, and any small town would have the capability to create them regardless of tech level. There are a few specific rules when dealing with black powder weapons. First, they can only be single breach load only, and must be manually reloaded after each shot by loading the powder, then a small patch of cloth and the lead ball, then having the dish pan primed for firing. This loading process takes one full minute or round to accomplish, thus making the weapon only able to be fired every other round, regardless of the amount of SP the character has.

The most advanced black powder weapons use a brass cartridge and can be loaded like any other cartridge weapon. However, unlike more modern smokeless powder cartridges, black powder weapons leave a heavy cloud of smoke when fired and are less powerful then smokeless cartridges.

Additionally, with each consecutive shot, the black powder weapon has a cumulative 10% of misfiring due to carbon fouling in the barrel because the powder is so dirty. With every cleaning, this percentage is reset back to zero. In addition, if the powder ever gets moist or wet, it becomes useless.

Cartridge

Cartridge rounds are the most common rounds available, and are the most well known in use today. They are simply a brass casing that holds the smokeless powder charge with the actual bullet on one end and a primer at the other. They come on many sizes and types.

Fuel

Fuel is only used in one type of weapon: the flamethrower. These weapons are excellent in dishing out area effect damage, and are particularly useful in clearing out caves and tunnels. Each gallon of fuel weighs 7 pounds and can typically last for 4 shots. Note that fuel weapons do not use an AB rating. Instead, a special rule is enforced. If the AB rating of the creature is less than 5, they will suffer full damage each round for 2d4 rounds or until extinguished. If the AB rating of the target is between 5 and 7, they will suffer a wound of

one category less than what was rolled for 2d4 rounds or until extinguished. If the AB rating of the target is greater than 7, they will suffer only a minor wound each round for 1d4 rounds or until extinguished.

Laser

A leaping technological advancement, lasers are very useful in that they fire in a straight line trajectory with no drop in altitude, and also provide a very hot projectile that can be used as an incendiary device as well as a weapon. A pulse from a laser weapon is also much quieter than a cartridge firearm, only making the noise equivalent of a fuse being blown. Unlike other weapons, lasers use a battery cell. Each cell can fire 25 charges before becoming depleted and useless, and weighs 2.5 pounds.

Magnetic

These types of rounds are much different than your standard cartridge rounds. These rounds consist of only a metal bullet, which is propelled down the barrel via magnetic energy as opposed to an explosion from a powder charge. This allows the weapon to be immune from carbon fouling, and thus only needs to be cleaned 10% as often as a regular weapon. It also makes the weapon only half as loud as a cartridge weapon.

Plasma

The pinnacle of technology, plasma weapons are similar to lasers in that they fire a projectile in a straight line with no fall in trajectory, as well as being quieter than a standard cartridge firearm. The energy produced from the fusion cell of a plasma weapon is much hotter than a laser, and can be used to melt metal. For every shot from a plasma gun, ¼" of steel can be melted. In addition, due to the intense heat of this weapon, the target will suffer one additional wound of one category less than what was rolled. I.e., if you hit a target and roll a deep wound, that target will suffer a deep and a moderate wound with that strike.

Each fusion cell will be able to fire 10 shots before becoming useless, and weights 2.5 pounds.

Ammunition Types:

Armor Piercing

These types of cartridge rounds are have a steel jacket over the lead bullet, making them able to penetrate armor easier. When used against armored opponents, these rounds will effectively have an AB bonus of +1. These rounds come in all the other calibers except anti-material, and would cost double what the normal rounds would.

Ball/FMJ

These are the standard rounds made with brass casings and a lead bullet. The powder charge is in the casing, and when a firing pin hits the primer located at the rear or the casing, it sets an explosion that propels the lead bullet out of the barrel towards the target. These lead bullets are often coated with a copper coating, hence the term full metal jacket (FMJ).

Black powder ball/conical

The two types of black powder bullets are both simply made, but are quite different in their effectiveness. A lead ball is just that, a simple ball of lead. A conical round is what we are more familiar with today. It has a cone shape that gives it much more accuracy. Lead balls must be fired out of a smooth bore barrel, while conical rounds can be fired out of a rifled barrel.

Buckshot

The most common form of round used in shotguns, the buckshot round is a cartridge tube with several small lead pellets that are fired at a target. While significantly reducing range, this allows the firer to damage an area of effect as opposed to a singular shot. Because the pellets are dispersed in a spread pattern, special range rules apply. For rules of game play, any creature within a 2' radius at short range and a 5' radius in medium range can be hit, any creature within a 10' radius at long range, and any creature within a 20' radius as extreme range can be hit and damage by the pellets. Because of the nature of this type of ammunition, they are not very

effective at penetrating armor. In addition, they must be fired from a smooth bore weapon.

Frangible

Frangible bullets are lead free and made from a copper and tin powder composite. At first glance they may not appear very unusual, but they are made with the purpose of entering a soft target and shattering, causing more damage to the target while eliminating pass through and potential damage to a collateral target. An added benefit is that they will turn to dust when hitting a solid object, eliminating ricochet. The drawback is that these rounds are not very effective against armored targets.

An alternate type of frangible round is the GLAZER round. This is basically a thin copper jacket with small shot contained inside of it.

Because frangible rounds are so deadly to their targets, they will inflict one extra wound of the same type rolled. E.g., if you hit a target and roll a deep wound with a frangible round, they will instead suffer 2 deep wounds due to the significant stopping power of these bullets.

Fuel

There are two types of fuel that are typically used in flamethrowers: gasoline and napalm. Napalm is a mixture of diesel fuel and detergent, and has the effect of sticking to what it hits and burning hotter and longer, translating into an increased duration of burning by +2 rounds and having a bonus +3 to the DRL of the weapon.

Hollow-point

These are standard cartridge rounds except that the lead bullet is hollow, with a small hole at the tip. This significantly affects range, but upon entering a target will mushroom, and will cause greater tissue damage.

Hydrashock

These rounds at first glance appear as standard hollow points. Closer inspection will reveal a tiny steel rod inside the hollowed out area of the round. This gives the round a tremendous ability over standard hollow points in that even if the lead portion is stopped by armor, the steel rod can still penetrate. In game terms, if the target has an AB rating of 1 or 0, then the base DRL modifier for being hit by this round is 8. If the AB rating of the target is higher and the bullet still hits, then only the steel rod portion will penetrate and the base DRL would be 4.

Laser Power Cell

Power cells are used to power laser weapons, and cannot be recharged. Once a cell is depleted, it can no longer be used.

Mixed Alloy

Also known as smart bullets, these pinnacles of ammunition technology have mastered the problem of having penetrating power as well as eliminating pass through problems. By having several different alloys layered in the bullet itself, it “knows” if the target it hits is hard or soft, and will react accordingly. If hit encounters stiff resistance, from metal armor or such, it will act as an armor piercing round. When it reaches soft tissue, however, it shatters much the same as a frangible round, inflicting significant damage.

Plasma Fusion Cell

Fusion cells are used to power plasma weapons. Once a cell is depleted, it can no longer be used.

THV

Tres Haute Vitesse (THV) rounds are cartridge ammunition with the bullet in a shape of a reverse ogive. The effect of this gives much more energy transfer to the target, similar to the effect of belly-flopping into water. Because of this, they are light, core-less rounds with a high stopping power.

Tracer

Tracer rounds appear as standard cartridge rounds with a colored tip to identify them as tracers. They have a magnesium insert that when fired, leaves a trail of light in it’s path. These rounds are primarily used for two purposes: to see where your rounds are landing at night, and to ignite a flammable target.

Explosive Type	AB Rating	Cost $	DRL	SDRL	Weight	Effect
20/40mm Grenade, chemical	-	5	-	-	1	Unless luck check is made, target will suffer effects of chemical. 20m radius fired by weapon. Tech level 3
20/40mm Grenade, frag	4	10	*	2	1	Sends shrapnel in radius area. See *Combat* for details, 20m max radius, fired by weapon. Tech level 3
20/40mm Grenade, smoke	-	5	-	-	1	Creates thick wall of smoke, 15m radius. Tech level 3
20/40mm Grenade, White Phosphorous	3	25	-	-	1	Unless luck check made, target suffers 1 mnr wound per minute until WP is removed. 25m radius fired by weapon. Tech level 3
Anti-tank rocket, (LAW)	10	350	-	10	5	Used against light armored vehicles. Tech level 3
C-4	9	100	-	4	1 oz	Must be attached to target, then set off with detonator. Tech level 3
Dynamite	8	35	-	8	1	10' blast radius. Tech level 1
Grenade, chemical	-	5	-	-	1	Unless luck check is made, target will suffer effects of chemical. 30m radius. Tech level 3
Grenade, flash-bang	-	50	-	-	1	Incapacitating. See description
Grenade, frag	3	10	*	2	1	Sends shrapnel in radius area. See *Combat* for details, 30m max radius. Tech level 3
Grenade, smoke	-	5	-	-	1	Creates thick wall of smoke 30m radius. Tech level 3
Grenade, thermite	13	20	-	-	1	Tech level 3
Grenade, White Phosphorous	2	25	-	-	1	Unless luck check made, target suffers 1 mnr wound per minute until WP is removed. 25m radius. Tech level 3
Mine, anti-personnel	6	75	10	-	1	Inflicts damage only to target that steps or trips mine. Tech level 3
Mine, anti-vehicle	12	250	-	18	5	5m radius when set off. Tech level 3
Mine, Claymore	5	100	14	-	2	Sends shrapnel in a cone 30m out, 2' wide at start, and 30m wide at the end effective area. Tech level 3
Mortar, large	12	500	22	10	75	10m blast radius, +2 wounds for DRL
Mortar, small	8	200	16	5	35	5m blast radius, +1 wound for DRL
RPG	9	150	18	6	4	5m radius, range: 10/20/100/300. Tech level 3

Explosives

There are two types of explosives that are commonly used: those that are designed to kill people, and those that are designed to destroy objects. The chart will list the DRL and/or SDRL rating for each type of explosive. In some cases, an explosive can inflict either a DRL or SDRL type wound, depending on who/what is caught in the blast radius.

20/40mm Grenade

These grenades need to have a weapon fire them. 40mm grenades resemble large cartridges, about 4 inches long and 2 inches wide. 20mm grenades are only half as wide in diameter, but are approximately six inches long. These grenades cannot be thrown, and are not interchangeable. Also note that the area of effect for these grenades is smaller than a thrown grenade.

Grenade

This is your standard thrown grenade. There are several types and variants, from the pineapple, to the spherical, or handled versions. Regardless of the appearance, they all have the same basic effects. As a general rule, the maximum range a character can throw a grenade accurately is ½ of their strength score in meters. I.e., a character with a 65 strength could accurately throw a grenade up to 33m away.

Grenade, Chemical

These types of grenades will send out a cloud of chemicals upon detonation. Any creature caught within the range will be exposed to the full dosage unless they are wearing proper chemical weapon protection gear. Please refer to the *Chemical Warfare* section in the *Combat* chapter.

Grenade, Flash-bang

Unlike other grenades, these types do not have any destructive explosive or shrapnel effect. Upon detonation, they explode in a brilliant flash of light accompanied with a deafening sound. Any creature within 30' of the explosion caught by surprise will have to make a luck check at a -35 penalty or be blinded and deafened for 2d4 rounds. If a creature is between 30' and 75', they must make a luck check at no penalty or suffer the effects.

If a character is prepared, they may reduce the time frame of being incapacitated, or my receive a bonus to their luck check. This is entirely up to the GMs discretion.

Grenade, Fragmentation

The cheapest and most common type of grenade is the frag grenade. These grenades will send out a hail of shrapnel upon detonation. Please refer to the *Grenade Attack* section in the *Combat* chapter for a detailed explanation.

Grenade, Smoke

A very useful tool, the smoke grenades will billow forth a thick cloud of colored smoke upon detonation. After 1d4 rounds, the cloud will be as large as the maximum radius before starting to disperse. Depending on weather conditions, this cloud may be dispersed much earlier.

Grenade, Thermite

These grenades to not explode, but rather have a concentrated amount of heat produced for 45-60 seconds. The heat produced, almost 4000 degrees Fahrenheit, will melt through almost any material. These grenades are most commonly used to destroy vehicles or sensitive material. Unlike other grenades, these do not have a blast radius, a time delay, and cannot be thrown.

Grenade, White Phosphorous

Technically this is a chemical weapon, but since it acts in a unique way, it will be included here. This grenade, commonly referred to as 'Willy-P', will shower the area of effect with white phosphorous. This chemical will stick to and lodge in any open wound, constantly burning. Generally these wounds are caused by the blast itself, and even though they might initially seem minor, the chemical reaction can be devastating. As long as the wounds are exposed to air, the character will suffer one

minor wound each round for 2d10 rounds before burning off. Bandages won't even prevent the wound from occurring. The most effective way to combat this is to submerge the victim in water and extract the WP manually from the wounds.

Anti-Tank Rocket

Calling this weapon an anti-tank rocket is a little misleading, as there aren't a whole lot of tanks to be fired at. The most common application of these rockets is actually to take out small buildings and/or guard towers. These are one-shot only disposable weapons, with a rocket inside a collapsible metal tube. In order to fire, the shooter extends the tube, aims the rocket, and presses the trigger. The range for this weapon is 15/35/200/500.

C-4

Also known as plastic explosive, this material is very clay-like in nature, and is easily molded. The character will attach this material to whatever they want to blow up, place a detonator, and the set off the detonator when desired. Most detonators are wire with up to a 50' spool, or the higher technology areas may have a remote detonator that can be set off from up to 200m away. For every additional oz of C-4 used, the SDRL will be increased by 2, and an additional wound will be suffered. Thus, 4 oz of C-4 will have a SDRL of 10 and will inflict 4 wounds to the object it is damaging.

Dynamite

One of the first powerful explosives, dynamite utilizes nitro glycerin to give it its punch. This type of explosive is the most common as it is easily made compared to the other types, and is effective in destroying rock and pretty much any other obstacle. For every additional stick of dynamite used, the SDRL will be raised by 1, and an additional wound will be inflicted towards the target.

Mine, anti-personnel

These mines are usually 4-6 inches in diameter, and just a couple of inches thick. They usually have a pad on the top that will set off the explosive once 50 lbs or more of pressure is applied. Alternatively, a trip wire may be set up to set off the mine as well. Either way, these mines are designed to injure only the person setting them off.

Mortar, small & large

Mortars are large metal tubes that sit on a metal base plate at an angle. A mortar rocket is slid down the tube; the impact on the base plate will set the firing pin and will launch the weapon. The hit % is equal to the character's artillery skill percentage. Mortars also have only a minimum and maximum range. For small mortars, the minimum range is 40m with a maximum range of 700m. A large mortar has a minimum range of 100m and a maximum range of 6000m. In each case, there are no modifiers to short or long ranges. Character's without the artillery skill cannot effectively use this weapon.

Small rockets cost $5 per rocket, and large rockets cost $10 each. Small mortars take 2 minutes to set up, while large mortars take 5 minutes. Each rocket costs 10 SP to launch.

Mine, anti-vehicle

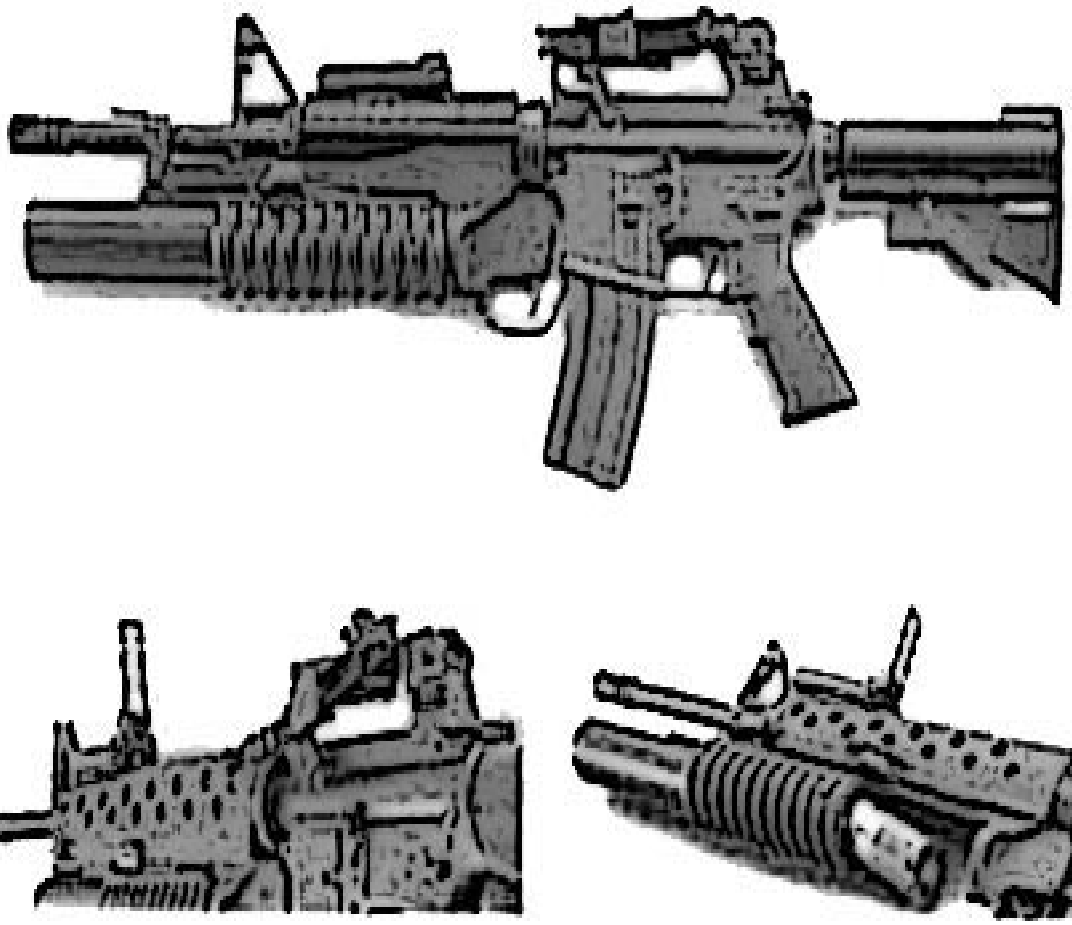
These large mines are over a foot in diameter, and several inches thick. They are built to only go off if 250 lbs of pressure is placed on the pressure place, or if the tilting rod (if installed) is moved. Often these mines aren't buried or hidden very well, as they are designed to prevent vehicles from entering an area.

Mine, Claymore

Claymore mines are designed much different than other anti-personnel mines. They are about a foot wide by six inches tall, curved in a half moon shape. They are placed with the curve facing the target area, and are set off either manually via a wire connected to a detonator, or by a trip wire. When they do go off, they launch shrapnel in a large cone area. Starting at 2' wide, the shrapnel will tear through the air out in a cone that ends at 30m wide up to 30m away. Any creature caught within this area will suffer damage. Those within 10m will suffer 1 additional wound of the type rolled.

RPG

The rocket-propelled grenade (RPG) is simply a shape-charged grenade that is fired from a shoulder launcher toward a target. They are fairly cheap to make and use, and are an excellent way to extend the range of a grenade while focusing the explosion at the point of impact, thus giving it armor piercing capability, but reducing the blast radius.



Weapon Examples

So far it may seem pretty confusing on how to create your weapons, and once you do, how to figure out how ammunition affects the end result. By looking at the charts below, you can see that in some cases, ammunition type has just as much an effect on the damage capacity of a weapon as the weapon type itself.

This section provides several examples of how a real life weapon would be designated in *S.A.V.A.G.E.* The first chart gives you some base examples without factoring in ammunition used. In the next three charts, you can see how the ammunition type used can affect the DRL, AB, and/or range of the weapon.

Weapon Creation Walkthru:

The first thing you want to determine is what type of weapon you want. You have always liked the AK-47 rifles, so for *rating-group*, you select 'R', for rifle. You note the stats to the right along the row or this type of weapon.

Next you want to determine what type of ammunition your rifle will be firing. As with the AK-47, cartridge will be fine. You see that there are no modifications to cost, DRL, or range for choosing cartridge. So far, your weapon name is 'RC', for Rifle-Cartridge.

Once that is complete, you will decide what type of breech you want. You really want the option of firing both one round at a time, and to go burst in case the fighting gets pretty chaotic. You notice that under the 'H' code, there are some modifiers that you need to be aware of. First is the tech level. You see that you need to be in an area where tech level 4 items may be available. Not too many AK-47s were around in the 1800s. You will also take note of the cost adjustment. A weapon with an 'H' code will cost one and a half times (1.5) the amount of the base weapon cost. In this case, since your weapon has cost $500 so far, selecting 'H' will raise that base cost to $750.

After selecting the breech type, you select the size, or caliber, of the ammunition type. Not doing anything fancy, you select rating '2' caliber ammunition, or medium caliber. This caliber of ammunition does not affect the range of the weapon, but it does modify the DRL and AB rating.

Looking at accessories, you like having a folding stock and choose to purchase that option, further raising your cost by 120%, or times 1.2 for a total cost of $900 ($750 x 1.2 = $900)

To summarize so far, you have a weapon designated as 'RC-H2F' with a base DRL of 4, range of 25/150/300/500, Cost of $900, SP cost of 8, and inflicts an additional wound when fired in burst mode.

When using standard full-metal jacket cartridge rounds (C-FMJ), in addition to the above, you would also have an AB rating of 3 (2 for the ammunition +1 for caliber size), and a DRL of 8 (4 for the weapon + 4 for the ammunition).

If you want to switch to armor piercing cartridge rounds (C-AP), you would have a DRL of 8 (4 for the weapon + 4 for the ammunition) and an AB rating of 5 (1 for the caliber size + 4 for the ammunition type).

Weapon Example	Designation	DRL	AB	Range	SP Cost	Tech Level	Cost
.308 hunting rifle	RC-B3	6	2	28/175/330/550	10	2	$625.00
.357 magnum	PC-R2	2	+1	5/10/25/35	5	2	$157.50
.50 cal sniper	RA-B	+2	+1	50/300/600/1000	13	3	$2,500.00
.50 pistol	PC-S3	4	+2	6/11/28/39	4	3	$234.38
9mm pistol	PC-S1	-	-	4/9/22/32	4	3	$159.37
AK-47	RC-H2	4	+1	25/50/300/500	8	4	$750.00
Black powder rifle	RC-13	6	+2	13/75/150/250	13	1	$250.00
laser rifle	RL-S2	12	7	31/188/375/625	8	5	$2,500.00
M-16	RC-H2	4	+1	25/50/300/500	8	4	$750.00
M2 .50 cal	HA-A	+3	+1	100/600/1600/2200	13	3	$8,750.00
M-4	MC-H2	3	+1	10/50/150/300	6	4	$525.00
M-60	HC-A3	7	+2	50/300/800/1100	9	4	$1,750.00
Mac-10	PC-A1	-	-	5/10/25/35	3	4	$191.25
mounted auto plasma	HP-A3	17/9*	9	59/353/941/1294	10	5	$17,500.00
plasma pistol	PP-S1	10/2*	7	6/12/30/41	5	5	$1,275.00
Uzi	MC-H1	1	-	10/50/150/300	5	4	$446.25
Winchester lever action rifle	RC-L2	4	+1	25/150/300/500	9	2	$500.00

With FMJ ammo:	Designation	DRL	AB	Range	SP Cost	Tech Level
.308 hunting rifle	RC-B3	10	5	28/175/330/550	10	2
.357 magnum	PC-R2	6	3	5/10/25/35	5	2
.50 cal sniper	RA-B	17/6*	7	50/300/600/1000	13	3
9mm pistol	PC-S1	4	3	4/9/22/32	4	3
AK-47	RC-H2	8	3	25/50/300/500	8	4
M2 .50 cal	HA-A	22/7*	7	100/600/1600/2200	13	3
M-4	MC-H2	7	3	10/50/150/300	6	4
M-60	HC-A3	11	5	50/300/800/1100	9	4
Mac-10	PC-A1	4	3	5/10/25/35	3	4

With C-AP	Designation	DRL	AB	Range	SP Cost	Tech Level
.308 hunting rifle	RC-B3	10	6	28/175/330/550	10	2
.357 magnum	PC-R2	6	4	5/10/25/35	5	2
.50 cal sniper	RA-B	15/5*	9	50/300/600/1000	13	3
9mm pistol	PC-S1	4	4	4/9/22/32	4	3
AK-47	RC-H2	8	4	25/50/300/500	8	4
M2 .50 cal	HA-A	20/6*	9	100/600/1600/2200	13	3
M-4	MC-H2	7	4	10/50/150/300	6	4
M-60	HC-A3	11	6	50/300/800/1100	9	4
Mac-10	PC-A1	4	4	5/10/25/35	3	4

With C-F ammo	Designation	DRL	AB	Range	SP Cost	Tech Level
.308 hunting rifle	RC-B3	16	3	28/175/330/550	10	2
.357 magnum	PC-R2	12	2	5/10/25/35	5	2
.50 cal sniper	RA-B	20	3	50/300/600/1000	13	3
9mm pistol	PC-S1	10	1	4/9/22/32	4	3
AK-47	RC-H2	14	2	25/50/300/500	8	4
M2 .50 cal	HA-A	21	3	100/600/1600/2200	13	3
M-4	MC-H2	13	2	10/50/150/300	6	4
M-60	HC-A3	17	3	50/300/800/1100	9	4
Mac-10	PC-A1	10	1	5/10/25/35	3	4

** first number is DRL, second number is SDRL.*

Weapons

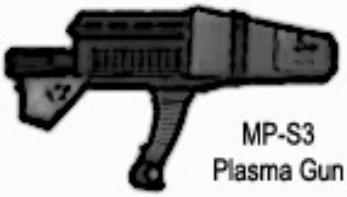
HC-A3
Gattling Gun

Grenades

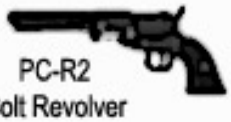
PC-S1
Berretta

MC-H2
M-16

PC-A1
MP5



MP-S3
Plasma Gun



PC-R2
Colt Revolver

RC-S3
7.62 Sniper Rifle

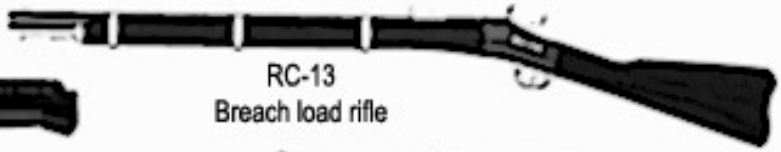
RM-H2
Magnetic
Assault Rifle

PL-S1
Laser Pistol

RL-A2
Automatic laser rifle

PP-S1
plasma pistol

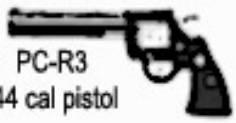
HP-S3
Heavy plasma rifle



RC-13
Breach load rifle

RC-L2
Lever action rifle

RA-B
Bolt action anti-material sniper
rifle



PC-R3
.44 cal pistol

Cybernetics

Cybernetics are mechanical implants that are installed, inserted, attached, or whatever to a person to enhance a physical trait. These can range from basic prosthetic limbs to a computerized eye camera to hydraulic strength enhancing limb. Simple prosthetic limbs can be available at any tech level, depending on what is being used as a replacement. Tech level 1 areas might be a peg leg while tech level 4 areas might have a grasping, workable metal claw and plastic hand.

More advanced cybernetic enhancements are very rare, expensive, and can only be found in those city states with a high level of technology. The chart below will outline some of the more common enhancements and what you could expect to pay for such a surgery.

Device	Cost
Armor plating	100,000
Artificial organ	10000
Bendable limb	50
Cosmetic surgery	7500
Ear implant, enhanced hearing	3000
Enhanced extremity	15000
Eye implant, infra-red	5500
Eye implant, night vision	5500
Hydraulic limb	10000
Lung filter	35000
Microscopic repair robots	150,000
Nose implant, enhanced smell	3000
Plastic limb, non-bendable	20
Wooden limb	5
Working, bendable limb	150

Armor Plating: This extensive surgery is very difficult and very rare to complete. The operation itself can take over 24 hours with several surgeons involved. The character literally has metal alloy grafted to their skin in many small plates that allows complete flexibility but also offers protection to the individual. These metal plates are permanently part of the character, and cannot be taken off.

Once the surgery is completed, the character must make an endurance check or their body will reject the surgery and they will die from trauma. If they make their endurance check, the armor will effectively grant an AB of 2, or +2 when worn with other armor types. The armor itself weighs 30 lbs.

For an additional $50,000, the character may also opt for a full cybernetic battle suit of armor. The outer suit will attach to the inner metal plates already installed, and will cover the entire body with a thicker suit of metal plating. The outer suit is hydraulically powered, granting the character bestial strength (*see Bestiary)* allowing them to carry up to 1000 pounds of gear, but is encumbering, reducing the agility of the wearer by 15. The outer suit weighs 65 pounds, but will grant a +4 to their AB rating, for a total of 6 (4+the +2 under suit bonus). Additional armor cannot be worn. In addition, the helmet comes with a gas filter and an infrared/night vision lens.

Artificial Organ: This enhancement is simply a mechanical organ that is replacing either a damaged or malfunctioning natural organ, such as a heart, or kidney, or lung.

Bendable limb: This enhancement is an improvement over a wooden limb in that the prosthetic is jointed at either the knee or elbow, allowing greater maneuverability over a wooden limb.

Cosmetic Surgery: This surgery encompasses all forms of cosmetic surgery, to include liposuction, breast/body augmentation, and body modification. After 2d4 weeks of healing, the character can literally appear as a totally different person.

Ear Implant: This enhancement, installed inside the ear canal, will increase the character's hearing by twofold. An electronic breaker switch will automatically turn off when exposed to any noise greater than 100 db (lawn mower).

Enhanced Extremity: This enhancement results usually in the alteration of an arm or leg. The altered limb will have various hydraulic rods grafted to enhance the strength of the limb by 20 points. Naturally this surgery is done in pairs, as having one surgery done to one leg but not the other would result in serious balance issues.

Eye Implant, Infra-red: The character's eye is replaced with this surgery with a mechanical eye that 'sees' in the infra-red spectrum. The eye sends a signal to the brain allowing the character to detect thermal differences.

Eye Implant, Night Vision: Similar to the infra-red implant, this implant allows the character to see in the dark much in the same way as a night scope would allow.

Hydraulic Limb: This enhancement is similar to the enhanced limb surgery, except that the entire limb is replaced with a set of hydraulic pistons. This gives the character a +20 strength for the limb, but will reduce their agility by 10 for that limb.

Lung Filter: This enhancement is literally a carbon filter installed in the esophagus that does not hinder eating, but will filter out any noxious gases from entering the lung.

Microscopic Repair Robots: Truly a thing from science fiction, these robots are microscopic machines that are inserted into the bloodstream of an individual. They are so small that they do not hinder the functionality of the heart, but spend their existence cleaning out the blood vessels and speeding up repair to the body. A character with these installed will heal at a much faster rate than normal, at one minor wound per hour, one moderate wound per four hours, and one deep wound per day. Severe wounds cannot be healed, and they cannot regrow lost limbs nor bring a character back from the dead.

Nose Implant: This surgery encompasses implanting a small electrical 'sniffer' device in the nose of the recipient, effectively granting them a sense of smell equal to a dogs.

Plastic Limb, Non-Bendable: This is a simple plastic prosthetic device that cannot bend, and thus maneuverability will be significantly impacted.

Wooden Limb: The very first prosthetic devices, a wooden limb is simply a large peg attached to the leg to assist in walking. The old peg-leg pirates comes to mind when picturing this.

Working, Bendable Limb: This prosthetic devise can effectively replace a lost limb. While it can move and be used to grasp objects, it has an effective strength score of 30 and agility of 35.

Comb a t

Anthony methodically crept up the slope, his body pressed tightly against the dead leaves and dark soil. The guille suit provided camouflage and he seemed to meld with the surrounding vegetation and jungle undergrowth, but he did not want even the slightest sound to betray his presence to the armed guards in the shallow valley below.

As he finally made the crest of the hill, he could see the wooden cabin about 50 meters down the opposite slope on the valley floor below. Standing at the entrance to the cabin was one guard, while another attempted to light a cigarette a few feet off. Both guards wore old kevlar flak vests and were armed with assault rifles slung over their shoulder, seemingly disinterested in their surroundings.

After a few minutes of observation, Anthony confirmed that there were indeed several individuals inside the cabin. These would be the gang lords that have been spreading lawlessness and crime among the border towns. As a member of the mayor's special elite guard, he was sent here to confirm the rumor that the gang lords were meeting to form a truce and join forces to fight and take over the border towns' leadership.

Several more minutes passed by as Anthony kept watch on the cabin through his pair of binoculars, beads of sweat forming on his streaked brow from the hot jungle heat. During this respite, Anthony set up an anti-personnel mine in front of him and hooked it up to a tripwire; in case things got ugly. Finally, after what seemed like hours, the cabin door opened. Anthony loosely gripped his sniper rifle in a ready position, peering through his scope towards the door.

The first person to exit was another guard, but the second was a relatively powerful gang lord. Anthony itched to squeeze the trigger, but his self discipline took hold. Following the first gang lord was the another known as "The Fist", for his iron and ruthless rule. This was the man responsible for trying to form an alliance. As soon as The Fist exited, Anthony put him in his cross-hairs, focused on controlling his breathing, and gently squeezed the trigger. A muffled 'pop' was the only sound heralding The Fist's death. The gang lord's head snapped to the side as the bullet pierced his temple, exiting on the opposite side in a large wound that sprayed blood on the cabin wall. He slumped forward and fell to the ground without uttering a sound; a pool of dark blood began to form as the thirsty soil could absorb no more.

Not knowing exactly where the shot came from, and being completely surprised at the attack, the guards quickly unslung their weapons and fell into a crouch searching for the sniper. The other gang lord was seized by his guard as they fled back towards the cabin. A look of confusion and shock was etched on his face as he neared his fallen comrade.

But before they could enter, Anthony adjusted his target and placed a shot squarely in the other gang lord's back, killing him as well. This time, however, the flash of his weapon gave away his position.

His cover blown, Anthony quickly slung his rifle, crawled back down the hill a little, and with the hillside offering protection, came to his feet and started to sprint away using the trees and undergrowth as cover. The broad jungle leaves tore at his exposed skin like razor blades, and he was hindered by the cumbersome guille suit. But he could not allow himself to be taken. Sheer desperation was his motivation.

Moments later, a loud explosion was heard followed by several screams; some of rage, some of pain. His mine worked, but he did not dare take the time to turn and see. A few moments later, he heard the pop-pop-pop

sounds of automatic fire behind him. Bullets zipped near him, hitting trees and rocks, but none had hit him. The fates must be looking out for him this day.

Immediately jumping behind a tree, Anthony set his sniper rifle down and unholstered two automatic pistols. Anthony's heart raced from exertion and anticipation as the fire continued to strike around him. As the remaining guards came nearer, he whipped around and squeezed the triggers of his pistols. The guards several meters away dove for cover as two streams of bullets ripped through the air at them. One guard was not so lucky and a few rounds tore through the vest into his body, piercing the lung. A few last bloody gasps were all that the fallen man could manage in defiance of the death that was about to take him.

Not waiting for the guards to recover, Anthony spun back around to re-take cover behind the large tree. His heart pounding in his throat, he quickly reloaded his magazines as the remaining guards recovered and continued their advance.

Similar to most other RPGs, combat is a very important part in *S.A.V.A.G.E.* For those experienced role-players out there, you will recognize that combat makes up a very large part of the overall game rules. This doesn't mean that you as a player will be spending a majority of your time following or enacting these rules during your game session. Unless you are playing what is known as "Hack-n-slash", most of your gaming session will be storytelling, and there will be little need to reference the combat rules.

At first glance, the combat rules included here may seem a little intimidating. Even to those familiar with *Altus Adventum*, a game that uses the same basic rules system (InertiaX), the rules here seem to be much more expansive. The game was designed this way on purpose. These rules are designed to cover many of the options and situations that may occur in your character's adventures.

In *Altus Adventum*, the setting is a heroic fantasy world, where your characters could perform legendary acts of glory. In *S.A.V.A.G.E,* the setting is geared around much more realism. There are no dragons for a character to vanquish. Instead, the players will use skill enhancements and better equipment to make their character more formidable. The core character will change very little.

For example, in a traditional fantasy setting, a well experienced character would be able to avoid or withstand several direct hits by a novice wielding a sword, even if all they are wearing is a loincloth. In *S.A.V.A.G.E.,* even the most experienced character can potentially die with one hit from a bullet, regardless who fired it if they are similarly unarmored.

For easier reference, this section of the rule book will be separated into six categories:

Overview-

This first section will detail the basics of combat using the InertiaX modern system. It covers how you hit, avoid being hit, and how much damage you can withstand before succumbing to severe penalty or even death. Initiative, Speed Points (SP), Hit %, DA (damage absorption) and DRL (damage rating level) are explained here.

Also included are the various actions that you as a player, and your target, can perform that would affect your chance to hit them.

Melee Combat

This section will go over how to handle unarmed and melee combat. The rules are a little bit different from the core rules, as the percentage system isn't the best for use in melee combat. These rules for melee combat are the same InertiaX fantasy combat rules that are found in *Altus Adventum.*

Vehicular Combat

While fairly rare, it is plausible that at some point your characters will find themselves involved in some sort of vehicular combat. This category would explain how to handle that.

Chemical Warfare

This section goes over how to handle chemical warfare, and the effects it will have on the characters.

Artillery and SDRL weapons

This section will outline how to handle the effects of artillery and SDRL weapons.

Experience Awards-

This category covers how to handle character

advancement as they get more experienced throughout their adventure.

Overview

Combat is broken down into two time frames, a round and a turn. A round is the time it takes for all participants to resolve their actions. A turn is the actual time segment in which an individual is performing their action.

Initiative and Speed Points

You've been adventuring for a little while, and you are faced with your first combat encounter. So what now? Who goes first?

This is where the initiative rule comes into play. When calculating initiative, two factors come into play: the die roll and the speed point (SP) cost of the action you want to perform. The die roll is pretty simple; all participants in combat will roll 1d20.

The SP cost is determined by the action. For most combat actions, the speed point cost will determined by the weapon type. For most other common actions, the speed point cost can be determined by the GM, but some examples are provided below. To determine the amount of speed points you start out with that you can use towards actions every round, you add 10% of your agility attribute to 10% of your luck attribute, rounded up. For example, if you have a 76 agility and 55 luck, you would have 13 starting speed points. (7.6+5.5=13.1, or rounded to 13).

When calculating initiative, you would add the speed point cost of the action to the number you rolled on your dice, and subtract the SP cost of the action from your SP pool. The lower the number, the faster you would be able to complete your action. The round would then continue, going from lowest to highest with each participant completing their action on their respective initiative turns.

What if you don't have enough SP to perform your action? Sometimes it may occur that you will not have enough SP to perform you desired action. In most cases, you won't be allowed to do that action and must wait until the next round. However, if the action you are wanting to do is the *only* action you are taking that round, and you still don't have enough speed points, then a special rule takes place. In this scenario, you will subtract the available SP in your pool from the cost of the action and will not be able to perform any actions that round. On the following round, you will add the remaining SP cost to your initiative roll. For example, you have 10 SP in your pool, and want to attack a sentry with a black powder rifle that has a SP cost of 12. You subtract your available 10 from the cost of 12 leaving 2. You can't attack during this round, but on the next round, you will add the remaining 2 to your next initiative roll. I.e., on the second round, if you roll a 7 on the d20, you would attack on segment 9.

What if you have left over SP? It is possible for a character to have enough speed points so that they may perform more than one action per round. In this case, you would add the speed point cost of the second action to your initiative total from your last action. For example, let's say you have 15 SP in your pool. You are attacking with a mid-sized sub machine gun that has a SP cost of 6, and roll a 9 on your initiative roll. Your first action would go on 15 (6+9) leaving 9 SP remaining in your pool. Your second action would go on 21 (6+15), leaving 3 SP in your pool; not enough for another attack. *Left over speed points cannot be carried over to the next round.*

For speedy combat resolution, creatures controlled by the GM will generally not have speed points. Instead, they will have an initiative modifier that the GM will add the base initiative roll. The number of actions per round will also be predetermined. In the case of multiple attacks per round, creatures will have an advantage of the players. Unlike the players, whose actions may occur on varying initiative segments, a creature with multiple actions will complete all of their actions on the same initiative segment. In addition, to also help keep it easy on the GM, only one d20 will be rolled for *all* of the creatures engaged in combat under the control of the GM.

I know this sounds a little confusing, so I hope this example will help. Marcus is facing off against a zombie and a cultist. Both parties roll

a d20 to determine their base initiative; Marcus rolls a 9, the GM rolls a 13 for the zombie and cultist. Marcus chooses to attack using his PC-R2 (.357 revolver) which has a speed point cost of 4. The zombie is attacking with its claws, but since it is a very slow creature, it only gets one action per round with an initiative modifier of +6. The cultist attacks with knives, but is faster (only a +2 to the initiative roll) and has two actions per round.

Since Marcus's attack is lowest (4+9=13), he will attack first with his pistol. The zombie will go on 19 with its one attack (6+13=19) and the cultist will resolve both of its knife attacks on initiative segment 15 (2+13=15). Since Marcus has 11 total speed points in his pool, and the pistol only costs 4, he will be able to perform more than one action this round. His first attack resolves on 13, and his second attack resolves on 17 (an additional 4 + his previous 13). He still has 3 points left over, but that is not enough to perform another attack.

So in summary, Marcus will attack first with his gun, then the cultist will attack with both of its knife strikes, then Marcus will get his second attack, and finally the zombie will get to use its attack.

Since Marcus still has 3 points left over, he could still perform any other actions that takes 3 or less points to perform. These points cannot be carried over to the next round.

Hitting your target

Before you can even worry about what damage you will be inflicting your target, you must see if you can hit your target first. There are many factors that go into this stage of combat, so care must be taken to ensure that everything is being accounted for.

The first factor is your skill with the weapon you are using. Your initial chance to hit the target is determined by this base skill percentage. This is the base level at which any modifiers would be added or subtracted to in order to determine your final hit percentage. If you are not skilled with a weapon and are trying to use it, your base hit percentage will be 10%.

The second set of factors are detailed under *Player Actions.* These are conscious actions that your character will take to help increase their chances of hitting the target.

The third set of factors are detailed under *Player Effects*, and include factors that are out of your character's control that would modify your chance to hit.

The fourth set of factors are detailed under *Target Effects*, and include actions or effects that your target is doing that would modify your chance to hit them.

The fifth and final set of factors are detailed under *Miscellaneous Effects*, and would include any other factor that would modify your base chance to hit that isn't covered under any of the above four.

So far it may seem like there is a lot of figuring out to do just to see if you hit your target. In some situations, this is true. But remember that most of these rules are optional, and if you prefer speed of game play over realism, then you may ignore any of those that you see fit, and could just go with your base hit percentage.

You may also notice that unlike many role-playing games, armor does not help your chances of evading a hit. Instead, the armor helps you absorb more hits than what you could if you were unarmored. If you are shooting towards a target 50m away, it doesn't matter if they are wearing armor or not; your bullet still has the same chance of striking the target. Whether it penetrates or not is another matter.

I would like to point out a strong cautionary word of advice. In *S.A.V.A.G.E.*, it is not wise to take a hack-n-slash approach. To survive in this game, you need to focus more on not getting hit, as opposed to being able to absorb tons of damage like most fantasy RPGs. Regardless of how experienced your character is, all it takes is one lucky shot…

So how do you know what your hit percentage is? If you go to the *Career Paths* section, you will see the various skills available to learn in this game. Some of them are weapons based skills, such as *firearm tech 1-2.* Each of these skills will have a base starting percentage assigned to them. For instance, by looking at the *firearm tech 1-2* skill, you can see that you have a starting percentage of 30%.

This means that you have a base 30% chance to hit your target. Now let's say you have a high enough agility to grant you a +5% to hit, making the hit percentage a 35%. This number may be modified by other factors, but this would be your base percentage chance to hit the target you are firing at. It is strongly recommended that in the *to hit %* portion of your character sheet that you list the four base percentages as modified by range. To continue the example, your pistol has a range of 5/10/25/35, which you note on your character sheet under the *weapon range* heading. Based on your 35% base hit percentage, you note the following under your *to hit %* section on the character sheet for your pistol: 45/35/25/0. This is recommended so you have an easy reference point of your base hit percentage depending on the range you are away from your target. In this example, you would have a base 45% to hit a target within short range, 35% to hit a target within medium range, 25% to hit a target within long range, and a 0% chance to hit a target up to extreme range.

Armor Bypass (AB)

You will have noticed that armor bypass (AB) has been mentioned a few times already. In simple terms, we know that sometimes non-powerful ammunition may never be enough to penetrate the armor of an individual or vehicle. How this translates into game play is that all targets have what is called an armor bypass rating. Likewise, all firearms will also have an AB rating depending on the weapon and type of ammunition used. Some bullets are specifically designed to have a higher penetrating power, and thus would have a higher AB rating.

Once you have determined you have hit your target, you will then compare your AB rating with the target's AB rating. If your AB rating is higher than the target's, then your round has penetrated and you will roll for damage. If your AB rating is equal to the target's, you will roll for damage but will inflict a wound (s) one category less than what you rolled. If your AB rating is 3 or more higher than the target's AB rating, you will inflict a pass through. That means that your round went clean through the target and traveled for an additional 1d4x10 meters, potentially damaging a collateral target behind your original target. Note that hollow points, buck shot, frangible, mixed alloy, and mines cannot perform a pass through.

And finally, if your AB rating is less than the target's, you will not have enough penetrating power and damage will not be rolled nor suffered by the target.

For example, you are firing at a large mutated swamp bear that has an AB rating of 2 with an MC-H2 using hollow point ammunition, (an AB of 2). Since you both have the same AB rating, and you've succeeded in hitting the bear, your hit causes damage. After rolling a d20 for a DRL of 8, you find out you would inflict a deep wound. However, since your AB ratings were equal, you will instead inflict a moderate wound.

Figuring Damage

So how much damage, if any, is taken by the target? First off, you must have hit your target, as described above.

Damage is calculated by using an Damage Rating Level, or DRL score. Each form of attack has a base DRL score assigned to it, and you would add any modifiers to this base score *(note: this step is usually done before any combat takes place, and rarely changes)*. In addition, some weapons may have an SDRL rating, which is explained in the next couple of paragraphs.

Once you have determined your overall DRL with a weapon, you would reference the *Damage Rating Level Chart* to see what wound you would inflict by the number rolled on a d20. It is strongly suggested that you note the final DRL level next to each of your character's weapons for easy reference.

SDRL (Structural Damage Rating Level) is used with large weapons that are designed to destroy light armored targets, such as an automobile, house, or lightly armored vehicle. To determine the damage inflicted, you would use the same chart below as you do for a DRL weapon.

Some weapons may have both a DRL and SDRL rating, like most grenades and many explosives. When damaging creatures, the DRL rating is used. When damaging structures, the SDRL rating is used.

If the weapon only has an SDRL rating, and a hit is scored against a DA-only rated target, the effects can be catastrophic. There are not too many people who could take a direct hit from an anti-tank gun and live. In terms of game play, if a creature less than 1000 pounds is hit by an SDRL-only weapon, they must make a luck check or die from trauma. Even if they make their luck check, they will still take 1d4 severe wounds. There is no need to roll for damage with an SDRL weapon when shooting at creatures. For those creatures 1000 pounds or heavier, damage is rolled at twice the SDRL rating, and an additional 1d4 wounds are inflicted to the target.

For example, if you firing an anti-vehicle cannon (SDRL 6) that fires anti-material ammunition and shoot a 1500 pound bear, you would roll for damage normally for an SDRL of 12 (twice of 6). You roll a 14 on the d20, which is a deep hit. Since this is a living creature, you would add an additional 1d4 wounds, so you have inflicted 2-5 deep wounds to the bear. If you were firing a fully automatic weapon of this type of ammunition, then you would inflict another 1d4 wounds for a total of 3-9 deep wounds suffered by the bear (initial wound + 2d4 additional).

Damage Rating Level Chart

When you have successfully hit your opponent, roll a d20 and reference that number with the chart below to determine what wound type is inflicted.

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

Taking Damage

So how much damage can your character take before dying? The InertiaX system used in *S.A.V.A.G.E.* specializes in a damage severity system as opposed to the traditional hit point system used in many other role-playing games. This system is separated by severity into: minor, moderate, deep, and severe wounds. How much of each wound type a character can take is rated on a damage absorption (DA) level. Each character will use this damage absorption level to keep track of their wounds. This chart will look like this on your character sheet:

Minor:	Moderate:	Deep:	Severe:
2	2	1	0
/			

The above chart means that your character can take 2 minor wounds, 2 moderate, 1 deep, and 0 severe hits before dying. In this

example, the character has taken one minor wound already.

Here's the tricky part. You might initially think that your character would perish when all categories have the tally marks equal the DA level for that particular wound. This isn't a very realistic way to handle damage, as it doesn't make sense to have your character continue to take severe hits, but as long as they have an open slot under the minor category, they will continue to live.

Instead, this is how you will correctly use the DA chart. Whenever you take a wound, you place a tally mark in that category. Once you would place more tally marks then you have wounds available, you would instead place a tally mark in the next *highest* category. I.e., say you can take 2 moderate wounds. On the 3rd and subsequent moderate hits that your character takes, you would place a tally mark under the deep category, as the moderate category is already full.

If you cannot go any higher in the categories, then your character will perish. For example, let's say your character can take 1 severe wound and 2 deep wounds. During a fierce battle, your character takes a severe wound and two deep wounds. The next severe *or* deep wound will kill your character (since the 3rd deep wound would automatically be a severe wound, and would in turn escalate further into death).

Please note that this means your character can die from a lesser wound if that wound puts them into a category that they do not have any more tally marks left. To continue the example above, your character takes a deep wound, leaving that category at 0. Your character then takes 3 moderate wounds, and you only have 2 slots for tally marks under that category. Since you've reached 3 (one more than you could take), you would add the third mark under *Deep*. However, since this would give you 2 total marks under *Deep*, and you don't have any available slots in either *deep* or *severe*, your character would die from that one moderate wound.

Damage Absorption

Ok, I got it so far, but how do I find out how much damage can my character take? The below chart determines the damage absorption level that your character will start with based upon your endurance score (see *Attributes).* There are ways to increase your character's damage absorption level, such as purchasing fortitude skills or wearing body armor.

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	2	1	0	0
2	2	2	0	0
3	3	2	1	0
4	4	2	1	1
5	4	3	2	1
6	5	3	3	1
7	6	3	3	2
8	7	4	3	2
9	8	4	3	3
10	9	5	4	3
11	10	5	4	3
12	11	6	4	3
13	12	7	5	4
14	13	8	5	4
15	14	9	6	5
16	15	10	7	6
17	20	11	8	7
18	25	12	9	8
19	30	13	10	9
20	35	14	10	10
21	40	15	11	11
22	50	18	13	12
23	Immune	20	15	13
24	Immune	Immune	20	15
25	Immune	Immune		20

Player Actions

Your character can do many different actions during his turn. These include attacking, moving, fleeing, taking cover, using an item, or using a skill.

In some cases, an experienced character and some creatures have more than one action per round. In this case, all actions will go during the same turn.

Attacking

The most common action, this is where the character will attempt to attack and wound the target creature.

Moving

A character can move their full movement rate at a cost of 10 speed points. This can be broken up into smaller pieces, allowing the character the possibility to move, attack, and move again as long as they follow the speed point rules.

Fleeing

If a character is engaged in melee combat, and it is not going well, the character can flee. The character can move at twice their normal rate, but any opponent they were in combat with will get a free attack on the character automatically at no extra SP cost to the creature.

Taking Cover

Sometimes a character may want to take cover if they are receiving fire. This usually entails diving behind an object to protect themselves. This action would cost 3 SP to dive or fall down, 5 SP to crouch, and 6 SP to lay down. Standing from a crouch costs 2 SP, and standing from a prone position costs 5 SP.

Use an Item or Skill

Character's may also have the option of using an item or skill during their action. Speed point cost will vary depending on the item, and is up to the GM's discretion. A few examples include:

Drinking from a flask: 10 SP
Throwing item: 5 SP
Binding a wound: 10 SP
Unholstering a weapon: 4 SP
Picking up an item: 4 SP

Aimed Fire

Whenever someone fires a weapon at a target, they are considered to be at least taking some effort to aim at that target. However, some may take the extra time to ensure they are doing their best to hit their target. By raising the SP cost of their weapon by 5 to aim the weapon, the character will receive a +25% chance to their hit roll.

For automatic weapons, aiming works a little differently. Because of the recoil of the weapon, the firer must 'walk' the rounds towards their target for a better chance to hit. This means that by looking where their rounds are hitting and maintaining a constant rate of fire, the shooter can adjust their weapon to lead the rounds into their target. For rules of game play, for each consecutive round that the character is maintaining fully auto fire, they will receive a cumulative +10% to hit their target.

For instance, if a character is firing an HC-A3 (M-60) at a target and maintains a constant rate of fire, on his first attack he will receive a +5% bonus (the base bonus for automatic weapons). On the next attack, he will receive a +15% bonus, and the attack after that will be at a +25% bonus and so on until either the weapon runs out of ammunition or the firer stops shooting. If fire is interrupted for any reason, the bonus will go back to zero and the firer will have to start over again. Note that for every attack after the first five there will be a cumulative 15% chance of the barrel becoming ruined from the heat build up.

You may also use this ability to try to bypass a target's AB rating by hitting an area that is not armored. The following chart is used to determine your penalty when trying to hit a specific body part. If you miss the specific body part, you will miss the target entirely.

% Penalty	Location
-30	foot
-20	shin
-30	knee
-15	thigh
-15	buttock
-25	groin
-15	stomach
-20	lower back
-15	upper back
-10	chest
-25	shoulder
-20	upper arm
-30	elbow
-25	forearm
-30	hand
-35	neck
-20	head

Grenade Attack

Grenades have a special rule for damage. When a character rolls to hit, they are determining if the grenade lands in the area desired. Even if the character misses, the grenade may still damage their target. For every 5 percentage points missed, the grenade will land 1 meter away in a random direction. This could be explained as the grenade rolling past the target, hitting and ricocheting off of an object, being under thrown, etc.

Any creature within 10m of the initial blast will suffer 1d2 severe wounds. Any creature from 10-20m of the explosion will suffer 1d2 deep wounds. Any creature from 20-30m of the explosion will suffer 1d2 minor wounds.

If the target has an AB rating of less than the grenade's AB rating they will suffer full damage. If the target's AB rating is equal to the grenade's, they will suffer one less wound (i.e., 0-1 wounds), and if the target's AB rating is greater than grenade's, the wound suffered will be one category less than normal. I.e., a target with a higher AB rating 5m away from the blast would only suffer 0-1 deep wound.

Hip Fire

A hip fire shot is a misleading term, as it includes any shot that is fired without bringing the weapon up to the shoulder where you can get a decent aim. These shots are faster, only costing 50% of the speed point cost, but are much less accurate, suffering a -40% to hit.

Instant Kill Shot

Occasionally you may get lucky and kill your target in one shot. Regardless of how experienced or tough a creature may be, there is always the golden BB rule. In game terms, if you roll a natural 20 when determining damage, you will have a 5% chance of instantly killing your opponent. This is an optional rule, and it is important to remember that it works both ways.

Moving Firer

If your character is moving faster than a slow walk, they will suffer a -15% chance to hit.

Off-hand Usage

If you are firing a weapon from your off hand and are not ambidextrous, then you will suffer a -20% to hit.

Overbearing

Another tried and true method of unarmed combat is to try to overbear your opponent. If an attacker is attempting to overbear you, they must first roll a successful ADP roll (at a +2 bonus) against your DDP for their base unarmed combat style. If they are successful, you must make a successful strength check at a penalty that is determined by their weight and your maximum encumbrance percentage. I.e., if your maximum weight allowance is 200 lbs, and three 35 pound dogs are attempting to overbear you (total of 105 lbs), you would have a 48% chance of resisting the attempt, as 105 pounds is 52.5% of 200 pounds. 100 minus 52.5 equal 47.5, rounded up is 48%.

If a character has been overwhelmed, they will fall to the ground and forfeit all actions that round. On the next round, all other opponents will gain a +15% to aim, or +3 to their ADP when attacking, while the character will suffer a +3 penalty to their SP cost of actions,

and a -15% or -3 shift to their aim or ADP while being overwhelmed. If the attacker is still trying to keep them pinned, then the defender would have a -10 penalty to his or her strength check.

Range

Range is the distance between you and the target. There are four types of range used in this game: short, medium, long, and extreme. Each weapon will have the maximum effective ranges determined as per the weapon creation chart, and depending on the range, your character may have a bonus or penalty to hit her target.

When looking at the range of a weapon, you will see something like this: 10/30/100/300. This means that from 0-10 meters is short range, 11-20 meters is medium range, 31-100 meters is long range, 101-300 meters is extreme range, and anything further away than 300 meters cannot effectively be fired at.

For short range targets, the character will receive a +10% bonus to hit. For medium range there is no modifier, for long range there is a -20% penalty, and for extreme range there is a -45% penalty.

Reloading

It will cost 1 SP for every projectile that you load into a magazine. If you have a speed loader clip, it will cost 1 SP for every 3 projectiles you load into a magazine.

For reloading directly into a weapon, it will cost 4 SP for each projectile or magazine, unless otherwise noted.

Roping Fire (Rappelling)

If a character attempts to fire a weapon while in the process of rappelling (either Aussie or Ranger style), they will suffer a -50% to hit. If the character is skilled in rappelling, this penalty will be reduced depending on the character's skill level. For instance, if you have a 47% skill rating in rappelling, and are firing while rappelling, you would only have a -3% to hit. For those that are highly skilled in rappelling should note that a higher percentage in rappelling than the penalty will not mean the character gains a bonus to aim.

Snap Shot

A snap shot is one in which your character quickly raises his weapon and fires with no attempt to aim in the slightest. This action reduces the SP cost of the weapon by 75%, but the character will suffer a -20% chance to hit.

Supported Firing Position

A supported firing position is one in which the character is using a stationary object to help stabilize the weapon, such as a bipod, sandbag, or wall. If the weapon is supported, then the character will receive a +15% to hit.

Surprise/Ambush

If a person or group successfully surprised or ambushes another group, all parties in the ambushing party will receive a +20% to hit for all actions in the first round.

Taking Cover

Occasionally your character may want to take cover when they are exposed to hostile fire. This most often occurs as a first reaction to an ambush, but may occur at any time during the firefight.

When the character does take cover, the percentage penalty to the firer's to hit roll will equal 1 point for every percentage of the character that is covered. I.e., if you character dives into a ditch that gives him 50% cover, then the person firing upon them will suffer a -50% to hit. Note that cover is considered being protected by something that can stop the incoming fire. Taking cover behind a bush will not slow down a round, and will not offer additional protection.

The speed point costs for taking cover are 3 points for diving, 5 points for crouching, and 6 SP for laying down. When diving, the character will only add 3 points to their initiative roll, but will forfeit all other actions that round. For crouching or laying down, they may still perform actions of they have available speed points. Note that it costs 3 SP to stand from a crouching position, and 7 SP to stand from a laying position.

Weapon at Ready Position

If the character carries his weapon ‘at the ready’, he will have his weapon already raised into a firing position. This allows him to get his first shot off in the initial round of combat at a cost of only 50% of the normal SP cost. For every 20 minutes carried in this position, the character will have to make a strength check. If the check fails, the character will have to rest for 2 minutes per 20 minutes of the weapon at ready position. Any attacks attempted during this resting period will have a -15% to hit. Also, for every 20 minutes of consecutive ‘at the ready’, the character will suffer a cumulative -10 to his strength check.

Player Actions	Brief Effect
Aimed Fire	+25% to hit
Auto Fire	10 rounds expended, +2 wounds inflicted
Burst Fire	3 rounds expended, +1 wound inflicted
Changing Magazines	5 SP
Grenade attack	See description
Snap Shot	-20% to hit, 75% of SP cost
Instant Kill shot	If DRL is natural ‘20’, 5% of instantly killing
Moving firer	-15% to hit
Off-hand usage	-20% to hit
Reloading into Magazine	1 SP per round. Speed clip = 1 SP for every 3 rounds
Roping Fire (Rappelling)	-50% to hit, +/- variable if skilled in rappelling
Hip Shot	-40% to hit, 50% of normal SP cost
Supported firing position	+15% to hit
Surprise/Ambush	+20% to hit for everyone’s first attack
Taking Cover	3 SP for dive, 5 SP for crouch, and 6 SP for lay down
Weapon at ready position	75% of speed point cost
Range	+10% short, +/-0% medium, -20% long, -45% extreme

Player Effects

Poison & Disease

Poison is used by many creatures and the occasionally unscrupulous character to overcome their opponents. The chance of a character encountering a poison wielding opponent during her career is likely. If a character is successfully struck by a poisoned weapon, then she must make a luck check. If successful, then she will only suffer 1d4 minor wounds. If unsuccessful by less than 15, then the character will suffer a moderate wound every minute for 3d10 minutes, or until neutralized. If unsuccessful by 15 or more, then the character will suffer a deep wound every minute until neutralized. Thus, if a character with a luck score of 66 is struck by a scorpion, and their luck roll is a 42 (a difference of more than 15), then that character will suffer a deep wound every minute/round until the poison is neutralized, or the character dies.

Occasionally, it is also possible for a character to contract a disease through their adventures as well. For the effects and possible cures for diseases, this is entirely up to the discretion of the GM. Some diseases may be minor, such as a minor foot fungus and will only have a minor effect to the character. While others may be major, such as leprosy, which would have a significant effect to the character and/or her stats.

Falling Damage

One of the more unglamorous ways for a character to take damage and even die is by falling. For every foot fallen above 5 feet, the character will suffer damage equal to a DRL of 1. For instance, a character falling 16 feet would suffer damage equal to a DRL of 11 (16'-5' = a difference of 11'.). If the character makes a successful agility check, he will have the wound type reduced by 1 category. If the distance fallen is greater than 25', then the character will suffer *two or more* wounds; one at a DRL of 20, and one at whatever the remaining number is. I.e., a character falling 40' will suffer one wound with a DRL of 20, and another wound with a DRL of 15 (40' minus the free 5' minus the 20' that accounts for the first wound's DRL of 20 equals 15 left over). I know this sounds a little confusing, but it's really not.

Example 1:

Your character falls 42' off a steep cliff and makes his agility check. The GM rolls for two wounds, one at a DRL of 20 and the other at a DRL of 17, getting a severe wound and a deep wound as the results. Since your character made his agility check, he will only suffer a deep and a moderate wound instead.

Example 2:

Your character steps on a pit trap and falls 10' in a pit. She fails her agility check so she will suffer the full wound that is determined by a DRL of 5.

Example 3: True misfortune shines upon your character as he slips and falls off a cliff,, falling 105' to the ground. You cringe as your character does not make his agility check, assuring that he will suffer the full effect of the wounds. The GM rolls for damage for 5 wounds, (25+20+20+20+20=105), resulting in four severe wounds and one deep wound.

Grasping and Strength Checks

Occasionally it may occur where a character may find himself needing to make a strength check in combat. This usually happens when wrestling or bound by some object. In order for the character to see if they are able to break free, they must make a strength check. If successful, then the opposing creature or item will need to make a strength check. Whichever creature or item made the check by a larger margin will be successful.

Confinement Combat

Not all combat occurs where the character will have a full range of motion. Occasionally the

character may find himself in a situation where they must engage in combat without having a full range of motion, such as being somewhat bound, in a tunnel, or in a trench. If the character is limited in a tight amount of space, they will have the following penalty assessed to their weapon's speed point cost:

Pistol: +/- 0 SP
Mid-Sized: +2 SP
Rifle: +4 SP
Heavy: +7 SP

Encumbrance

Encumbrance is basically how much weight you can carry. This is initially determined by your strength score, but you must keep in mind that certain items may be more encumbering than others, which would then be up to the GM's discretion. For example, a 50 lb carpet would be much more encumbering than a 50 lb suit of body armor.

Fatigue

Anyone who carries a significant amount of weight for an extended period of time will become fatigued. This can affect not only the movement rate of a character in combat, but may also affect his chances to hit his target and maintain combat readiness.

There are four levels of fatigue that can affect a character: minor, moderate, severe, and exhausted. How you determine how fatigued your character gets is determined by amount of weight carried, how strenuous an activity is being done, and for how long the character is doing the task.

Below are two charts to use to figure out fatigue. The first will tell you the time increment to use depending on the percentage of encumbrance you are experiencing. The second chart is how fast the character will get fatigued by activity, and how many increments are needed to raise the fatigue category by one.

For example, in the first chart, you can see that carrying less than 40% of your encumbrance limit will have a time increment of 1 hour. From the second chart, if you engage in running, you would raise your fatigue category by one category for each increment engaged in the activity. In this case, you could run for an hour before raising your fatigue to minor.

Once you raise your fatigue to a minor level, you would suffer a 5% penalty to aim and movement, and/or a -1 penalty to your ADP/DDP rolls. When you raise your fatigue to a moderate level, you will suffer a -15% to aim and movement, or -3 to ADP and DDP. When your fatigue has been raised to severe, your penalty to aim and movement is at -40% and the penalty to your ADP and DDP is at a -8. Finally, once you reach an exhausted state, you will have a -75% to aim and movement, and/or a -15 to your ADP or DDP. Note that your ADP or DDP can never be reduced to 0.

% Encumbered	Time increment
0-40%	1 hour
41-60%	30 minutes
61-75%	20 minutes
76-90%	10 minutes
91-100%	5 minutes
>100%	1 minute

Activity	Increments Needed
Walking	10
Jogging	5
Running	1
Hiking	5
Speed Walking	7

Wound Effects

No one gets shot or hurt and isn't affected by it. In real life, even a minor bullet wound will be very stiff and sore for days or even weeks. However, in the purpose of game play, that would be very difficult to keep track of. If you want to, by all means you may do this, but I suggest that wounds heal faster in the world of *S.A.V.A.G.E* than they would normally. That's not to say there aren't effects from getting wounded, however. In the chart below are some guidelines to use when receiving wounds. For each wound received, the character should have a side effect until the

wound heals. Note that only the more severe wound would be counted, and the affects aren't cumulative.

Wound	Affect
Minor	Soreness, -5% movement
Moderate	Stiff and sore, -10% movement, -5% to hit
Deep	Very stiff and sore, 15% range of mobility, -25% to hit
Severe	Limb incapacitated, -40% to hit

Weapon Upkeep/Misfire

Weapon upkeep is very important, as any soldier or hunter can tell you. If you do not keep your weapon clean and oiled, you risk a misfire. A misfire is when the round does not go off, leaving a dead round in the chamber which must be manually ejected. This action costs 10 SP to eject a misfired round.

Depending on the conditions, a weapon may need cleaning often. As a general rule, for every day that you do not clean your weapon, you will have a cumulative 5% chance of having a misfire every time you attempt to fire it. This chance may be greater or lesser depending on how the GM sees fit to the conditions.

Surprised/Ambushed

If a character finds himself in a situation where he was surprised or ambushed, all actions taken in the first round of combat will cost double the amount of speed points. For example, if your character is part of a group that is ambushed, and you are using a weapon that normally costs 8 SP to use, the round that the ambush is launched it would cost you 16 SP to use your weapon.

Numbing Effects

If exposed to cold conditions for an extended period of time (up to GM's discretion) without proper protective gear, the character's extremities will become numb and they will lose dexterity in those extremities. In game terms, this will translate into a -5% chance to hit.

Weather Effects

Weather can dramatically affect the chance to successfully hit your target. From pouring rain to thick fog, weather can seriously alter your character's combat effectiveness. The exact result is up to the GM's discretion as there are literally endless possibilities. A good suggestion is that if the firer has 45% reduced visibility, they would have a -45% penalty to hit.

Player Effects	Brief Effect
Fatigue	mnr, moderate, severe, exhausted fatigue levels. -5/15/40/75% to move and to hit
Misfire	Weapon jam. Takes 10 SP to clear
Numbing effects (E.g. cold)	-5% to hit
Poison	See Description
Surprised/Ambushed	double SP cost for first round
Weapon Upkeep effects	for every day of use in field conditions with no upkeep, cumulative +5% of misfire
Weather Effects	See Description
Wound Effects/ Crippling	See Description

Target Actions

Target actions are those things that a target is doing that would affect your ability to hit them.

Cover Protection

Taking cover is one of the most common things you would do to try to become harder to

hit. For every percentage of your body that is behind adequate cover, the firer would suffer a -1% chance to hit. Note that “adequate cover” means cover that would impede the progress of the projectile. Taking cover behind a bush might help hide you, but it will have no effect on stopping bullets.

Moving Target

When firing at a target that is moving, you will suffer a -5% chance to hit them. Please note the difference between moving and dodging. A moving target is moving in a predictable direction, so leading them is possible, and thus a lesser penalty as opposed to dodging.

Dodging

If the target you are firing at is actively trying to dodge your attack, as opposed to just moving, you will suffer a -10% penalty to hit.

Suppressing Fire

Suppressing fire is defined as laying down a constant volley of fire at a target with the purpose of immobilizing them behind some form of cover, and thus preventing them from returning fire which allows the rest of the squad to maneuver without danger. This fire is usually from an automatic weapon or several semi-auto weapons at the same time. The purpose of suppressive fire is to keep the enemy pinned, and not so much to actually try to kill them. Because of this, the person(s) engaged in suppressive fire will not roll to hit their target. Instead, any target that braves the suppressive fire and exposes themselves to either fire back or move will have a chance of being struck by a round and will suffer damage accordingly if the AB rating of the weapon is greater or equal to the AB rating of the target. If the target fails its luck check, it will be struck by a round. Note that a luck check must be made for every person engaged in suppressing them with a constant rate of fire, and thus may be struck my multiple rounds. In addition, if the target is trying to return fire while be subjugated to suppressing fire, they will suffer a -25% to aim.

Target Effects	Brief Effect
Cover Protection	-1% to firer’s to hit for every 1% of cover
Moving target	-5% to firer’s to hit
Dodging	-10% to firer’s to hit roll
Suppressing Fire	if character exposes himself, free attack by suppressor at +15% to hit

Miscellaneous Affects

Miscellaneous affects cover any other situation in which the ability to hit your target would be affected. This is a very gray area, and almost always is up to the GM. Some examples may be firing while tumbling, blind shooting, trick shots, etc.

Knockdown

Depending on the size of the round that your character is struck by, they may very well be knocked to the ground. In game terms, each time a character is stuck by a round, they must make a strength check or be knocked to the ground.

There are several factors that will either penalize or improve these chances, as outlined below:

Factor	Strength Check Mod
Anti-Material	-50
Armor piercing round	+5
Buckshot	-10
Fuel	-10
Grenade	-25
Hollow-point/Frangible	-5
Kick	-
Large rated ammunition	-15
Laser	+5
Magnetic	-5
Medium rated ammunition	-
Melee Weapon	-
Plasma	-15
Punch	+10
RPG/LAW	-75
Small rated ammunition	+15

Once a character has been knocked to the ground, they must spend the 7 SP cost in order to stand, or 4 SP in order to raise themselves to a crouching position.

Location Damage

Location damage is an optional rule. You can use it if you prefer, but you do not need to if you think it slows down the game too much. After each attack you makes that hits, you would roll the percentile dice to see where you have hit your target. With a lucky roll, you may be able to bypass a target's AB rating if you hit an unprotected area.

% Roll	Location
1-2	left foot
3-4	right foot
5-6	left shin
7-8	right shin
9-10	left knee
11-12	right knee
13-16	left thigh
16-20	right thigh
21-25	left buttock
26-30	right buttock
31-33	groin
34-39	stomach
40-45	lower back
46-55	upper back
56-73	chest
74-77	left shoulder
78-80	right shoulder
81-83	left upper arm
84-86	right upper arm
87-88	left elbow
89-90	right elbow
91-92	left forearm
93-94	right forearm
95-96	left hand
97-98	right hand
99	neck
100	head

Melee Combat

Melee combat is basically any time you engage in combat without using a ranged weapon, such as a bow or gun. This section also includes unarmed combat as well. All melee combat attacks are considered to have a Speed Point cost of 4.

Unlike the percentage based system to find out if you hit, melee combat will use a dice pool system. This is the same system used in *Altus Adventum*, for those who are familiar with that game. This is done for one reason. With missile weapons, your chance to hit a target is largely unchanged no matter what type of armor or nimbleness the target has. For melee combat, the target will constantly be trying to dodge and counter attack; looking for any opportunity to gain an advantage over the opponent. Because of this, an opposed die roll system is used via dice pools. A character much more skilled in a form of melee combat will have a tremendous advantage over someone who isn't as skilled.

Hitting an Opponent and Dice Pools

So how do you know if you hit your opponent in melee combat? Every participant in combat will have a dice pool. The attacker will use their attacking dice pool, and the defender will use their defensive dice pool, naturally. Regardless if you're attacking or defending, you will use the same dice pool chart below. Both parties will roll all of the dice in their pool, and will then compare their highest dice against each other. If the attacker has the higher number, then the attack succeeds; if the defender has the highest number, then the attack fails. If both the highest numbers are equal, then the next highest numbers in each of the pools is used. If these numbers are equal, then the process continues until either one number is higher, or one party runs out of dice to use. If both parties have the same number of dice in their pool, and all numbers are the same, then the defender will win by default. Note that maximum dice pool level is 25.

So how do I figure out what my and my opponent's dice pool are? It is assumed that every character and opponent has the basic skills at fighting with weapons or unarmed. In essence, all character's will have a base dice pool (DP) level of 3. I.e., all characters will have a dice pool consisting of 1d6 and 1d4.

To increase your DP level, you could devote XP points towards the appropriate skill. For every XP point that you put into an existing skill, you would raise your DP level and your DRL of the weapon by 1. For instance, if you purchased the melee weapon skill, and later put a total of 3 XP points into that skill, you would have a dice pool of 6 when attacking and defending as well as a +3 bonus to that weapon's DRL.

One thing to note of importance that you will notice is that many of the creatures in the *Bestiary* will have a dice pool level as opposed to a hit percentage. This is because these creatures cannot fight in ranged combat, and must fight in melee.

Dice Pool Chart:

DP Lvl	Dice	DP Lvl	Dice
1	1d4	14	2d12+1d10
2	2d4	15	2d12+2d10+2d8
3	1d6+1d4	16	1d20+1d10
4	2d6	17	1d20+2d12
5	2d6+1d4	18	1d20+2d12+2d10
6	1d8+1d6	19	2d20
7	2d8	20	2d20+2d12
8	2d8+1d6	21	2d20+2d12+2d10
9	1d10+1d8	22	3d20
10	1d10+2d8+1d6	23	3d20+2d12
11	2d10+2d8	24	4d20
12	1d12+2d10	25	5d20
13	1d12+2d10+2d8		

Armor and DDP

Wearing armor will help increase your defending dice pool. Rather than use the AB rating to absorb damage, the AB rating will be added to the wearer's base defending dice pool. For instance, a character with a base defending dice pool of 4 wearing a kevlar flak vest will have a defending dice pool level of 6.

Converting a hit% bonus to DP

If you have looked at the charts above, you can see that certain actions or effects might give you a bonus or penalty to hit in a percentage format. Many of these situations would also be applicable for melee combat. In the case of melee combat, for every 5% bonus or penalty to hit would translate into a +/- 1 penalty/bonus to your dice pool.

Swarming

The swarming rules will occur whenever the character is faced with many small creatures, such as a horde of rats, insects, or any other small creature. Typically the swarming rule will take place when 50 or more creatures are in a small area, or 10 or more creatures are attacking one person. Any fewer and there will usually be enough room for the horde to disperse and normal combat rules would apply.

When attacking against these types of opponents, a special rule applies. Instead of rolling to hit and rolling for damage, you would ignore these phases and go right into determining how many of the creatures you would instantly kill. Additionally, the creatures wouldn't roll to hit you or roll to inflict damage on you. Instead, a separate rule also applies.

When being attacked by a swarm, you would follow this simple rule: the character will take a damage from a DRL equal to the horde directly attacking them minus the character's total AB rating. I.e., if your character is being attacked by 12 giant rats, and you have a total AB rating of 4 from your body armor and other factors, then you will suffer damage equal to a DRL of 8.

When attacking a horde, the type of weapon you are using defines the number of creatures you can kill. The chart below will tell you how many dice you roll to determine this number. I.e., if the weapon you are using dictates 2d4, then when you attack, 2d4 creatures within range will die.

Weapon Type	Dice Used
Anti-material	+1d4
Auto	2d4
Buckshot	2d6
Burst	1d6
Fuel	2d6
Grenade	All within immediate blast area perish
Laser	+1d2
Melee weapon, large	1d4
Melee weapon, small	1
Plasma	+1d4
Single shot	1d4
Unarmed attack	1

Unarmed Combat (Martial Arts)

Martial arts, which includes all forms of unarmed combat, is a disciplined style of fighting by using one's own body as weapon. Many styles have formed over the centuries, blossoming into an art form unto themselves. Whereas there are literally hundreds of variants and styles in today's real world, only a select few, the most popular, will be available here. For those wanting to learn a different style, get with your GM to hash out the details of that style.

Each of the styles will have a brief description of the style, and starting ADP, DDP, and DRL statistics, as well as starting maneuvers. Additional maneuvers can be learned by spending an XP point for every additional maneuver learned. Note that characters cannot learn a maneuver unless they are skilled in the style of martial arts that teaches that maneuver, which is detailed on the chart below.

It is possible for a character to learn more than one style of martial arts. Before a character can learn a second form of martial arts, they must first have learned all maneuvers in their first style. When a character does know more than one style, they must declare which style they are using in combat, and will use that style's ADP, DDP, and DRL for the attacks and defense.

Some martial arts maneuvers are percentage based skills, as opposed to an attack or defense. In these cases, skill advancement can be done the same as any other percentage based skill.

For those that do not have any particular style learned, and have not spent any XP points, they will have a base DRL of 3 and ADP/DDP of 1 when fighting unarmed, as well as a base SP cost of 5 for every action. Character's with a strength score of between 60-75 will gain an additional +1 to their DRL; a strength between 76-90 will grant a +2 bonus to their DRL, and strength above 91 will enjoy a +3 bonus to their DRL when fighting unarmed. In addition, characters with an agility of 60-75 will enjoy a +1 bonus to their dice pool; an agility of 76-90 will get a +2 bonus, and an agility of over 90 will gain a +3 bonus to their dice pool level.

Repetitive Actions

One thing to keep in mind when engaged in martial arts combat is that repetitive maneuvers are easier to predict, and the target will be able to dodge them more effectively. In game terms, for every consecutive action of the same maneuver being attempted, a -1 ADP penalty will be applied. Thus, on the 2nd consecutive attack using a punch maneuver, the attacker would have a -1 penalty to their ADP. On the 3rd consecutive maneuver, a -2 penalty would be incurred, and so on.

Likewise, if a character uses the same two or three maneuvers over and over again, the GM may also enforce a penalty to the attackers ADP, or may give a bonus to the defender's DDP.

Overbearing

Another tried and true method of unarmed combat is to try to overbear your opponent. If an attacker is attempting to overbear you, they must first roll a successful ADP roll (at a +2 bonus) against your DDP for their base style. If they are successful, you must make a successful strength check at a penalty that is determined by their weight and your maximum encumbrance percentage. I.e., if your maximum weight allowance is 200 lbs, and three 35 pound dogs are attempting to overbear you (total of 105 lbs), you would have a 48% chance of resisting the attempt, as 105 pounds is 52.5% of 200 pounds. 100 minus 52.5 equal 47.5, rounded up is 48%.

If a character has been overwhelmed, they will fall to the ground and forfeit all actions that round. On the next round, all other opponents will gain a +15% to aim, or +3 to their ADP when attacking, while the character will suffer a +3 penalty to their SP cost of actions, and a -15% or -3 shift to their aim or ADP while being overwhelmed.

Wrestling

Wrestling is the art of close quarter grappling with an opponent. Each person constantly searches for leverage to overpower an opponent, and physical contact is almost never broken. When a character is successful in overpowering their opponent, they have a tremendous advantage and control over their opponent. This does not mean that victory is assured, for a skilled opponent may find a way to reverse the situation and become the controller instead of the controlled.

All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, the attacker will roll their ADP against the DDP roll of the defender. Whoever succeeds will have successfully gained the advantage. They will then have immobilized the opponent for that round as well as inflicting damage according to their DRL if they so choose.

Once someone finds themselves at a disadvantage, all is not lost. During the next round, they strength and agility check will again be made, but the disadvantaged person will suffer a -1 penalty to their ADP and DDP for each roll.

If a character is skilled in wrestling, the will use a base ADP and DDP of level 3, and will enjoy a +1 bonus to their DRL as well as a base SP cost of 4. The character will also start off with the *body slam* and *hold* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Boxing

Boxing is one of the oldest styles of fighting; using the fists as the primary weapon to pummel the target. A character with this skill will have a base ADP of 4, DDP of 2, and a DRL of 4 as well as a base SP cost of 4. The character will also start out with the *punch* and *roundhouse punch* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Aikido

Aikido is a primarily defensive martial art, focusing on rhythmic maneuvers to use the opponents strength against them rather than to use dynamic attacks. A character choosing this skill will have a base ADP of 2, DDP of 4, and DRL of 3 as well as a base SP cost of 3. The character will also start out with the *dodge, joint lock*, and *punch* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Tae Kwon Do

Tae Kwon Do specializes in dynamic kicks and a few strikes to inflict damage to their target. A character choosing this skill will use a base DRL of 5, and ADP of 3, and a DDP of 2 as well as a base SP cost of 4. The character will also start out with the *front kick, side kick,* and *roundhouse* kick maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Karate

One of the most common forms of martial arts, Karate specializes in hand strikes and blocks. A character with this skill have a base ADP of 3, DDP of 3, and DRL of 4 as well as a base SP cost of 4. The character will also start out with *the punch, arm block,* and *front kick* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Kung Fu

Another popular martial art style, kung fu specializes in a good balance between pain threshold aptitude with a good variety of strikes and kicks. A character with this skill will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 3. The character will also start out with the *arm block* and *backfist* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Ninjitsu

The rarest and most secretive form of martial arts, ninjitsu specializes in stealth and ingenuity of weapons use. This style focuses on keeping a low profile, and is much less flashy than Tae Kwon Do or Kung Fu. Because of this, the character must have a very good reason to learn this secretive style, as finding a teacher is near impossible.

A character who is skilled in ninjitsu will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 4. They will also have the starting maneuvers of *climbing* and *front kick*.

For every three maneuvers learned in addition to the starting ones, the character will

receive a +1 bonus to their DRL and DP levels.

Jujitsu

A combination of grappling and striking, jujitsu specializes in defensive throws and immobilization maneuvers. A character with this style will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 4.. The character will also start out with the *throw* and *fall* maneuvers.

For every three maneuvers learned in addition to the starting ones, the character will receive a +1 bonus to their DRL and DP levels.

Maneuver	Karate	Kung Fu	Jujitsu	Tae Kwon Do	Ninjitsu	Boxing	Wrestling	Aikido	SP cost
back breaker							x		+5
back kick				x					3
backfist	x	x		x	x				4
bear hug							x		8
block, arm	x	x	x	x	x	x	x	x	3
block, leg	x	x	x	x					4
body slam			x				x		+5
break hold			x					x	3
climbing					x				-
counter attack		x			x			x	2
crushing blow	x	x		x					10
death touch	x								10
deflect arrows	x	x	x		x			x	2
dodge	x	x	x	x	x	x	x	x	3
fall			x		x			x	-
fortitude	x	x	x			x	x		-
front kick	x	x	x	x	x				5
grapple	x	x	x	x	x	x	x	x	5
great throw			x						7
hammer kick				x					6
headlock			x			x	x	x	+4
Instant stand	x	x	x	x	x		x	x	3
invisibility					x				-
iron skin	x	x					x		-
iron will		x			x			x	-
jab	x					x			3
joint lock			x				x	x	+4
knife hand strike	x	x							4
leap		x		x					5
leg sweep				x	x		x		5
levitation		x							10
nerve strike								x	7
palm strike	x	x						x	4
punch	x	x	x	x	x	x	x	x	4
reversal			x					x	5
roundhouse kick	x	x		x					6
roundhouse punch						x			5
side kick	x	x		x					5
side step								x	-
snap kick			x	x					4
spinning kick				x					8
steel skin		x							-
throw			x				x	x	+5
trackless step					x				-
uppercut						x			4
weapon	x	x		x	x				-
weapon catch					x			x	3

Back Breaker: This skill is performed by lifting the opponent high in the air, and bringing them down, smashing their back on the character's knee. If successful, the maneuver will give a +4 bonus to the base DRL of the style, as well as stunning the character for 1d4 rounds if they fail their endurance check at a -10 penalty. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work.

Back kick: This maneuver allows the character to strike out behind them without having to turn around to attack. Because of this, the SP cost is lower for this maneuver as the character does not need to change their orientation for the attack. The back kick will also strike at a +1 DRL bonus over the base style score.

Backfist: This strike is done by having your fist up on the opposite side of your ear, and bringing it back and down upon the target area. This is an unconventional attack, and may catch your opponent off guard.

Bear Hug: By making a successful attack, the character can grasp the opponent in a powerful hug. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the bear hug. If the opponent's strength is greater than the character's, they must still make a strength check to see if they can break free.

For every round that the opponent is in the bear hug, they will continue to take damage automatically every round. They do, however, have one opportunity per round of attempting to break free as described above.

Block, arm: The arm block is one of the basic defensive maneuvers. Even though this maneuver has a SP cost associated with it, there is no modifier to the character's initiative when attempting to block a strike. Rather, when an attacker attacks, and before the character rolls their DDP, they may pay the SP cost of this maneuver and call out an attempt to block the incoming attack. If the character has the available SP to spend and attempts to block, they will receive a +2 bonus to their DDP level for that attack only.

Block, leg: The leg block is another one of the basic defensive maneuvers. Even though this maneuver has a SP cost associated with it, there is no modifier to the character's initiative when attempting to block a strike. Rather, when an attacker attacks, and before the character rolls their DDP, they may pay the SP cost of this maneuver and call out an attempt to block the incoming attack. If the character has the available SP to spend and attempts to block, they will receive a +3 bonus to their DDP level for that attack only.

Body Slam: Similar to the back breaker, this maneuver is performed by lifting the opponent high in the air, and bringing them down, smashing them into the ground. A successful attack results in a +3 bonus to the attacker's DRL, as well as having a chance of stunning the target for 1d4 rounds if they fail their endurance check. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work.

Break Hold: If a character with this maneuver has been the target of any type of hold, lock, or grappling maneuver, they may automatically spend the SP cost and attempt to break free by re-rolling their DDP for a second chance. This is done immediately after the attacker succeeds in the hold, but before a result is enforced.

Climbing: A character with this skill has practiced the art of climbing difficult surfaces, such as stone walls and limbless trees. The base starting percentage for this skill is equal to the character's agility score, and an attempt must be made every 10 feet or the character will fall.

Counter Attack: If a character with this maneuver chooses, they may spend the SP cost of this skill to automatically get a free attack on the target immediately following an attack from the target on them. This counter attack will always be a punch or light kick, having the base ADP and

DRL ratings of the style.

Crushing Blow: Not really being an attack, this maneuver is used to break wood, brick, and stone objects. The character can break ½" of wood or ¼" of brick per experience title level.

Death Touch: A rare maneuver known only the most dedicated karate masters, the death touch is a focus of energy channeled into one single attack for the entire round. If successful, the attack will kill the target if they fail to make an endurance check. Even if they succeed, they will still take damage equal to the base DRL of the style +3. This skill cannot be learned until the character has learned all of the other karate maneuvers.

Deflect Arrows: Through constant practice, the character has become fast and focused enough to literally deflect incoming objects such as arrows, daggers, and darts. The base percentage of success is equal to the character's agility score, and an attempt must be made with each incoming missile.

Dodge: A character with this maneuver must declare the dodge at the beginning of the round, and the SP cost must be paid. For the remainder of the round, they will receive a +1 bonus to their DDP, or a -5% penalty will be assessed to the firer's aim.

Fall: By mastering how their bodies fall and hit the ground, a character with this maneuver has learned to minimize the damage taken from falling. Any character with this skill will not suffer damage from falls of 10' or lower, and all other damage will be reduced by one wound category.

Fortitude: Through months of endurance training, the character with this skill can effectively raise their base DA rating by 1.

Front Kick: The most basic of all kicks, the front kick will give a +2 bonus to the attacker's base DRL rating if successful.

Grapple: This is the most basic form of unarmed combat, being simple wrestling and grappling maneuvers. All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, the attacker will roll their ADP against the DDP roll of the defender. Whoever succeeds will have successfully gained the advantage. They will then have immobilized the opponent for that round as well as inflicting damage according to their DRL if they so choose.

Once someone finds themselves at a disadvantage, all is not lost. During the next round, they strength and agility check will again be made, but the disadvantaged person will suffer a -1 penalty to their ADP and DDP for each roll.

If a character spends the XP point to learn this maneuver, then they will gain a +1 bonus to their ADP and DDP when engaged in grappling.

Great Throw: An improvement over the throw maneuver, this skill allows the target to be thrown twice as far as normal, with a +1 bonus to the attacker's ADP roll.

Hammer Kick: Another unorthodox style of a kick, this maneuver is accomplished by bringing the foot high over the character's head, and bringing it smashing straight down upon the target. This maneuver give the character a +1 bonus to their ADP and a +2 bonus to their base DRL.

Headlock: By making a successful attack, the attacker has managed to get the target into a headlock. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the headlock. If the opponent's strength is greater than the character's, they must still make a strength check at a -10 penalty to see if they can break free.

For every round that the opponent is in the headlock, they will continue to take damage automatically every round. They do, however, have one opportunity per round of attempting to break free as described above.

Instant Stand: If the character finds themselves in a prone position for whatever reason, they may spend the SP cost of this maneuver and be able to flip to a standing position.

Invisibility: The pinnacle of a ninja's success, this power will allow the character to become invisible for as long as they maintain concentration. No other action may be performed while maintaining invisibility.

Iron Skin: By building up a resistance to bludgeoning damage through repetitive beatings, the character with this maneuver has become much more resistant to bludgeoning attacks, effectively reducing the damage taken by one category.

Iron Will: A character with this skill has learned to focus their mind, and maintain a tremendous amount of discipline. In game terms, any luck check that is made to resist any mental affecting power will have a +10 bonus.

Jab: The jab attack is a quick strike that shoots forth at an exposed area of the target. While not inflicting any additional damage, it's a fast attack that can be used to catch the opponent off guard.

Joint Lock: When the character has a target in a joint lock by making a successful attack, they have one of the target's limbs in a secure hold that puts pressure on one of the target's pressure points. By exerting even just a little force, the character can cause immense pain to rush through the target, effectively immobilizing them. Any attempt to break the hold must be made at a -2 shift to their DDP. While in a lock, the character may at any time attempt to break the limb of the target, which is accomplished by making a strength check at a +10 bonus.

Knife Hand Strike: This strike is done by having the hand in an extended position, using the side of the palm to strike the target. It's a quick attack, although not to terribly powerful.

Leap: A character with this maneuver can leap 10' in any direction front or back, or 5' up from a standing position. From a running start, they may leap up to 25' and 10' high.

Leg Sweep: If a successful attack is made, the target must make a successful agility check at a -25 penalty or they will fall to the ground, forfeiting the rest of their actions for the round.

Levitation: By concentrating, the character can levitate themselves at a rate of 5' per round. The character must maintain concentration, and cannot take any other action lest they fall.

Nerve Strike: One of the most difficult Aikido maneuvers to learn, the nerve strike is capable of bringing the biggest opponent to their knees. If the character makes a successful attack, the target must make an endurance check at a -25 penalty or they will be unable to move for 1d4 rounds.

Palm Strike: This strike is done by hitting the target with the flat of the palm. In addition to inflicting damage, any successful attack may also push the target back 2d4 feet if they fail an agility check.

Punch: This is the most basic of strikes, known to even unskilled fighters. If the character spends a point in purchasing this skill, they will attack with a +1 bonus to their ADP and DRL.

Reversal: If a character finds themselves on the receiving end of a hold, lock, or grapple maneuver, they may attempt a reversal if they know this maneuver. By spending the SP cost of the maneuver, the character may attempt to re-roll their DDP. If successful, not only have they avoided the hold, but they have instead got the opponent in a hold.

Roundhouse Kick: Another common kick, this maneuver is accomplished by swinging the leg up in a half arc towards the target. A successful hit will give the attacker a +2 bonus to the base DRL of the style.

Roundhouse Punch: This punch is accomplished

by swing the arm around in an arc. This grants more power to the punch, translating into a +2 bonus to the base DRL of the style.

Side Step: A character with this maneuver has learned to anticipate attacks better and is much harder to hit. This translates into a permanent +2 bonus to their base DDP level.

Snap Kick: A very unorthodox kick, this maneuver is accomplished by bringing the foot across the leg, then suddenly snapping it up and forward, usually on the opposite side that the target is expecting. This translates into a +2 bonus the ADP level of the style.

Spinning Kick: This kick is done by spinning around completely in a circle, building power along the way. In game terms, this offers a +3 bonus to the DRL of the style.

Steel Skin: A more powerful version of iron skin, steel skin will reduce damage from bludgeoning weapons by two categories instead of one. Iron skin is a prerequisite to learning this skill.

Throw: By making a successful attack, the character has grasped the target and can thrown them in any direction up to 10' away.

Trackless Step: Once the character has learned this maneuver, they no longer leave any tracks in their wake if they so choose. This is accomplished by mastering the way the foot puts pressure on a surface.

Uppercut: A powerful punch, this maneuver gives the attacker a +1 bonus to their ADP and DRL of the style used.

Weapon: For every point spent on this skill, the character will be able to use a chosen weapon while at the same time being able to use martial arts without hindrance. A character without this skill cannot wield a weapon and use martial arts at the same time.

Weapon Catch: A character with this skill can attempt to catch a weapon that is attacking them. First, the character must have beaten the attacker's ADP roll with their DDP roll. Once that has been determined, the character will have a base percentage equal to ½ of their agility to catch the weapon. If they succeed doing that, they may make a standard agility check to disarm the attacker.

Vehicular Combat

Vehicles in the world of *S.A.V.A.G.E.* are very rare due to the lack of fuel. Those vehicles that are in existence are usually small 1 or 2 cycle engines of no greater than 200cc in size. These vehicles are generally motorbikes or ATVs, and are used as scouting or hauling vehicles. They are incredibly expensive, and are usually only owned by the rich or the city states themselves. There are some larger vehicles similar to dune buggies with engines up to a standard four cylinder in size, but those are very rare as the gas they consume makes them costly to upkeep.

Attempting to fire a weapon while trying to perform a trick stunt or evasive maneuver is near impossible as it is required for the character to need both hands. The only exception to this is if the weapon is fixed to the vehicle itself and the character has a trigger mechanism on the steering column.

Fighting on vehicles is very difficult, yet simple to figure out as far as game mechanics go. Basically, there are two additional factors you would need to consider. The first is the character's skill in driving the vehicle. The second is how fast the character is going when firing. You can reference the below chart to see the base penalty to fire depending on your speed.

Speed of Vehicle	Penalty
0-5 mph	-5%
6-10 mph	-10%
11-20 mph	-20%
21-30 mph	-30%
31-40 mph	-40%
41+ mph	-50%

Chemical Warfare

Chemical warfare is one of the most vile and torturous forms of combat to be devised by man, as well as one of the oldest. People have been using the effects of chemicals to achieve various desired effects, from ecstasy to inflicting great pain and death, to everything in between. It is for these reasons that it is strongly recommended that the access of deadly chemicals be extremely rare, being limited to those areas of tech level 5 at the best. The only exceptions to this would be the less deadly chemicals to manufacture, such as CS gas. Having your character barely brush up against a minute amount of mustard gas, only to know that they will die within a week with no cure is no fun at all to play.

The most common way to deliver a chemical weapon is through another weapon, such as a grenade or artillery. If used in a grenade, the standard radius of effect will be 30m. However, the GM must account for wind dispersion if it applies.

If the GM agrees to chemical weapon use, there are three types of agents that may be used: nerve, blood, and blister. The effect from exposure will depend on the amount of agent the victim is exposed to. Anyone within the blast radius will be exposed to the full dose, while those that up to 100m downrange may also be exposed to some amount.

Nerve agents are those chemicals which affect the nerves and body function of the person exposed. These can range from the debilitating effects of CS (riot control) gas to the deadly Sarin or VX gas that will literally shut down the victim's body functions, causing death within minutes. Unlike the other agents, if the victim is injected with an atropine injector within 1-2 minutes, they avoid death. Some, like CS gas, will wear off on their own after a several minutes of being out of the exposed area. Others will kill rapidly, regardless if the victim exits the exposure area.

Blood agents are agents that are breathed in through the body and absorbed by the mucus membranes. In liquid form, it may also be absorbed by the skin. These agents include cyanogens and arsine. What basically happens when exposed to a blood agent is an attack on enzymes that provide oxygen to parts of the body. In cases of high concentrations an increase in respiration would occur within seconds of exposure; followed by twenty to thirty seconds of convulsions, and within one minute cardiac failure would occur. Those with lesser exposure will experience respiratory failure in a much longer time frame, but would experience headaches, heart palpitations, and a burning sensation on moist areas of the body.

Blister agents, often referred to as mustard agents, are those chemicals that cause severe blistering both inside and outside of the body, and cause severe damage to the eyes and mucus membranes. In addition to the popular mustard agent, another common agent is lewisite.

Blister agents are not necessarily fatal if only external minimum exposure exists. The victim will experience severe blistering on the skin, which is extremely debilitating. If any blister agent is taken internally, or if a large amount is exposed to the skin, the agent will also cause blisters and destruction to the lungs and digestive tract. This will often cause a very painful and lengthily death in the individual as his body literally breaks down from the inside.

In all cases, the best from of protection from agents is to wear a full protective suit (MOPP suit) and a protective mask. Even with this gear, exposure should be kept at a minimal, as the equipment will become useless shortly with continued exposure to the chemical.

SDRL Weapons & SDA Objects

You may have noticed that some weapons use an SDRL rating as opposed to a DRL rating. You know that DRL stands for Damage Rating Level already, and SDRL stands for *Structural* Damage Rating Level. The reason there are two types of damage ratings is that some objects, like larger vehicles and buildings, could take thousands of hits from a smaller weapon. And on other side of the coin, a person would generally be instantly killed if they were hit by

a round from an artillery cannon or from anti-material ammunition.

Some weapons may have both a DRL and SDRL rating, like most grenades and many explosives. When damaging creatures, the DRL rating is used. When damaging structures, the SDRL rating is used.

If the weapon only has an SDRL rating, and a hit is scored against a target, the effects can be catastrophic. There aren't too many people who could take a direct hit from a .50 cal machine gun and live. In terms of game play, if a creature less than 1000 pounds is hit by an SDRL weapon, they must make a luck check or die from trauma. Even if they make their luck check, they will still take 1d4 severe wounds; there is no need to roll for damage with an SDRL weapon when shooting at these creatures. For those creatures 1000 pounds or heavier, damage is rolled at twice the SDRL rating, and 1d4+1 wounds are inflicted to the target.

For example, you are firing an anti-vehicle cannon (SDRL 6) that fires anti-material ammunition and shoot a 1500 pound bear. You would roll for damage normally for an SDRL of 12 (twice of 6). You roll a 14 on the d20, which is a deep hit. Since this is a living creature, you roll the d4 and get a 2. Add one to this (1d4+1) and you have inflicted 3 deep wounds to the bear. If you were firing a fully automatic weapon of this type of ammunition, then you would inflict another 2 wounds for a total of 5 deep wounds suffered by the bear with one attack!

When used against structures, you would roll for damage as you would with any DRL weapon based on the chart. All structures and large objects will have an SDA (*Structural* Damage Absorption) level, and some smaller objects may have both an SDA and DA level. The chart below will give you a good idea of what objects would have for a SDA or DA level. There is one special rule that one must consider: *If* a target has both DA and SDA levels, a severe wound from a DRL weapon will also count as a tick mark against the SDA as a minor wound. This rule is in effect because it's not too realistic to have a weapon be almost destroyed by small arms fire, only to be able to withstand a full amount of SDRL fire before being fully destroyed.

For example, for every severe wound that you damage to a motorcycle with your assault rifle, you would also make a tick mark under that motorcycle's SDA minor wound slot in addition to a tick mark under the vehicle's DA severe slot.

Object	AB Rating	DA Lvl	SDA Lvl
APC	8	-	5
Armored car	6	-	4
ATV	3	10	2
Dune buggy	3	13	3
House, hut	3	17	2
House, large stone	11	-	8
House, large wood	9	-	5
House, small stone	10	-	5
House, small wood	7	-	3
Light Tank	10	-	6
Motorcycle, large	4	11	2
Motorcycle, small	2	7	1

Experience Awards

Experience awards (XP points) are given out by the GM at varying stages of your campaign or adventure. These points are used to help your character advance and become more skilled. As a character is awarded these points, she may use them to either get better at an existing skill, or to purchase a new skill altogether. You will also notice that there is a section for *Total XP points Awarded* on the character sheet. It is important to track this total as this is what determines your character's experience title level, which is explained below.

The GM will award these XP points at any time that they see fit, but usually this is done at significant breaks in game play—around every four hours of good play would be a good

guideline.

XP points should only be awarded for overcoming either mental or physical challenges, such as combat or puzzle solving; or for excellent role-playing. Either way, the GM should be very frugal with awarding these points, as awarding too many might make the character too powerful too fast. Again, this is entirely up to the GM.

Experience Title Level

An experience title level is what is given to a character when they have been awarded a certain amount of XP points. Generally, this experience title level is just a title only, but you may encounter a situation where you must be of a certain experience title level in order to do a task. This is done usually because certain items or tasks will require a minimum amount of experience to accomplish. Thus the need for an experience title level. If for any other reason, it will also give a general idea of how seasoned a character is when you hear they are an elite soldier.

There are 7 experience title levels, all listed below on the chart with the minimum total number XP points needed. The XP requirement does not include those that are part of character generation. They only include those awarded by the GM.

Experience Title Level	XP needed
Rookie	0
Novice	10
Adventurer	20
Veteran	40
Professional	75
Elite	120
Master	200

S.A.V.A.G.E.

Survival And Victory After Global Extinction Character Sheet v 2.0

Player Name: **Character Name:**

Strength **DRL bonus:_____** **Max Weight:_____**

Endurance **DA level:_____** **Career Path:_____**

Agility **DP Modifier:_____** **To hit% Modifier:_____**

Intellect **Skill % Bonus:_____** **Starting XP:_____**

Luck **Movement:_____** **Species:_____**

Damage Absorbtion

	Threshold	Wounds Taken
Minor		
Moderate		
Deep		
Severe		

Money and Wealth

Skills

Skill Name	% Success

Current XP pts:_____
Total Awarded:_____

Weapon Type:___________ SP Cost:_____ Hit %: s__ m__ l__ e__ Tech lvl:__

Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__

Weapon Type:___________ SP Cost:_____ Hit %: s__ m__ l__ e__ Tech lvl:__

Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__

Weapon Type:___________ SP Cost:_____ Hit %: s__ m__ l__ e__ Tech lvl:__

Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__
Ammo Typ:______ Rounds:____ DRL:____ AB:____ Range: __/__/__/__

Weapon:__________ DRL:____ AB:____ SP cost:____ ADP:____ DDP:____
Weapon:__________ DRL:____ AB:____ SP cost:____ ADP:____ DDP:____
Weapon:__________ DRL:____ AB:____ SP cost:____ ADP:____ DDP:____
Weapon:__________ DRL:____ AB:____ SP cost:____ ADP:____ DDP:____

Armor Type:___________ AB rating:____ Agil penalty:____ SP penalty:____
Armor Type:___________ AB rating:____ Agil penalty:____ SP penalty:____
Armor Type:___________ AB rating:____ Agil penalty:____ SP penalty:____

Equipment

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

Thank you for trying out S.A.V.A.G.E.
If you find this game to your liking, you will enjoy our other products as well.
Please visist **www.sacrosanctgames.com** for more information.