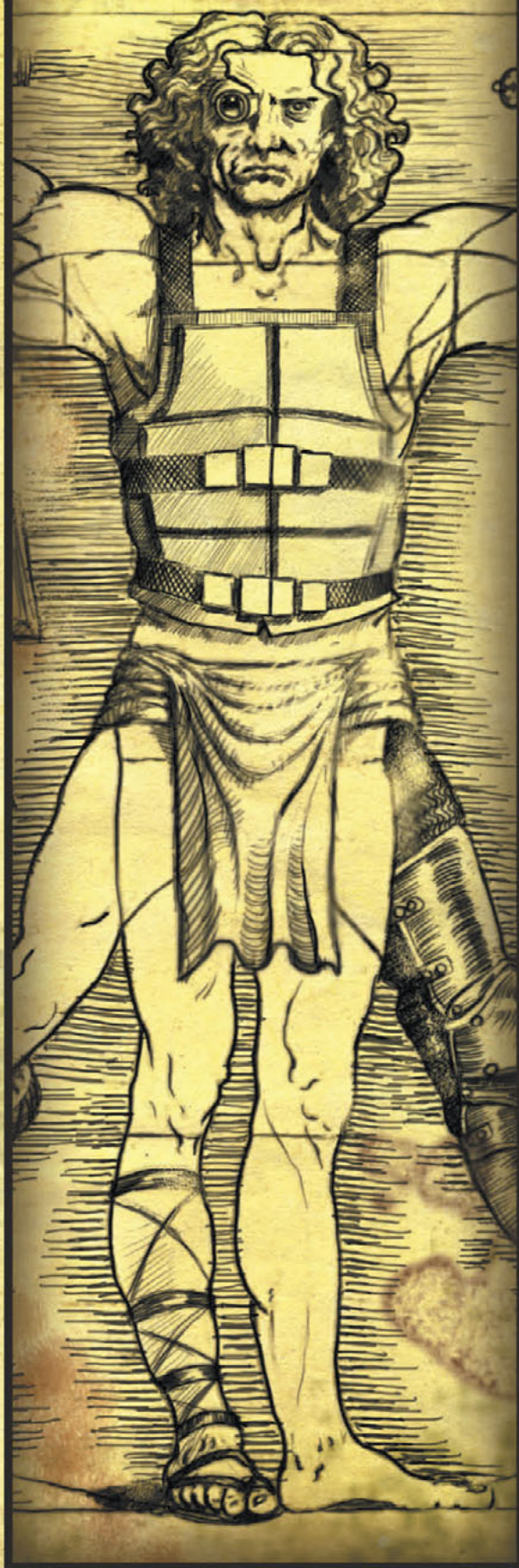


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# RUBBLE & RUIN



**A World Gone Mad  
With Killing**





# RUBBLE AND RUIN



BY: RICHARD LEDUC

Editing: Wm. Cater Handrich

Cover Artwork: Scott Heiney

Interior Artwork: Scott Heiney and Richard LeDuc.

Character Sheet: Rodney Leary

Playtesting and Other Support: Rodney Leary, Sam Bernier, Nathan Kifer, and Lee Bynum.

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Address questions and comments by mail to:

**Chaosium Inc.**

**22568 Mission Blvd. #423**

**Hayward, Ca 94541-5116 U.S.A.**

Please do not phone in game questions; the quickest answers may not be the best answer.

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# Contents

Chapter 1: The World.....	5
Timeline.....	6
Life in the Rubble.....	7
Chapter 2: Characters.....	15
Open Options.....	16
Cultures.....	16
Races.....	18
Starting Equipment.....	21
Common Skills.....	22
Professions.....	26
New Skills.....	31
Powers.....	34
Age Effects.....	40
Chapter 3: Spot Rules.....	41
Trade.....	41
Risk.....	43
Firearms.....	44
Cars.....	47
Dogs.....	56
Game Master's Section.....	59
Chapter 4: A World of Rubble.....	60
The Environment.....	63
Bestiary.....	72
Chapter 5: Adventures.....	79
The Vent Fan.....	79
The Race.....	88
Enigmas.....	100
End Matter.....	103





## Inspirations

There are many different forms of postapocalyptic stories, each with its own distinctive flavor. *Rubble and Ruin* focuses on only one vision of the future. The following stories most closely capture the feel of the *Rubble and Ruin* world.

***A Boy and His Dog*** (film: 1975, dir. L. Q. Jones)—The original story by Harlan Ellison can be recommended equally.

***Le Dernier Combat*** (film: 1983, dir. Luc Besson)—If you haven't seen this film, don't be put off by the fact that it's in "French"; it contains almost no dialog.

***Mad Max beyond Thunderdome*** (film: 1985, dir. George Miller and George Ogilvie)—If you haven't seen this movie, then this might not be the best game for you to play.

***The Postman*** (book: 1985, David Brin)—The movie version of this story removed all the cyborgs and artificial intelligence that are central to *Rubble and Ruin*.

***Dhalgren*** (book: 1974, Samuel Delany)—The social elements in this story greatly influenced the fluid gang structure of the rubble; nevertheless, Delaney's autumnal city is very different from the city presented here.



# CHAPTER 1

## THE WORLD



Imagine a world gone mad with killing. For 15 years, the combined ingenuity of mankind was bent on destruction, until the modern world was finally lost to plague bombs, ecoweapons, and war. Now, twenty years later, the environment is in a shambles: global warming competes with nuclear winter to disrupt ancient weather patterns; bioengineering has unleashed new forms of humanity and new forms of pestilence; industrial manufacturing is a memory, crop production a cherished dream, and security something you have to fight for. This is a game set in such a world. Here there are cyborgs and pseudohumans, along with a multitude of others who try to sustain themselves in the crumbling remains of the old world.



# Timeline

The world of *Rubble and Ruin* is our world some time in the near future—only, in this version of our world, everything that could go wrong with our civilization did!

In the early decades of the 21st century, a series of massive wars combined with imprudent use of weapons of mass destruction—nuclear, biological, chemical, and ecological—laid waste to civilization, and plague bombs caused its final collapse. The following timeline outlines some of the key events.

**Initial Electromagnetic-Pulse Attack (about ten minutes in length):** In a span of approximately ten minutes, a series of high-altitude nuclear detonations blanketed the world with an electromagnetic pulse (EMP) designed to destroy unshielded electronics. The attack was broadly ascribed to Middle Eastern extremists, but the exact source is unclear. Regardless of who initiated the attack, its effect was devastating. In an instant, the overwhelming majority of cell phones, personal computers, automobiles, televisions, clocks, and radios became useless. The great cities of the world found themselves in disarray. Without communications and transportation to coordinate the purchase and delivery of food, cities were unable to feed their citizenry. This was the beginning of the end. Although crippling, this attack and the resulting chaos led to the death of only about 10% of urban populations within the developed world; however, it did usher in an era of chaos. For several months local governments were on their own. Then, by the time some semblance of order had been restored, the world had become a different place.

**The First Global War (about five years):** Following the first attack, there was a time of chaos, and out of this chaos came the First Global War (GW1). Regional differences and the collapse of centralized government led to the formation of several new small countries in what had formerly been the US. Initially, each of these was to be a “place holder” government until order could be restored, but outside influences intervened. Local governments, like the Democratic Republic of America (DRA), formed and joined together with other regional governments to form Free America. However, when the Confederate States Southern of America balked at joining, tensions grew, and when the United American Soviet Republics (UASR) formed in Mexico and subsequently invited the newly reconstituted CCCP to help them restore order in the north, the situation went further downhill.

GW1 witnessed a great deal of technical advancement, but almost all of it was focused on war-related activities. This period saw the development of improved packaging, early war robots, and cybernetic limb replacement, as well as the start of bioengineered humans. Although a great deal of the communications infrastructure was restored, it never again reached pre-EMP levels. Loc-

al internets and phone exchanges were rebuilt, but long distance interchanges were a thing of the past. Consumer electronics, such as i-pods and X-boxes, were memories; those that survived the EMP attack became cherished luxury items.

The war ended with the release of the first of the great plague bombs. P1, in all its strains, was responsible for the deaths of about 20% of the global population. Locally, GW1 ends with half of the city under the control of the DRA and the other half under the UASR—with a great wall running down the middle.

**The False Peace (the next five years):** Late in GW1, as P1 raged across the globe reducing manpower, the young countries found that they could no longer fuel their war efforts. After the plague subsided, a short peace broke out. However, it was an unstable peace caused more by the various factions’ inability to wage war than by a general acceptance of the status quo. These years were used to build militaries, to improve technology, and generally to wage a cold war until the imminent hot war arrived. Finally, it did.

**The Second Global War (another five years):** The Second Global War (GW2) put GW1 to shame. Conflicts started small but escalated rapidly, and it wasn’t long before the entire world was back to fighting. This war saw the widespread use of ecoweapons, biologically modified organisms designed to make large areas uninhabitable, and continental siege units (CSUs). These last were tanks the size of ships that were capable of devastating the countryside.

## *The game is set about 20 years after the fall of civilization.*

Of all the various ecoweapons deployed, the two most important were wheat blight, a pathogen so virulent that no wheat was left growing on the earth, and the Weed, a modified form of kudzu capable of surviving cold winters and growing in dry climates. Large portions of North America were now covered in a three-foot layer of the Weed, beneath which lay impassable roads and unfarmable fields, making human life nearly impossible.

**The Big Push (the last months of GW2):** It didn’t matter how the war had gone in other parts of the country; near the end the city saw the forces of the UASR trying to push into the region controlled by the DRA. CSUs swept in from the side while ground forces attempted to take the city center. Harsh words were spoken, tactical nuclear weapons were overused, and a large number of fuel-air bombs were detonated over the city. At some point during the two months of this urban campaign, a new plague, now known only as the Hammer, hit the area. Fifty percent of the city’s remaining population died from the Hammer alone. Those left found their governments once again failing around them. Soon, more



people in the region were fighting to survive than were fighting for a cause. This is generally taken as the fall of civilization. It is unclear how the rest of the world fared in the closing years of GW2, but it is safe to say that no help ever came to the city from outside.

**The Little Ice Age (the first three years after the fall):**

The overuse of nuclear weapons had a drastic effect on global weather. For three years, the city was besieged by winter. For two years after that, there were truncated springs and summers. During this time, large numbers of local plant and animal species died out, reducing formerly fertile areas to wastelands. Also during this time, many of the groups still found in the ruins formed. This includes the two great tribes: the American Free Army and the Citizens' Civil Defense Program. When the winter did finally end, it was replaced by a vicious parody of pre-war weather. For nine months of each year, the city was dry and swelteringly hot; then for three months, the winds would change and giant monsoons would sweep off the ocean.

**Now (seventeen years after the Ice):** The game is set about 20 years after the fall of civilization. At this time, anarchy rules most of the area. Various despots control gangs that roam about or have settled in the area; the largest of these have no more than a few thousand people. Small enclaves endure, each with its own means of survival and none looking kindly on outsiders. These small pockets of civilization lie scattered around the edges of the ruins, a lightly populated, extremely dangerous, and totally lawless no-man's-land. It is in these ruins that the player characters start off. Down on their luck, having left, escaped from, or been kicked out of wherever they are originally from, they must determine how best to survive in the ruin and the rubble.

## Life in the Rubble

The Rubble lies in what was once the core of an American city; which city it was doesn't really matter. The global wars have smashed what once was and left a poisoned world of broken concrete, twisted metal, and shards of glass. Still, life goes on. People survive. Small groups of "prospectors", living in collectives known as kasbahs, search for salvageable technology. They are surrounded by lawless gangs, rogue robots, man-eating animals, and myriad other hazards.

Normal people do not voluntarily enter the Rubble. There are thousands of ways to get killed, and everyone with a better option has left. Since the player characters begin here, it follows that they don't have any better options. The Rubble has neither laws, money, nor any of the other trappings of civilization, except those which a person can make for him- or herself.

That being said, the Rubble is not without social structure. What few people there are in the rubble tend to live in small self-supporting groups. The smallest of these comprise the kasbahs of the prospectors, which usually consist of no more than a dozen or so members. Next, there are the gangs. Gangs tend to form on the basis of common interests and abilities or around charismatic leaders. A successful thug may find a dozen hangers-on following him or her around, and each of these hangers-on may have two or three friends or relations. Before long, a leader may have as many as twenty people crashing at his or her place. Likewise, if someone sets up a garage and starts repairing cars, it won't take long for like-minded people to gravitate to the locale, and the shop will soon have a following of a few dozen, with people coming and going as their needs dictate.

### *The rubble has no laws or money.*

Near the extremes of the Rubble, in the old suburbs, life is not as bad. Larger groups have formed, and it is not uncommon to find several hundred people living together. These larger, peripheral gangs maintain loose (almost feudal) relationships with each other that form the foundations of the two tribes. These tribes are too informal for people to feel much sense of allegiance to them. They have no flags or icons, but they are recognized by their colors. Members of the Blue Tribe to the north will usually have something blue about their person, maybe a jacket or their car. The like holds true for the Red Tribe to the south.

Beyond the suburbs are small, scattered city-states: the enclaves. Each enclave is unique, but they typically comprise a few thousand people living together under some sort of sustained government. Some were specifically constructed during the wars as places of refuge for those with the power to build such things, while others are just accidents of history, areas that just happened to be missed by the worst of the plagues and fighting.

### Prospectors

Although dangerous, the Rubble is not uninhabited. One class of people who have chosen to make the Rubble their home are the prospectors. Where the enclaves and major tribes provide an opportunity for life in an otherwise lawless world, prospecting provides freedom. People who cannot fit in, people who have gambled and lost, or people who have, through no fault of their own, fallen victim to the harshness of the world find their way to prospecting in the Rubble. Prospectors survive by foraging in the Rubble for artifacts from before the Fall and trading them with the enclaves or their intermediaries. Frequently this involves breaking into old military, industrial, or research complexes and other secured sites, as everything that could be salvaged easily was removed



years ago. All that is left now are sites that are either hard to find or dangerous to enter, or, frequently both.

Prospectors are, by definition, down on their luck. In a bad world, the Rubble is the worst place to live. Prospectors generally fall into two camps: those who came to the ruins to look for something and those who came to get away from something.

The first group includes prospectors who are looking to make a big find. These individuals are hunting for something so valuable that they will be set for life once it is found. Of course, everyone has his or her own idea of what that means. Some people are looking for one particular thing to take back to their home enclave in glory. "Once I find the old aquifer maps, pumps and a generator, I'll be able to irrigate my land; then I'll be set for life," one prospector might say. Another only needs to restore a Mk 7 robotank; then no one will bother him. Whatever their plans, these prospectors always have a goal.

The second group is composed of those people who have survived some misfortune and have fled or been driven into the ruin. Enclave law is strict, and banishment is a frequent punishment. Alternatively, the frequent power plays within and among gangs often produce individuals who prefer the risks of prospecting to the certain death of staying where they were.

Prospectors are a diverse lot with an astounding variety of skills. Given the inherent risks of entering military bunkers and partially ruined laboratories, they tend to be well-armed and quite dangerous. Still, it takes an expert to recognize much of what is still valuable and to restore it to working condition, so prospectors also welcome a variety of technicians and engineers.



## Rubblepedia

Below is a short description of many of the major groups, places, and things that characters are likely to encounter or need to know about.

### Social Movements

There are new groups and social movements that impact the day-to-day life of prospectors. Several of these groups were major players during the First and Second Global Wars, and their lingering politics can still be felt in the Rubble. Others movements have emerged since the Fall.

**Confederate States of Southern America:** After the chaos of the initial EMP attack, several states in the Deep South emerged as the CSSA. Up until the fall the CSSA was a major power and many of the developments from the region can still be encountered in the ruin.

**First Church of the Apocalypse (FCA):** Founded during the wars, this church is best described as repressive and reactionary. While it was very popular initially, its influence had started declining even before the end. The FCA preaches that peace can only be restored by removing the abominations that have been created. This usually means killing biologically engineered pseudohumans (BEPs), *über*-rats, robots, nanopsionicists, and anyone else who offends church sensibilities.

**Free America (FA):** This loosely organized government replaced the United States of America after the initial EMP attack. In the chaos that followed the attack, each city and county found that it was on its own. As order returned, local factions took advantage of the chaos to push their own agenda. As this happened, local governments formed, each promising their citizens that, once things got back to normal, they would return control to the old state and federal governments. Unfortunately, things never got back to normal. So, with no other option, the new regional governments banded together in a confederacy called Free America.

**Kasbah:** This is the common term for a small group of people who have banded together for mutual support. These groups are frequently fluid, with members moving to a new *kasbah* once every two years or so.

**Nixies:** Having formed early on and then gained momentum during the two Global Wars, the Nixies are a movement that rejects modern technology and attempts to live as close to the land as possible. Since they tended to live outside the major cities and needed very little support, their survival rate was quite high; so there are a disproportionate number of Nixies around these days.

**People's Liberation Army (PLA):** During the global wars the PLA was the military arm of the UASR. The majority of its officers were Russians, the non-commissioned officers (NCOs) were Chinese, and the conscripts were a mix of Americans and Mexicans.



**Reformed Church of the Apocalypse (RCA):** A descendent of the FCA, the Reformed Church taught that every sentient creature had a soul. This is a much more “approachable” church than their fundamentalist predecessor. Most surviving American enclaves support some form of the RCA.

**United States Occupying Forces (USOF):** This is a European “country” that formed around the US forces trapped overseas during GW1. It was a major player during the False Peace and GW2. The few USOF troops found in the ruins of today are generally lone-wolf hero types.

**United American Soviet Republics (UASR):** These are the survivors of the communist state that formed during GW1. Also known as the CACP (based on the Russian name for UASR).

## Global War Technology

A great deal of new technology was developed during the global wars, and almost all of it was designed to kill people.

**Biomodifications:** Several breakthroughs in the genomics and proteomics research going on before GW1 resulted in a new branch of technology. Biomodification is the technique of creating heritable changes in living organisms. In its simplest form, it allowed a multitude of genetic disorders to be cured. But it did not stop there. By the end of GW2 new races of humanity and biomodified eco-weapons were being created and deployed without any consideration of the long-range effects.

**Cold Sleep:** Chambers were developed during the False Sleep that could be used to freeze a living human in a state of suspended animation. They were initially used for freezing people during the month-long nanotech neural infusion process used to install cyberware, but over time other applications were devised.

**Continental Siege Units (CSUs):** CSUs are giant semi-robotic tanks found in the dust sea (see Terrain below). These giant landships were run by navies.

**Cyberware:** Originally developed as a technology for creating replacement limbs for disabled soldiers, cyberware differed from prosthetics by the inclusion of direct

## Nixies

After the initial chaos of the EMP attack, social movements rejecting technology formed in a dozen places across the continent. Although each group and region had its own mode of technological rejection, they were all collectively dubbed Nixies because they all “nixied” technology. Over the course of the next several years, these groups rapidly gained in popularity. Near the end of the False Peace, nearly 1.5% of the continent’s population considered themselves Nixies.

At some level all Nixies share the ideal that natural objects represent a form of perfection, whereas man-made objects do not. Initially, the Nixie movement was fragmented into hundreds of competing ideologies. However, with time, the Nixies settled into two main groups: the domestics and the ravagers.

Domestic Nixies are generally pleasant people who simply choose to renounce technology. How much technology they live without is a matter of personal choice and of the nature of the collective they live in. Different collectives allow different levels of technology. For example, some might allow small, environmentally friendly engines, while others only allow windmills. Many collectives will allow an existing device to be used but not repaired or remanufactured. The predominant principle is that mechanical objects must not be raised in their user’s minds to the same level as a natural object. Nixie collectives uniformly reject nanotechnology, most electronics, and biotechnology.

Domestic Nixies are usually welcome around other groups. Nixie collectives are frequently found near the edges of farming towns or other settlements. These collectives usually provide “natural” products that the Nixies can manufacture, most notably cheese, beer, and wine.

Domestic Nixie collectives often act as moral outsiders who provide balance in many places. Even near First Church enclaves, Nixie collectives are left untouched; their “godless” ways act as an object lesson to the townsfolk. Domestic Nixie collectives have a great deal in common with the hippie communes of the 1960s and ’70s. Nixies take the name of either a natural object or a human emotion. Common names are Joy and Sapphire or Carbon and Beetle.

The negative counterpart to the domestic Nixie is the ravager. These individuals seldom form collectives, for they are constantly on the move. Theirs is a life of continual destruction. They accept the use of existing technology only if it is used to destroy technology. To them, the more complex or seemingly useful a machine is, the greater is its inherent abomination. Ravagers destroy cars, smash computers, and breach dams. Their purpose is to do as much as they can to rid the world of technology.

Nixie ravagers do not usually advertise their intentions and are expert at disguising their nature. A ravager might pose as an auto mechanic, repairing cars until the time is right, at which point he or she destroys all the vehicles (s)he had worked on and more and then flees into the night, only to start again somewhere else.



neural interfaces. A nanite technology was developed to grow the cellular-level neural interfaces needed to enable the complete control of artificial limbs without any loss of sensation. Soon cyberlimbs were being developed that were superior to those that had been lost in war and plans were afoot to proactively replace the limbs of Special Forces soldiers. Unfortunately (or fortunately, depending on your perspective), the technology was just taking off when the end came.

**Ecoweapons:** One of the most enduring legacies of the two Global Wars was the development and use of weapons designed to make areas unsuitable for human habitation. Collectively known as ecoweapons, these are primarily modified organisms. Examples include wheat germ, a plague that drove domestic wheat to extinction, and the Weed, a modified form of kudzu that blankets affected areas.

**Nanotechnology:** Several verities of nanotechnologies were introduced during the Global Wars, including nanites that can do such useful things as heal wounds or disperse crowds.

**Nanopsionics:** Developed late in the Global Wars, nanopsionics are a combination of nanotechnology and genetic modifications acting on a heretofore unknown energy field. To create nanopsionic effects, a genetically modified individual must receive a series of nanite tattoos that create a two-dimensional slice through a three-dimensionally shaped antenna. Once properly configured, these nanites are able to create a small variety of narrowly defined affects.

**Races:** The old races of man lost much of their former relevance during the Global Wars, and, with the advent of the genetic engineering of humanity, new races have replaced them. There are three new races. Biologically Engineered Pseudohumans (BEPs, pronounced “beeps”) were created during the Global Wars to act as slave soldiers and support staff. BEPs are often thought of as being mere animals. However, they are, in fact, physiologically indistinguishable from “pure” human stock; Transhu-mans, which are genetically engineered superhumans created by scientists who thought that super-beings were the only solution to the chaos of the Global Wars; and *über*-rats, sentient humanoid rats standing little more three feet at their tallest. They were created by the USOF as low-cost technicians to maintain military equipment in high-threat areas.

**Robots:** Along with great advances in cybernetics came advances in artificial intelligence. Cybernetic brains were available in FA that had intelligence comparable to an adult human but that fit in a canister the size of a soda can. These brains were used for many different war-related applications. Due to the programmable “loyalty” of these brains, they were often placed in control of internal security and usually reported directly to the senior leadership.

**Uslan:** Properly known as USOF Sign Language, this is a completely functional sign language employed for communicating complex tactical ideas quickly in stress situations. It can also be used for normal communication, and characters may buy it as a foreign language.

## Enclaves

Enclaves are small self-contained communities. They are usually larger and have greater resources than gangs, but they seldom have more than a few thousand citizens.

**Alpha City:** Somewhere in the wilderness outside of the Rubble is a modern arcology built during the Global Wars. People claim that life there is utopia, but, since no one can get to Alpha City, it is hard to say for sure.

**American Free Army (AFA):** Formed during the Little Ice Age, this is a repressive community where the strong live at the expense of the weak. Well-armed and belligerent, these people are a constant threat to anyone they feel they can beat in combat or best through trickery or deceit.

**Ant Farm:** Okay, these guys are truly weird. At some point during GW2, someone created a race of BEPs with highly dimorphic males. There are two forms of male and one female, and they seem to breed true. All of the ant forms are only about four feet tall. The two males are brains and warriors. The brains are INT-enhanced telepaths with puny little bodies, while the warriors are big brutes with tiny intellects. The women appear to be about human average. In combat, the brains remain concealed and use group telepathy to coordinate the actions of six warriors. In practice, they live in colonies consisting of a brain, six warriors, seven women, and their children. They are generally xenophobic and will attack non-ants on sight – fortunately they are never encountered outside of their territory.

**Citizens Civil Defense Program (CCDP):** Started during GW2, the CCDP consists of several small, closely related enclaves that are the remnants of functional DRA governmental units: old city or county governments that maintained themselves well enough to become the framework for a number of enclaves scattered to the north and west of the Rubble. Most of these enclaves survive by farming.

**Democratic Republic of America (DRA):** A Free American member country, the DRA was the government that controlled the northern portions of the ruins before the Fall. Many of the surviving enclaves in that region are direct descendants of this government.



**Logan:** There is rumored to be a large underground arcolony in an unknown location established during the False Peace. BEPs are sent out from Logan to scavenge for specific technological items in return for the promise of being allowed to return.

**Rat Town:** There is also rumored to be a large town of *über*-rats in a location known only to these furry fellows. Humans have occasionally been taken there, but they were always blindfolded and in vehicles.

## Tribes and Gangs

There are two loose collections of small, seminomadic gangs that haunt the edges of the ruins. Each is organized around a powerful overlord in an almost feudal society. The two tribes show their allegiance by wearing tribe colors and by following their respective overlord's commands (at least to a certain extent). The Blue Tribe occupies the northern portion of the Rubble and are lead by a man named Max Pleasure, while the Reds occupy the southern ruins and are lead by Big Bob.

- Blue Tribe: A collective term for the tribes of gangs occupying the northern portion of the ruins.
- Red Tribe: Similar to the Blue Tribes, this is a collective name for the gangs that live between the southern end of the Rubble and the AFA strongholds.

The tribes are composed of hundreds of gangs of various sizes. Several of the more widely known are listed here with their tribe affiliation given in parentheses.

**CACP Estonia (Red):** This is actually a PLA CSU that had its tracks destroyed and was no longer able to move.

Sitting dead on the battle field, it could only defend itself and wait for help to arrive. Of course, this battle damage was received during the Big Push, and no help ever came. To this day, there are about thirty crew members who still man the guns, waiting for orders. By the way, the anti-personnel lasers and the nuclear core are still working fine; so don't try to mess with them.

**Commissar (Red):** The Commissars are a large group of survivors led by the former Commissar of Social Hygiene from the socialist side of the old city. He is basically a petty dictator with a cool hat and badge.

**Emdees (Blue):** The Emdees, also known as Crosses, are a loose-knit community of wandering healers. They work hard to maintain their impartiality and political neutrality.

**Harvesters (Red):** These are "freelance" slavers working for the AFA. They make sweeps through the ruins looking for individuals to capture and sell. Generally, they will attack only if they think they can capture most of their targets alive—dead people have no value to them. Therefore, they will often avoid well-armed groups that they could defeat, because they feel that they would not be able to profit from the victory.

**Klan (Blue):** Based around the First Church of the Apocalypse, the klan controls much of the extreme north of the Rubble.

**Lords of Dogma (Red):** The Lords of Dogma are a major Red Tribe gang. Large enough to have several factions, the Lords are a scavenger gang with a social hierarchy based on personal combat.

## Avalon

Avalon is a distant enclave where everything is perfect—almost. It is reputed to be located tens or hundreds of miles from the Rubble and protected by its geography. Some say it is on an island or under water; others claim it is buried in deep vaults. Whatever the truth is, no one has ever managed to go there and return. Still, Avalon has two impacts on the Rubble. First, it is surrounded by squadrons of pirates, and, second, it has the unusual habit of shipping its malcontents to the Rubble.

**Pirates of Avalon:** It is unclear if the pirates come from Avalon itself or are simply based nearby. Regardless, they are feared for their Viking-like raids on coastal communities and their constant piracy of water-borne traffic. Anyone operating a small boat on the water should be prepared to deal with pirates. They use old fishing vessels armed with pre- and post-Fall weaponry. They will generally attempt to seize any boat they encounter, capture the crew and passengers, and then sell them to the AFA, taking everything else for themselves.



**Children of Avalon:** Each year, when the wind is right, hot air balloons appear in the skies above the Rubble, drifting from Avalon laden with young people and supplies. It is well-known that Avalon is producing more people than it can support and that each year dozens are selected via a state lottery to be exiled to the Rubble. Most prospectors assume the lottery is rigged to remove trouble makers and upstarts from the enclave, but who can say. Still, surplus young adults arrive in small well-equipped and under-armed teams that are left to fend for themselves. After a year and a day, they are allowed to petition to return, but it is unclear exactly how many actually do. Since each person is sent with a large amount of gear, almost no weaponry and very little knowledge of the Rubble, the survival rate for the Children of Avalon is low.

**Lunies (Blue):** This is a gang formed around a core of mental patients from a pre-Fall state hospital.

**Razors (Red):** This is a gang of Nixie ravagers who are out to destroy all technology.

### Terrain

Traveling through the ruins introduces a person to many new forms of terrain, each with its own risks and rewards. Here are several of the more common varieties.

**Bone Yards:** During the great plagues of GW2 large percentages of the population died in very short periods of time. When these mass deaths occurred, common dumping grounds were created for the bodies, usually in an *ad hoc* manner, with the idea that all the bodies would be carefully disposed of after the plague. Unfortunately, this never happened, and now large piles of bones litter the cityscape. Bone yards are a great source of pre-Fall jewelry and personal items, but they may also be a source of plague spores.

**Botlands:** The robot intelligences of the Second Global War suffer from a particular defect in their electronic brains that causes a certain recognizable form of “madness” called a map fault: these robots have lost the ability to recognize the world beyond a particular territory. Within their little world they function normally, but they are unable to perceive the existence of anything beyond its limits. When this defect occurred in minor robots it was quickly corrected and the first prospectors harvested those that were still around after the Fall. At this point, the only robots still suffering from this defect are major war robots that no one could shut down and salvage. These robotic tanks still patrol their set areas, searching for the enemy. Such areas are known to prospectors as botlands, and they are usually avoided, which means that they frequently hide unclaimed caches of treasure.

**Bug Bogs:** More annoying than dangerous, these areas are chemically contaminated lowland bogs that serve as breeding grounds for mosquitoes and bot flies. They are full of thorn bushes, hawthorn trees, poison ivy, and stinging nettles. They also often have standing water, even during the dry season.

**Dragons Teeth:** During the wars, many areas were laced with land mines in order to block enemy movement. These areas were also usually covered with large concrete tank traps that look something like giant teeth, hence the name.

**Dust Sea:** A large portion of the once-fertile agricultural land that surrounded the city is now the perpetual battlefield of automated (and semi-automated) giant robotic tanks the size of ships. Their constant battles have pulverized the soil, creating a giant dust bowl. During wind storms, the dust gets blown into the ruins in the form of giant sand clouds. This land is uninhabitable, uncrossable and regarded with a certain amount of mystique—it is usually called simply “the dussy.”

**Rubble:** The primary terrain feature of this world, rubble comes in several varieties. The word *rubble* by itself refers to standing buildings that have received significant damage but can still be recognized for what they once were. The area between these buildings is usually littered with debris, ruined cars, and the like.

**Rubble, High:** High rubble is found in areas that were once either built up with skyscrapers of at least ten floors and or densely packed with wall-to-wall buildings of five storeys or more. As these buildings failed, they tended to create stratified ruins with upper floors that have been exposed to the elements and lower levels that are buried under fallen debris. Frequently, this debris creates tunnels and dark, enclosed spaces. In these tunnels, prospectors often find both rich treasures and the greatest risks. High rubble debris can often be four or five storeys deep with great rifts opening all the way to street level or even deeper.

**Rubble, Low:** Low rubble is found in the old suburbs. Once, these areas had single-family housing, a few small apartments, and the occasional strip mall. They were laced with secondary roads that connected to the main streets that cut through the center. Now, most of the buildings have collapsed or are just shells, and the space between these is filled with sand dunes and a few plants. The monsoon rains have cut gullies here and there, and wild fires have burnt out entire blocks.

**Rubble, Razor:** Razor rubble may be found mixed in with the other types. Any rubble composed of material that could rip human flesh with one false step is considered razor rubble. This includes areas containing remnants of the glass and plastic exteriors of collapsed buildings or places where the exteriors were melted by distant nuclear fireballs.

**Weed:** An ecoweapon developed during GW2, this thick vine covers large areas making them effectively uninhabitable. Although it is possible to beat this pest back, the amount of work needed to control a vine that grows a foot a week and covers everything usually makes this impractical. It should be noted, however, that the root of this vine has an edible, if somewhat bland, tuber.

## Threats

Life in the Rubble is dangerous. What follows is an introduction to some of the day-to-day problems that people who live or travel there have to endure.

### Monsters!

Many things encountered in the ruins are best described as monsters. They are, as likely as not, going to try to kill and eat a character, and even if that is not the case, they should at least be considered dangerous. The monsters of the Rubble include the following.



**Big Rats:** In the process of developing the *über*-rats, scientists created at least three other giant rat species. They are all typically two to three feet long, and some will form swarms. King rats are semi-intelligent and use spears and set traps.

**Chud:** The origin of their name is lost to time, but chud are a mysterious blue-skinned clan that only operate at night. They come up from underground in large numbers and take everything they can get their hands on, up to and including dead animals and people, foliage, and anything that was once alive. In those rare cases where the entrances to their tunnel complexes have been found, the chud had rigged explosives to seal the tunnel to prevent outsiders getting in.

**Giant Cockroaches:** No one knows for sure where these came from, but many people claim that they were developed as an ecoweapon. Whatever the source, they are about six to eight inches long and pose no threat to a normal person, but they may start eating you if you are unconscious.

**Maniacs:** There are several kinds of maniacs out in the ruin. Cowering maniacs are just people who have been driven mad by the world. Screaming maniacs are similar, but they are likely to yell at you; they may be mad, but they have something to say. Plague maniacs have been infected by certain diseases from GW2 that can drive people into contagious fits; then, before they die, they spread the disease to many others. Such plague maniacs still occur. Lastly, there are exploding maniacs. Wearing bomb vests, these guys want to take out as many people as possible. No one really knows where this last group is coming from.

**Packs of Dogs:** Most groups in the ruin keep some dogs as night watch. But the truly dangerous ones are the large, free-roaming packs of up to twenty-five dogs.

**Rat Swarms:** Sometimes, large concentrations of rats will form a swarm. Such swarms may or may not have occurred before the Fall; however, they certainly occur in the ruin, and prospectors should be alert for them. Fire is typically a good deterrent for these little pests.

**Robots:** A lot of combat robots were developed during the Global Wars. Many of these are still out and on patrol, and even the artificially intelligent ones are likely to keep fighting for their cause long after the cause has ceased to exist.

**Rattle Snakes:** These snakes are an old problem that is becoming more common in the Rubble. They are especially common in areas that have been overrun by the Weed.

**Any Larger or Better-Armed Group:** Hey dude, there's like no law in this land.

## Hazards

There are a number of unusual hazards present in the city. Few of these will actually kill a person; nonetheless, taken together, they create an environment that is very hostile.

**Heat:** Global warming has caused a change in the local weather. During most of the year, temperatures are hot to dangerously hot, with huge dust storms blowing in from the Dust Sea. Then for a few months each year, the wind changes, and monsoon rains flood the ruins.

**Monsoons:** With the change in weather that resulted from the wars, the monsoon now brings torrential rains that last for a few months each year. During the monsoon season from March to early May, eighty to ninety inches of rain fall. For the rest of the year, water is rare and hard to find.

**Hot Zone (plague):** Some parts of the city are still contaminated with plague spores. Spending time in these areas may expose characters to some of these deadly diseases.

**Hot Zone (radiation):** In the center of town, there are several craters from the tactical nuclear weapons used during the big push. In addition, there is a radioactive zone on the outskirts of the ruin caused by a UASR reactor that melted down. Smaller contaminated zones may be found scattered among the ruins.

**Red Dust Storms:** Blowing on the seasonal winds, these storms carry chemically contaminated "red dust" from the Dust Sea. These clouds will burn like mustard gas on unprotected mucus membranes. Fortunately, these storms are usually short-lived and reasonably localized.

**White Dust Storms:** Like the red dust storms but more innocuous, these great sandstorms blow through town blinding everyone, choking internal combustion engines, and forcing all life indoors. They frequently last several days at a time and leave a few inches of sand each year.

## Prospecting

Prospectors tend to form small teams. The essentials for survival include, at a minimum, someone to find and repair stuff, someone to guard it, and someone to trade it for food. For example, a large urban medical complex might support two separate groups of prospectors. Both groups might have one or two specialists who can identify medical equipment and determine what is salvageable. They would also have a couple of toughs whose job it was to haul the stuff out and provide general security. Then, one group might have a craftsman or technician who repairs salvaged medical equipment, while the other might have a trader who specializes in getting the best deal for whatever the group finds.

Typically, prospecting groups either work a claim or are specialists. A claim is nothing more than a piece of real estate that the surrounding people recognize as being scavenged by a particular group. The strength of a claim depends on who else wants the territory and how well defended it is. Since there is always more rubble than prospectors, most claims do not need to be defended, unless someone has reason to believe that a certain area is particularly valuable. Of course, if word gets out about some great new find, all bets are off.

Specialist groups often work with other teams when they discover something valuable that requires a high level of skill to capitalize on. For example, a group called the “eye-tees” trades rice and beans for salvaged computer components by the pound. They then assemble or repair the computers and trade them with one or more enclaves.

Scattered throughout the rubble are several groups that focus on collecting and transporting finds to markets at the major enclaves. These groups need secure transportation and a decent working relationship with the gangs who live along their routes. In general, few outfits are up to such a task, and the exact means by which they transport goods to and from the enclaves are closely guarded secrets.

## Kasbahs

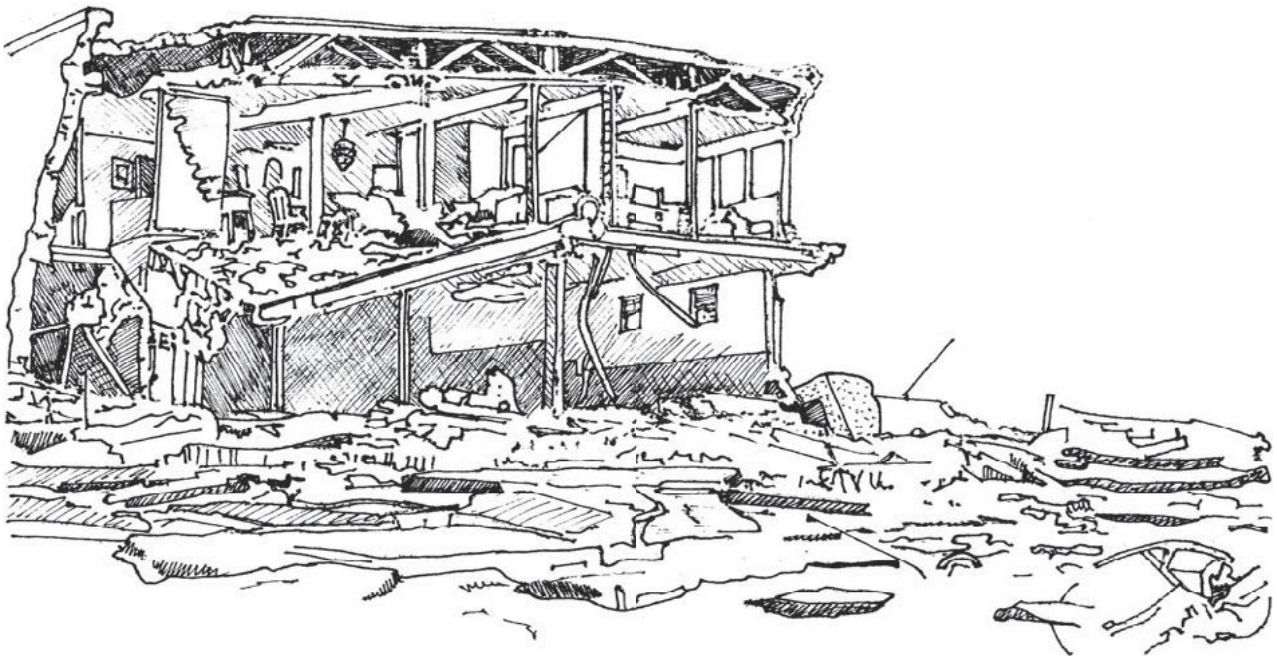
In post-Fall society, the word *kasbah* was originally used to describe the small fortified dwellings that most prospecting groups established on or near their claim. Over time, it has come to refer to any small group of prospectors. These small communities come and go, with members moving between them according to the nature of the different groups. In a lawless world, it is hard to keep someone from leaving if they want to go or get rid of

someone who doesn't want to (short of shooting them). It is generally recognized that membership in a *kasbah* carries certain rights and responsibilities; each *kasbah* will have a code or set of rules that outlines these rights and responsibilities. The differences in these codes create the differences between most of the *kasbahs*.

## Common Kasbah Codes

Few *kasbahs* have actual written codes, but most have an understanding of who gets what for doing this or that task. Although every *kasbah* is different, most have adopted something like the following as their rules of conduct. Unless stated otherwise, it can be assumed that these are the rules of the *kasbah*, and no one would think to question this structure.

1. Food and gear is shared amongst the members. Everyone eats and drinks the same meals, and those who are involved in acquiring gear share it amongst themselves, either equally or by need. Those who provide special services are given items as gifts by those who have acquired them. Items so distributed become the personal property of the recipient, except for high-value items that remain the property of the *kasbah*. (The nature of what constitutes “high-value” varies with each group.)
2. The group polices its own members according to its own rules. There are three typical punishments: removal of all or some personal property, banishment, and execution. This last is usually reserved for gross negligence or actions that lead to the injury or death of other group members.
3. Members in good standing who decide to leave the *kasbah* voluntarily may take their personal property with them.





# CHAPTER 2

## CHARACTERS



It is morning, and you are hungry. What do you do?

**T**he starting player character is a typical prospector; down on his or her luck and looking for a big strike. In the past, the character may have owned all sorts of great equipment, lead whole enclaves, or have done all kinds of wonderful things; however, today he or she has a small amount of personnel gear and a limited amount of resources. Each player character has a culture that influences the skills and professions available, as well as a set of “powers”—advantages in the form of cyberware, psionics or biological modifications that give the character an edge in survival—the details of determining your characters abilities are presented here.

## Open Options

Any BRP game requires that several decisions be made regarding which optional rules will be used. Before play begins, the GM must determine which of the following are in use:

- Choosing Characteristic Values (BRP p. 16)
- Higher Starting Characteristics (BRP p. 16)
- Point-Based Character Creation (BRP p. 19)
- Step Six: Personalities (BRP p. 21)
- Increased Personal Skill Points (BRP p. 24)
- Distinctive Features (BRP p. 34–35)
- Freeform Professions (BRP p. 41)
- Complimentary Skills (BRP p. 50)
- Skill Ratings Over 100% (BRP p. 175)
- Personality Traits (BRP p. 294)
- Initiative Rolls (BRP p. 188)
- Attacks and Parries over 100% (BRP p. 198)
- Strike Ranks (BRP p. 199)

## Cultures

Cultures reflect general solutions to the problems of survival after the collapse of civilization. The old world ended 20 years ago, and anyone who is alive today must have survived from then to now. Each character has one and only one initial culture, and the selected culture impacts the character's professional options and initial skills. In the case of complex character backgrounds, the culture chosen should be the one that the character was in for the bulk of the five years prior to the beginning of the campaign.

### Enclaves

At the edge of the Rubble are a number of small city-states. These city-states, or enclaves, are areas of law and order within a lawless land. It is in the enclaves that people can still practice the specialized skills from before the Fall, and it is in the enclaves that one can find people who do not regularly encounter fear and death. Most of these people are loath to leave the relative comfort of the enclaves, but some are either exiled or, for reasons of their own, set out voluntarily. Characters coming from an enclave background have access to a number of specialized professions, many with good technical or social skills.

- Characters coming from an enclave background will have a skill basic of 25% for the following: Knowledge [their Enclave], Technology, and Melee (one

## Game Options Assumed

This supplement assumes the following game options have been chosen. Of course, the Game Master may decide against using any or all of these.

Power Level: NORMAL.

Education and Knowledge rolls are not in use.

Cultural modifiers are in use. Each character must be from one of the cultures provided.

Literacy is a skill that must be purchased although older characters get a special bonus.

Research skill specialties are not being used.

Skill categories are being used.

Encumbrance rules from Outpost 19 (and summarized on the Character sheet) are being used.

Hit locations are being used.

Only the powers provided in the character generation section are available.

Total hit points are not in use.

Sanity points are not in use

There are no Allegiances in the Ruin.

Random AP is not being used.

Aging and Inaction (BRP p. 183) is being used.



Weapon Category). Having one melee weapon at 25% means that for one weapons category, all weapons will have their basic raised to 25%.

- These characters can take Ubiquitous and Enclave professions.

## Tribes

Large swaths of the Rubble are controlled by small loosely organized gangs associated into tribes. Everyone in these tribes shares a common culture of self-reliance and a tolerance for anarchy. Most Tribals are scavengers or toughs.

- Characters coming from a tribal background will have a skill basic of 25% for the following: Wilderness (one Survival), Food, and Melee (one Weapon Category). Having one melee weapon at 25% means that for one weapons category, all weapons will have their basic raised to 25%.
- These characters can take Ubiquitous and Inhabitants of the Ruin professions.

## Exotics

In addition to enclaves and tribes, there are a number of less common backgrounds that are occasionally encountered.

### Feral

Children who have lost all their adult support but still manage to survive are considered feral. Encountered either alone or in small groups, these children are famous for their unusual views of the world and their ability to find the basics of survival.

- Ferals will have a skill basic of 25% for the following: Wilderness (one Survival), Food, and Melee (one Weapon Category). Having one melee weapon at 25% means that for one weapons category, all weapons will have their basic raised to 25%.
- Ferals can not be over 30 years old and they can only take the Wild profession.

### Vat Jobs

During GW2 plagues were depleting the population at such a rate that any technology that could generate manpower was rushed forward. A technique was discovered that allowed BEPs and Transhumans to be grown in artificial “wombs” about 12 times faster than natural. The people growing in these “wombs” were connected via computer–neural interfaces to a virtual world that allowed them to experience a limited childhood while their physical bodies were growing at an accelerated rate in the tank. Using this technology, a group of 15-year-old BEPs or transhumans could be grown in a little over a year. The technology for growth tanks was highly auto-

mated and widely distributed, to the extent that several enclaves are still producing Vat Jobs for a number of highly dangerous tasks.

- Characters recently emerging from a growth chamber will have a skill basic of 25% for the following: Etiquette (either Military or Pre-Fall), Technology, and Literacy.
- Vat Jobs can have any of the Exotic Professions and Soldier. The available professions are limited to the virtual worlds that were created before the Fall. Coding new worlds is very labor intensive and should be considered a lost ability.

## Sleepers

During GW2, cold-sleep chambers were developed that allowed suspended animation for years at a time. For a variety of reasons, certain groups built secret chambers full of cold-sleep berths hooked to geothermal power plants. From time to time, a small number of sleepers wake up and wander into the Rubble. Some are members of teams sent to repair the world; others are fanatical soldiers sent to provide a last strike against the enemy. Yet others have awoken as a result of mechanical failures and have been expelled from their base alone and ahead of schedule.

- Characters recently emerging from cold sleep will have a skill basic of 25% for the following: Knowledge (History), Technology, and Literacy.
- Sleepers can have any of the Exotic Professions and Soldier. Other professions may be allowed by the GM depending on the character’s background.

## Submariners

Before the Fall, developing underwater exploration and habitation technology was a priority. The underwater world was considered a largely untapped resource and a reasonably secure environment; when killer diseases and enemy armies are burning through the countryside, moving your family to an enclosed underwater factory town starts looking like a good idea. Submariners are people who come from the surviving underwater communities. If the GM decides to set the game near an ocean, a Great Lake, or another major body of water, then it is possible that there are underwater communities and submariners.

- Characters coming from an underwater background will have a skill basic of 25% for the following: SCUBA, Technology, and Melee (one Weapon Category). Having one melee weapon at 25% means that for one weapons category, all weapons will have their basic raised to 25%.
- Submariners can have any of the Exotic Professions and Soldier. Other professions may be allowed by the GM depending on the character’s background.

# Races

Humans are still the most common race in the Rubble. They comprise nearly 80% of the current population, but their relative number is decreasing. Before the Fall, this was occurring because militaries were interested in BEPs and eugenics; now, however, it has more to do with natural selection favoring people with useful genetic modifications.

- Transhumans and BEPs have only existed for about 24 years, and since the first were grown in growth chambers (vats) to the physical age of about 14, the oldest a character of one of these races can be is 38.

## Biologically Engineered Pseudohumans (BEPs)

A BEP is a person created through genetic manipulation of a nonhuman genome. The idea is to take the genome of something like a mouse, remove every gene that is not found in a human, and insert synthetic (artificially derived nonhuman) genes for each gene in a human that is not in a mouse. After doing this and performing some epigenetic manipulations, the resulting genome is inserted into a nonhuman host egg cell and taken through the complete gestation process. This results in an organism that is functionally identical to a human being but that shares no physical lineage with humans. Under certain legal systems, such a creature is treated as an animal under the law and can thus be denied all human rights.

BEPs were developed late in the False Peace and put into heavy production during GW2. They were used as a slave class by a number of countries. In some areas, they were considered second-class citizens, while in others they were simply animals to be owned and used as desired. Regardless of these beginnings, BEPs have fared well since the Fall and are now encountered in the ruins quite frequently.



## Combat BEP

Large combat BEPs possessing a fully human level of intelligence were in high demand near the end. They were exclusively trained as shock troopers and heavy infantry. Those who have survived are known for being exceptionally loyal and able followers.

	Range	Average	
STR	4D6	14	
CON	2D6+6	13	MV 10
SIZ	3D6+6	16-17	HP 14-15
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6+3	10	

## BEP Laborer

The most common BEP produced was the laborer. A large, slow-witted brute, the BEP laborer was intended to replace the manual laborers being exterminated by plague weapons. Grown in vast numbers in automated vat farms by the middle of GW2, over 30,000 laborers per month were being produced in Free America.

	Range	Average	
STR	3D6+6	16-17	
CON	3D6	10-11	MV 8
SIZ	3D6+6	16-17	HP 13-14
INT	2D6	7	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6	7	

## Service BEP

The small, weak service BEPs were used to fill vacancies in low-level human-contact positions, such as secretary, administrative assistant, or clerk. With time, they were also being grown for use in health care and military support. Because they were to have normal intelligence, they required about 16 months in the growth chambers. Consequently, they were designed to be small, so that more growth chambers could be crammed into production.

	Range	Average	
STR	2D6	7	
CON	3D6	10-11	MV 10
SIZ	2D6+3	10	HP 10-11
INT	2D6+6	13	
POW	3D6	10-11	
DEX	2D6+6	13	
APP	4D6	14	



## Eugenics

Eugenic humans, also known as either transhumans or Eugenics, are genetically altered humans who were designed to excel at certain activities. Before the Fall, Eugenics were rare but treated as prized citizens.

### Transhuman: True Human

The CSSA has long had issues with race relations. During the False Peace, one way that the CSSA attempted to deal with the issue was to create two strains of “perfect people” who would be the leaders of two “separate but equal” societies. To this end, the bioengineers in Birmingham created two different types of True Human: one black and one white. Whether these two “races” could have built a better world remains unknown, since the end came before they could be deployed in any great number.

	Range	Average	
STR	4D6	14	
CON	3D6	10-11	MV 11
SIZ	2D6+8	15	HP 12-13
INT	2D6+10	17	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	4D6	14	

### Transhuman: Brain

Free America was also working on a race of saviors. They developed an incredibly intelligent strain of humanity, but all their intelligence came at the expense of their physical bodies. Although puny, their incredible minds have allowed them to thrive in the Rubble.

	Range	Average	
STR	2D6	7	
CON	2D6+2	9	MV 10
SIZ	2D6+3	10	HP 8-9
INT	2D6+12	19	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	



## BEPs and Eugenics

There are no real differences between BEPs and Eugenics. Both were created using essentially the same technology, and neither is anatomically distinguishable from natural humans. Both groups are able to breed freely both among themselves and with natural humans. The differences between the two groups’ social status was the result purely of advertising and legal action.

Both the specific BEP and Eugenic races are recognizable. In other words, a normal individual is able to tell whether the person standing next to them is a Democratic Republic’s Labor BEP or a CSSA Eugenic. A successful Technology skill roll will allow a character to recognize someone’s exact race. This is done in much the same way that a person recognizes continent or country of origin: “Oh, he’s from Asia, probably from Japan,” or “Oh, he’s a BEP, probably a DRA Combat BEP.”

# Über-Rats

Developed by the USOF during the False Peace, *über*-rats are the only known nonhuman organic sentient race. They were created from rodent stock and were originally used as expendable technicians. Physically, they are about 3 feet tall, generally rat-like, and covered with fine fur. They walk erect, except when they're in a hurry, when they may drop into a four-legged run. *Über*-rats do not have vocal cords and are therefore unable to produce human speech, although they have no problem understanding it. They communicate fluently in a form of sign language called Uslan. Also, *über*-rats do not have shoulders. Hence, they are unable to fire rifles or use backpacks and the like, but they can crawl through any hole they can fit their head into. *Über*-rats have an exceptional fondness for mechanical devices. They are natural mechanics and engineers and love to build things that move.

	Range	Average	
STR	2D6	7	
CON	2D6+12	19	MV: 6 [10]
SIZ	2D3	4	HP: 11-12
INT	2D6+6	13	
POW	3D6	10-11	
DEX	2D6+10	17	
APP	2D6	7	

Armor: 1 point fur.

**Special Bonus:** Being genetically predisposed toward mechanical systems, *über*-rats learn certain skills very quickly. When an *über*-rat character receives experience in any of the following skills, the character will gain +1D10 rather than +1D6 skill points. Further, each point used to raise these skills during character creation gives +2 rather than +1 in the skill. The following skills, or specialties, receive the special bonus: Artillery, Missile Weapon (Crossbows, Bolters), Firearms (Zip Guns), Crafts (Handloading, Locksmith, Machining, Plumbing, Vehicular Armor), Fine Manipulation, Heavy Machine, Repair, Science (Physics), Technical (Mechanical Engineering, Robotic Design, and Structural Engineering).

## Playing Über-Rats

*Über*-rats are a difficult creature to play. They can be either great fun or a total dud. For starters, they are not a natural species; they were created as a military expedient, not a sociological endeavor. They do not have an established culture, nor is it even clear whether they could survive as an independent species. Each *über*-rat needs to find a place in the world. Given their inborn predisposition to mechanics, most *über*-rats are drawn to the Mechanic, Craftsman, or Grease Monkey professions, although perhaps a quarter will become thieves or the like. They seldom have other professions, and this fact alone makes it unlikely there will ever be a pure *über*-rat society.

**Role Playing Tips:** To *über*-rats, humans are large, slow, loud, and delicate. An *über*-rat choosing to live and work among humans is either motivated by a powerful goal—or a sociopath. Determining why a particular *über*-rat is among humans is an important step in designing a character.

- *Über*-rats have unusual physical limitations which must be considered during play.
- Given their inability to speak, *über*-rats are only appropriate for predominately Uslan-English-bilingual groups.
- *Über*-rats have been most successful when run in games with a large number player characters.
- *Über*-rats are named with a hand gesture that is translated to a spoken word or phrase. One *über*-rat whose name was translated to Cassio had the hand sign for playing a piano chord. Another common name is usually translated as Finger.





# Starting Equipment

Life in the Rubble centers on the accumulation of stuff, and the beginning PC does not have much of it. Each character receives one melee weapon of his or her choice, provided they have at least 50% skill with it. Additionally, they may select one item from the Containers list (usually a backpack of some sort) and 100 TP worth of gear purchased at the listed value. Each character also starts with one of the following sets of gear, determined randomly.

Roll 1D4: +1 if age 21-40, +2 for age 41+

- 1: Ragged clothes; child's sleeping bag (2.0 ENC); metal can for eating (0.05 ENC); flint and steel (0.01 ENC); plastic water bottle (0.8 ENC); toothbrush, safety glasses, and paper mask (0.05 ENC)
- 2: Homespun clothes and shoes; blanket (1.5 ENC); small pot and spoon (0.5 ENC); plastic water bottle (0.8 ENC); toothbrush; flint and steel (0.01 ENC); and lab goggles and bandana (0.075 ENC)
- 3: Buckskin outfit and shoes; blanket (1.5 ENC); small pot, spoon, and fork (0.5 ENC); plastic water bottle (0.8 ENC); toothbrush; flint and steel (0.01 ENC); snares: 1d3 (0.05 ENC); and lab goggles and bandana (0.075 ENC)
- 4: Buckskin outfit and shoes; bedroll (1.0 ENC); small pot, spoon, and fork (0.5 ENC); plastic water bottle (0.8 ENC); toothbrush; flint and steel (0.01 ENC); snares: 2d3 (0.05 ENC); tankers goggles (0.1 ENC); and filter mask (0.5 ENC)
- 5: Pre-Fall pants, shirt, and boots; sleeping bag (1.0 ENC); small pot, spoon, and fork (0.5 ENC); plastic water bottle (0.8 ENC); toothbrush; towel (0.5 ENC); flint and steel (0.01 ENC); snares: 2d3 (0.05 ENC); jackknife (0.1 ENC); polarizing goggles (0.1 ENC); and filter mask (0.5 ENC)
- 6: Pre-Fall camouflaged pants and shirt and boots (+10% Hide, player's choice of type of camouflage); microfiber sleeping bag (0.5 ENC); military mess kit (0.3 ENC); plastic water bottle (0.8 ENC); toothbrush; towel (0.5 ENC); soap (1 oz.); flint and steel (0.01 ENC); snares: 2d3 (0.05 ENC); jackknife (0.1 ENC); matches: 3d6 (.01 ENC per 5); integrated gas mask and respirator (0.75 ENC)

## Firearms Checks

Some professions allow the character to make a check for starting with a firearm. The player must decide to check for either a rifle or a pistol; then, once that decision has been announced to the GM, the player rolls 1D100. If the roll is less than or equal to the character's age, the character starts with a firearm. The GM will randomly select a firearm from the lists provided. The character will also receive 2D4 rounds of ammunition for the weapon.



# Common Skills

<u>Combat</u>	<u>Basic</u>	<u>Page</u>
Artillery *	special	52
Brawl	25%	52
Energy Weapon *	special	56
Firearm *	special	58
Grapple	25%	60
Heavy Weapon *	special	62
Martial Arts	1%	68
Melee Weapon *	special	69
Missile Weapon *	special	70
Parry *	special	70
Shield	special	78

<u>Communication</u>	<u>Basic</u>	<u>Page</u>
Bargain	5%	52
Command	5%	53
Dog Handling	10%	New
Disguise	1%	55
Etiquette *	5%	56
Fast Talk	5%	57
Language *	00%	66
Perform *	5%	71
Persuade	15%	71
Teach	10%	82

<u>Manipulation</u>	<u>Basic</u>	<u>Page</u>
Art *	5%	50
Craft *	5%	54
Demolition	1%	54
Fine Manipulation *	5%	57
Food	15%	New
Heavy Machine *	1%	62
Repair *	15%	73
Sleight of Hand	5%	78
Technology	Age-20%	New

<u>Mental</u>	<u>Basic</u>	<u>Page</u>
Appraise	15%	50
Dirt Farming	25%	New
EMT	0%	New
First Aid	30%	New
Gaming	Int+POW%	60
Health Care	0%	New
Knowledge *	5%	64
Literacy	Age-20%	67
Physician	0%	New
Science *	1%	75
Strategy	1%	80
Surgery	0%	New
Technical Skill	1%	82
Trauma Medicine	0%	New
Wilderness Skill *	10%	New

<u>Perception</u>	<u>Basic</u>	<u>Page</u>
Insight	5%	63
Listen	25%	67
Navigate	10%	70
Research	25%	74
Sense	10%	77
Spot	25%	78
Track	10%	83

<u>Physical</u>	<u>Basic</u>	<u>Page</u>
Climb	40%	52
Dodge	Dex+Dex%	55
Drive *	20%	55
Hide	10%	62
Jump	25%	63
Pilot *	1%	72
Ride *	5%	75
SCUBA	5%	New
Stealth	10%	80
Swim	25%	81
Throw	25%	83

\* This skill has specialties



## Specialties

Below are the specialties commonly available in the ruin. The GM must approve any not found on this list.

**Artillery:** In addition to the few pre-fall artillery pieces that are occasionally encountered, this skill covers all the hand-made weapons that are used from and against cars and trucks.

*Giant Crossbows:* The most common large weapons encountered in the rubble are massive improvised crossbows. They are often mounted on, and fired from, moving vehicles.

*Zip Cannons:* This is the general term for any improvised weapon designed to fire the scavenged artillery shells that litter the battle fields of the last wars.

*Missiles:* This skill covers the firing of missiles and rockets from improvised launchers.

*Military Artillery:* Although rarely encountered, the weapons from the Global Wars are powerful. This specialty covers all the mainstream artillery pieces deployed during the wars.

**Energy Weapon:** Lasers are the only energy weapon developed during the Global Wars.

*Lasers:* Covers all forms of handheld laser weapons.

**Firearm:** Ammunition is rare and very expensive, but guns are still the preferred weapon in a pinch.

*Pistol:* This category includes pistols, revolvers, and most submachine guns (this specialty should be called “sidearms”).

*Rifle:* This specialty also includes the firing of shotguns and carbines (this specialty should be called “long arms”).

*Zip Guns:* This specialty covers all types of post-war produced firearms as well as traditional black powder weapons.

**Heavy Weapon:** Like military artillery, these weapons are rare and their ammunition even rarer, but there are still lots of people around who learned how to use them during the Global Wars.

*Machine Guns:* Any mounted or crew-served fully automatic weapon counts as a machine gun.

*Grenade Launchers:* This specialty includes both stand-alone and under-slung types.

*Man-portable Missiles:* This encompasses mostly surface-to-air or surface-to-surface type weapons.

*Rockets:* This category includes LAWs and their descendants.

**Melee Weapon:** In the ruins, everyone carries a hand-to-hand weapon, and most of them are unique. Fighters in the Rubble use a very generalized fighting style and can use a large number of similar weapons with equal finesse. For that reason, melee-weapon specialties come in broad categories. Since each weapon is not a separate skill, it is recommended that players keep track of the characters experience in each relevant specialty and then

add this number to the weapons basic when needed.

*Melee (ME):* Anything used one handed other than a small knife.

*Polearms and Two Hand Weapon (PA):* All two-handed melee weapons including two-handed swords, staffs, pole arms, and chain saws.

*Whips and Chains (WH):* All flexible weapons such as nunchaku and flails.

*Knives (KN):* Short, one-handed bladed weapons.

**Missile Weapon:** Everyone in the Rubble would prefer to have a gun, but bows are still far more common.

*Bow:* Both pre- and post-fall weapons are popular.

*Crossbow and Bolter:* A common missile weapon usually of post-Fall manufacture.

*Sling:* A difficult weapon to master but very dangerous in the right hands.

*Slingshot:* This is the missile weapon of the poorest inhabitants of the ruin. They are easy to build and use but hard to do too much damage with.

**Parry:** Based on attack skill.

**Etiquette:** Knowing how to interact with people without insulting them is a critical survival skill in the ruins. There are three separate sets of etiquette that can be used in the Rubble, and for most people they can be used interchangeably.

*Military:* This is what is taught in boot-camp. It covers deferring to rank and recognizing authority. Although all the old militaries are gone, many people in the ruin still understand these protocols.

*Pre-Fall:* This is “proper” etiquette from before the Global Wars. It includes “please” and “thank you”. There are a surprising number of people who still respond favorably to this.

*Rubblewise:* There is a rough tribal etiquette which is the mainstay of social interaction in the rubble.

**Perform:** There is not much by way of art in the Rubble. The first two specialties involve dealing with groups or strangers, the rest relate to more traditional artistic performances.

*Act:* This covers pretending to be someone you are not. It is handy when traveling in disguise.

*Rabble-Rousing:* Leading groups of people through fiery speech, whipping a crowd into action, and generally motivating mobs.

*Dance:* This specialty has more to do with being entertaining than “expressive”.

*Play (Instrument):* With the downfall of the mass media, many people have returned to creating their own music.

*Sing:* This covers all aspects of singing, including knowledge of existing songs and the ability to perform them.

**Language:** Conceivably any pre-Fall language could be encountered, but the following are the most common languages in the ruin. There are also a few new languages.

*Uslan:* Formally known as USOF Sign Language, Uslan is a language with no verbal component. It is used by soldiers in urban combat and by *über-rats*.

*Chud Pidgin:* A mixture of predominately Russian and Chinese with some English and Spanish. Only a speaker of all four of these languages can understand the pidgin without training.

*Also English, Spanish, Chinese, and Russian*

**Art:** Art is all but dead in the Rubble. What little knowledge remains can be classified as follows:

*Art Appreciation:* The ability to recognize quality art without necessarily knowing a particular piece.

*Art History:* Knowledge of pre-Fall art and its trends.

*Production:* The ability to work to pre-Fall standards in one or more media.

**Craft:** About the only way to get new things in the ruin is by crafting them. Many of the craft specialties are based on the modern usage of the craft name. These include: Blacksmithing, Carpentry, Electrician, Leather Working, Locksmith, Machining, Masonry, Plumbing, Tailor, and Weaver.

The following crafts are also available:

*Armorer (Personal):* The construction and repair of body armor.

*Armorer (Vehicular):* The design, construction, and repair of giant crossbows and zip cannons used in vehicular combat.

*Handloading:* The creation of new ammunition from existing components.

*Plastics:* The reshaping of and working with existing plastics, including melting old items, building molds, etc.

*Pottery:* All steps in the creation of pottery including identifying sources of clay.

*Psionic Tattoos:* The art and science of using psionic nanites to give psionic characters new tattoos, allowing a character to gain new powers or increased psionic strength.

*Weapon Smith:* Construction of melee weapons and muscle-powered missile weapons.

**Fine Manipulation:** There are several different specialties that are in demand in the ruins.

*Lock Picking:* During the Fall people were particularly untrusting. The Rubble is full of mechanical locks.

*Safecracking:* Although this skill is often associated with bank vaults, the most common use is for opening the ubiquitous gun safes. Most middle- and upper-class households had modest home safes during the Global Wars. These are often full of useful items.

*Electronic Bypass:* This specialty requires remarkably little electronics knowledge and relies instead on the skillful use of a set of known techniques to fool electronic and biometric locks.

**Heavy Machine:** The most common forms of heavy equipment operation follow.

*Tanks:* This covers armored vehicles from before the Fall.  
*Continental Siege Units:* These are the great ship-sized land-leviathans that are creating the Dust Sea.

*Ships:* This covers any pre-Fall ocean-going vessel.

*Construction Equipment:* This includes dump-trucks, bulldozers, and similar equipment.

**Repair:** The ruins are full of pre-war technology waiting to be brought back to life.

*Automobile Mechanic:* This specialty allows a character to repair cars, trucks, and the like, as well as to identify repairable vehicles and serviceable parts.

*Aviation Mechanic:* A character with this specialty can work on aircraft of all types. The GM will likely require the appropriate documentation to be available before the character will be able to work on most complex aircraft.

*Cybernetics:* This allows the repair of existing, installed, cybernetics systems on cyborgs. The skill of installing new cyberware is a lost art. Cybernetic limbs are repaired exactly as are cars (see “Vehicular Notes: Repair” in Chapter 3), except that this skill is used and cybernetics parts are used instead of automobile parts.

*Electronic:* This involves repairing electronics by identifying the defective components. It does not help one actually fix the defective component. For example, if a laptop had a broken LCD, this skill would allow a character to determine that this is all that is wrong and could be used to replace the broken display with a functional one. It could not be used to repair the broken display. That skill is lost.

*Gunsmith:* This covers the repair of modern firearms.

*Marine Mechanic:* Used for all manner of boats and ships.

*Vehicular Armament:* This skill covers making repairs to damaged weapons in the field. It is typically used to repair battle damage or to move captured weapons to another vehicle quickly.

**Knowledge:** Information is the currency of the ruins.

*Commerce:* This covers all elements of conducting business in the post-Fall world.

*Distillation:* This covers the techniques of manufacturing hard spirits.

*Fermentation:* This includes the manufacture of beer, wine, and other fermented beverages.

*Group [specific]:* Only the largest movements or groups should be allowed to be considered groups.

*History:* This covers general knowledge of the world before and during the Global Wars. It has little to do with the academic discipline of history.

*Region [specific]:* Each enclave counts as a specific region, as do the Blue and Red tribes. Individual gangs are generally too small and volatile to warrant their own skill.

*Rubble:* Knowledge of the Rubble including the current gangs and *kasbahs*, their claims and habits, and many of the hazardous locations. Unless the charac-



ter has experience in this specialty, he or she is not from the region and does not know any but the most famous of gangs and groups.

*Religion [specific]:* All pre-Fall religions can still be found in small numbers here and there. Two new religions command the majority of followers in the Rubble. They are the First Church of the Apocalypse and the Reformed Church of the Apocalypse.

**Science:** The high level of academic science achieved before the Fall is completely lost. What remains are shadow specialties that cover only a modest portion of the old disciplines. In the ruins, the lines of the different sciences have been redrawn to reflect the reality of what survivors need to know.

*Advanced Farming:* This skill encompasses knowledge of pre-Fall high-yield agricultural practices.

*Advanced Technology:* This skill is similar to the Technology skill but covers sophisticated computer-driven systems such as radar installations or mass spectrometers. A typical roll might be to activate an automated anti-aircraft system or to determine what a piece of laboratory equipment was used for.

*Biomedicine:* This covers all elements of bio-manipulation. It is typically used to identify new biomodifications, new BEPs and transhumans, or ecoweapons.

*Chemistry:* Covers all elements of general chemistry. It could be used to recognize what a group of chemicals might have been used for or to generate useful compounds such as explosives.

*Cryptography:* This skill is used to build and break codes.

*Ecology:* This includes knowledge of the organisms found in the ruin and how they interrelate. A typical roll might allow one to determine whether a patch of Weed was expanding or to determine the source of water for a bug bog.

*General Science:* This covers general knowledge of biology, chemistry, physics, and geology. When all else fails, this skill can be used, with increased difficulty, in place of other science-related skills.

*Geology:* This skill covers knowledge of the behavior of the surface of the earth. This specialty is typically rolled to find a source of water or to determine if a location could have supported underground bunkers or the like.

*Laboratory Technique:* A character will use the lower of this skill or the governing science whenever attempting to perform laboratory work.

*Mathematics:* This skill covers all areas of mathematics, including useful things such as geometry and trigonometry.

*Meteorology:* In a world without weather forecasts, this is the only way to know what the weather is going to be like in the future. A typical person will notice a dust storm 15 minutes before it hits or an hour before with a successful Idea roll. This skill allows a character to know that a given type of storm is likely

within the next two days and to recognize that one is coming three hours before it hits.

*Nuclear Demolitions:* When you need this skill, nothing else will do! It can never be at a higher level than either the character's Physics or Demolitions skill.

*Pharmacy:* This covers knowledge of the use and effects of drugs.

*Physics:* This includes a general understanding of the physical world.

*Psychology:* This skill provides an understanding human behavior at a global level.

**Technical Skill:** The technical skills of the pre-Fall world are disappearing over time. This skill represents a collection of highly technical specialties that are still in great demand within the Rubble.

*Animatron Psychology:* This specialty gives the character the ability to determine what is wrong with a robot's electronic brain simply by watching its actions. This specialty is commonly rolled in order to determine the boundaries of a botland or to determine the risks of entering one.

*Basic Engineering:* Knowledge of the fundamentals of engineering is very useful. It can be used to determine if buildings are structurally sound, to design a new use for existing materials (such as using manhole covers to armor-plate a garbage truck), or to understand the remains of the large engineering projects littering the ruin (how CSUs worked, where water mains should run, and so on).

*Communications:* This specialty covers the repair, installation and operation of all sorts of pre-Fall communication equipment including radios, telephones and cells, television, and even telegraphy

*Computers:* This includes both configuring functional computers and hardware and the language-neutral skill to develop simple programs (developing new large applications is a lost art).

*Decontamination:* This specialty is needed to safely remove biological, nuclear, or chemical hazards from people, places, or things.

*Electronics:* This is a broad catch-all for understanding electronic equipment. In general, it is one step more difficult to use this specialty in place of a more narrowly defined skill. An easy Computer task is a normal Electronics task; likewise for, say, Sensor Systems.

*Fuel Production:* This specialty covers all the different forms of post-Fall fuel production and salvaging.

*Mechanical Engineering:* This is a form of General Engineering. Any mechanically related engineering roll will be one difficulty level easier if this specialty is used.

*Power Generation:* This skill is similar to Fuel Production but specifically geared to generating and distributing electricity. It covers, but is not limited to, small scale hydroelectric, wind, and geothermal power generation.

*Robotic Design:* This involves less the skill of inventing new robots from the ground up (which is mostly a lost art) than it does the building of functional robots out of the various parts that litter the Rubble.

*Sensor Systems:* This specialty covers the use of electronic surveillance equipment such as cameras, IR trip wires, remote microphones, and the like. Given the general level of paranoia in the ruin, many individuals create elaborate security systems around their homes.

*Structural Engineering:* This is a specialized form of General Engineering. Any structure- or building-related engineering roll will be one difficulty level easier if this skill is used.

**Wilderness Skill:** This skill is described in the “New Skills” section below. It has four common specializations.

*Ruins Survival:* Success will allow the character to find safe drinking water or one day’s food within the Rubble. The food is typically edible worms or insects, bite-sized animals, bitter roots, and the like. One roll typically takes five hours of searching and requires no specific equipment. Searching for food with this skill receives a +5% bonus for each small snare used, to a maximum of +20%.

*Outdoor Survival:* This is similar to Ruins Survival but applies to areas outside the ruins. The GM may require different specialties for regions such as desert or woodland. In general, any food found will likely be more palatable, and the search will take only about three hours. This skill also benefits from the use of snares.

*Fishing:* The GM will determine how abundant fish are in any given body of water. In general, it takes about an hour to make a fishing check.

*Hunting:* This skill is similar to fishing but involves hunting for small animals.

**Research:** There are no specialties with this skill in the ruins. It does cover “web browsing” on any surviving computer systems as well as using libraries and other physical media.

**Drive:** There are a number of “innovative” vehicles driving around the ruin.

*Cars:* Most four-wheeled vehicles will use this skill.

*Trucks:* Anything larger than a common light truck requires the use of this skill.

*Motorcycles:* This skill includes trikes and scooters.

**Pilot:** There are not many piloted vehicles still working in the Rubble, but there are people who know how to use them.

*Boats:* This covers all small water-craft.

*Balloons:* Balloons are used by Avalon to relocate their dissidents.

*Hovercraft:* This refers to the “work-horse” aircraft of the Second Global War.

*Ultra-Lights:* Periodically encountered in use by the larger tribes and enclaves.

*Single Engine Aircraft:* These are very rare.

*Multi Engine Aircraft:* These are also very rare.

*Helicopters:* These are very very rare.

*Jet Aircraft:* These are so rare as to be just a dream.

**Ride:** This skill covers both riding animals and simple machines. Bikes are popular in certain groups because they are robust and versatile and require no extra fuel. Riding and pack animals, on the other hand, are far more common outside of the Rubble than within. The treacherous ground and scarcity of forage make them difficult to use locally. Still, anyone traveling outside the old city is likely to see either horses or camels.

*Bicycle:* This skill allows a character to ride a bike in difficult circumstances.

*Horse:* Horses are popular in most areas.

*Camel:* Camels are more common in the desert regions.

## Professions

Many of the old skills and professions were lost in the Global Wars. What has emerged are a number of common occupations that provide individuals with the skills they need to survive. The character’s culture determines which professions are available. Professions are listed as either Ubiquitous (both tribal and enclave characters can have them), limited to one or another culture, or Exotic. The Exotic professions can only be taken by characters over 45 years of age or those with certain exotic cultural backgrounds. Some professions give certain extra items in addition to the usual starting equipment.

### Ubiquitous Professions

The following professions are available for characters coming from both Enclave or Tribal cultures.

#### Bookworms

Since the Fall, knowledge is often power, and the bookworm is the person seeking it. Lacking the benefits of pre-Fall education, bookworms are training themselves in the essential technical skills of the new world through trial and error.

**Starting Equipment:** Standard equipment plus one book giving +10% in one pre-Fall knowledge, science, or technical skill

**Skills:** Language (Own), Literacy, Research, Technology, one Technical and two Science or Knowledge skills, and three other skills chosen by the player from the following list: Art (any), Craft (any), Demolitions, First Aid or EMT, Insight, Knowledge (any), Language (other), Listen, Physician, Repair (any), Perform (any), Persuade, Science (any), Trauma Medicine, or Surgery



**Special:** Bookworms are limited to having no professional skill starting above INTx5. This reflects their self-taught background.

## Dirt Farmer

Over the years, dirt farmers have become more common. Still, when crops fail, some are forced to find a living in more dangerous pursuits.

**Starting Equipment:** Standard equipment

**Skills:** Bargain, Craft (any), Listen, Spot, Wilderness (one Survival) and five of the following: Brawl, Drive, Firearm (Rifle), First Aid or EMT, Heavy Machine (Construction), Knowledge (History), Repair (Mechanical), Ride (any), Science (Meteorology), Track, or Wilderness (Hunting)

## Grease Monkey

Wherever people are hot-rodding around in cars and on bikes, there are grease monkeys keeping the machines going.

**Starting Equipment:** Standard equipment plus an Auto Repair Kit I

**Skills:** Bargain, Brawling, Craft (any two), Drive (any), Heavy Machine (any), Repair (Automobile Mechanic), Repair (Vehicular Armament), Spot, or Technical Skill (Fuel Production)

## Holy Man

Even the most lawless gang is likely to think twice before roughing up a man of the cloth. In the ruins, who is to say exactly what is or is not true?

**Starting Equipment:** Standard equipment plus appropriate religious attire and paraphernalia

**Skills:** Fast Talk, Insight, Knowledge (History), Knowledge (Religion [any]), Language (Own), Literacy, Persuade, and three of the following: Language (other), Listen, Perform (Rabble Rousing), Research, or Teach

**Special:** In the confusion of the Fall, the Reformed Church of the Apocalypse declared that nanopsionic powers are divine miracles. Characters of this faith can consider up to three of their psionics skills as professional

## Medic

Someone has to put everyone back together again.

**Starting Equipment:** Standard equipment plus Medical Kit I, 2D6 Bandages, and 2D6 units of Medical Supplies

**Skills:** EMT, Health Care, Persuade, Science (Pharmacy), Spot, and any five of the following: Hide, Stealth, Insight, Language (other), Science (Advanced Technology, Biomedicine, or Chemistry), or Repair (Cybernetics)

## Mole

Before the Fall they would have been called spies: people who live within one community but are secretly working for another. When their cover is about to be blown, many consider prospecting in the ruins as an excellent alternative to being hung by the neck!

**Starting Equipment:** Standard equipment

**Skills:** Dodge, Fast Talk, Hide, Listen, Research, Spot, Stealth, and three of the following: Brawl, Disguise, Etiquette (any), Firearm (any), Grapple, Knowledge (any), Language (Own), Language (other), Martial Arts, Navigate, Perform (Act), Ride, Swim, Technology, Throw, or Track

## Sailor

Some people follow a nomadic life on their boats. Only those either struck by the greatest of misfortunes or consumed by the most powerful wanderlust would go prospecting into the ruins.

**Starting Equipment:** Standard equipment and check for a firearm

**Skills:** Dodge, Grapple, Navigate, Pilot (Boat), Swim, Technology and any four of the following: Artillery (any, usually shipboard), Climb, Command, Firearm (any), Heavy Machine (Ship), Language (other), Listen, Literacy, Repair (Marine Mechanic), Science (Advanced Technology or Meteorology), SCUBA, or Spot

## Thief

The laws are gone but not the thieves.

**Starting Equipment:** Standard equipment plus 50 TP of something recently stolen

**Skills:** Appraise, Dodge, Fast Talk, Hide, Stealth, and five other skills from the following list: Bargain, Brawl, Climb, Disguise, Fine Manipulation (any), Firearm (any), Grapple, Insight, Listen, Jump, Persuade, Spot, Technology (any), or Wilderness (any)

## Tough

Gangs and enclaves always need folks to do the dirty work. The majority of gang members can fight, as can most people in the enclaves, but toughs specialize in it.

**Starting Equipment:** Standard equipment plus a missile weapon and check for a firearm

**Skills:** Brawl, Dodge, Grapple, Melee Weapon (any two), Missile Weapon (any), and four of the following skills: Artillery (Giant Crossbow, Missiles, or Zip Cannon), Climb, Firearm (any), Hide, Listen, Jump, Language (other), Martial Arts, Ride, Spot, Stealth, Swim, Throw, or Track

### Trader

Even in the ruins, there are still people who make a living buying and selling things. Some have permanent trading posts, while others travel between different groups.

**Starting Equipment:** Standard equipment plus 100 TP of trade goods

**Skills:** Appraise, Bargain, Etiquette (Rubblewise), Fast Talk, Knowledge (Commerce), Persuade, Technology, Wilderness (any one), and any two other skills as specialties

### Wizard

In the ruin, wizards are people who make their living through the use of nanopsionic powers. Wizards are, by necessity, a showy and diverse group, with each individual finding his or her own niche.

**Starting Equipment:** Standard equipment

**Skills:** Appraise, Performance (Rabble Rousing and Acting), Technology, and any two other skills. Wizards may count up to four psionic skills as professional skills.

### Yammerhead

There are always people who live to talk. They spend their time yammering with anyone who will listen. In general, they are not well-respected by prospectors. But they can be useful upon occasion.

**Starting Equipment:** Standard equipment

**Skills:** Bargain, Etiquette, Fast Talk, Insight, Persuade, Perform (Rabble Rousing), plus any four of the following skills: Command, Knowledge (any), Listen, Literacy, Language (Own), Language (other), Research, or Teach

## Inhabitants of Enclaves

These professions are only available for characters coming from the Enclave culture.

### Clerk

Enclaves have a few individuals who are responsible for maintaining the orderly exchange of goods and services. It would take very unusual circumstances to get one of these folks into the rubble, but the world is full of unusual circumstances.

**Starting Equipment:** Standard equipment

**Skills:** Bargain, Dirt Farming, Etiquette (any), Insight, Knowledge (Commerce), one other Knowledge, Language (any), Persuade, Research, Technology, and Literacy

### Craftsman

More common than clerks in enclaves but just as rare in the Rubble, these people specialize in making new things for the enclave.

**Starting Equipment:** Standard equipment plus a Tool Kit I

**Skills:** Appraise, Bargain, Craft (any two), Spot, Literacy, Technology, and three of the following: Dirt Farming, Fine Manipulation (any), Repair (any), Heavy Machine (Construction Equipment), or additional crafts

### Expert

These people are similar in character to the bookworms, except they have the resources of the enclave to further their studies. Unlike the bookworms, the enclave keeps the experts focused on a smaller set of more useful skills.

**Starting Equipment:** Standard equipment plus one book giving +10% in one pre-Fall discipline

**Skills:** Language (Own), Literacy, Research, Teach, Technology, and five of the following skills: Craft (any), Demolitions, EMT, Insight, Knowledge (any), Language (other), Listen, Persuade, Science (any), or Technical (any) — NOTE: No more than two technical skills can count toward these five.

### Explorer

Leaving safety to explore the outside world, these are the people most commonly encountered from an enclave. Often they are on specific missions, but sometimes they are simply out scouting.

**Starting Equipment:** Standard equipment plus check for firearms

**Skills:** Climb, Language (Own), Language (other), Persuade, Technology, Spot, and four of the following: Knowledge (any), Drive (any), Fast Talk, Firearm (any), Navigate, Pilot (Aircraft or Boat), Ride, Science (Ecology, Geology, or Meteorology), Swim, Track or Wilderness (any)

### Mechanic

These guys provide the technology that separates the enclaves from the gangs. Grease Monkeys fix cars, these folks can fix just about anything.

**Starting Equipment:** Standard equipment plus Tool Kit I

**Skills:** Craft (any two), Fine Manipulation (any), Repair (any two), Spot, Technology, Technical (Basic Engineering), plus two of the following: Communications Technology, Drive (any), Craft (any), Heavy Machine (any), one Technical, or Science (Advanced Technology)





## Servant

Many people found themselves serving others after the Fall. Frequently, when things go bad, these people head into the ruins to become prospectors.

**Starting Equipment:** Standard equipment

**Skills:** Craft (any), Etiquette (any), Hide, Language (any), Listen, Stealth, and four of the following: Bargain, Dirt Farming, First Aid or EMT, Food, Insight, Language (other), Perform (any), or Persuade

## Soldier

These are not the toughs that can be found throughout the world. Soldiers are, instead, disciplined fighters who work together to maximize their effectiveness. Only enclaves have the resources to train and maintain true soldiers.

**Starting Equipment:** Standard equipment plus an extra melee or missile weapon and 50 TP additional armor plus check for a firearm

**Skills:** Brawl, Dodge, First Aid or EMT, Knowledge (Region), and six of the following, as appropriate: Artillery (any), Command, Demolitions, Drive, Firearm (usually Rifle, but any), Grapple, Heavy Weapon (any), Hide, Language (other), Listen, Jump, Melee Weapon (any), Missile Weapon (any), Navigate, Repair (as appropriate), Ride, Spot, Stealth, or Throw

## Inhabitants of the Ruin

These professions are only available to characters coming from the tribal culture.

## Drifter

Living by their wits and wandering in and out of different gangs, these people drift through life.

**Starting Equipment:** Standard equipment

**Skills:** Bargain, Fast Talk, Food, Hide, Insight, Knowledge (Region [local area]) or Science (Meteorology), Listen or Spot, Persuade or Brawling, Stealth, and Wilderness (any)

## Entertainer

Even large enclaves do not have people who make their living exclusively by entertaining others, but there are people who travel the Rubble trading a few hours entertainment for a day's food.

**Starting Equipment:** Standard equipment

**Skills:** Art (any) or Teach, Disguise, Etiquette (any), Fast Talk, Fine Manipulation (any), Insight, Language (other), Listen, Perform (any), and Persuade

## Escaped Slave

Life is unpleasant for those being kept as slaves. Any opportunity to escape into the Rubble is likely to be taken.

**Starting Equipment:** Standard equipment

**Skills:** Craft (any), Dodge, Etiquette (any), Fast Talk, Hide, Insight, Language (other), Listen, Stealth, and one other skill as an occupational specialty

## Hunter or Scout

Many gangs have people who slink through the rubble to keep an eye on their borders or to gather needed items.

**Starting Equipment:** Standard equipment plus a Missile Weapon and check for firearms

**Skills:** Climb, Hide, Listen, Navigate, Spot, Stealth, Track, and three of the following as appropriate: Firearm (Rifle), Knowledge (Region), Melee Weapon (any), Missile Weapon (any), Language (other), Ride, and Science (Meteorology)

## Nixie

During the turmoil of the Fall, many people began to abandon civilization and tried to lead simpler lives. Called Nixies at the time, these people have generally fared better than most, and groups of Nixies have recently been moving into the Rubble.

**Starting Equipment:** Standard equipment

**Skills:** Craft (Blacksmithing, Carpentry, Leather Working, Masonry, Tailor, or Weaver), Dirt Farming, Food, Insight, Spot, Wilderness (any), Language (other), and three of the following: Dog Handling, Climb, Hide, Jump, Knowledge (Distillation or Fermentation), Knowledge (History), Melee Weapon (any), Missile Weapon (any), Science (Meteorology), Stealth, or Tracking

**Special:** Must take the Nixie failing

## Scavenger

The most commonly encountered person in the Rubble is the scavenger. They live by their wits, either living as a member of a *kasbah* or a gang or wandering alone. They are resourceful but lack much technical knowledge.

**Starting Equipment:** Standard equipment plus check for firearm

**Skills:** Etiquette (Rubblewise), Food, Hide, Melee Weapon (any) or Brawling or Martial Arts, Dodge, Science (Meteorology), Wilderness (Ruins Survival), and any three of the following: Appraise, Dog Handling, Climb, Firearm (any), Grapple, Jump, Knowledge (Rubble), Knowledge (Group), Listen, Literacy, Missile Weapon (any), Spot, Technology, or Throw

### Wilds

Living throughout the ruins are countless lost boys and girls who have grown up without the benefit of any education or connection to the past. Collectively, they are known as Wilds. They have basic survival skills and wildly mistaken understandings of the old world. For example, a Wild might honestly believe that computers have little demons inside of them or that the old ruins were built by a race of giants.

**Starting Equipment:** Standard equipment

**Skills:** Dodge, Food, Grapple, Hide, Spot, Throw, Track, Wilderness (Ruin Survival), and two of the following skills: Brawl, Climb, Dog Handling, First Aid, Listen, Jump, Melee Weapon (any), Missile Weapon (Bow), Language (other), Ride, Science (Meteorology), Stealth, or Swim

### Exotic Origins

The following professions require the character to have been trained before the fall. Thus they are available only to characters over the age of 45 or those with a GM-approved exotic origin.

#### Doctor

The quality of training of medical doctors fell off during the Global Wars but they are still highly respected.

**Starting Equipment:** Standard equipment plus Medical Kit II, 2D6 Bandages, and 2D6 units of Medical Supplies

**Skills:** Etiquette (any), Literacy, Technology, Physician, Science (Biomedicine), Science (Pharmacy), Science (Psychology), Science (Advanced Technology), Surgeon, and Trauma Medicine

#### Engineer

The Global Wars brought massive amounts of technical innovation, particularly in the area of war materiel, and the engineers were at the center of it. Surviving engineers have the skills necessary for accomplishing great things: they can restore power plants, restart super-computers, and create airplanes.

**Starting Equipment:** Standard equipment

**Skills:** Repair (as appropriate), Science (Advanced Technology), Spot, Technical (Basic Engineering), Technology, and five of the following, as appropriate: Communications Technology, Craft (Electrician and Machining), Drive (any), Heavy Machine

(any), Knowledge (any), Pilot (any), Repair (any), Science (any), or Technical (any)

#### Pilot

Few aircraft survive in working order, but those that do provide great power to whoever controls them. Reconnaissance, communication, and transportation all come with a working aircraft, and people who can fly them are very valuable to anyone owning an aircraft (and useless to everyone else).

**Starting Equipment:** Standard equipment

**Skills:** Drive (any), Listen, Navigate, Pilot (any), Spot, and Technology, plus any four of the following: Bargain, Command, Heavy Machine (any), Knowledge (Region), Repair (as appropriate), Language (other), Persuade, Science (Physics), Science (Advanced Technology), or Technical (as appropriate)

#### Scientist

Second only to the engineers, the scientists reshaped the world during the Global Wars. Few prominent scientists remain, but even secondary scientists find a great calling for their skills in the rubble.

**Starting Equipment:** Standard equipment

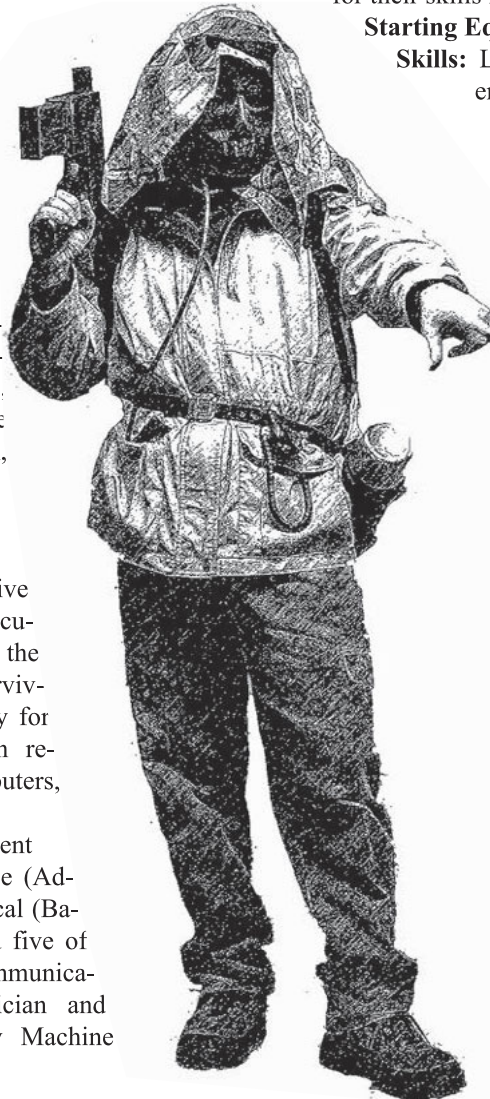
**Skills:** Literacy, Persuade, Research, Science (Advanced Technology), Technical (any one), Technology, and any five Knowledge, Science, or Technical skills appropriate to the field of study

#### Technician

While scientists and engineers designed the tools of the Global Wars, technicians built and ran them. These skills can still be valuable in the ruin.

**Starting Equipment:** Standard equipment plus Tool Kit I

**Skills:** Listen, Repair (any two), Science (Advanced Technology), Research, Spot, Technical (any two), and two other skills from the following list as specialties: Communications Technology, Craft (any), Demolitions, Drive (any), Fine Manipulation, Heavy Machine (any), Literacy, Pilot (any), or Technology





# New Skills

## Dirt Farming

**Base Chance:** 25%

**Category:** Knowledge

This skill covers the use of simple tools and nonspecialized seed stock for the production of food.

**Effects:** The following are the results for different degrees of success.

*Fumble:* Total crop failure: only 5% to 20% of typical yield is recovered.

*Failure:* Crop failure: only 10% to 60% of typical yield is recovered.

*Success:* 80% to 130% of typical yield recovered.

*Special:* 150% of typical yield recovered.

*Critical:* 200% of typical yield recovered.

## Dog Handling

**Base Chance:** 10%

**Category:** Communication

This skill covers the ability to train and handle common dogs. The different training options available to dogs are listed in Chapter 3. In general, no roll is used in dog training; instead animals that are raised under the supervision of a skilled handler will be trained to the handler's ability. The exception to this consists of training a dog to follow a new handler. This takes one day and a successful Dog Handling roll.

Using a trained dog frequently requires a skill roll. One roll is required when hunting, herding, or ordering an attack dog into combat. A tracking dog requires a roll to take a scent and may require additional rolls if the trail becomes hard to follow, *e.g.*, if it enters a stream.

**Effects:** The following are the results for different degrees of success.

*Fumble:* The dog fails to cooperate; in a threatening situation, it will either run away or cower behind the handler.

*Failure:* The dog fails to cooperate, but another attempt can be made next turn.

*Success:* The dog performs the trained task.

*Special:* The dog performs well. Tasks giving a skill bonus receive double the bonus. Normally an attack dog is played by the GM as a NPC, on a special it can be run by the player, doing exactly what he or she wants.

*Critical:* As a special, but the handler also receives a permanent special bonus of +5% for handling this dog. Eventually, the handler and dog will perfectly understand each other.

## EMT

**Base Chance:** 0%

**Category:** Knowledge

This skill is similar to First Aid except that a successful roll heals more damage and allows the transportation of a severely injured person.

**Effects:** The following are the results for different degrees of success.

*Fumble:* No effect.

*Failure:* No effect.

*Success:* Restores 1D3 hit points.

*Special:* Restores 2D3 hit points

*Critical:* Restores 1D3+3 hit points.

## First Aid

**Base Chance:** 30%

**Category:** Knowledge

This skill is similar to the version in the core rules with the following limitations. It can be used to delay death (CPR), stop bleeding, and restore some damage. This skill does not help in transporting an injured person.

**Effects:** The following are the results for different degrees of success.

*Fumble:* No effect.

*Failure:* No effect.

*Success:* Restores one hit point.

*Special:* Restores 1D3 hit points.

*Critical:* Restores 1D6 hit points.

## Food

**Base Chance:** 15%

**Category:** Manipulation

This skill covers three tasks that are essential in the ruins: determining if something is edible, separating the edible from the inedible (called "salvaging food"), and preparing food in a edible and nutritious manner.

**Effects:** The following are the results for different degrees of success.

*Fumble:* Danger! If salvaging food, unsafe food has been eaten; treat it as a POT 3D6 toxin. Otherwise, this is just a bad failure.

*Failure:* Good food may have been mistakenly considered contaminated or inedible. Reduce the amount of food salvaged by 25%.

*Success:* Food is handled correctly.

*Special:* This provides the same effect as a success, except that an additional 25% is recovered or the success is 25% "better" than normal, as appropriate.

*Critical:* This is the same as a special success, except that the bonus amount to 50%.

## Health Care

**Base Chance:** 0%

**Category:** Knowledge

This skill covers all the pre-Fall specializations that were used to increase the effectiveness of physicians (nurses, surgery technicians, and the like). Each 25% in Health Care that an assistant has increases the number of patients a physician can follow by one. If no physician is available, a person being tended by someone with Health Care will heal 1D4 hit points per week rather than just 1D3.

## Physician

**Base Chance:** 0%

**Category:** Knowledge

This skill is used to treat common illnesses, to diagnose medical problems, and to assist a patient in healing. A patient under the care of a physician heals 2D3 hit points per week instead of the usual 1D3. The GM may allow a physician to be specialized, in which case he or she receives +40% to all rolls related to the specialization and -20% to all cases outside the specialization.

A physician can typically follow one patient per 25% (round up) of skill he or she has. Assistants with the Health Care skill can increase this number.

## Surgery

**Base Chance:** 0%

**Category:** Knowledge

This is the skill of surgeons. It can never be higher than a character's physician skill.

Ideally, this skill should never be rolled. Each surgery has a threshold skill level that it requires, and as long as the surgeon has the skill at that level, the surgery is completed without failure. Unfortunately, operating conditions can modify the effective skill level required. Should the surgeon have insufficient skill, then a roll will be called for.

## Typical Surgeries

**Remove an Appendix:** 25%

**Remove a bullet:**

- *From a Limb:* 25%
- *From the Torso:* 40%
- *From the Head:* 60%

## Modifiers

**No Tools:** -25%

**Field Tools:** 0%

**Inadequate Anesthesia:** -25%

**No Anesthesia:** -50%

**Mini-Surgery or Doctor's Office:** +10%

**Surgery Center:** +5-25%

In general, a wound with a bullet in it will not heal until the bullet is removed. The GM should determine when the bullet is lodged in the wound (perhaps 50% of the time). Also, a character can specialize with this skill as with Physician, but both skills must have the same specialization.

## SCUBA

**Base Chance:** 5%

**Category:** Physical

Covers the use of all sorts of personal underwater equipment. During the Global Wars, there was a great deal of interest in underwater exploration and utilization. Small self-sufficient communities were constructed in the Great Lakes and the various oceans. Military headquarters were "hidden" under lakes and in rivers and a large amount of technology was developed for surviving and moving underwater. This skill is a catchall for safely using any of that equipment.

**Effects:** The following are the results for different degrees of success.

**Fumble:** Danger! Depending on what is being attempted, something unfortunate has happened to the character.

**Failure:** The equipment fails to work, but the character is able to determine this before exposing him- or herself to too much risk.

**Success:** The equipment works as intended.

**Special:** The equipment works as intended.

**Critical:** The equipment works as intended.





## Technology

**Base Chance:** 10%

**Category:** Manipulation

The knowledge of how to use pre-Fall technology cannot be taken for granted. Driving cars and using cell phones, computers, or even elevators are skills that not everyone in the Rubble has. Any character with 25% or better in this skill is assumed to be able to handle basic technology; no roll is required to answer a phone, call an elevator, or even change the oil in a car (provided all the appropriate equipment is available). This skill must be rolled when unfamiliar technology is used under dangerous conditions, such as starting a car in combat, or determining what a machine is or whether it is functional.

**Note:** Characters get a special bonus to this skill equal to their AGE-20 (this can be a negative for young characters).

**Effects:** The following are the results for different degrees of success.

*Fumble:* The item not only fails to work but may, at the GMs discretion, have been broken in the attempt. If attempting to diagnose if an item is functional, the wrong conclusion is reached.

*Failure:* Item does not function, or no information can be gained about its functionality.

*Success:* Attempt works as desired.

*Special:* This functions as a success, but, if a character is trying to diagnose the functionality of an item, additional information is gained, such as why the item will not work.

*Critical:* This acts as a special, but, if an item was only slightly damaged, it is repaired during the diagnosis. For example, a PC is investigating a car that the GM has secretly determined needs a little work before it will run. With a critical technology roll, the GM may decide that the problem is simply that the battery was disconnected and, therefore, rule that the PC has fixed the problem while checking the car.

## Trauma Medicine

**Base Chance:** 0%

**Category:** Knowledge

This skill is much the same as the EMT skill with two differences. First, it heals more damage when used successfully; second, it can never be higher than a character's Physician skill level.

**Effects:** The following are the results for different degrees of success.

*Fumble:* No effect.

*Failure:* No effect.

*Success:* Restores 1D4 hit points.

*Special:* Restores 2D4 hit points

*Critical:* Restores 1D4+4 hit points.

## Wilderness Skill

**Base Chance:** 10%

**Category:** Knowledge

Although the Rubble contains many interesting and valuable technological items, it is not a land of plenty when it comes to finding food. The various specializations of this skill allows a character to find food or water provided the character uses the skill for a certain number of hours.

**Note:** During the monsoon season and for a while thereafter, there is no need to search for water; plenty is available for the taking.

**Effects:** The following are the results for different degrees of success.

*Fumble:* Nothing of value is found, and the area is "hunted out"; -25% on subsequent rolls.

*Failure:* Nothing of value is found.

*Success:* As per the various specializations.

*Special:* Double the normal amount of food or water is found.

*Critical:* If searching for water, a permanent supply is found; otherwise, four times the normal amount of food is found.

# Powers

Prospectors in the ruins are an unusual bunch. There are cyborgs left over from the Global Wars, genetically enhanced transhumans, and psionic youths.

- Each character receives POW/2 (round up) points to invest in the various powers.
- Certain powers are only available to characters of a given age.

## Cybernetics

During the Global Wars great advancements were made in human-computer interactions. Foremost was the development of cybernetic replacement limbs and later neural implants. Wounded soldiers could receive mechanical replacements for lost limbs that were stronger and more durable than the originals (though significantly different in appearance).

Installing cybernetics required large surgical teams working at functional hospitals and using a variety of specialized nanites to link the electrical and nervous systems together. Since these teams have all disappeared 20 years ago or more, no character under the age of 35 can start with cybernetics. Although there are persistent rumors that one enclave or another has set up a facility to install cybernetics, these have always turned out to be unfounded.

**Limb Replacement (1 point per limb):** A cyber limb starts with twice the hit points as the owner's original limb, with 1 point of layering armor. Damage to a cyber limb does not heal; instead, it must be repaired with the Repair (Cybernetics) skill.

**Reinforced Limbs (1 point total):** If this option is taken, all of a character's cyber limbs were reinforced to have +10 HP, 2 points of layering armor, and 6 points of ballistic armor.

**Interlock (1 point):** If the character has had all four limbs replaced, an interlocking mechanism can be installed that allows the mechanical limbs to work together. This gives the character +3 STR.

**Enhanced Strength (1 point):** A character with an interlock can have it enhanced to give an additional +3 STR (for a total of +6).

**Enhanced Dexterity (3 points):** A character with an interlock can also have it enhanced for speed and dexterity. This gives the character +3 DEX.

**Concealed IR Screen (1 point):** A small screen has been concealed under the character's eyelid. Opening and closing the eye in a certain manner causes a screen to drop in front of the iris and converts IR light to the visible spectrum. This gives the character 1 level of the Infrared Vision super sense. When inactive,

the device is very difficult to detect (Spot or Physician roll required and then only when it is being looked for).

**Concealed Knife Blade (1 point):** A small sheath is cut into the bones of the hand and a plasteel knife blade is permanently inserted. Certain finger tendons are redirected so the blade can be extended and retracted at will. When retracted it is very difficult to detect (Spot or Physician roll required; most weapons detectors will not detect the plasteel). In combat the knife fights as a dagger.

**Brain Computer Interface (2 points):** Also known as a BCI or smartlink, this interface allows the character to connect his brain directly to a computer-driven device. Smart devices usually give +25% to relevant skills.

**Eye (1 point):** The replacement eye gives the character +25% on Spot rolls and 1 level of the Microscopic Vision super power.

**Enhanced Eye (1 point):** A cybernetic eye can be upgraded to allow the character to see in the infrared range and to have Light Intensifying vision. This gives the character 1 level of both the Infrared and Night Vision super powers.

**In-Line Computer (1 point):** The character must have both an eye and BCI implant to receive the in-line computer. The computer is basically a personal computer built into the character's head which is always on and at his or her disposal.

**Communications Upgrade (1 point):** An in-line computer can be fitted with a communications upgrade. This upgrade allows the character to monitor radio, cell phone, television, and similar frequencies. This usually requires a perception check when actively listening for a signal on an unknown frequency; alternatively, the character can monitor a single frequency. The character can also transmit speech directly to radio without speaking and may opt to include encryption.



## Biological Modifications

Biological modifications were first made to children *in utero* during the False Peace. Since such procedures could only be performed on the unborn, no one over the age of 28 can possess them, unless they were a GW2 Vat Job, in which case they could be up to 38 years old.

- Any biological modification listed with the word “per” in the cost can be bought up to three times. For example, +3 STR can be bought for 3 points, but the Leaper ability can only be taken once.

**Enhanced Strength (1 point per):** This increases a character’s STR by +1 per level bought.

**Enhanced Constitution (2 points per):** This increases CON by +1 per level bought.

**Enhanced Dexterity (2 points per):** This increases DEX by +1 per level bought.

**Enhanced Appearance (1 point per):** This increases APP by +2 per level bought.

**Enhanced Stamina (1 point):** This reduces the effective load the character is carrying by one load level.

**Ear (1 point):** The character gains 1 level of the Super Hearing super power.

**Eye (1 point):** The character gains 1 level of the Super Vision super power.

**Eye, Low-Light (1 point):** A character with this modification can see in almost complete darkness. He or she gains 1 level of the Night Vision super sense.

**Eye, Infrared (1 point):** This character can see in the IR spectrum as well as normally visible light. The character gains 1 level of the Infrared Vision super sense.

**Leaper (1 point):** This increases Jumping by +25% (this can raise the skill over 75% during character generation) and gives the character 1 level of the Super Leap power.

**Slinker (1 point):** This increases Stealth by +25% (this can raise the skill over 75% during character generation).

**Slinger (2 points):** This increases Throw by +25% (this can raise the skill over 75% during character generation).

**Swimmer (1 point):** This increases Swim by +25% (this can raise the skill over 75% during character generation).

**Gecko (1 point):** Sticky pads on the hands and toes give the gecko +25% Climb (this can raise the skill over 75% during character generation). Additionally the character gains +5 STR for holding onto items in his or her hands.

**Compass (1 point):** Having been given a neural modification similar to a pigeon, the affected character can usually determine true North simply by thinking about it: +20% Navigate, and an Idea roll to know North at any given moment.

**Vibration Sense (1 point for each level):** This power gives the character an acute sense of vibrations; anytime the character’s hands or feet are in contact with the ground, he or she can sense nearby movement. On normal surfaces, moving objects can be detected with a Sense roll at 1 M per 3 SIZ (normal stealth does not conceal a person from this ability). This range is multiplied by the number of levels the character has in this power, and divided by two if the character is wearing shoes or by four if he or she is wearing boots. Likewise, range is doubled if both the mover and the sensor are standing on the same hard surface and halved if they are on a soft surface. For example, Barefoot Tessa has two levels in vibration sense. She is standing on an old concrete slab, while Kidd (SIZ 12) is sneaking up on her. She can detect him, with a roll, at  $(12/3) \times 2 \times 2 = 16$  M (times two for two levels of the power and times two for both characters being on the same concrete surface).



## Nanopsionics

Nanopsionics are the highest technology achieved during the GW2. Most people know that the seemingly magical powers of the nanopsionist are the product of a combination of genetic modifications and nanite tattoos interacting with a heretofore unknown energy field; omega energy.

- Nanopsionics are only available to characters under 28 years of age and are often called simply “psionics”.

**Using Psionic Powers:** There are four different classes of psionic powers: Extra Sensory Perception (ESP), Kinetics (KIN), Body Attunement (BOD), and Telepathy (TP). Each is separate from the others and has its own governing “psionic strength” statistic, and each has several powers.

- Each psionic strength statistic and each power must be bought separately.
- Characters may only buy a power if they have first bought at least one level of the governing strength.
- Each power is a separate skill and, unless the contrary is stated, it is not a professional skill.
- Each psionic power, once bought, is a mental skill with a basic of 10%.
- Each power usually requires the character to concentrate for the duration of the power.

Using a power costs a certain number of psionic strength points (given in the powers description). Failing to activate a power usually costs one point. Characteristics of powers based off psionic strength do not decrease with spent points. For example: Robert Longeye, a character with a PSI [ESP] 15, uses 5 points to power the Sight ability, leaving him with 10 points left; nonetheless, he can send his point of view the full 15 M away from his body.

If no range is listed, a power is assumed to be touch only.

**Recovering PSI Strength:** PSI is recovered at a rate of 3 points per hour while sleeping or 1 point per hour during rest. All of a character’s psionic strength attributes can recover concurrently.

### ESP

Omega energy can carry information about the psionist’s surroundings. The nanites can transform this information into perceptions.

**ESP Strength (1 per +5 PSI [ESP]):** The maximum strength is ESP PSI 20.

- *Clairvoyance (1 PSI [ESP] per minute to activate):* When active, the ESPer can send his or her point of view away from his or her body to a maximum of 1 M per strength point.
- *Clairaudience (1 PSI [ESP] per minute to activate):* This is similar to clairvoyance but affects hearing.
- *Sense Mind (1 PSI [ESP] per minute to activate):* When active, the character can concentrate for one round and sense the position of any conscious mind within PSI meters (use the Sense skill).

### Kinetics

Omega energy can be used to create force at a distance from the psionist. All uses of these powers require that the psionist have a line of sight to the target.

**Kinetics Strength (1 per +5 PSI [KIN]):** The maximum strength is 20 Kinetic PSI.

- *Telekinesis (1 PSI [KIN] per minute of use):* The character can move small objects within PSI meters as if he or she were standing near the object. The lifting power is equal to PSI/2 normal STR and PSI/4 DEX. This power will not work within 0.5 M of another living being (due to omega wave interference).
- *Electrical Surge (1 PSI [KIN] per HP damage):* This power allows the psionic to create an electrical surge that will damage objects. The surge is created to a

## Psionic Nanites

In order for the psionist’s mind to activate a physical effect, the nanites must be placed in such a way that it creates an antenna connecting the electrical activity of the brain to the psionic field. This is usually done by tattooing the appropriately colored nanites into the psionist’s body; thus, a psionist is easily recognized for what he or she is, including which powers he or she possesses. A character wishing to conceal this information will typically have to use the disguise skill. The nanites that form the essential link between the mind of the nanopsionist and the psionic energy field are usually encountered in a liquid form. Properly purified, the nanites will form an intensely colored viscous liquid, the color of which indicates the powers it controls. Impure or mixed nanite solutions are usually brown or black, with “black goo” being a mixture of all the various flavors of nanites.

range of 1 M per PSI and does 1 point of damage per point of PSI. If used against a living target, the psionist must overcome the target's POW.

- *Mend (1 PSI [KIN] per HP restored)*: This power will permanently repair 1 HP of a broken inanimate object. It only works if the character knows what needs to be connected to what on the object. It can also attach two objects together as if they were bound by a glue with a strength of PSI/4. The character must touch the two objects, neither of which can be within 0.5 M of another person.

*Each nanopsionic power, once bought, has a skill basic of 10%.*

## Body Attunement

Some psionists use omega energy to enhance the performance of their own bodies.

**Body Attunement Strength (1 per +5 PSI [BOD]):** The maximum strength is PSI [BOD] 20.

- *Heal (1 PSI [BOD] per HP recovered)*: With a range of touch, the psionist can heal one HP per PSI point spent.
- *Mind over Matter (1 PSI [BOD] per point per hour of use)*: This power works only on the psionist and allows him or her to increase either STR or CON temporarily. Once activated, the psionist does not need to concentrate to maintain the attribute bonus. Each point above the first that an attribute is to be raised lowers the activation roll by -5%.
- *Empathy (1 PSI [BOD] per minute of use)*: This allows the psionist to attune him- or herself to the physical components of another person's emotions. It can be used passively or actively. Passive use requires one point per person examined and can be used at a range of PSI meters. This gives the psionist +25% Insight skill. Detecting someone who is using the passive form of this power requires a Spot check. The active power has a range of touch and can impart a powerful emotion in the subject, provided his or her Power can be overcome (PSI versus POW).

## Telepathy

This power does not represent the true connection of minds that is commonly associated with the term telepathy; rather, it is a more limited form of interaction that is, nonetheless, quite useful.

**Telepathy Strength (1 per +5 PSI [TEL]):** The maximum strength is PSI [TEL] 20.

- *Align Mind (3 PSI [TEL] to align, 1 PSI [TEL] per day to maintain)*: This process takes one hour and aligns a person's mind to that of the telepath. This alignment allows Send/Receive and Dominate to be used on the subject. To align an unwilling mind, the psionist must overcome the target's Power (PSI versus POW). Both parties must be in physical contact for the entire hour, and the telepath must be concentrating.
- *Send and Receive (1 PSI [TEL] per minute per kilometer)*: This power allows the telepath to send and/or receive surface thoughts to or from one or more of his or her aligned minds. This may be limited to "eavesdropping" on primary senses or exchanging thoughts as if speaking.
- *Dominate (1 PSI [TEL] per round of use)*: This power allows the telepath to dominate the subject, subjugating him or her to the telepath's will. It requires a PSI versus POW test to activate and is limited to a range of PSI×3 meters.
- *Sense Mind (1 PSI [TEL] per minute of use)*: When active, the character can concentrate for one round and sense the position of any conscious mind within PSI meters (use the Sense skill).

## Cross Powers

There are several bonus abilities that are gained when multiple powers are used together. The GM is the final arbitrator with regard to cross powers.

**ESP and Telepathy or ESP and Body Attunement:**

Passive Empathy and Sense Mind can be used to sense the emotions or positions of all minds centered on the ESP projection.

**Body Attunement and Kinetics:** Mend and Heal can be used to restore very recently severed limbs.

**ESP and Kinetics:** Clairvoyance can be used to target a Surge attack without exposing the psionist.

**Telepathy and Body Attunement:** Active empathy can be used on aligned minds in the same way that Dominate can.



## Mundane

There are a few “powers” that can be taken by characters of any age. They are mundane advantages that not everyone has, but anyone could.

**Skill Master (1 point per skill):** Normal characters are limited to a starting skill level of 75% in any skill, but a skill master can select one skill that can be purchased to 90%. This power does not increase the skill level; it merely allows the skill to be increased during character creation. This power can be bought multiple times for different skills to a maximum of the characters age divided by 15, rounding down (*e.g.*, twice for a 30-year-old and three times for someone who is 45 years old).

**Increase Skill (1 point):** Any one specialty of one skill (or the skill itself if it has no specialties) can be increased by +15%. This can be taken only once per specialty but can be taken for as many different specialties as desired.



**Gifted (1 point):** One skill category receives a special bonus of +3%. This can be taken multiple times but only for different skill categories.

**Citizenship (1 point):** Although the character is living in the Rubble, he or she will be accepted into one of the major enclaves should he or she ever choose to go there. Additionally, the character is able to enter and leave the enclave to conduct trade.

**Known (variable points):** The character will be recognized and treated favorably by members of some group. The larger the group, the more points this power costs. A single gang costs 1 point; everyone in the Rubble, 2 points; one of the tribes, 3 points; both tribes, 4 points; and everyone in general, 5 points. Note that this is not a “get out of jail free” card. NPCs will recognize the character, know something about him or her based on the character’s reputation, and be favorably disposed towards the character, but nothing more. Common examples are old members of a gang who left on good terms; should the gang be encountered, they will be likely not to shoot first, but they are not going to go to great lengths to help the character.

**Extra Gear (1 point per):** The character can trade 1 point per +50 TP of starting gear.

**Cool Ride (1 point per):** The character can have +100 TP towards the purchase of a vehicle for each point. The GM may allow groups to pool these TP in some situations.

**Schooling (1 point):** The character has had some “old world” education. +10% one language, +10% knowledge (history), +10% literacy

**Alert (1 point):** The character is unusually perceptive; +10% listen, +10% spot, and +10% sense.

**Basic Training (1 point):** the character has received (pre- or post-fall) basic military training; +10% etiquette (military), +10% strategy, +10% brawling.

**Trecking (1 point):** The character is good traveling overland; +10% knowledge (meteorology), +10% food, and +10% navigate.

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## Failings

The core mechanics suggest that a character should be allowed a maximum of one half of their starting points, rounded up, in failings. In this context, it is strongly recommended that each character be limited to 3 Failing Points. These points allow the player to customize the character without overshadowing the other aspects of character creation.

**Bad Eyesight (variable):** There is something wrong with this character's vision. Pick one of the following:

- *Farsighted (-1 point):* A farsighted character is unable to read or perform anything requiring clear vision close at hand (like most craft skills) without appropriate prescription glasses. He or she suffers a -25% on relevant skills when the glasses are missing.
- *Nearsighted (-1 to -3 points):* A nearsighted character suffers a -10% per point on all skill checks requiring vision over a few yards. This includes, but is not limited to, Spot and Ranged Attack rolls. This penalty can be corrected with glasses.
- *Night Blind (-1 point):* The character suffers double low light penalties.

**Branded "B" (-2 points):** Branding is a common punishment in many of the post-Fall enclaves. The character's face has been branded with a "B" for Banished. Given the poor record keeping of the post-Fall enclaves, it is considered a sure way to exile someone and guarantee that he or she will never again be allowed into an enclave.

**Branded "C" (-2 points):** The character's face has been branded with a "C" for coward. Regardless of whether the character is a coward or not, he or she will always be considered one by those who are meeting him or her for the first time.

**Combat Paralysis (-3 points):** This character tends to freeze at the beginning of fights. He or she must pass a Stamina roll (once per round) before being able to begin acting in combat.

**Delicate Stomach (-1 point):** This character suffers from eating poorly prepared or questionable food. If the GM rules that the character is eating poorly, then the character will be effectively three load levels more encumbered and thus required to make more frequent stamina checks to remain active.

**Easily Read (-1 point):** This character suffers a -20% penalty when trying to lie, bluff, or conceal his or her motives.

**Easily Recognized (-1 Point):** The character is easy to describe and easy to identify. The character must make an average disguise roll to conceal his or her identity.

**Extra Sleep (-1 point):** This character requires three additional hours of sleep per night.

**Fear [type] (variable points):** The character has an overpowering fear of something. Whenever the character is exposed to the source of this fear, he or she must make a Luck roll. If the roll is successful, the character suffers a -10% on all rolls while exposed to the source of fear. If the roll fails, the character's player may choose either to have the character become catatonic (the character rolls into a fetal position and cries) or to have the character run blindly away.

- *Fear [Being Alone] (-2 points):* This character is afraid of being alone.
- *Fear [Dark] (-3 points):* This character is afraid of the dark.
- *Fear [Robots] (-1 point):* This character is afraid of not just big scary combat robots but of all robotic equipment.

**Gluttony (-1 point):** This failing represents a metabolic disorder where the character is required to eat twice the normal amount of rations.

**Hard of Hearing (-1 point per):** There are three levels of this trait. Each level gives the character a -15% on Listen rolls.

**Hatred (-1 point):** This character hates members of a certain group, such as BEPs, the CACP, the FCA, or the RCA. The character does not interact well with members of that particular group and receives -20% on all social interactions with them.

**Hatred (-2 point):** Similar to the above, except the character hates everyone *except* members of one particular group.

**Hyperactive (-1 point):** This character is always bouncing off the walls. He or she has a hard time staying still. The character requires 1.5 times as much food as normal and is annoying to be around.

**Lame (-2 points):** This character has a physical disadvantage that causes him or her to move at -2 the normal rate.

**Lazy (-1 point):** This character does not work any more than he or she has to and cannot use the time between games to improve him- or herself.

**Missing Hand (-3 points):** This character has a hook instead of one hand. The GM will arbitrate what limitations this puts on the character, but, in general, the character will not be able to perform actions such as wielding rifles or other two-handed weapons, touch typing, or anything else requiring two hands.

**Missing Eye (-2 points):** This character has only one eye. He or she suffers a -15% on Spot checks, has a large blind spot in his or her field of vision, and receives -5% on all skills requiring fast precise distance vision.

**Missing Digits (-0 or -1 point):** A character missing one finger suffers a -1 DEX in certain noncombat situations. This increases to -2 if the character is missing more than one digit.

**Missing Leg (-3 points):** The character has greatly reduced movement. If this is corrected with a prosthetic limb, the character is limited to  $\times 1/2$  move.

**Mute (-2 points):** This character has no voice and is unable to speak naturally. *Über-rats* cannot take this failing, as they already have it.

**Nixie (-1 point):** The character has rejected technology and must live the nixie lifestyle.

**Parasites (-1 point):** This character has odious habits that have caused him or her to become infected with many external and internal parasites. The character suffers an increased load level of encumbrance (thus increasing the difficulty of stamina checks to avoid fatigue) and is contagious. Each person interacting with the character must make a Stamina roll (once a week) or suffer the same increased load. A physician with the correct medications can cure the infection, but the character with this disadvantage will likely become re-infected within a few weeks.

**Reduced Hits (-1 to -3 points):** Each level of this disadvantage reduces a characters hit points by one.

**Rock Bottom (-1 point):** This character has hit rock bottom. He or she gets no starting equipment or TPs and can start only with items of 0 TP cost.

**Scrawny (-1 point):** This is only available for characters under 30 years of age. During their childhood, they were so malnourished that their adult size was profoundly affected. They roll their size attribute with 3D4.

**Skill Aversion (-1 point):** This character is bad at one category of skills and suffers a -5% to the category modifier.

**Severe Skill Aversion (-2 points):** This failing operates in the same manner as skill aversion, but the character suffers -15%.

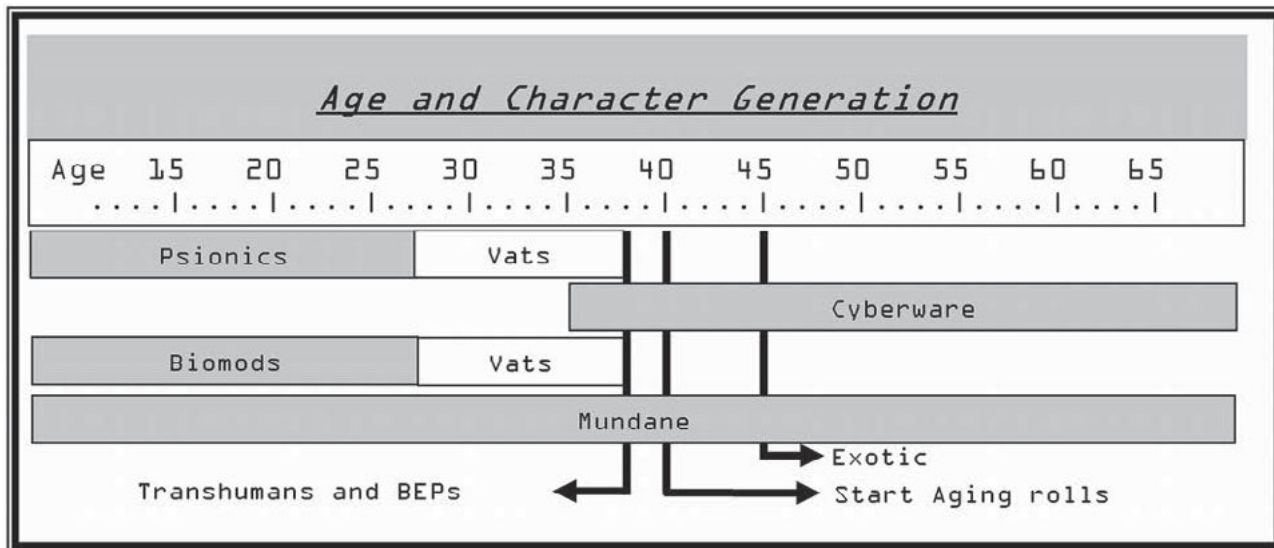
**Social Hallmark (-1 point):** The character can be described by one of the following (the GM may allow other social hallmarks): Arrogant, Brave, Bully, Code of Honor, Collector, Competitive, Coward, Crazy, Curious, Fanatic, Gregarious, Gullible, Head Strong, Hedonist, Iconoclast, Impatient, Intolerant, Jealous, Loner, Megalomaniac, Obnoxious, Pacifist, Shy, Timid, or Truthful.

**Wimp (-1 point):** This character suffers -15% for all Exertion Stamina rolls.

## Age Effects

A character's age has a profound effect on character creation. It determines what the character has survived and what powers he or she might have; old characters can have valuable professions, while young characters have interesting races and powers.

- A player should pick the age of the character.
- Attribute loss rolls (as per BRP p. 183) should be made for each year over 40. (No skill loss rolls need be made.)
- Extra skill points are awarded for each decade over age 18.





# CHAPTER 3

## SPOT RULES



*Spikemo stepped cautiously around the various tables. On each one was a small collection of odds and ends: on this one items were carefully laid out; on that one they were in a jumbled pile. Near each table stood a seller, each hoping to trade their junk for valuables.*

*It had cost Spikemo a box of matches to get into the market, but he had that lighter now so he didn't really need them, and besides, this was the best place to get a good helmet.*

*He approached a table where a young transhuman was flirting with some Nixie chick. On the table were three helmets. One, an infantryman's helmet, had a large round hole in the back. Next, there was a piece of junk made by fitting a street sign around a bike helmet. The last was what he was looking for: a football helmet in reasonably good condition.*

*Spikemo thought about what he had: three cans of beets and one of carrots. "Hey, everybody likes carrots," he thought to himself. He figured, if he played his cards right, he might be able to get the helmet and still have a can of beets for dinner. "I would rather have the carrots, but I'm not that good..."*

*"Start small and work your way up." That was what aunty had always taught him. "Hey, buddy, what you want for this helmet?"*

## Trade

There is no money in the Rubble. All exchange takes place using barter. Trade point values are assigned to objects, much as a cost would be, but there are several important differences.

1. Trade value does not reflect the difficulty in making an item, only the utility and scarcity of the item. In the rubble, a working calculator is worth less than a good machete.
2. Trade value depends on how much a character needs an item.
3. Trade value is never known with great certainty. Things do not have precise values; instead calculate the total value of all objects in a swap or sale and then round the total to two significant figures. Two items worth 123 TP each together are worth 250 TP; alone, they are worth only 120 TP.

## Where to Trade

The mechanics of exchanging goods in the ruin vary with the situation. Below are the three most common forms of exchange.

## Friendly Swap Meet

Anytime two or more friendly groups get together they will likely start swapping stuff. These swaps are limited to common items worth 20 TP or less. The swaps use the face values of the items with no bargaining.

**Availability:** If a PC is searching for a particular item, the GM may assign a reasonable probability that someone in the other group will have one they are willing to part with. For example, the party encounters a friendly *kasbah* and one of the PCs asks if anyone is willing to part with a 5.56 NATO round. The GM may assign a 20% chance that someone has one that they do not need. If the character had simply asked for a bullet the swap should be allowed to occur with the GM randomly determining the caliber.

**Example:** Boss’s Bar and Grill is neutral ground in the Rubble, where folks from many different *kasbahs* and gangs meet and socialize. Prospectors are always making small trades, giving up things they have found in exchange for luxuries they crave.

## Barter Stores

Even in the lawless ruins, there are a few trading centers. These places usually have some store “currency” that sets the base cost of merchandise. Their currencies are based on things like “trinkets,” or one day’s food, or even .22 short rounds; anything with a small fixed value can be used. In barter stores, characters “sell” their goods for an amount of currency and then use it to buy things—just like money.

**Availability:** The probability of a PC searching for a particular item actually finding it depends on the size of the store and the rarity of the item sought.

Size	Common	Uncommon	Rare
Small	50%	20%	5%
Medium	75%	40%	15%
Large	90%	60%	30%

**Mechanics:** Everything under 100 TP is purchased at 80% face value (this creates the store’s profit margin) and all items under 100 TP will have a fixed, non-negotiable price. Items over 100 TP will be swapped using the swapping rules below.

**Example:** Commodore Vic’s Trading Place is a store in an old luxury hotel along the waterfront. The Commodore is the only person who is known to be able to operate a boat without being attacked by the Pirates of Avalon (he doesn’t explain the reason for this). Still, he is able to take boatloads of salvaged goods from the Rubble up to a Free American enclave where he trades them for packets of beans and rice. Obviously, his store uses a currency based on beans and rice.

Vic’s store is usually considered a “medium” sized store. He will gladly buy things and pay in beans and rice, or

he will sell some previously purchased items. The day before he takes a boatload to the Free American enclave, his store should be considered large; then it drops to small for several days after the boat sails (until he can build up more inventory again).

Vic also offers a “special order” service. Customers can request that he look out for certain items and set them aside until the customer returns. He requires a 10 TP fee up front (non-refundable), and the item will cost 150% normal price if he finds it. However, the GM will make a roll each week as if the PC were in a large store with +15% chance of finding the item.

## Swapping

These rules are used for the exchange of valuable items. They consider not only the “value” of the item, but also how much each character needs it.

**Availability:** When it is known that an NPC has an item to trade, use these rules. They are also used on those occasions when gangs get together for swap meets. In those cases, the probability of finding a particular item depends on the number of groups gathered for the swap and the rarity of the item sought.

Groups	Common	Uncommon	Rare
1	40%	10%	--
2-4	60%	20%	--
5+	80%	30%	15%

**Mechanics:** What follows is an abstract three-step process that can be used to determine how good a deal a character received when trading valuable items with NPCs. Because of the added complexity, it should only be used for major deals: it is not intended for every little swap. These mechanics abstract away the actual back-and-forth of the barter process.

Each party in a swap must offer up a primary item and two reserves. Each reserve must have a perceived value (to the other party) of at least 50% of the face value of the primary item.

The two primary items need not be of exactly the same value, but they must be within 80% of each other. Calculate the difference in value of the primary items as a percentage. Apply double this percentage as a modifier (positive for the character(s) with the higher-valued item and negative for the character(s) with the lower-valued item) to the final Bargain roll (see below).

The first step is for both parties (or their agents) to assess the value of the offered items. The Appraisal skill is usually used to determine the condition of the goods being traded.

The second step requires that both parties determine the others “need”. Usually, the Insight skill is used for this, though in certain cases it is obvious.

- A character that obviously has a firearm that will fire a given bullet automatically needs the bullet.
- A character with no obvious weapon is considered to need a weapon.
- A character with a vehicle obviously needs fuel.

In general, the perceived value of an item is based on need. If a character needs an item, it is worth twice its face value (in TP); if the character is indifferent, then it has face value. Unneeded items have half their face value.

Once the items and their perceived values are settled on, both parties make a contested Bargain roll. The following is used to determine what is actually exchanged.

*Fumble:* The deal fails and no swap occurs.

*Failure:* The character gets the item and gives up one reserve.

*Success:* The character gets the item.

*Special:* The character gets the items and one of the other party's reserves.

*Critical:* The character gets the item and both of the reserves, and (if need be) keeping one of his own reserves.

Two criticals, two failures, or two specials all result in both parties getting their item and one reserve. If either party fumbles, the deal is off.

**Example:** The All-Blue swap meet occurs once a month, when an old warehouse near the center of the Blue tribes turf is home to a giant swap meet. Dozens of gangs that would normally never talk to each other gather to exchange stuff. Spikemo enters the meet looking for a big pistol. Ideally, he wants to swap an American Arms 1860 Henry rifle for one, but he is rather flush and has other stuff he can part with if he needs to.

Searching around, he finds a guy who has a .44 magnum Colt Anaconda he is willing to part with. They start talking; each is looking at the various goods that the other has to offer and soon a deal starts to emerge.

To find out what deal Spikemo received, his player and the GM do the following: first, Spikemo will offer the rifle (143 TP, which rounds to 140 TP) as his primary with two Kevlar IV arm guards (60 TP each) as his reserves. Likewise, the gang member offers the pistol (120 TP) as a primary and a pair of IR goggles (50 TP) plus a B5 battery (10 TP) as one reserve and a fully charged BV10 (60 TP) as the other. They each verify that the goods are functional and worth their face value—since the PC is not trying to trick the NPC, and the GM has determined that the NPC is making an honest offer, no die rolls are needed.

Spikemo doesn't know how to use a rifle, and needs the pistol. If this is known, he will be at a big disadvantage when trying to close the final deal. As each side assesses the other, both player and GM agree that the armor, IR

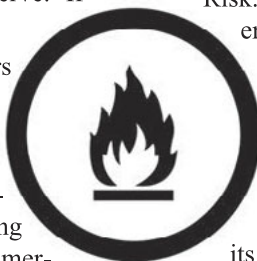
goggles, and batteries are of common enough utility that "need" will not be an issue.

Luckily for Spikemo, the gang member carries both another rifle and a pistol, so there is no way he can claim that he doesn't know how to use a rifle and thus try to bargain for it at half its value. This leaves only the issue of whether Spikemo needs the pistol more than the rifle. This is determined by matching Spikemo's Fast Talk against the gang member's Insight. Spikemo wins, and his secret is safe.

All that is left is the Bargain rolls. Since the rifle is worth more than the pistol—140 TP versus 120 TP—Spikemo gets an advantage. Rather than pull out a calculator, the GM gives him +15% (close enough to the +16.6%). Spikemo makes his roll, and the gang member does not. Spikemo gets the pistol and one reserve—he chooses the IR goggles and B5—and he gives up his rifle.

## Risk

To capture the unpredictable danger of gun shots and automobile accidents, another layer of abstraction is added between the attack and damage rolls. This represents Risk. Risk values range from 1 to 20, with the higher values representing a greater risk of death or serious injury. After an attack has hit, a very short calculation is made to determine the final Risk. Start with the base Risk, add or subtract any situational modifiers, and then determine the appropriate damage dice. Modifiers that affect the damage of a firearm alter its Risk, not the actual damage rolled. Should Risk exceed 20, roll one Risk 20 damage and add to it a second roll of Risk-20. For example, Risk 25 is 3D12+1D6 (Risk 20+Risk 5).



Risk	Roll	Risk	Roll
1	1	11	1D12
2	1D3	12	2D6
3	1D4	13	2D6+1
4	1D4+1	14	2D8
5	1D6	15	2D8+1
6	1D6+1	16	2D10
7	1D8	17	3D6
8	1D8+1	18	3D8
9	1D10	19	3D10
10	1D10+1	20	3D12

The Risk system allows normal people to occasionally survive very dangerous situations that would be mathematically unsurvivable under the Core BRP mechanics.



# Firearms

Everyone in the Rubble wants a gun. But even more importantly, they want ammunition to fire from it! In the Rubble, firearms are the great equalizers—a single bullet can potentially kill just about anyone. Fortunately, bullets are rare, and people who are willing to waste them are even rarer. The spot rules for firearms are designed to reflect the lethality of these weapons and to capture the uncertainty inherent in their use.

## Describing a Firearm

This section provides a system for taking information about a real firearm and determining its statistics in the game. The firearm statistics generated according to these rules replace those listed in the appendices of the core rules.

There are several aspects of a firearm that impact the game. These are:

- how often the weapon fires,
- how often it needs to be reloaded,
- how long it takes to reload,
- how much the weapon encumbers,
- how far the weapon can shoot, and
- how much damage the weapon will do under the current circumstances.

The following attributes are used to describe a firearm: form, action, caliber, magazine, quality, trade value, and special features. Knowing these attributes allows the GM to determine the game statistics for any firearm.

**Form:** Is the weapon a pistol, carbine, rifle, or shotgun? Additionally, for pistols, consideration is given to the length of the barrel. The form of the weapon is the primary determiner of its basic hit probability, range, hit points, and encumbrance. To determine the final encumbrance, add Risk/5 to the base Encumbrance given in the table.

Form	Enc	Basic	Hnd	HP	Range
<b>Pistols</b>					
Holdout	0.0	10%	1	3	3
Snub	0.4	10%	1	5	10
Short	0.7	15%	1	6	15
Standard	1.0	20%	1	8	20
Long	1.5	25%	1	9	25
<b>Carbine</b>					
Carbine	2.0	15%	2	11	75
Rifle	3.0	20%	2	12	100
Shotgun	3.0	25%	2	12	Choke

**Action:** The action of a firearm determines the rate of fire for the weapon. There are a multitude of different ac-

tions in use in modern firearms, but they can, in general, be grouped into a few types.

**Single Shot (ROF 1 or 2):** Break action shotguns and other older designs without magazines simply discharge the chambered round when the trigger is pulled. After firing, the weapon must be reloaded manually.

**Single (ROF 1):** Single action is one of the earliest forms of repeating weapon actions. When the weapon is cocked, it is ready to fire. Once fired, it must be recocked manually before it can fire again. This action is common in old-West six-guns.

**Double (ROF 2):** Most modern revolvers will recock themselves as the weapon is fired. This allows the user to fire one round per pull of the trigger, but it is slightly slower than a modern autoloader.

**Mechanical (ROF 1):** This includes bolt-, lever-, and pump-action weapons. After each shot, a mechanism must be activated to ready the next round.

**Autoloading (ROF 3):** This is the most common action for modern firearms. With each pull of the trigger, a single round is shot, and another round is automatically loaded from the magazine.

**Fully Automatic (ROF Burst):** Many modern military weapons have a fully automatic setting that allows the weapon to use the burst rules presented in BRP. Often, military weapons can switch between fully automatic and other actions. It takes 3 SR or 5 DEX ranks to switch between autoloading and fully automatic. Fully automatic counts as having a ROF of 5 when calculating trade values.

**Automatic Burst (ROF 3\*):** Some military weapons have a third setting that allows a burst of three rounds to be fired with each pull of the trigger. Treat this setting as autoloading, except that 1D3 rounds hit the target on a successful hit. These bursts can only be fired at a single target. It takes 3 SR or 5 DEX ranks to change the setting to another rate of fire.

**Caliber:** For game purposes, this term is used as a “segregate” for the size and energy of the bullet being fired. Unfortunately, several limitations come with this usage. First, there are different systems in use for caliber: shotguns traditionally use *gauge*, while European weapons are often reported in metric units. Even for rounds of the same caliber, there are various lengths for both the case and the bullets. Also, manufactures do not always report the actual caliber of the weapon. For example, both .357 and .38 special have the same actual diameter. Still, caliber is an easy metric and will be used here. The table gives the inherent Risk associated with each caliber.

- For simplicity this table only considers three types of loads for shotguns. *Shot* refers to any load smaller than 00 buck.
- Both forms of shot make 4 attacks at the first range and two at the second.
- Slug damage does not vary with range of target; it does full damage to the farthest range increment.

# Risk by Caliber

<u>Pistol Rounds</u>	<u>Risk</u>	<u>Rifle Rounds</u>	<u>Risk</u>
.25 ACP	2	.222	11
.32 ACP	4	.22-250	12
.357 Magnum	9	.223	11
.38 Special	6	.243	13
.380 ACP	5	.270	13
.41 Magnum	9	.280	13
.44 Magnum	10	.300 Magnum	14
.44-40	9	.30-06	14
.45 ACP	7	.30-30	13
.45 Long Colt	8	.303 Mk VII SAA Ball	14
.50 AE	11	.338 Magnum	15
9mm Parabellum	8	.444 Marlin	14
		.44-40	11
		.50 BMG	18
<u>Carbine Rounds</u>	<u>Risk</u>	5.56mm NATO	11
.270	12	6mm	12
.30 Carbine	10	6.5x50mm Arisaka	13
.30-06	13	7mm Magnum	13
.30-30	12	7.62mm M52	12
.338 Magnum	14	7.62mm M43	12
.444 Marlin	13	7.62mm NATO	13
.44-40	10	7.62x54mmR	14
7mm Magnum	12	7.7x58mm Arisaka	13
		7.92x33mm Kurz	12
<u>Rimfire Rounds</u>	<u>Risk</u>	7.92x57mm Mauser	14
.22 Short	2		
.22 LR	4		
.22RF Magnum	7		

## Shotguns

	<u>Shot</u>	<u>00-Buck</u>	<u>Slug</u>
0.410	7	9	11
20 Ga	10	12	14
20 Magnum	10	12	14
16 Ga	11	13	15
12 Ga	11	13	15
12 Magnum	12	14	16
10 Ga	12	14	16
10 Magnum	12	14	16

**Magazine:** The magazine contains the supply of ammunition that is available to feed the weapon. Below is a list giving the types of magazines along with the reloading times for each.

*None (1 round):* Falling-block and break-action firearms do not have a reserve of ammunition and need to be reloaded after each shot.

*Cylinder (3 SR or 5 DEX to open, +1 per bullet loaded):* Whether swing-out or snap-out, these are the cylinders found on revolvers. They frequently hold six rounds, but this will vary with the weapon's caliber, e.g., many small .22 revolvers hold eight rounds.

*Portal (1 SR or 3 DEX per round to insert):* Usually found on older designs of rifles or the earliest revolvers, these weapons have a small hole into which one round at a time is fed.

*Tubular (3 SR or 5 DEX to remove cap, +1 per round to load, 3 SR or 5 DEX to replace cap):* Frequently found on low caliber weapons, this is a tube running under the barrel that holds ammunition. The cap of the tube must be removed and ammunition inserted by hand.

*Stripper Clips (3 SR or 5 DEX, only with an empty weapon):* Although many people refer to detachable box magazines as "clips," the term refers more precisely to stripper-clips. These are metal or plastic clips that hold a fixed number of rounds. When a clip-fed weapon is ready to be reloaded, the clip is inserted into the proper port and pulled through the weapon. Each round is mechanically peeled off and loaded into the internal magazine. Although this process is not quite as fast as replacing box magazines, its main limitation is that the weapon must usually be empty before it can be reloaded.

*Box (3 SR or 5 DEX):* Most modern automatics have removable box magazines which can be quickly switched when empty.

**Quality:** Some pistols were manufactured at factories that spent half the year making automobile mufflers and the other half making pistols, while other weapons were manufactured by companies that had spent over a century perfecting their techniques. The quality of the manufacture impacts both the fumble range for the weapon and its hit points; this, in turn, affects the trade value. The GM is left to decide any additional advantages based on quality such as longer range, lower encumbrance or increased damage.

Quality	Fumble	HP
Very Poor	97-00	-2
Poor	98-00	-1
Standard	99-00	0
High	00	+2

**Trade Value:** Each firearm has its own trade value determined by its form and quality (represented by its HP), its action (represented by its ROF), and its Risk. To calculate a firearms trade value in TP, multiply its Risk by the sum of HP and ROF. For this calculation, consider FA weapons to have a ROF of 5. Add to this the value of any special features.

$$TP = (Risk \times [ROF + HP]) + Features$$

**Special Features:** Firearms may include additional features that change both their utility and trade value. For example Glock produces some famously light pistols that would have a lower encumbrance than other pistols of their size, while a sniper rifle would have a longer range than that listed for rifle. These considerations are left to the GM to arbitrate when they become relevant. Here are some examples:

*Folding Stock:* This makes a rifle smaller and lighter. Remove 1.0 ENC (+30 TP).

*Recoil Pad:* This reduces the effect of recoil from the firearm (+50 TP).

*Target Weapon:* This weapon has design features that increase its accuracy. The weapon gives a +5% bonus when firing (+50 TP).

*Variable Choke:* The choke on a shotgun determines its range. Some shotguns have chokes that can be easily switched in the field (+50 TP).

## Shotguns and Range

The standard 10/20/50 range for a shotgun is based on a normal choke. An open choke has 5/10/30 for range but has +10% to hit and -2 Risk, while a closed choke has 20/40/100 but has a -10% to hit and +1 Risk.

## Risk Modifiers

While a firearm's risk is primarily determined by its caliber, there are several situational modifiers that increase or decrease the risk of a given shot.

### Table of Risk Modifiers

Type	Modifier
Ballistic Armor	All or -1
Range:	Contact +2
	Point Blank +1
	Medium -1
	Long -2
Lighting:	Poor -1
	Darkness -2
Skill:	30% or less -1
	90% or more +1



**Range:** Bullets lose energy as they travel, and these modifiers reflect the decrease in Risk with range. Contact is any range up to one foot (about 1/3 meter). Point blank is DEX/3 in meters. Some characters with high DEX firing very short-range weapons will have their point blank extend to the end of the standard range. Medium range is the first range increment past the standard range. And long is the last.

*Each gun has a base Risk that is modified by the situation.*

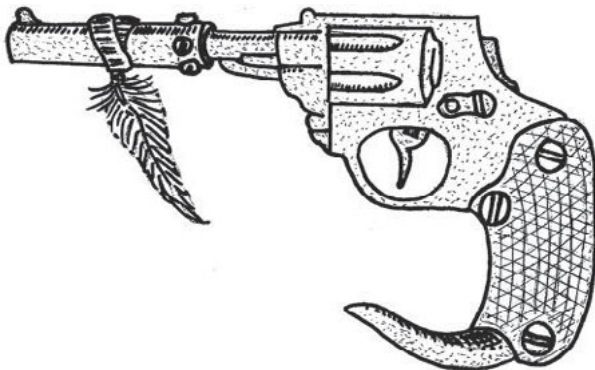
**Darkness:** Lighting alters a marksman's ability to hit vital areas. The standard risk is based on a competent shooter working under field conditions. Poor lighting not only makes it harder to hit the target; it also makes it harder to hit him well.

**Skill:** Similar to the effect of darkness, the more skilled the shooter, the more dangerous any resulting hit will be.

**Ballistic Armor:** Ballistic armor offers either complete or practically no protection against a bullet. That is, if the armor is sufficient to block the round, it will stop the round with almost no injury to the victim; however, if the armor is insufficient, it will offer negligible protection. To reflect this, each form of ballistic armor is given a rating. If this rating is equal to or greater than the Risk of the attack, then the attack is completely blocked. If, on the other hand, the attack is not stopped, the armor will only reduce the Risk by one level.

Armor	Example	Rating
Type I	22 LR, 380 ACP	7
Type II-A	9mm, 40 S&W	9
Type II	9mm, .357 Mag	11
Type III-A	9mm HP, .44 Mag	13
Type III	Rifles	16
Type IV	AP Rifles	20

**Recoil:** The effect of recoil is an issue of skill more than strength. A character suffers a -1 Risk for each shot if  $\text{Risk} \times 5 > \text{Weapon Skill}$  with that particular weapon. This penalty is not applicable to weapons with recoil pads.



## Cars

Americans loved their cars, and twenty years after the end of civilization many survivors still do. These spot rules are geared specifically to simulate high-speed chases over rough and blasted roads. They work best when the characters are driving beat-up jalopies and firing homemade cannons. These mechanics should be used only when vehicle-based combat is intended as a major focus of play, as they add details that can be very distracting if this is not the case.

### Vehicle References

This section elaborates on the following:

Chases	BRP pp. 216-217
Vehicles	BRP p. 269
Movement	BRP p. 181

- Each unit of vehicular movement (as presented here) represents about 10 miles per hour, which translates to nearly 45 meters per 10-second combat round.
- These mechanics only work for motorcycles to small trucks; the GM is left to handle the occasional semi, bus, tractor, or tank on his/her own.
- A little common sense is needed with this system, particularly with the cargo capacity. (See the text box on the Size of Cars for more information.)

### Making a Vehicle

These rules describe the crazy vehicles created from the remnants of old cars littering the ruins. Such vehicles are defined by their chassis, power plants (engines), and features. There are three considerations when building a vehicle: Space (SP), Size (SIZ), and Cost. The first is limited by the chassis; the second, by the power plant; and the third, by the situation and availability of materials.

### Chassis

Chassis are classified in five types. Each vehicle will be built on one of these types and will have several characteristics defined by its chassis.

Type	SIZ	SP	HP	AV	Cost
Cycle	10	3	25	10/0	40
Compact	35	6	30	10/2	50
Standard	45	10	40	12/2	60
Extended	55	15	65	14/2	80
Truck	75	20	80	16/2	100

**Type:** This names the type of chassis.

**SIZ:** This is the Size of the actual chassis. This value counts against the total output of the power plant.

**SP:** This is the number of Space Points that the chassis will support.

**AV:** This represents the base AV of the vehicle. The first number protects the vehicle itself, and the second protects all passengers and stowed gear.

**Cost:** The Cost is given in TP. Chassis are cheap; the rubble is littered with them. An auto mechanic searching a typical claim in the ruin can make a skill check for each hour dedicated to finding a chassis of a given type. If one is found, it will be both serviceable and in a location from which it can be recovered. Such a chassis will then typically require 24 hours of labor and 1D6 units of automobile parts to prepare it for use (see Tools under Common Items for more information).

### Power Plant

Each vehicle needs something to make it go. The power plant defines how much stuff a car can move. Conversely, the less stuff a power plant is moving, the greater the vehicle's acceleration.

Size	OUT	SIZ	Acceleration				TP
			7	8	9	10	
Tiny	50	10	50	35	31	25	40
Small	80	15	80	44	40	32	50
Stand.	120	20	120	70	60	50	75
Large	200	25	200	100	85	80	100
Huge	400	30	400	200	155	125	150

**OUT:** This number indicates the approximate output of the engine in horsepower.

**SIZ:** This is the Size of the power plant. This value must be counted along with the chassis and all the other features against the total SIZ of the vehicle.

**Acceleration 7 to 10:** The values listed are the maximum SIZ (including power plant and chassis) that a vehicle can move and still maintain the listed acceleration. For example, a car with a standard engine can have no more than 70 total SIZ if it is to have an acceleration of 8. Twenty of these points are already taken by the standard power plant.

**TP:** The trade point value of the power plant installed in a vehicle. Power plants can also be found. Unfortunately, they are much less likely to survive intact in the Rubble; so, after spending an hour searching and making a successful Auto Mechanic roll, a random engine is discovered that is repairable. As with chassis, it still takes 24 hours of labor and 1D6 units of automobile parts to get the engine to a serviceable condition.

### Features

What would a post-Fall jalopy be without giant crossbows, improvised armor, and sharp metal spears welded all over it? The following features may be added to vehicles.

**Armor (Special):** Armor has no space requirement but does have SIZ. Armor can be applied either to one passenger, or to one component, or to the vehicle itself. In the latter case, it does not protect the crew. Each point of AV protecting a passenger gives a -5% on spot and fire rolls (but see "firing ports" below).

Type	SIZ	TP	AV
Light Improvised	3	20	+6
Heavy Improvised	5	30	+8
Light Military	2	50	+5
Heavy Military	3	75	+9
Standard	1	10	+4

**Cargo (14 SIZ, 1 SP, 0 TP):** See the "Size of Cars" text-box for more details, but a storage area of one SP and SIZ 14 should allow about 200 pounds of cargo. SIZ 28 would then carry 400 pounds and so on.

**Firing Port (10 TP):** A firing port negates the penalty associated with vehicular armor. It is not needed for the driver or crew on weapons mounts.

**Fuel Economy (250 TP or minus half the engine cost):** Gasoline-powered vehicles get 2000/SIZ miles per gallon. (Alcohol-powered vehicles get 80% of the economy of gas-powered cars.) Power plants that are designed for fuel economy get double this mileage (add 250 TP to the value of a car), while some cheap engines, which get half this mileage, decrease the cost by half.

**Improved Handling (Special):** Some chassis just handle better than others. Cars with bonuses to their driver's skill have higher trade values.

Bonus	TP
+5%	100
+10%	200
+15%	400

**Light Power Plant (25 TP per):** Some power plants are lighter than those listed above. For each SIZ less than the listed value, increase the trade value by 25 TP. It is very rare to find a power plant with more than four levels of lightness.

**Maximum Speed (special):** Default maximum speed is 12, but this can be increased.

Maximum Speed	TP
13	+50
14	+100
15	+200

**Oil Slicker (5+10 SIZ, 1 SP, 50 TP):** Slickers spray oil or other fluids behind the car. They are SIZ 5 and usually attached to a SIZ 10 reserve tank that holds the material to be sprayed. Once used, the vehicle is

10 SIZ lighter, which may improve acceleration.

**People (15 SIZ, 1 SP, 0 TP each):** SP must be allotted for each person, and don't forget the driver. In general, a person in an allotted SP is assumed to have access to seatbelts, which reduce the risk of collisions.

**Roll Bars (10 SIZ, 1 SP, 50 TP):** Roll bars halve the Risk to protected passengers during a roll. One set of roll bars will protect at most 4 people.

**Safety Restraints, Seat Belts (0 SIZ, 0 SP, 0 TP):** Seat belts reduce the risk of collisions and rolls by 3 Risk. They take 5 DEX ranks to put on or take off.

**Safety Restraints, Shock Chairs (5 SIZ, 0 SP, 50 TP):** These advanced safety seats halve the risk of a collision or roll. This comes before any reduction for seat belts.

**Safety Restraints, Air Bags (0 SIZ, 0 SP; 10 TP):** Air bags fire the first time the vehicle takes more than Risk 3 collision damage. They provide a one-time reduction to such damage of 5 Risk. Once fired, they cover the passenger and must be removed before other actions can be taken.

**Smoke Screen (10 SIZ, 1 SP, 200 TP):** A smoke screen will produce thick black smoke blocking the line of sight behind the vehicle. Once started, they will burn for 5 turns. They take 10 minutes to refill and require 30 TP worth of chemicals.

**Stripped (-15 SIZ, 0 SP, 0 TP):** This modification is only applicable to cars. The car has had its protective body entirely removed. It has no AV for itself or its passengers.

**Suspension Lifting (0 SIZ, 0 SP, 20 TP per point):** The suspension of a vehicle can be lifted above the wheels (as is commonly seen on monster trucks). Each "point" of lifting reduces the Risk of a terrain hazard by -2, but it also lowers the maximum speed of the vehicle by -1.

**Small Spikes (5 SIZ, 0 SP, 5 TP):** All sorts of wicked, sharp things can be welded to a car. In general, these convert the crushing damage of a collision to impaling. Small spikes only affect soft targets like people.

**Large Spikes (15 SIZ, 0 SP, 25 TP):** Big, sharp, pointy things allow a vehicle to impale other cars. In general, these convert the crushing damage of a collision to impaling, but the GM may allow certain ingenious designs to increase the damage done, as well.

**Arbalest (14 SIZ, 1 SP, 50 TP):** An arbalest fires once for 3D6+1 damage and then requires 5 rounds to reload. For +100 TP, it can be fitted with a cocking mechanism that reduces reload time to 2 rounds. This weapon fires with no penalty to range category 2 but requires a dedicated gunner.

**Ballista (42 SIZ, 3 SP, 125 TP):** A ballista fires once for 10D6 damage and then requires 5 rounds to reload. For +200 TP it can be fitted with a cocking mechanism that reduces reload time to 2 rounds. This weapon fires with no penalty to range category 2 but requires a dedicated gunner.

**20mm Zip Cannon (10 SIZ, 1 SP, 100 TP):** This weapon fires once for 5D6 and then requires 3 rounds to reload. For each additional +100 TP and +4 SIZ, an increasingly sophisticated firing mechanism can be installed. Each additional level reduces the reload time by one round until one reaches a firing rate of once per round. This weapon fires with no penalty to range category 3 but requires a dedicated gunner. Each round costs 50 TP.

**Short Zip Cannon (30 SIZ, 2 SP, 100 TP):** This weapon fires once for 4D8+4 and then requires 5 rounds to reload. It fires with no penalty to range category 3 but requires a dedicated gunner. Each round costs 30 TP.

**105mm Zip Cannon (42 SIZ, 5 SP, 500 TP):** This weapon fires once for 10D6/2M and then requires 5 rounds to reload. It fires with no penalty to range category 4 but requires a dedicated gunner. Unfortunately, each round costs 250 TP.

**Post-Fall Rocket Launchers (20 SIZ, 3 SP, variable TP):** There are a large number of powerful anti-vehicular rockets scattered about the rubble. These can easily be fitted in new launchers and used. Rockets are very expensive and can only be fired once. These weapons suffer no penalty for range (at least not within the ranges used for vehicular chases). Once fired, the SIZ of the rocket is no longer counted against the vehicle.

<u>Level</u>	<u>Damage</u>	<u>Cost</u>
1	1D12	500
2	2D12	1000
3	3D12	2000
4	4D12	3000
5	5D12	4000
6	6D12	5000

**Ram Plates (4 SIZ, 0 SP, 25 TP per):** A vehicle can be modified to make it less likely to take damage when it rams something. Each unit of Ram Plate protects one direction (Front, Rear, Left, or Right) and reduces the Risk of a collision (to the protected vehicle only) by 2.

- For example, 4 levels of ram plates have SIZ 16 and cost 100 TP. When installed, they could either protect all sides equally, for -2 Risk, or they could all be mounted in the front and provide -8 Risk—but only for head-on collisions.



## Example

A group of PCs have decided they need a vehicle. They agree that they want something large enough to carry the whole team and their gear to salvaging sites. Their grease monkey starts working on the project. He first goes out and, after a few hours, finds a truck chassis in salvageable condition. The game master announces that it is an old garbage truck. “Perfect,” replies the mechanic; the body will form an armored compartment for the passengers and gear. The GM rules that the body (the place where the trash used to be put) has a SIZ of 20, represents 15 of the truck’s 20 SP, and offers 10 AV to anything inside. While a transhuman and a combat BEP are tasked with figuring out how to roll the truck to the *kasbah*, the mechanic heads out to find an engine. His first success is a standard engine found in an overlooked car near the middle of a parking garage. The mechanic thinks about this: SIZ 75 for the truck, 20 for the body, and 20 for the power plant doesn’t leave enough power to permit even a driver! This will not do. Eventually, the group trades with a neighboring gang for a truck engine, and they are in business. This engine gives them 400 OUT to work with and still have normal acceleration.

The chassis has a SIZ of 75; another 20 for the body makes 95; and the engine takes an additional 30. The driver and front passenger take 2 SP and add another 30 SIZ. The group wants to be able to move 6 more people and 600 lbs. of stuff in the body, which takes 9 of the SP

and 132 SIZ; so, at this point they have used 287 of their 400 SIZ and 11 of the 20 SP (with only 6 of the remaining in the body). Armed with a welding torch and some imagination, the mechanic starts improving the vehicle. First, the front passenger is given an arbalest. The group also happens to have a 105mm zip cannon—who doesn’t in this day and age?—so it is mounted on a cupola near the rear of the body taking another 42 SIZ and 5 SP. Five units of ram plates are added to both the front and back, taking no SP but adding 40 SIZ. The PCs also decide to add light improvised armor around the driver and the vehicle (two units take 0 SP and 6 SIZ but give the driver  $2 + 6 = 8$  AV, and the truck itself gets  $16 + 6 = 22$  AV. At this point, they have 1 SP left in the body and 3 SP outside it but only 11 SIZ to spare. The GM rules that 2 of the SP are in the rear of the truck in the “collection area”. It is agreed that the characters can add a door from the body to this area and that passengers can leave the safety of the body and shoot at anyone approaching the rear from partial cover in the bed.

The remaining 11 SIZ can always be used to carry another 157 lbs., or additional armor could be added. The big gun could be replaced with three arbalests; the ram plates could be removed for more storage—it all depends on what the PCs come across and how they plan on using their armored garbage truck.

## The Size of Cars

The SIZ statistic causes a little difficulty when building cars. Remember that SIZ is a rough representation of both weight and volume. Further, even if it is considered a measure of weight, it is not a linear measure. This little mathematical oddity can create confusion, if you let it. For car design in *Rubble and Ruin*, the mid-point weights given in the core rules for SIZ 8 to 24 were fit with exponential regression to the function

$$SIZ = 11.523 \times \ln(\text{lbs.}) - 46.625$$

This function was then used to determine the SIZ of different vehicular components. The problem is that these values do not add linearly, which means that, if you add up a bunch of SIZ values and then convert it back to pounds, you will get crazy results. The solution is to work only in SIZ values; when issues of capacity come up, consider 200 pounds to be SIZ 14. For example, the PCs want to haul 50 lengths of pipe, each with SIZ 1, but their car only has a SIZ 14 storage area. Since the pipes weight about 4 pounds each, the author recommends that the GM rule that there is no problem because  $50 \times 4 \text{ lbs.} = 200 \text{ lbs.}$ , and the PCs can haul everything in one load. Notice that this is different from taking  $50 \times 1 \text{ ENC} = 50 \text{ ENC}$ , which is much greater than the 14 ENC available.

# Using a Vehicle

Car-related adventures are a series of hazards mixed with chases and combat. Characters in their cars interact with obstacles while jockeying for a good shot at their opponents' cars. In general, obstacles and hazards are defined in terms of their impact on the chase rather than the underlying physics. For example, a curve will be rated as having a maximum safe speed of 8 rather than as being of this or that radius. This keeps the action running quickly and allows everyone to understand easily the dangers their characters face.

This system uses an extended vehicle range track that stretches out the chase and allows additional opportunities for drivers to catch up with one another. These rules should be used when the cars are traveling in areas that require the constant attention of the driver and where the vehicles are not free to move as they please. When on the open road, the fastest vehicle will simply outrun the others using the normal chase rules.

## Basics

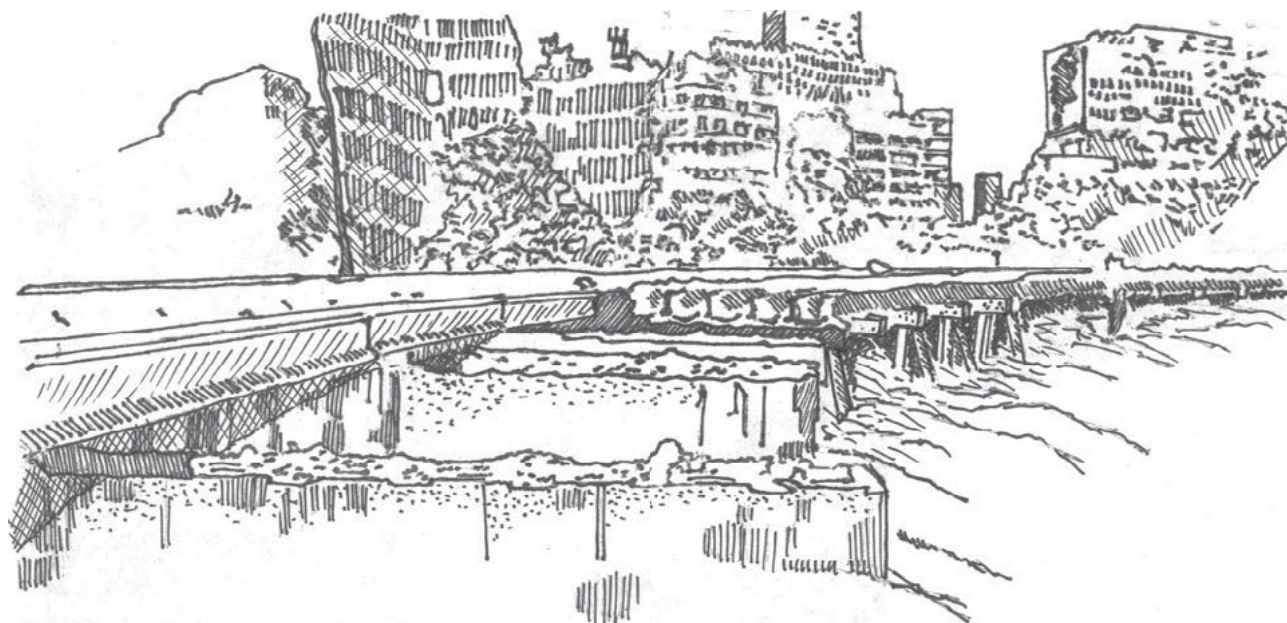
**Maximum Safe Speed:** Most vehicles have a top speed that is faster than the roads will allow. There is always a maximum safe speed associated with any stretch of road and set of conditions. Usually this is much less than the maximum speed of the vehicle.

**Overdriving:** If the vehicle is traveling faster than the maximum safe speed, it is overdriving. For example, a certain stretch of the Rubble may be safely driven only at Speed 5, but Spikemo is driving his war buggy at Speed 9; he is overdriving by 4 points.

## Maximum Safe Speed Table

<u>Terrain</u>	<u>Base</u>
Interstate, good condition	13
Good road	10
Offroad, flat and open	7
Low rubble, main road	6
Razor rubble	5
Low rubble, side road	4
High rubble	4
Weed patch	4
Low rubble, offroad	3
Dragon's teeth	3

<u>Condition</u>	<u>Modifier</u>
Wet	-1
Sandy	-1
Heavy sand	-3
Icy	-3
Oil slick	-4
Night	-3
Dusk	-1



**Relative Speed:** In a collision, it is the relative speed that matters. If two vehicles crash head on, add their speeds together to determine relative speed. If one overtakes another, subtract the slower from the faster. If they hit at an angle to each other, either pull out your high school trigonometry textbook and calculate the relative speed, or take 70% of their speeds added together.

**Spacing:** In addition to Range, the new vehicle range track has boxes for “spacing.” Within any given 10-second turn, the various cars can move relative to one another and still hold the same approximate range. Spacing represents how much of the time the cars were in the near end of the range bracket versus the far end. For example, if most of the time in one combat round two cars were side by side but for a few seconds they pulled almost two lengths apart, then they would be Range 1 but Spacing 2 or 3.

### Loss of Control

**Control Rolls:** The most important aspect of driving a vehicle is remaining in control. Certain circumstances, like driving at unsafe speeds or braking hard, will require a Control roll. The Actions section provides several additional circumstances that call for Control rolls. Below are some common modifiers that apply to these rolls.

When a driver misses a vehicle Control roll, the player must immediately roll 1D10 on the Control Failure table and add the amount the vehicle was overdriving, if any.

- 1-5 *Trivial Skid:* Vehicle slows by 1 Move.
- 6-8 *Slight Skid:* The driver’s skill suffers -5% next round only, and vehicle slows by 2 Move.
- 9 *Fishtail:* Lower the driver’s skill by -10% next round only.
- 10 *Major Fishtail:* Lower the driver’s skill by -15% next round only. Plus the driver must pass another control roll next round or roll again on this table with an additional +2 modifier.
- 11-13 *Skid:* The vehicle losses 2D3 Move (values below zero count as zero), and the driver suffers -15% next round only.
- 14-16 *Turn:* Car turns 90 degrees from the direction of travel and comes to a stop.
- 17+ *Roll:* The vehicle is rolling (this is usually bad). The vehicle and occupants each take damage with a Risk equal to the speed of the vehicle before the roll started. Safety restraints help, but armor doesn’t. Unrestrained characters will be thrown from the vehicle and land 1D6 meters away—treat as additional falling damage. Roll 1D4 to determine which side the vehicle ends up on.

## Control Roll Table

<u>Situation</u>	<u>Modifier</u>
Braking	-5% per
Speeding	-5%
Going slow (move 1-2)	+10%
Hitting something	-10%
Bootlegger reverse	-25%
(Speed must be either Move 2 or 3)	
At vehicle’s max speed	-10%
Turns	-5% per
Minor Damage	-10%

### Road Conditions

Gravel road	-10%
Steep hill	-10%
Dirt road	-20%
Rocks and rubble	-20%
Sandy, light	-5%
Sandy, heavy	-10%
Light rubble	-20%
Oily road	-20%
Icy road	-20%

### Weather

Fog	-10%
Night	-10%
Rain	-10%
Rain, monsoon	-20%
Strong wind	-10%
Snowstorm	-20%
Sandstorm	-20%
Light dust storm	-10%





## Actions

There is no end to the things that PCs will want to do with their cars! Collected here are a few of the more common actions that will be taken in or on cars and the mechanics for handling them. As always, the GM must arbitrate the specific circumstances when there is any doubt.

### Things Characters Do

**Playing Chicken:** When two cars head towards each other or are fighting over a limited amount of road, it often ends poorly. Any time two cars are trying to do something where there is only room for one or when both drivers want to control where the other car goes, it requires a contested Drive roll with two modifiers. First, each driver can try to use Insight to understand what the other will do; if successful the driver gains +20% on the contested roll. Likewise, each point of Acceleration a driver's vehicle has over his opponent gives +10%.

**Car Surfing:** This covers any action that takes a character outside of his or her car while it is moving. Each round that a character is outside a moving car, (s)he must make a Climb skill check or fall (see below). The Speed of the car counts as a minus to the climb roll. If the driver is trying to dislodge the character, then this penalty is tripled. A safety harness can be used on specially modified vehicles to clip a character safely to the outside; this negates the need for climb rolls.

**Falling from a Moving Car:** Falling from a car exposes the character to Risk equal to twice the Move of the car. A successful Jump roll will reduce this by 4, and armor counts for half protection against this damage.

**Jumping between Cars:** First, the jumper must be outside the car (see Car Surfing), and the two cars must be at Range 1. The character must pass a Jump skill check; failure means that (s)he has missed the other car. If the cars are not at Spacing 1, the roll has a -10% modifier for Spacing 2 and -20% for Spacing 3. It is generally a good idea not to miss a Jump roll when moving at high speeds! Failure means the character has fallen.

**Threatening:** A gunner can threaten a nearby vehicle. This involves pointing a weapon at an opponent's car and taking careful aim. The target car must be at Range 1, and, if the car has not pulled away to at least Range 2 (spacing greater than 3) by the last DEX rank of the round, then the Attack roll (occurring on the last DEX rank) is Easy. Note that the gunner may choose not to fire. This action allows for bluffing.

## Things That Happen to Cars

**Speeding:** Any time a driver is overdriving, he or she is speeding. Each turn the driver must roll a Drive roll with a -5% penalty. If the driver fails, (s)he must roll on the control table with a +1 modifier for each point of overdriving.

**Braking and Sudden Stops:** A vehicle can come to a stop from any speed in one turn, just not always with total control. A control throw must be made any time a driver stops more than the vehicle's acceleration. The roll is at -5% per extra point of braking, and, if the roll is missed, a +1 modifier per point of extra braking is added to the Control Failure table roll.

*Armor does not reduce the damage of collisions; only safety equipment and ram plates can do that.*

**Collisions and Hitting Things:** The basic rule for collisions is that each vehicle and all passengers and crew suffer damage with Risk equal to the relative speed at the time of impact. Armor does not reduce the damage of collisions; only safety equipment and ram plates can do that. This Risk is modified by the relative SIZ of the vehicles' chassis. Each SIZ difference between the chassis results in one point of Risk being moved from the heavier to the lighter vehicle. Each vehicle and each occupant will take damage. Occupants using safety restraints will have this base Risk reduced accordingly. Should a vehicle hit an immovable object, the vehicle takes +7 Risk.

- For example, a vehicle with an extended chassis hits a compact with a relative speed of 10. An extended chassis is 2 SIZ larger than the compact; so, it takes a Risk 8 attack, and the compact takes a Risk 12 attack. If the driver of the larger car were wearing a seat belt, (s)he would suffer Risk  $8 - 3 = 5$  damage, *i.e.*, 1D6.

**Potholes and Debris:** Holes, bumps, and road hazards have a Hazard Modifier rating, usually from -5 to +5. Anyone driving through such a hazard must make a Drive check or take Move + Hazard Modifier = Risk in damage (minimum 0). A successful Drive roll will avoid the damage. Failure requires the driver to roll on the Loss of Control table and causes damage to both the vehicle and occupants. The damage done also gives the percentage chance that a tire has blown out (see #10 on the Damaging Vehicles table).

**Scrapes:** Traveling down narrow roads requires a Drive check. Failure does not cause loss of control but does cause damage to the vehicle equal to one half the Move (rounded up) as a Risk value. However, the occupants are not harmed.

**Sharp Turns:** Each turn has a rated maximum safe speed; taking the turn at a higher speed requires a

Control roll at -5% for each extra point of speed. If the roll is missed, each point of overdriving gives a +1 on the Loss of Control table.

**Loss of Driver:** This is a pretty rare happening. If the driver is distracted for a few seconds, then a Control roll must be made, and, if it fails, then there is a +1 modifier on the Loss of Control table for each 3 DEX (or 1 SR) missed. For each 3 DEX ranks during which no one is driving, the vehicle will reduce its Move by 1 and drift to either the right or the left, determined randomly. If this causes the car to leave the road, then roll on the Control table with a modifier equal to the speed of the vehicle—unless it simply hits something (see Collisions above).

**Jumping the Car:** This is basically a ballistics problem. There needs to be a ramp that imparts an angle of flight to the car, which for any given speed will travel a certain distance before it lands. The damage on landing is determined by the angle the vehicle lands at relative to the surface and the mass and speed of the vehicle. All that complexity is abstracted away here. Each jump has a required speed. When taking a jump, a Drive roll is made with a -5% modifier for each Move (either higher or lower) away from this required amount. If the roll is made, the car jumps successfully. The effects of failure depend on the size of the vehicle. The car suffers damage with a Risk equal to its SIZ divided by 10. The occupants of the car suffer damage based on the cars Move; the Move minus any safety restrains is the Risk of the jump. If the GM determines that a jump can be safely over-jumped, then there is no penalty for going over the required Move.

## Damaging Vehicles

Cars do not take damage nearly as well as living creatures. They seldom have redundant systems or much tolerance for subsystem failure. For that reason, every time a vehicle takes 10 HP in damage (total, not necessarily in one shot); roll 1D12 on the following table.

- 1: *Loss of Electronic Engine Control System:* The vehicle is instantly transformed into a giant paper weight. The engine is no longer able to run.
- 2: *Broken Fuel Line:* The vehicle stops running immediately. Once found, it will take 1 HP to repair and get moving again.
- 3: *Damaged Cooling System:* The cooling system has been damaged and the car will start to overheat. Untreated, this will result in catastrophic engine failure. Each kilometer the car is driven with a damaged cooling system will add +1 HP damage (with no additional rolls on this table for this damage). At 5 HP the vehicle will stop running and the power plant is destroyed.
- 4: *Loss of Oil Pressure:* Same effect as damage to the cooling system, except that thick black smoke is also

pouring out of the engine.

- 5: *Loss of Power Steering:* The vehicle is now harder to maneuver: -10% on Drive rolls. For motorcycles, this is damage to the forks—same effect.
- 6: *Brake Damage:* All drive rolls for braking are at -15%, and the vehicle can only break 5 Move per turn.
- 7-8: *Loss of Engine Output:* Damage to the engine's ability to output power reduces acceleration. Each result reduces the acceleration by 3. At zero or less, the vehicle can not move.
- 9: *Fuel Leak:* There is now a hole in the fuel tank. The GM should roll 1D100; that is the amount of fuel that is (a) no longer available to run the car and (b) coating the vehicle waiting to catch fire.
- 10-11: *Flat Tire:* Each flat reduces the maximum speed of the vehicle by 3 and increases by +1 the Risk of any road hazard.
- 12: *Loss of Ancillary System:* The GM should randomly determine one subsystem, a location of armor, a weapon mount, AC, or some such item that has failed.

The above effects are in addition to the two damage effects from the core rules.

- At 5 HP, a vehicle stops working.
- At 50% hits, a vehicle loses half its maximum speed.

## Vehicle Notes

### Who Can Drive

Any character with Technology 25% or higher can drive a car. The Drive skill is used to drive the car under hazardous conditions. Unfortunately, the roads have been bombed, mined, and buried beneath rubble and sand, and around each corner are scavengers waiting to take your car; so almost all driving is under hazardous conditions! All Control rolls are only made with the appropriate Drive skill.

### Repair

The basic rule of automobile repair is that a mechanic, using appropriate tools can, with a successful Auto Mechanic skill roll, repair 1D6+4 HP. The repair will take one hour per HP. If the vehicle needs additional repair, one unit of automobile parts will be required before another roll can be made.

A mechanic can also make emergency repairs. In one turn, on a successful automobile mechanic skill roll and the expenditure of a unit of automobile parts, one HP can be repaired. This is often just enough to get the vehicle jury rigged and moving again. The game master may decide that a particular repair requires that the mechanic be at a certain part of the car—which might entail car surfing.

## Vehicle Combat Example

Remember the garbage truck from the vehicle construction example? One day while out prospecting, the PCs come across a new and hostile gang. Coming around a corner in an area of high rubble, they are spotted by gang members in three fast attack cars (detailed in the equipment section). The GM rules that they are starting at range 3 (which means their spacing must be 6). All vehicles are effectively stopped.

The truck has two PCs manning the weapons and another driving. Previously, it was determined that the arbalest on the truck could not fire directly behind the vehicle. All the PCs have shipboard communicators that allow them to coordinate their activities during combat. Each fast attack car has a driver and a gunner. Each attacker is also equipped with a bad attitude and a tendency towards violence.

Turn 1: The truck's driver guns the engine. The high rubble has a maximum safe speed of 4, but he goes to 5. He is overdriving by 1 so he makes a Drive roll and succeeds. If he had failed, he would have checked the Loss of Control table with a +1 die modifier. The attackers realize they are too far away for effective use of their arbalests, so their drivers all accelerate to catch up. They all choose to go to Move 8, which will put them side-by-side with the truck at the start of the next turn. Unfortunately, they are overdriving by 4, so they all have to make Drive checks, and one misses. He makes a roll on the Loss of Control table with a +4; he skids and drops back two spaces. The PCs could have fired their big gun effectively this turn, but, at 250 TP per round, they just did not feel threatened enough to do it.

Turn 2: One attack car would like to pull alongside the truck and shoot the driver. The PCs would like that not to happen. This is a driving contest using the "chicken" option. The attacker has +30% due to his much greater acceleration, but the PC passed an Insight check, whereas the attacker did not (so the PC received +20%). The GM states that if there is a tie, the attacker

will be behind the truck; otherwise the winner can pick which side the attack car is on. There is a contested Drive skill roll, and the PC wins. The PCs put the attack car on the right-hand side of the truck—he is threatening the passenger not the driver. Since it takes 5 turns to reload, the attack car's gunner opts not to shoot but to wait until he gets the chance he wants. The truck's gunner did not wait. He rolls and hits, doing average damage of 11+1 or 12. The fast attack car has 10 AV, so it takes 2 HP: damaged but still running fine. The other attack car is behind the truck, staying out of the way of the truck's arbalest and hoping not to get shot by the big gun. Its gunner shoots at the truck and hits. Rolling for damage, he does well and rolls 14+1 or 15. which bounces off of the truck's 22 AV (really, only a special success is going to damage the truck, but if you don't shoot, you can't critical, and, anyway, he had another plan). The third attack car catches up by overdriving by 3.

Turn 3: The gunner of the attack car behind the truck climbs out of his spot and prepares to jump onto the truck. The rear gunner informs the driver, and the truck opts to brake hard and come to a full stop. This results in a Speed 5 collision. The truck is 4 chassis sizes larger than the compact, so it takes a Risk 1 collision that bounces off of its rear ram plates, while the compact takes a Risk 9, 4 of which are absorbed by its ram plates, leaving a Risk 5 attack on the car and crew. The driver has his seat belt, so he only takes Risk 2, or 1D3, to an arm, which just makes him mad. The gunner was not restrained, so he takes 1D6 to a leg with no help from his armor and is almost disabled. But the gunner also needs to make a Climb check, which he fails and so falls from the car with speed 5 (the speed of the car at the start of the turn). Missing a Jump roll to reduce the damage of the fall, he takes 1D10+1 or 7 points to the chest and is out.

The GM rules that the two other attack cars came to a stop a few car lengths ahead of the truck. At this point the car behind the truck is effectively out, as it has no gunner. The vehicles are at range 2, spacing 4, with the truck in the rear, and the chase is on again.

Side by Side			Two lengths		Close	In Sight			Gone
Spacing: 1 Range 1	Spacing: 2 Range 1	Spacing: 3 Range 1	Spacing: 4 Range 2	Spacing: 5 Range 2	Spacing: 6 Range 3	Spacing: 7 Range 4	Spacing: 8 Range 4	Spacing: 9 Range 4	Spacing: 10 Range 5
Normal Attacks			Half Skill		25%	Only on 1%			No
Ballista					50%	Quarter Skill			No
Small Canons						Half Skill			No
Big Canons and Missiles									No



# Dogs

In the Rubble, the common dog is often man's best friend. This reputation comes from the dog's ability not only to work with people but also to complement a normal human's skills and senses.

## Physical Attributes

There is a great deal of variability in the size of domesticated dogs, but they can be considered as coming in four different size categories. In general, adult dogs of a given breed will all fall within the same or adjacent size categories.

## Superior Senses

Some dogs have senses that function outside of human ranges. These superior senses are effectively super powers. For each dog, roll 1D6 and consult the table below to determine the levels of super sense. A dog's levels of super senses are picked from Super Hearing, Super Smell, and Night Vision. The GM may determine that the enhanced senses are the same for all members of a given breed, e.g., all bloodhounds may have two levels of super smell.

Levels	Toy	Small	Large	Huge
0	1-5	1-3	1-3	1-2
1	6	4-6	4-5	3-5
2			6	6

## Training and Handling

Before the fall, many people thought of training a dog as a formal process done at obedience schools by trained professionals. This is not the case in the Rubble. Properly raised, dogs will learn to work with their human companions in many different ways, but for simplicity they all consider "training". There are two levels of training: behavioral and obedience. Behavioral training covers the dog's "citizenship" within the group. It includes not barking or biting at friends, not damaging goods, and generally behaving in a manner that is proper for a dog. Obedience training is the dog's "profession," e.g., a tracker, a herd dog, or a watch dog. The details of training and using dogs are given under the Dog Handling skill. In the Rubble, dogs are commonly trained to the following tasks. The required minimum Dog Handling skill is listed after each task name.

**Behavioral (10%):** Behavioral training includes being able to respond to the commands heel, sit, and stay, giving an alert when it senses danger, and stalking when it sees that everyone else is stalking. All dogs need behavioral training before they can learn obedience training. A dog at this level can use its perception skills to notice strangers (or other dangers) and will alert its handlers as appropriate.

**Watching (20%):** Watch dogs will stay where they are ordered and will bark if anyone or anything comes near them, but they will not give an alert otherwise. A good watch dog will ignore common small animals and only give an alert when something unusual is noticed. Further, they will remain alert and watchful for strangers and will apply their perception skills at

	Tiny	Small	Large	Huge
Weight	10 lbs.	20-50	60-80	85+
STR	1D3	1D6	2D6	2D6+6
CON	1D6	2D6	3D6	3D6
SIZ	1D2	1D3+1	1D6+1	2D6+1
INT	5	5	5	5
POW	1D6	2D6	2D6	3D6
DEX	2D6+6	2D6+6	2D6+6	2D6+6
Bite	30%	30%	30%	30%
Damage*	1D2	1D4	1D6	1D8
Dodge	55%	55%	45%	35%
Skills				
	Listen 50%	Listen 75%	Listen 75%	Listen 75%
	Sense 50%	Sense 50%	Sense 90%	Sense 90%
		Spot 60%	Spot 60%	Spot 60%
		Track 80%	Track 80%	Track 80%

### Example Breeds

Rat Terrier      Beagles      Golden Retriever      German Sheppard

\* Plus one half damage bonus (Bleed).

all times. They may or may not also attack depending on how they were trained.

**Attack (75%):** Attack dogs will fight along side their master using the appropriate statistics. Against any but unarmed or lightly armed opponents, attack dogs are unlikely to be a major threat. Still some people do use them. Attack dogs will fight on their handler's command and no one else's. Should their handler be down, it will use its best judgment (and for the record, you are having a bad day when your life depends on a dog's judgment).

**Herding (25%):** Herd dogs are very useful in some enclaves but not so much in the Rubble. A properly trained herd dog gives +25% to shepherding rolls or, at the GM's discretion, drops the roll by one difficulty level).

**Hunting (50%):** Hunting dogs are an asset when hunting. A good hunting dog gives +25% to the hunting specialty of the Survival skill.

**Tracking (50%):** Tracking dogs can use scent to follow trails. These dogs use their Sense skill instead of

Tracking to follow someone's trail. Tracking dogs can follow scent trails that are several hours or even a day old, and they can smell a target that is as much as a quarter mile away.

## Dog Handling Modifiers

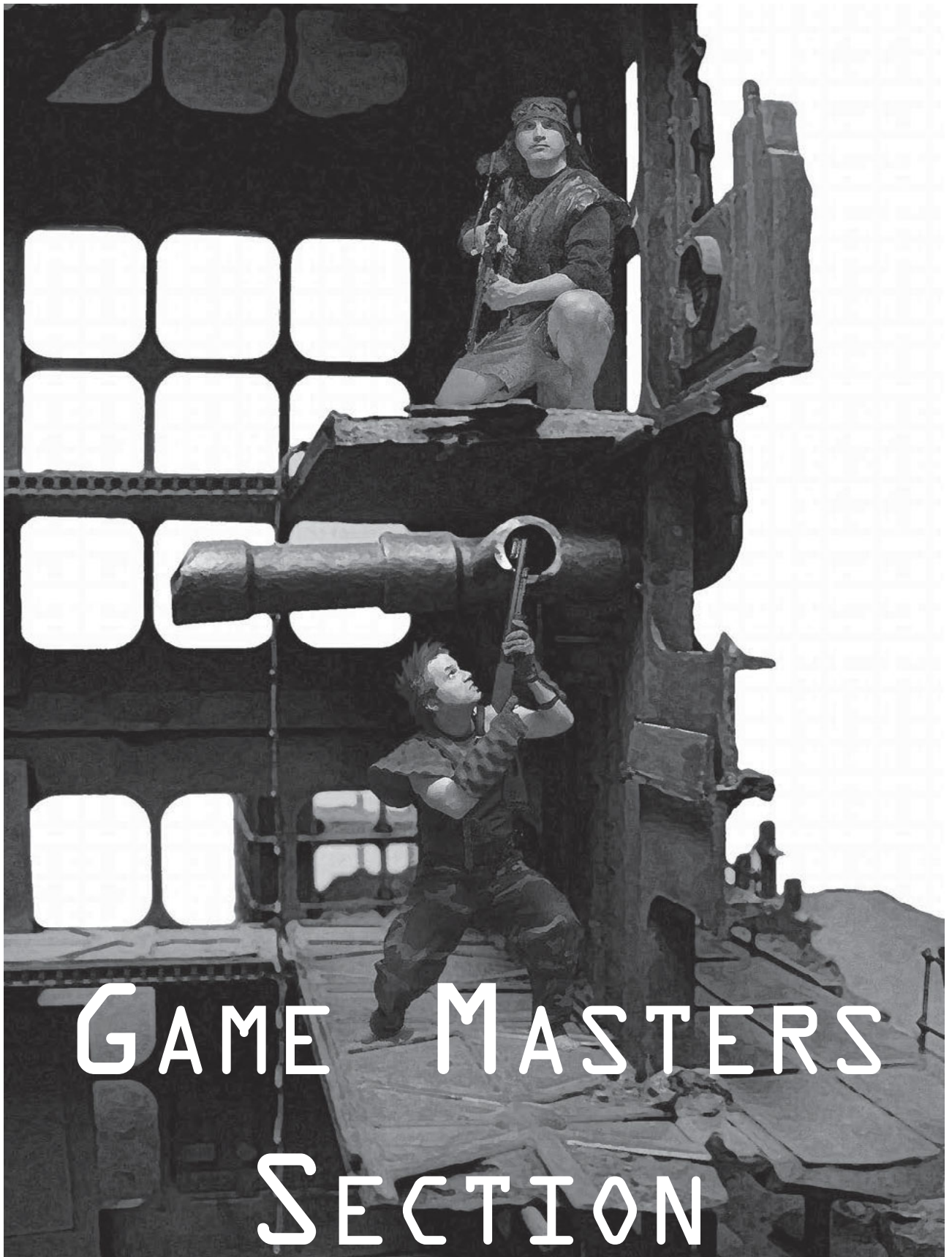
+20% for each additional obedience skill is added to the hardest task. For example, it would require Dog Handling of 70% (50% + 20%) to train a dog for both Hunting and Tracking or for Hunting and Herding, but it would only require 45% for Herding and Watching.

+10% for each additional dog being trained at a given time. Trained adult dogs do not count. For example, a handler who already owns two dogs decides to train three new guard dogs. The handler will need Dog Handling at  $20\% + (2 \times 10\%) = 40\%$  in order to succeed. The fact that he already has two dogs is irrelevant.









# GAME MASTERS SECTION

# CHAPTER 4

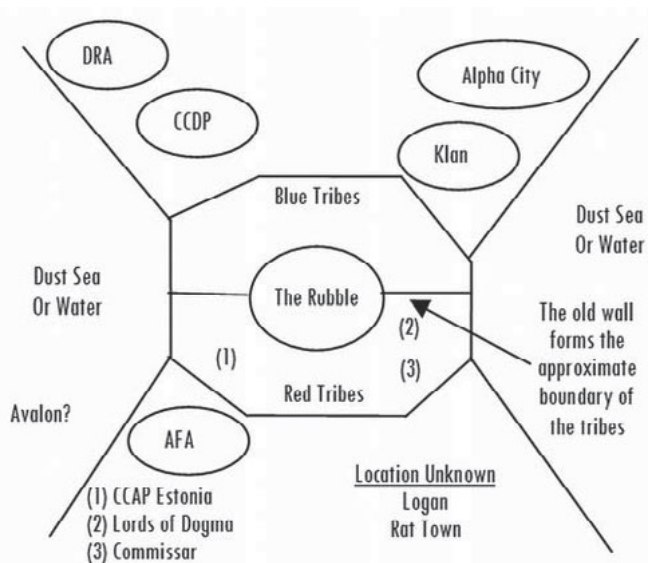
## A WORLD OF RUBBLE

### Picking the City

This supplement was written with no particular city in mind. The game has been played in Long Beach and El Segundo (both basically Los Angeles), Washington DC, San Francisco, New York City, Chicago, Providence, and the Gulf Coast, each time keeping the same groups and repositioning them in their new environment. The enclaves and tribes are general enough to allow the GM to adapt the setting to any US city bordering a large body of water, and this can easily be relaxed if the submariners and pirates of Avalon are dropped from the game. The only requirement for the city is that it must have been large enough to have nearly endless expanses of rubble and ruin. It is useful to pick a city that the GM and players are familiar with, but it usually works best if no one knows it too well. (It breaks the players “suspension of disbelief” when they feel that minor details conflict with their knowledge.)

The GM should pick a city and draw maps showing the location of the different groups and let the rich patterns of the real world add detail to the game. Perhaps the Red and Blue Tribes are separated by a river or bay, or maybe a rail yard forms their territorial boundary. On-line maps of the chosen city can be used to draw inspiration from—an opponent’s hideout is much more compelling when it is in a real building. Pouring over real maps allows the players the opportunity to exercise their knowledge of the world, and players become more engrossed when they can study an area looking for an opportunity to improve their characters’ chances. Having a printout with a high-resolution aerial photograph of the evening’s adventure allows you to embellish the scene and easily create a richer world. For example, perhaps the group is going to attempt to find a laboratory in the science building of an urban university on a particular evening. Having both an aerial photograph and a campus map downloaded from the school’s website allows you to quickly fill in details. “The old theater here,” pointing to the photo, “has collapsed, but there are signs that someone has been living in these residence halls.” You might not think to put a railway right through the middle of a financial district or to put an oil refinery in walking distance from an upscale neighborhood; working from “life,” from real maps, simplifies the task of creating realistic settings.

The following stylized map shows the relative locations of the groups mentioned in this text. It is left to the GM to take a map of the chosen city and determine the actual locations of the different groups. Sample maps for Los Angeles are provided as an example of how this can be done.



The old city is a hard place to live and the Rubble is the heart of the old city. In principle, the best place for survivors are the edges of the city, just beyond the suburbs. Out there, one can find open ground which can be used for agriculture, plenty of buildings for easy shelter, and convenient access to the remains of the old world to provide sites for scrounging for technology. The downside of living on the edge of the city is that everyone else has had the same idea. The large enclaves are all found huddling around the city’s edge.

Every city has areas of greater and lesser development. The parts of the city that once had endless expanses of single-family homes, scattered apartments, or industrial development are the territories of the tribes. The tribes’ gangs each need a defensible area that provides them with the basics of life. A city park might provide them all the open land they need, while the endless buildings let them disappear—marauders might pass by just a few blocks away and never know the gang was there, while the initiated can quickly find their way to any *kasbah*. Inside the tribal areas, in the old downtown and other highly developed areas, is the Rubble. The Big

Push put the most effort into taking this central urban area, and, consequently, it suffered the most combat damage. After the Fall, the downtown administrative and financial centers were nearly useless in aiding the initial survivors and most “civilized” people left them abandoned for two decades. It is only now that people are re-entering these regions looking for wealth and treasure.

## The Campaign

*Rubble and Ruin* lends itself to “sandbox” style games, although any style can work. Sandbox games rely on naturalistic storytelling that focuses on the day-to-day life of ordinary people who happen to be living extraordinary lives. This contrasts with more romantic storytelling which focuses on special people, “heroes,” who are implementing some plan (“the plot”) which will change the world or accomplish some other great deed. In the stories that inspired *Rubble and Ruin*, the protagonists tend to drift through a series of adventures with little or no personal control over their surroundings, and resolution is only achieved when they are able, through their response to events, to take charge of their own destinies. In this way, the story emerges from their actions rather than being scripted. In such a naturalistic story, the primary element is the theme of the game. The theme sets the tone of each encounter and gives a final meaning to the characters’ actions. The most common theme for this type of postapocalyptic story is “freedom from the past”. Over the course of a series of adventures, the characters learn that they do not need the old world, and, through self-reliance, they learn to overcome any remorse over the losses of the past (some authors have referred to this as “the hope”). Alternatively, story arcs could also be built that focus on overcoming bigotry and old wounds or simply the search for a place to belong.

A campaign necessarily follows the lives of a group of characters if the game is to be played by a group of people each controlling a character. The easiest solution is for the game to follow the lives of people who are, for whatever reason, staying together and acting as a team. Further, it is essential that these people be doing something interesting enough to justify the effort that the players and GM put into telling their story.

The simplest game focuses on a single *kasbah*. *Kasbah* is the post-Fall term for small households of survivors who spontaneously group together for mutual assistance. This is a common behavior in the ruin, and it forms the basic framework for a game. In principle, a game could just follow the lives of a few characters as the putter around and get into trouble. Such a game is likely to lose interest after just a few sessions. Instead, the characters should have a common problem or goal, something that gives focus to game play. It is often a good idea to let the players decide on the nature of their group before they begin character generation. That way

each player has a chance to develop a character that is appropriate to the campaign. Alternatively, the GM could dictate what the group will be before play start, but doing this strips part of the ownership of the final story away from the players.

Sandbox games usually require a metaplot. This is a series of events that are happening independently of the actions of the PCs. By judiciously marrying the metaplot with a theme and with the nature of the group, an exciting story is created. Depending on the players’ expectations, the metaplot can be as mundane or as outlandish as the GM desires. Simple metaplots involve the politics and conflicts of the different groups around the ruin. Perhaps the AFA is planning on expanding into the Rubble, or the Klan is fermenting a war between the Red and Blue Tribes. Alternatively, the metaplot may revolve around alien intelligences having masterminded the Global Wars for their own purposes . . . and these purposes are just now coming to fruition.

The PCs interact with the metaplots in a series of small encounters that eventually allow the players to understand what is happening. In a simple metaplot, they may first meet AFA scouts mapping the region and then later encounter some displaced scavengers moving ahead of a wave of AFA soldiers. The story can reach a climax when the soldiers finally arrive and the PCs are forced to respond to them. Alternatively, the PCs might be prospectors who start discovering enigmas within the Rubble. At first, it might be strange and useful technology, but as they continue prospecting it becomes apparent that these items are not the result of terrestrial science. Where did they come from, and how much of the technology of the Global Wars was derived from these alien sources? Answering these questions can produce very serious adventures!

## A Baker’s Dozen Kasbahs

Here, in no particular order, are 13 different *kasbahs* that can form the core of a campaign.

**Prospectors:** These are people who are in the ruin looking for things that can be traded. This is the simplest group; everyone is after wealth, and they will spend their time poking through holes in the ground full of bioengineered monsters and treasure. Although the idea is an old one, it is still fun to play.

There are several games that can be built around displaced or expanding groups.

**American Free Army Remote Team:** The AFA is one of the local “baddy” groups, and they frequently set up outposts on the fringe of their territory to help detect any hostile groups expanding towards their little kingdom. It is likely that the characters sent to set up such a remote site would be members in good standing, but down on their luck—this could be an interesting collection of people to follow.



**AFA Refugees:** The flipside of the AFA remote team are those people displaced by the growing AFA. The player characters consist of a group who have been forced out of their old homes and must now carve out an existence for themselves in a new piece of the ruin.

**Blue Tribe Affiliates:** A small gang called the Coven is expanding—maybe they have pushed another small gang out of the tribal lands and into the Rubble. Who are they, why are they staying together, and how will they survive in a new and unknown area?

**Sleepers:** Several organizations were able to put teams into cold sleep during GW2 with the intention that the sleepers would wake long in the future after the end of hostilities. Imagine a team being awakened early due to a mechanical malfunction (or perhaps sabotage) and then emerging into the Rubble. They have no knowledge of conditions on the ground. Perhaps their sleeping chamber was well stocked with gear and supplies, or perhaps it was empty with the last survivors of their organization taking everything with them as they bugged out, expecting they would return before the sleepers awoke but never making it back.

**A Shipwrecked Crew:** The pirates of Avalon attack and burn any watercraft they see. Maybe the crew of a small ship survived and came ashore in the Rubble. Do they have somewhere to go? Can they make their way across the ruin? Or, are they homeless and now, having lost their ship, have nowhere to go. In the latter case, perhaps they can find what they need to get back underway down by the waterfront.

**Children of Avalon:** One of the enclaves exiles young people (age 16–25) to the mainland—mostly the trouble makers, but there is a lottery system designed to send out the “surplus population.” Each person is given a big pile of gear worth a lot to the folks on the mainland but not a lot of weaponry. Can they defend what they have while carving out a place in the ruin?

**CACP:** The Commissar and the Estonia are two loosely affiliated groups just to the south of the Rubble comprised of survivors of the communist insurgence of the First Global War. Maybe a group of misfits from there got together (getting the appropriate permissions) and have set off to start a new little collective.

The last five groups are based around a common activity. They require that most of the characters be interested, to some extent, in the same kind of thing.

**A Group of “Kids”:** A lot of young adults have survived in the wild and tend to float around forming temporary groups here and there, usually around some common interest or resource like surfing, building cars, or salvaging nuclear artillery shells. One of these groups could be fun to play, particularly if they found themselves thrust into the middle of a dramatic metaplot.

**A Group of Prospectors Trying to Break into a Complex:** The complex survives as a robotic fortress; perhaps it was an airport, an oil refinery, or a university. During the wars, a solid wall was built around the site, automated security was added, and it’s important work was to be protected by the military. What it was and how it survived determines who would be trying to break in and why. It is generally known that there are small groups of people still living in there and that much of the area is under automated defenses. Breaking in and exploring is a high-stress, high-profit proposition. Anyone getting out alive reaps great rewards for this very dangerous task. Why go in there? Here are three reasons: (1) the group desires wealth, and there is a lot of good stuff in there; (2) the group seeks a specific item, *e.g.*, perhaps a surviving scientist knows that there is a wheat-germ resistant strain of wheat completed just before the Fall, and the PCs want to restore this bounty to the world; or (3) the PCs want to rescue or free one of the groups living inside—one PC has escaped and is now trying to free his former colleagues, while the other PCs might only be in it for the loot.

The last examples explore some of the crazier ideas in the Rubble, each more unlikely than the next.

**Building a Vehicle to Break into the AFA Slave Pens:** Similar to the AFA refugees discussed above, but this time the group wants to free people from the AFA. To do this, they might plan on building a fleet of massive attack vehicles to launch a sneak attack on the AFA and rescue everyone. Why? Each character would have their own reason, but building some large supertank trucks and using them could produce a great mid-length campaign!

**Starting a Rubble Raceway:** Several different gangs are interested in racing cars, but this requires a large amount of coordination seldom found in the Rubble. Maybe the PCs have decided to make it happen. This will require first finding a suitable course within the ruin and then making any necessary alterations. Perhaps the perfect track can be found, except that it runs right through a botland or across a minefield. These problems will need to be overcome. In addition, the group will need to interact with a large number of the leaders of the major gangs who need to be convinced to let the race happen or the PCs will face having them as enemies. It is likely that the PCs would need to prove their skills in racing and hence in course design in several high profile matches.

**Radio Free LA:** Consider a group of idealists who are out to “repair” the broken world through music. Each character would have to be somewhat dysfunctional—they might be either idealists who believe the “true good” in people would be exposed if only they could listen to classical music—or perhaps it is

the complete works of Britney Spears—or fiery preachers that plan to use the station to broadcast their message of hope and fiery redemption. It would require everyone making characters that “buy into” the idea—but it could be a lot of fun.

## The Environment

Stuff is hard to come by in the ruin; nothing is exactly were you would expect it to be.

Everyone suffered 15 years of war, of fortification, of caching, and of combat. For the city, the wars culminated in the Big Push, a month-long intense battle for control. At that point, all business in the city failed; one or another military, their owners, or some other group of survivors moved everything they could into caches. As the population dwindled under the dual pressures of modern combat and biological warfare, the bricabrac of the old world suffered. Most buildings would not have been destroyed directly by explosions and gun fire, but only a few would have escaped undamaged; windows were blown out and roofs broken. The Big Push ended with tactical nuclear weapons destroying large swaths of the city and generating fire storms that consumed even more and extreme pressure blasts that had scattered effects miles from the blast sites.

Then came the nuclear winter. Sure, it only lasted a few years, but it had a profound effect. Most trees and plants died. Most animals died. Most people did not, but there were too few left. The survivors of the wars traveled from building to building and from block to block living off the land. They were experts at finding preserved foods, purifying water, and heating with fire. It was the need for heat during the short ice age that caused so much damage. First, it was furniture and deadwood that was burned; then, tons of books and magazines. Next, it was rugs and drapes, extra clothes, or a nearby house: anything that was not essential. Only the eventual return of spring slowed the destruction. During these years, the scavengers finished the job of hiding much of the technology that was left.

But even the first spring did not stop the destruction. Nature was also taking a toll. Though many species died, some, such as rats and cockroaches, kept right on going. With their numbers unchecked, they experienced wild oscillations in population that are still occurring. For example, when the rat population boomed, they would eat practically everything in an area—insulation on wires, cardboard, everything that could be imagined and more—and when their numbers dropped due to the resultant food shortage, only their damage would be left. The weather also caused destruction. Lacking repair, the broken windows and small holes soon allowed rain inside. Buildings that should have lasted decades began to

rot and collapse. Seventeen years after the first spring, it is hard to find any intact structures and even harder to find one that has not previously been used by someone, someone who cleaned the place of everything valuable.

But there is still stuff to be had. First, the populations of the enclaves have started to increase, and they are finding uses for things that ten years ago would have been considered junk. They want telephone systems to connect their guard posts and pumps to run wells and electric motors for every conceivable project, and these things are still lying around in the Rubble. And then there are the treasures that were missed. It is unlikely that there is a complete grocery store untouched in the ruin, but what about that overlooked supply cabinet in a back office? What about that car with the skeleton in the drivers seat and bullet holes in hood? Has anyone popped the trunk? What about that household safe in the flooded basement? Has anyone taken the trouble to bust it open? As the enclaves go about rebuilding civilization, their need for lost technology drives all sorts of people into the Rubble.

The Rubble is both dangerous and hostile; the environment is harsh and damaging. The storms that blow in from the Dust Sea act as sandblasters eating away at the ruins. Additionally, more sand is blown on to the city every year. This sand is not distributed evenly; the wind blows it and leaves some areas totally free, while just around a corner there might be a twelve-foot sand dune. Many basements and quite a few first floors are completely filled with sand. Further, the monsoon rain washes the sand into many low places. Many buildings are collapsed or gutted shells with sand dunes spilling through war damage in the walls and ceilings.

During the long dry months, the dust gets into everything. Machines that would have run for years without maintenance before the Fall now need constant attention. Firearms need to be cleaned daily; cars need an hour of a grease monkey’s time each day; hinges on doors need to be cleaned and oiled once a month; everything that would have simply worked in the old world is likely to fail without human intervention.

Despite all this, within the sea of endless rubble and ruin are islands of buildings that have been spared much of the destruction. There are hundreds of city blocks that just happened to be missed by the bombs during the Big Push, and some of these have been sheltered from the worst of the sand; it is in such islands that most people cluster.

## Describing the Ruin

### Building Integrity

The locations that characters visit in their adventures will be in greater or lesser states of disrepair. The GM is al-

## Rubble and Ruin

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ways free to describe these ruins as fits his or her mood, but the following provides a quick and easy way to manage large swaths of rubble.

Each building, or block, or even whole neighborhoods can be assigned a Building Integrity level between 1 and 100%. These can be used as a handy guide for what is still working.

**Destroyed (1-15%):** The building is a pile of rubble with a wide variety of sharp bits sticking up at odd angles. This building can not be entered; it can only be walked over or dug through. It is unlikely that it can be recognized as what it used to be.

**Ruined (16-25%):** The roof is caved in many spots and several walls may have failed. Entering this building is dangerous. Water damage is everywhere. Most of the interior has been destroyed, and the floor has rotted through in several places.

**Heavily Dilapidated (26-50%):** This building has major structural problems. Windows are missing, holes have been blown into walls, small sections have collapsed, and water has run through many areas. During and shortly after the monsoons, there will be mold and rot, but most of this will dry later in the year. Steel and cement buildings might be gutted but still have a standing structure. A four-bedroom ranch-style house might have one or two rooms that are still structurally solid with much of the rest falling in on itself.

**Fair Condition (51-75%):** This building is in good condition. The exterior is still intact, with only a few places with water damage. Most of the rooms are serviceable. A group could spend the night in such a building and be safely sheltered from the elements.

**Good Condition (76-90%):** This building is not good by pre-Fall standards, but it is still structurally sound. The paint is peeling, the carpet stinks, and much of the flooring is gone. It is likely to be infested with vermin and other nuisances, but it is not going to fall in on itself within the next few years.

**Intact (91-100%):** Being intact does not mean in perfect condition. Intact buildings are still 20 years behind in their maintenance, but they have not started failing. All the floors are safe to walk on, and most durable systems are still functional, provided they have the appropriate supplies. Water would run through the plumbing if a cistern and pump were available—or perhaps a gravity-fed roof-top tank—and the electrical system would work, provided it had electricity. Of course, all of this is predicated on such a system still being in the building (see Looted).

## Looted

Similar to building integrity, each building has a Looted score ranging from 1 to 100%. The Looted score can be used as the percent chance that something is still in place. The following guidelines help interpret Looted

levels. Things that have been noted as Looted at a low level should also be considered missing from higher levels.

**Pristine (1-15%):** Such buildings have had all the easy-to-move valuable materials taken, but many things worth having are still there. The following items are still likely to be found in these buildings: furniture, basic office supplies (things not listed in the buying lists, like staplers), dishes, carpeting, and window drapes. The building has been searched by two or three groups early after the Fall, and they would have taken guns, food, and similar survival gear but not much else. Pristine buildings might have corners where valuable survival gear was overlooked. A pristine office building might have a small security office with several items like a can of pepper spray and a hand-held radio left in the back of a drawer.

**Good Pickings (16-25%):** In addition to the initial survivors who picked over everything, this building has been visited during the Little Ice Age by survivors who needed fuel. They took everything that could be easily moved and burned: wooden furniture, cloth and paper, exposed wood (like doors and door frames), and even most plastics. In the process, they moved and damaged much of what they didn't need. These buildings frequently have overlooked rooms that are still in good condition.

**Fair (26-50%):** This building has been picked over within the last few years. Everything of common value that is easily seen has been removed. But some items are present. It is unlikely that anyone has removed the wires from the walls, pulled up the carpeting, or taken light fixtures from the ceiling. Furthermore, there are frequently overlooked corners that are still in pristine condition. In an apartment complex, there may be a unit on the top floor that has a sink cabinet that no one has yet looted. Such a cabinet could yield cleaners and other chemicals that have minor trade value.

**Looted (51-75%):** Several times a year, one group or another has wandered through this building looking for stuff. Every corner has been searched, and everything has been taken or destroyed. Only the smallest of items would have been overlooked. There is also a reasonable chance that things such as lights and filing cabinets have been removed. However, it is possible that everything is nearby, having been moved in some past conflict. A gang may have taken all the furniture into the street to create a wall ten years ago. The gang is long gone, but the building's contents have rotted and been destroyed.

**Empty (76-100%):** These buildings are just shells. Everything is gone. Maybe it was emptied during the global wars or shortly there after; maybe it was located near an old gang hangout, and they took



everything. Then again, maybe it was emptied by a fire. The lower end of the range may have a few scraps, but the upper end has nothing.

- The various types of Rubble will seldom have a Building Integrity of over 40-50%; otherwise, it would not be rubble. Depending on how the buildings were destroyed, they might have reasonably low looting levels. An area that was bombed from the air might have entire basements that were never entered, provided someone can move the concrete slabs and fragments that are blocking all the entrances.
- High Rubble has the possibility of unlooted upper floors. Any building of more than 10 or 20 storeys will have very few visitors coming to the top; after all, the elevators are out, and it is possible that some of the fire stairs are damaged. Even in buildings where the outer walls have been destroyed, which is very common given the use of tactical nuclear weapons during the Big Push, it is possible that upper floors are severely damaged and have been exposed to a lot of sand and rain, but there could be interior rooms that are reasonably intact.

## Nature Gone Wild

### Heat

During the dry season the days can get pretty hot in the city. There are three levels of heat: normal, hot, and very hot. When it is hot outside, all exertion levels are one level more difficult: casual exertion becomes typical exertion, and so on. When it is very hot, not only is the exertion level increased as when it is hot, but stamina roles are required twice as often.

The meteorology specialty is used to predict how hot a given day will be. Typically, a nice day is normal heat all day, most days are normal in the morning and evening and hot for a few hours around midday, with sweltering days being hot in the morning and very hot during the midday. During a heat wave, it can become so hot that it is only normal during the middle of the night and hot or very hot during the rest of the day.

### Monsoons

Most of the year the rubble is a desert on which no rain falls, but during the months of March, April, and May, the monsoons arrive with 80" to 90" of rain. That averages to about an inch a day. At first, the dry soil can not absorb the water, and flash floods race down what were once streets and highways. The sand that has blown in from the Dust Sea mixes with these floods to become walls of mud that soak into the crevices of the Rubble. Buildings on the edge of failure collapse, creating new Rubble. Many basements become cisterns and fill with water. Traveling during the monsoons is difficult. The rains do not fall in an even layer across the ruin but

rather hit in waves. One block might get 6" of rain one day, while an area only a mile away might get only a trace. The next day, this might be reversed. This results in massive local flooding which quickly dissipates, but not before it shifts rubble, destroys road beds, and generally decreases the stability of the ruins.

During the wet season, the GM will check each day for rain. If a 1 is rolled on 1D6, then that day will have a monsoon. A monsoon rain storm will usually last 2D6 hours, during which time visibility is limited, low lands are flooded with 1D6 feet of water, and flash floods are likely. After the rain recedes, buildings may have lost integrity. Typically roll 100 - Integrity or less on D100; if the roll is made, the building loses 1D2 integrity. Likewise, roads that were previously passable may now be blocked with rubble or cut by new ravines.

### Dust Storms

During the dry seasons, the great dust storms blow in from the Dust Sea. Normally, these storms are composed of nothing more dangerous than the fine sands that used to be top soil, but occasionally red sands blow in. Red sand storms are composed of unknown chemical wastes, and they are corrosive and dangerous to breathe.

A sand storm will occur one day in twenty (1 on 1D20) during the dry season. One storm in eight will be red; the others will be white. Most white storms (1-4 on 1D6) last 2D6 hours, while the remainder last 1D6 days. In general, the longer the storm, the more sand is left when it leaves. During a sand storm, visibility outside is limited to about 10 M, and many mechanical things will have difficulty working. Cars will be unable to get the air they need and will quickly stall. People outside without some sort of mask will make a typical Exertion roll every 15 minutes. After an hour in the dust, firearms will have their fumble ranges doubled due to grit accumulating in their mechanisms. The GM can arbitrate other similar effects.

Red dust storms only last for 1D6 hours and tend to be very localized; they are seldom over a few miles in width. Red dust storms cause the same problems as white dust, but they also are corrosive. Breathing red dust without a mask is not only fatiguing but dangerous and painful. Anyone doing so suffers a -20% penalty on all actions due to pain on exposed mucus membranes, and they must make a Stamina roll once per hour or take 1 HP whole-body damage. Likewise, unprotected equipment has a 50% chance each hour of taking 1 HP damage.

### Weed Patches

The ecoweapon Weed is found in patches all over the ruins. A small patch might cover one or two city blocks, while the larger patches are a few kilometers on a side. Weed has large, thick leaves—thinning slightly as the dry season progresses—that completely cover the patch;

there are no open spots for other plants to grow. Weed grows thick, brittle vines that form a one meter tall mat that covers the ground and climbs up the sides of trees, walls, and pretty much everything else. Weed patches form their own little ecosystems. Even during the dry season, moisture from dew accumulates under the leaves in early morning, allowing many creatures to survive. The plant's roots form large edible tubers which support a number of rats whose pups are the preferred prey of several kinds of poisonous snake.

- Weed patches can be cleared, but, if any is left, it will quickly grow back. To remove a Weed patch, each plant must be killed, and the area must be searched every few years to find the new shoots coming up from seed.
- Weed is very difficult to walk through. It requires a typical Exertion roll each minute, during which time the character will only move STR×2 meters. Paths cut through the Weed will last about 1D6 days before the Weed chokes it off again.
- Old Weed patches also have good prospecting sites in their hearts. A two-kilometer-square patch, for example, will likely have several buildings at its center that have hardly been looted at all—of course getting to them and removing the finds can be difficult.

## Bug Bogs

In other places, a steady source of water is a blessing, but, in the ruin, it can be a curse. Bug bogs form in low areas where the contaminated water that has percolated through the rubble finally escapes. Oily and alkaline, this water feeds swamps of thistles, stinging nettles, and thorny vines. Living under these plants are a variety of unpleasant creatures: mosquitoes, bot flies, rats, mice, and snakes.

Anyone entering a bug bog will eventually encounter a swarm of insects. There is a 1 in 6 chance every ten minutes of encountering a random swarm. See BRP p. 336 for more on insect swarms. Bug bogs are also home to many venomous snakes, giant rats, and other nasty creatures.

Random Insect Swarms		
	<u>Bug Size</u>	<u>Venom Factor</u>
1-3	Very small	1-3 20
4-5	Small	4-5 15
6	Large	6 10
7	Very large	
8	Huge	

# Game Balance

Experienced GMs are not likely to need advice on game balance, but here are a few notes for new GMs starting a *Rubble and Ruin* campaign.

Everyone in the ruin gossips. Whenever people get together, they spend most of their time sitting around talking—and mostly they are talking about the people they have meet in the ruin. Over time, successful characters will get a reputation. NPCs will start to know who a character is and whether or not he is a straight talker or a crooked dealer. If the PCs come up with a scam, it should work for a while, but NPCs will gradually start getting word that the PCs are doing something crooked. Likewise, the Rubble loves its heroes. PCs that make a habit of saving those in distress and helping those in need will develop quite a group of friends, and these friends might show up at an opportune time.

In the Rubble, things are more often found than they are bought. Just because PCs would like something, that doesn't mean that they will be able to get it, even if they have plenty of gear to trade. Finding NPCs willing to trade large items can frequently form the center of an entire game session. For example, a PC with a high Demolitions skill would naturally like some explosives; however, even if he or she has several hundred TP worth of gear to swap, (s)he can not necessarily assume that (s)he will be able to find someone with explosives who is willing to trade. Further, if the PC is known to be seeking explosives, (which increases his/her chance of finding someone to trade with, (s)he will have to pay a premium price for them. Since all the logical places to find explosives were likely looted decades ago, the GM has total discretion over when the character will find them and how many (s)he actually gets.

Lastly, ammunition is rare. Basic Role Playing is generally a dangerous game, and the Risk system used in *Rubble and Ruin* continues this. During the Global Wars, people were dying in combat in huge numbers, but, by the time of the game, the carnage has settled down—not because the firearms are less dangerous or because people lost the ability to shoot straight but rather because it became hard to find the high-quality ammunition the weapons required. Don't allow PCs to acquire freely all the ammunition they need. Each shot needs to be a decision balancing the expense of the round against the danger of the opponent. Unlike the old West, people don't usually shoot snakes in the Rubble; it is just too expensive.

## Sample Groups

The large gangs and enclaves are known throughout the city. This section provides examples of some small groups that can be found in the Rubble itself. These groups are generally not known to people from outside the Rubble, and new prospectors would not have heard of them.

### Boss's Bar and Grill

Well-known within the Rubble, the Bar and Grill is located in an old bank. The strong walls, reinforced door, and metal vault provide an easily defended location for one of the few "businesses" in the ruins. As the name suggests, Boss runs a bar and grill offering a limited number of drinks and prepared food to anyone able to pay.

**Backstory:** Boss was a USOF soldier at the end of GW2 who found himself, along with most of his unit, stranded in Europe. He and a large number of his colleagues made their way across the frozen Arctic during the Little Ice Age and eventually found their way home. Boss arrived to discover nothing but ruins. With nowhere to go, he

started a small *kasbah* that eventually became the bar and grill.

**Reason for Continued Existence:** The Bar and Grill is too large and well-defended for a small gang to casually destroy it, and it is too remote and worthless for a larger group to target. Because of his impartial treatment of all his customers, he does not have a large number of enemies, and his judicious use of his influence has made him a number of friends. Offering an honest service, he is able to earn enough to keep his joint open and support his small group of followers.

**Members:** This is really more of a *kasbah* than a gang. At any given time, he will have three or four wilds working as servers, and he tries to keep a short-order cook on staff at all times. Boss usually has a few trusted Toughs who work security, in addition to Dozer and himself.

**Economy:** Boss has his own currency: trinkets. Each trinket that a character brings in is exchanged for \$1. There are no real dollars; Boss keeps track of everyone's current holdings on a large board. As business is conducted, "dollars" change hands, and, when a patron leaves, he can either exchange his "dollars" for a similar number

## Characters at Boss's



Boss Soldier, Age: 52, Culture: Enclave, Male Human  
STR: 8 CON: 10 SIZ: 13 DEX: 10 INT: 16 POW: 8  
APP: 6

HP: 12 Move: 10 DB: 0

Skills: Appraise 60%, Bargain 68%, Brawling 47%,  
Knowledge (Rubble 90%, Commerce 75%, DRA 30%), Dodge  
59%, Drive Car 34%, Firearm (Rifle +62%, Pistol  
+62%), First Aid 65%, Heavy Weapons (Machine Guns  
32%), Language (Russian 33%), Melee Weapons 27%,  
Persuade 28%, Technology 59%.

Powers: Cyberware (BCI, Eye, In-line computer w/ com-  
munications upgrade). Failings: Known (throughout  
Rubble).

Note: Boss is a HERO-level NPC.

**Dozer** Scavenger, Age: 21, Culture: Tribal

Male Labor BEP

STR: 23 CON: 12 SIZ: 18 DEX: 15 INT: 5 POW: 10 APP: 12

HP: 15 Move: 8 DB: +2DB

Attacks: Wrecking Bar 75%, 5DB damage.

Skills: Bow +39%, Brawling 75%, Climb 65%, Dodge 75%, Food 44%, Grapple 75%,  
Hide 52%, Jump 40%, Meteorology 1%, Pole Arms 75%, Rubblewise 6%, Stealth  
65%, Wilderness (Rubble 30%).

Powers: Biomodifications (+3 Str, +2 Dex). Failings: Social Hallmark  
(Gullible), Gluttony.

Notes: Boss adopted Dozer during his travels. Although he may not be too  
bright, he understands Boss's instructions. Most problems end when Dozer  
breaks out the wrecking bar.



of trinkets held at a counter by the exit, or he can leave them on the board until the next time he returns. Boss also offers a number of services which are purchased with dollars.

*Cover (\$1)*: During the evenings, there is a cover to get into the bar. This pays for the evening's entertainment, be it recorded music, a live performance, or a DVD movie projected on a wall.

*Drinks (\$1)*: All you can drink Green Slime; a local Nixie group ferments this beer-like product from the roots of Weed. It is nasty and warm but safe to drink, unlike most water in the area. Other drinks are usually sold at \$1 per glass or more for rarer beverages.

*Meals (\$1)*: The grill prepares a single dish for each meal; one dollar buys you a serving of it. The meal is usually prepared pretty well, but what is being cooked depends greatly on the luck of the day. Rice and beans is the worst that is ever served; together with a nice side of rat should it be available, this produces a fair meal. From time to time, Boss may even barbecue a whole pig.

*Flop Space (free)*: Anyone who is in the bar when Boss locks up at night (usually around 2:00 am, but who

keeps track) is welcome to sleep on the floor of the common area. In the morning, Boss holds a "shower lottery" and one lucky winner gets a hot shower on the house.

*Leach (at cost)*: Boss has a leach attached to a BV100 which is used to buy, sell, and exchange electrical charges. A battery can be charged for \$1, or two charges can be sold for \$1. The exchange service (moving charges from one battery to another) is free as long as the leach is not currently in use.

*Vault Space (\$10 per month)*: Up to 5 ENC can be stored in the vault in a safety deposit box. Boss keeps both keys, so this is not an old-world bank, but it is a good place to stash items.

*Rag Room (\$1)*: One of the unused loan officer's rooms has become the rag room. Boss will buy garbage bags full of pre-Fall clothing at \$1 per bag and dump them in this room. For a dollar, anyone can go into the room and take anything they can wear with them. Of course, no one sells valuable clothes or armor at that price, so the room is usually full of old evening wear, prom dresses, business suits, lab coats, and the like. Yet it is still a popular service.

## Characters at Boss's

**Martha**      Age: 31    Profession: Engineer    Human Female    Culture: Sleeper

STR: 8    CON: 12    SIZ: 10    DEX: 14    INT: 15    POW: 10    APP: 12

HP: 11    Move: 10    DB: 0

Skills: Dodge 32%, Firearm (Pistol +26%), Food 39%, Heavy Machine (Construction 27%), Hide 44%, Knife 26%, Knowledge (Commerce 30%, History 30%), Literacy 30%, Science (Advanced Technology 29%, General 29%) Spot 41%, Stealth 44%, Technology 65%, Technical (Basic Engineering 90%, Electronics 90%, Mechanical Engineering 29%, Power Generation 29%).

Powers: Skill Master (Electronics, Basic Engineering), Gifted (+3% Knowledge), Increased Skills Technology (Electronics, Basic Engineering), Cybernetic Limb (left leg). Failing: Farsighted (wears glasses).

Notes: Martha was a military engineer who lost her leg to enemy action. She was in cold-sleep receiving a replacement when the Big Push came. She awoke a few years ago and eventually found a place at Boss's. She and he were born about the same year.

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**Carbon**      Age: 17    Profession: Wild    Human Male    Culture: Feral

STR: 10    CON: 10    SIZ: 11    DEX: 11    INT: 16    POW: 7    APP: 15

HP: 11    Move: 10    DB: 0

Skills: Dodge 52%, Food 29%, Grapple 39%, Hide 60%, Insight 29%, Knife 59%, Listen 94%, Speak Russian 27%, Spot 94%, Stealth 60%, Technology 31%, Throw 55%, Track 44%, Wilderness (Rubble 59%).

Powers: Biomodifications (+2 Str, Eye, Eye [Low-Light], Ear). Failing: Social Hallmark (Curious).

Notes: Typical of the wild kids that Boss keeps around his place, Carbon is a young guy who is filled with wonder of the world. He is constantly seeking out new and interesting things. This is the world he was born into, and he does not fear it.

The Bar and Grill makes a small profit on most transactions, which adds up over the course of a year. From time to time, Boss will cash out some of his accumulated trinkets in exchange for items needed by the bar. He is always interested in large amounts of food and drink or anything that could improve his establishment or its security.

**Use in Adventures:** The Bar and Grill serves the role of the classic tavern where adventurers can meet. Boss provides a public place where anyone with a little extra stuff can swap it for a warm beer and a hot meal. Dozens of people can be found here at any given time. About half will be regulars, mostly prospectors working in the heart of the Rubble and gang members looking for a neutral ground to conduct their business. The remainder will be strangers just passing through or greenhorns looking to strike it rich prospecting. Groups are always forming here and heading off after this or that rumor.

## Dweazel's Damned

A seemingly nomadic group of off-road motorcyclists, this gang can be found on the road throughout the city. Few people realize that this group even has a home

because it is located in the furthest reaches of the Rubble. Outsiders are never taken there. By carefully controlling the gang's encounters with other tribal gangs, Dweazel has positioned himself uniquely within the city: His gang is the only one simultaneously belonging to both the Red and Blue Tribes.

**Backstory:** Dweazel is a CSA transhuman who spent most of his youth in the FCA within the Klan. A few years ago, he became disillusioned with the church and its anti-BEP stance. He and a few followers made their way down into the ruins, where he has established a *kasbah* of cycle enthusiasts who travel about hiring themselves out to run long-distance errands for other gangs. They guard their reputation for square-dealing and reliability.

**Reason for Continued Existence:** Dweazel is a dynamic personality that many people enjoy being around. He has an infectious enthusiasm for whatever project he is currently pursuing, and his leadership skills have created fierce loyalty among his followers.

**Members:** There are currently 25 members of the gang with an equal number of working cross-country motorcycles. The gang has 8 Toughs, 8 Scavengers, 5 Grease

## Dweazel

**Dweazel** Explorer, Age: 24, Culture: Enclave  
CSA Transhuman Male  
STR: 13 CON: 14 SIZ: 17 DEX: 14 INT: 16 POW: 16  
APP: 14  
HP: 16 Move: 10 DB: +1D4  
Skills: Climb 51%, Drive (Motorcycle 75%), Dodge 73%,  
Etiquette (Rubblewise 51%), Fast Talk 36%, Firearms  
(Pistol 59%), Insight 51%, Jump 46%, Knowledge (FCA  
54%, Klan 34%), Melee 34%, Navigate 61% (+bonus),  
Persuade 46%, Speak (English 91%, Spanish 41%),  
Spot 56%, Technology 50%, Wilderness (Rubble 39%).  
Powers: Biomodification (Compass), Citizenship (Klan),  
3 Increased Skills.



### Typical Dirt Bike

Cycle Chassis with Small Power Plant

Speed 11 Accel: 9 HP: 25 AV 10/0 130 TP

Features: Driver and two unused spaces, 2x Suspension Lifting, -4 Risk for terrain. Accel drops to 8 if carrying up to 50 lbs. of gear and 7 for up to 600 lbs.

Monkeys, and 4 Scouts. At any given time, 2D6 will be at the *kasbah*, and the rest will be on the road somewhere.

**Economy:** The group appears to make their living running messages, scouting, and spying for the major gangs. If encountered on the road, they will be as approachable as any other gang, and, if treated correctly, they will trade for fuel and motorcycle components. If encountered at their *kasbah*, they will be hostile; they are protective of the location of their home and do not like outsiders knowing where it is.

**Use in Adventures:** This group can serve as a typical encounter, a group of Toughs and Scavengers running around on motocross motorcycles. Because the gang has secretly sworn alliances with both Tribes, they are able to move relatively freely over a large swath of the city; the only tricky part is making sure no one sees them when they change their colors. Naturally, this is only done deep in the Rubble, where the PC prospectors are likely to be found.

It is possible that they are planning something large. Perhaps Dweazel is not a renegade Klan member; instead, he is actively negotiating a merger between the Klan and the AFA. The process might go something like this:

The Klan are primarily members of the First Church of the Apocalypse, and the AFA are a brutal slave-holding culture. Still, there could be common ground, and a union would position the new group to dominate the entire city and all the enclaves around it. Over the course of about a year, the following events could take place, which can make a metaplot for an ongoing prospector's campaign.

Dweazel brings a group of FCA clergy to his *kasbah*.

Sometime later, he brings a group of high-ranking AFA representatives to meet them. (Remember, in the ruin, people don't just meet at a given hour on some day. It takes a lot of work to get two parties together).

After a few days, the whole outfit heads down to the AFA.

Some weeks later the AFA releases all human slaves that they are holding (this would be a requirement for the FCA to recognize the AFA), but in return the AFA starts a campaign to enslave BEPs, *über*-rats, and even robots (those the FCA considers "unclean").

Next, the AFA top brass arrive near Dweazel's and set up a semipermanent camp. A few days later, several Klan leaders also arrive.

Within a week, the whole group heads north. Then, after a month, the Union of AFA and the Klan becomes generally known, and a new iron fist descends on the city.

Other groups may be interested in stopping the merger, and an entire campaign could be based around the PCs working as intermediaries for Alpha City or DRA to try and determine what is happening and then stopping them.

## Coven

Thirteen powerful psionics have gotten together to form a Blue Tribe gang. They, and a couple dozen minions, live on the edge of the Rubble searching for lost secrets regarding nanopsionics. They appear to be finding those secrets and using them for their own gain.

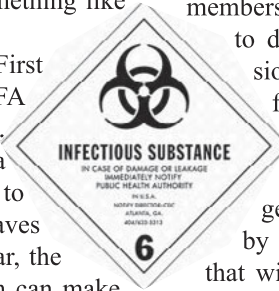
**Backstory:** A few years ago, several like-minded Blue psionics started meeting in secret to determine how to increase their power. Over time, they became so successful that they established their own gang on the fringes of the Blue Tribe territory. From their headquarters, they are scouring the rubble looking for lost pieces of nanopsionic technology: sources of black goo, top-secret documents detailing the underlying technology, anything they can use to further their own powers.

**Reason for Continued Existence:** They have continued primarily because of their success. So far, several of their members have discovered techniques that allow them to defy the currently understood limits of nanopsionic powers. Although there is frequent infighting and many subtle intrigues, the benefits of cooperation have kept them together so far.

**Members:** The thirteen primary members are generally considered nasty vicious people even by the standards of the Rubble. This is a group that will stop at nothing to get what they want. The twins, two powerful telepaths, represent two sample members.

**Economy:** The coven, at very high prices, exchanges their knowledge for any goods or services they need, but only after they have first exhausted the use of their unusual powers to steal or extort things.

**Use in Adventures:** The coven are classic "bad guy" wizards. They will attack the PCs to get something they want or to make sure some tidbit stays secret. They are small enough to form a recurrent villain for starting characters, while still offering interesting options as the PCs advance. The coven is a great source of "rules breaking" powers with regard to psionics. For example, in exchange for a great service, the coven might offer a PC wizard a PSI strength of 25 in one area, or other things of that sort.





## The Twins



**Twin 1**                    Wizard, Age: 20, Culture: Tribal  
 Male Transhuman Brain  
 STR: 10    CON: 6    SIZ: 14    DEX: 6    INT: 21    POW: 15  
 APP: 12  
 HP: 10    Move: 10    Damage Bonus: 0  
 Skills: Appraise 34%, Food 27%, Knife 27%, Literacy  
 35%, Perform (Acting 30%, Rabble-Rousing 35%),  
 Research 75%, Science (Biomedicine 42%, Chemistry  
 40%, General 74%), Sense 62%, Technology 32%,  
 Wilderness (Rubble 39%).  
 Powers: PSI [TEL] 20 (Align Mind 41%, Send-Receive  
 41%, Dominate 60%); PSI [ESP] 30 (Clairvoyance 60%,  
 Clairaudience 60%, Sense Mind 41%, Mind Sniffer  
 75%).

Note: Many extra psionic powers that have been gained from psionic research.

**Twin 2**                    Wizard, Age: 20, Culture: Tribal  
 Male Transhuman Brain  
 STR: 8    CON: 9    SIZ: 10    DEX: 10    INT: 20    POW: 16    APP: 13  
 HP: 10    Move: 10    DB: 0  
 Skills: Appraise 31%, Craft (Psionic Tattoos 75%), Food 29%, Insight 45%,  
 Knife 29%, Literacy 32%, Perform (Acting 48%, Rabble Rousing 23%), Research  
 45%, Sense 30%, Technology 47%, Wilderness (Rubble 36%).  
 Powers: PSI [TEL] 30 (Align Mind 75%, Send-Receive 41%, Dominate 75%, Rider  
 60%); PSI [ESP] 20 (Clairvoyance 41%, Clairaudience 41%).  
 Note: Many extra psionic powers that have been gained from psionic research.

## New Powers

The twins have developed two new powers.

**Mind Sniffer:** This is a form of ESP that allows the psionicist to physically examine an object and gain information about the people who have used it in the past. This power requires Telepathy in order to function. It has two modes. In the immediate mode when the power is used, everyone within PSI Strength in meters who has handled the object in the last 10 minutes will be known to the psionicist. In the lasting mode, the psionicist must align the object (much like a telepath aligns a mind) and the mental impression of last person to handle the object before the psionicist will be embedded in the psionicist's mind. Aligning cost is 1 Strength, which is not recovered until the alignment is allowed to drop. Should the person who handled the object pass within ESP Strength in meters of the psionicist, said handler will be known.

**Rider:** Mixing telepathy and ESP, this power allows the psionicist to experience the perceptions of an aligned mind. Once activated, the psionicist can switch his or her perception back and forth between the aligned mind and his/her own. (S)he can not communicate in any way with the subject. The power has a range of the sum of ESP and Telepathy Strength in kilometers and costs 1 Telepathy Strength point per hour to maintain the connection.

# Bestiary

Although most conflict in the ruin is with other people, there are also a number of creatures that can cause harm to prospectors.

## Big Rats

Big rats, with bodies over a foot long, live in the hollow spaces within the Rubble. Breeding rapidly and eating practically anything, these creatures are a nuisance to prospectors. The big rat packs of the Rubble use the same rules for rat packs found on BRP p. 337, except that a successful attack does 1D8 damage.

## Megarats

Three-foot-long megarats live in small colonies within the Rubble. Individually, they are not too dangerous, but they are often encountered in large ravenous hoards. They are primarily nocturnal and return to their communal nest during the day. These nests usually house 2-20 adult rats and are always located in dark underground places. A prospector can frequently identify a nest by its strong, unpleasant odor. Megarats will chew on anything, and the prospecting near their nest sites is often diminished due to the gnawing of these giant rodents.

Characteristic	Roll	Average
STR	1D6+1	4-5
CON	3D6	10-11
SIZ	2D3	4
INT	5	5
POW	2D6+1	8
DEX	2D6+6	13
APP	1D6	3-4

HP: 7-8 Move: 12 DB: -1D6  
 Attacks: Bite 40%, 1D6+1/2DB (Bleed).  
 Skills: Hide 40%, Dodge 40%, Listen 75%, Stealth 50.  
 Powers: Dark Vision, Super Smell.  
 Armor: 1 point fur.

## King Rats

These three-foot-tall rat-men are armed with spears and hunt in packs. King rats were created by researchers working to create *über-rats*, but some escaped during the war, and they have been rapidly increasing in number. Small tribes of a few dozen live in warrens and are generally shy. They have rudimentary communication skills between themselves and will work with members of their warren to accomplish complex tasks. They are fascinated by simple machines, and once they understand a mechanism, they will use it. They frequently build very complex mechanical traps.

Characteristic	Roll	Average
STR	1D6+1	4-5
CON	3D6	10-11
SIZ	2D3	4
INT	2D6	7
POW	2D6+1	8
DEX	2D6+6	13
APP	1D6	3-4

HP: 7-8 Move: 8 (12 on all fours)  
 DB: -1D6  
 Attacks: Bite 40%, 1D6+1/2DB (Bleed);  
 Darts 50%, 1D6+1/2DB (Impale);  
 Short Sword 50%, 1D6+1+DB (Impale).  
 Skills: Climb 50%, Dodge 60%, Hide 75%, Listen 75%, Stealth 50%.  
 Powers: Dark Vision, Super Smell.  
 Armor: 1 point fur.

## Dog Packs

The Rubble is full of packs of feral dogs. Dogs are most active in the morning and evening and will work together to stalk and attack their prey. Packs of Rubble dogs are composed of a strange assortment of dogs of every size. If a completely random pack is desired, roll 1D6 to determine the pack size. Then roll the appropriate die (given below) to determine how many dogs of each size category are present.

### Random Dog Packs

	1-3	4-5	6
Dog Size	Small	Medium	Large
Tiny	1	1D3	2D6
Small	1D6	2D6	3D6
Large	1D6	2D6	2D6
Huge	-	1	1D3

In combat, a pack of dogs will attempt to separate one victim from the group and concentrate their attacks on this person. In general, the smaller dogs will try to keep others away from the victim, while the larger dogs concentrate on bringing down their prey.

## Chud

Feeding on the dead, these blue-skinned people are the stuff of legend and horror. Many prospectors have reported that their camp was swarmed by blue humanoids who fought without regard for their own lives and who dragged the dead of both sides down into their underground lairs. Some even claim that they have seen them dig up recently deceased bodies and take the corpses below.

Although the origin of the name is lost to time, they do exist. In the last days of GW2, during the Big Push, a large forward element of the CACP was trapped ahead of the lines. Fearing for their lives, they located underground hiding spots and formed several small collectives. During the Short Ice Age that followed, they thrived.

The secret of their success was a special kind of algae developed by CACP scientists. This alga could be grown in large vats, in a solution of just about any non-cellulose organic matter. The algae form thick blue mats at the top of the vat that can be harvested and eaten. Mat algae comprise a balanced, if bland, diet. The alga has the unique side effect of turning the eater's skin blue over time.

Initially the soldiers filled their vats with refuse and lived by scavenging, but, as the nuclear winter continued, they were forced to resort to using the many bodies stuck in the ice above. Since they were now cannibals (of a kind) and easily recognized outsiders, they remained below when the thaw came. Today, they have a simple society based on their military heritage and brute force.

Although the diet of algae has kept them alive, it has also dulled their minds and brought out a more violent nature. Dull-minded or not, living in total darkness does affect them. Each chud must solve the problem of light on his own. Most have IR goggles or another source of dark-vision, and over the last few years they have taken to capturing children with night vision biomods and indoctrinating them into their collectives.

Paradoxically, chud have a lot of free time on their hands, and the collective encourages them to spend it working on useful crafts. As a result, they make some of the finest armor and weapons in the post-Fall rubble.

## Chud Scout

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+3	10
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

HP: 10-11 Move: 10 DB: 0

Attacks: Light Mace 50%; Bolter 50%.

Skills: Dodge 25%, Hide 50%, Knowledge (Tunnels of ruins 75%), Listen 50%, Stealth 50%.

Powers: One in four will have powers as per humans.

Armor: Typically Chud 1 everywhere.

## Chud Fighter

Characteristic	Roll	Average
STR	2D6+8	15
CON	3D6	10-11
SIZ	2D6+9	16
INT	2D6+3	10
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+2	9

HP: 13-14 Move: 10 DB: +1D4

Attacks: Heavy Mace 75%, 1D8+2+DB

(Crush); Sledge Hammer 70%,

2D6+2+DB (Crush); Bolter 75%,

2D6+2 (Impale), Att: 1/3, Range 55.

Skills: Dodge 50%, Listen 50%.

Powers: One in four will have powers as per humans.

Armor: Chud 3 torso, Chud 2 elsewhere.



## Chud Leader

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

HP: 12-13 Move: 10 DB: 0

Attacks: Light Mace 75%, 1D6+2 (Crush); Bolter 75%, 1d6+2 (Impale), Att: 1/2 range 40.

Skills: Dodge xx%.

Powers: One in four will have powers as per humans.

Armor: Chud 3 torso, Chud 2 elsewhere.

**Chud Armor:** Made of a painstaking weave of tire rubber and street-sign metal, chud armor is strong and light.

Type	AV	Layering	Enc	TP
Chud 1	2	No	0.2	10
Chud 2	4	No	0.4	15
Chud 3	6/3	No	0.6	20

**Bolters:** The chud make a special form of crossbow that uses cylindrical springs instead of bows. Because bolters lack a crossbar, they can easily be carried and used in tunnels. Almost every chud on a raid will be armed with one of these. Bolters have the same combat statistics as crossbows but are worth an extra 20 TP because of their convenient size.

## Giant Roaches

There are dark and dank places in the Rubble, even in the dry season. In these wet corners, prospectors frequently report finding foot-long cockroaches clustered together in a seething mass. Probably developed as ecoweapons, these noxious creatures can be found in huge numbers during the rainy season. The rest of the year, their numbers vary widely across the ruin. They pose no threat to a healthy adult, but they will get into anything. They eat a wide range of organic matter, including human food, discarded animal products, leather, wastes, etc. Further, they carry disease germs almost everywhere they go. Any damp area will likely have a few of these critters, but large damp areas may have clusters of thousands of them huddling during the day in giant aggregates. In large numbers, they can be a danger to the unconscious or injured. They will swarm over any source of food (like an unconscious body) and start eating, doing 1 HP per 3 minutes.

## Robotic Security

The richest and most dangerous places to prospect are in the surviving military and research complexes. Hundreds of these were buried in secret bunkers under the city during the wars, most with independent power and security. The combination of active security and concealed location means that many of these bunkers are still unlooted. But, once one is located, the robotic security has several tools to thwart would be looters.

Complex security typically involves a robotic brain located deep in the complex and wired into a number of different security devices. It is the job of the brain to safeguard the complex to the best of its ability. These brains typically have an INT of 2D6+6.

**Concealed Wall Sensors:** Concealed in the walls throughout the complex are various sensors: tiny electric eyes, IR beams, door monitors,

# Using Chud in Adventures

Chud move their lairs occasionally. They will spend about a year in one area, exploring all of the underground passages, sewers, and basements that they can. They will pay particular attention to finding routes that allow them to travel as far as possible from their lair without going above ground. Frequently, they will find routes that are several kilometers long. Once a suitable path has been found, they will plan a raid. Dozens of chud will swarm onto the surface at once and begin scavenging. Anyone encountered will be attacked immediately, unless they are obviously too strong. They always swarm at night, since they are completely comfortable in the dark. The chud will continue raiding until either their hole is discovered or they have hunted the area out. Then they will retreat back underground to their lair, destroying the underground paths behind them. Once they run out of safe passages to raid from, they will move their lair to a new location and start again.

Chud can create a major headache for a *kasbah*. They can start raiding in an area, and, even after the raids have stopped, they might still be encountered in nearby territory. Their lairs are almost impossible to find. The good news is that chud bodies are worth looting, as they have good armor and often useful night-vision technology.

microphones, and the like. If the complex has an intercom system, odds are the computer can "listen in" over inactive intercoms and phones. From these sensors, the brain tries to determine what is happening and to take corrective action. Frequently, there are failures in the sensor systems, and entire floors or wings of bunkers may be blind to the central computer.

**Laser Domes:** Buried near the central brain is the central laser. A series of vacuum tubes and mirrors allow the beam to be directed throughout the complex and to be discharged from a number of different points. Each of these points is a laser dome. The dome, seldom more than a dozen centimeters across, is usually located on the ceiling. In it is a laser-transparent cap to the vacuum system, an adjustable mirror, and usually an electric eye. The computer adjusts the mirror to point at an intruder and discharges a pulse from the central laser: intruder neutralized. A typical dome has 5 HP, AV 4, DEX 13, and 75% to hit for 2D6 damage. They are seldom noticed unless a character is specifically looking for one. They are frequently concealed amongst smoke detectors, carbon monoxide monitors, and other such ceiling mounted sensors.

**Door Locks and Alarms:** The central computer can lock and unlock most doors within the complex, though this feature can usually be overridden by a security card. Secure doors are well built and have a card reader integrated with the lock. If the computer has locked the door, then a security card must be swiped to open it. Less secure doors will look exactly like a secure door, but they will not be locked; instead, an audible alarm will sound when the door is open. The consequence of such an alarm sounding will depend on the circumstances.

**Fire-Suppression Systems:** Many secure areas have water or inert gas fire-suppression systems. These are the last resort of the central computer but can sometimes be used to stop intruders.

**Robotic Systems:** Lastly, most robots within the complex will follow the orders of the central computer. Frequently the brain will have security and utility bots that can be used to create clever traps for looters.

## Robots, Android

Android robots were built on standard designs during the war years, except that so much was happening so quickly that it is rare to find any two that are actually identical. Instead, there tends to be several broad types of robot, and each example of a given type will likely have several different modifications installed. To reflect this, each robot has a Power statistic which is used to buy features from the list below.

## Utility Bots

Utility androids are the basic chassis on which the other bots were built. Relatively few utility bots were ever constructed; most robots were too valuable to be used for this sort of work (though they are encountered from time to time). Instead, they were almost always modified for some particular task.

Characteristic	Roll	Average
STR	4D6+6	20
CON	2D6+6	13
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

HP: 13 Move: 10 DB: +1D6

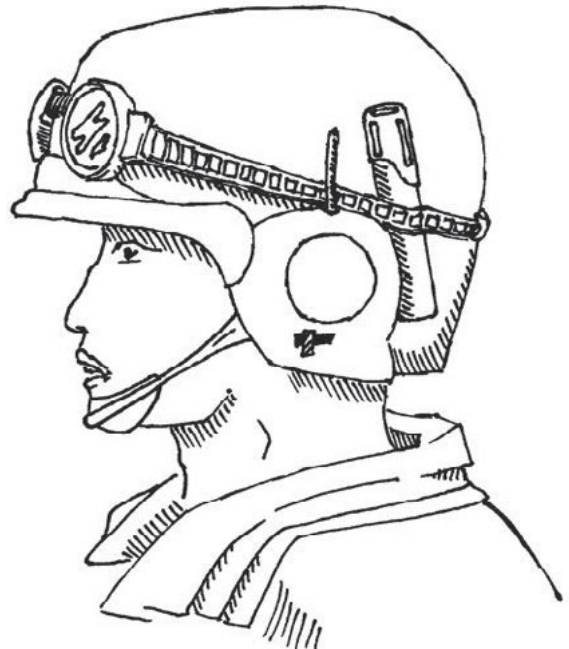
Attacks: Frequently none.

Skills: Typically almost any

Knowledge, Science, or Technical.

Powers: See below.

Armor: Special.



## Security Bots

Security androids were usually installed in top-secret military or research facilities or in high-profile/high-threat areas. They will typically have a high-speed wireless connection to a central security AI that handles any tactical combat decisions for them. When under control of an AI, they will fight as if they had the INT of the AI.

Characteristic	Roll	Average
STR	3D6	10-11
CON	2D6+6	13
SIZ	2D6+6	13
INT	1D6+4	7-8
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

HP: 13 Move: 10 DB: 0

Attacks: Typically Pistol 50%; Club 50%.

Skills: Dodge 50%.

Powers: See below.

Armor: Special.

## Police Bots

A police bot uses the same chassis as a security bot but is equipped with a superior AI. This allowed the bot to function with greater autonomy and allowed them to be used for tasks like traffic enforcement or crowd control. Police bots are frequently equipped with security related upgrades such as integrated firearms and body armor.

Characteristic	Roll	Average
STR	3D6	10-11
CON	2D6+6	13
SIZ	2D6+6	13
INT	2D6+3	10
POW	3D6	10-11
DEX	3D6	10-11
APP	1D6	3-4

HP: 13 Move: 10 DB: 0

Attacks: Typically Pistol 50%; Club 50%.

Skills: Dodge 50%.

Powers: See below.

Armor: Special.

## Infantry Bots

Most infantry bots were intended to be deployed in squads of conscript soldiers. The infantry bot, along with a loyal squad leader, could simultaneously keep the soldiers in line and attend to the unit's primary mission.

Characteristic	Roll	Average
STR	4D6	14
CON	3D6+3	13-14
SIZ	2D6+8	15
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+3	13-14
APP	1D6	3-4

HP: 15 Move: 10 DB: +1D4

Attacks: Rifle 75%; Heavy Weapon 50%.

Skills: Dodge 75%.

Powers: See below. Frequently have POWx1 points of upgrades.

Armor: Special.

## Shock Bots

Shock bots are shock-trooper robots designed for close-quarters urban combat. They are tough and deadly, loyal and willing to die in order to achieve the mission's objectives. Very popular with all the GW2 militaries, they were prevented from dominating the final battlefields only by their expense.

Characteristic	Roll	Average
STR	5D6	17-18
CON	4D6+6	20
SIZ	2D6+12	19
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+5	15-16
APP	1D6	3-4

HP: 20 Move: 12 DB: +1D6

Attacks: Rifle 90%; Heavy Weapon 75%.

Skills: Dodge 90%, Shield 90%, plus other military specialties.

Powers: See below. Frequently have POWx2 or more points of upgrades.

Armor: Special.



## Robot Powers

A huge number of different types of robots with many different features were manufactured. A typical robot will have half its POW in features taken from the following list (heroic and superheroic robots are certainly possible).

**Extra Hit Points (1 each):** As per BRP Core Power.

**Armor (1-4 points):** War robots were made with a verity of different armors; light (1 point, AV 2/9), medium (2 points, AV 5/9), heavy (3 points, AV 10/11) and military (4 points, AV 15/13).

**Defense (1 each):** This robot is equipped with mechanically superior reflexes and strategically placed super-armor making it very hard to hit. It receives -5% modifier for each level (as per BRP Core Power).

**Leap (1 each):** Enhanced leg structure allows the robot to leap with super-human ability (as per BRP Core Power).

**Super STR (1 each):** Adding improved synthetic muscles results in stronger robots (as per BRP Core Super Characteristic power).

**Super CON (1 each):** Adding redundant and superior quality systems makes a robot significantly more durable (as per BRP Core Super Characteristic power).

**Super SIZ (1 each):** Robots can be built that are larger then the standard chassis size (as per BRP Core Super Characteristic power).

**Super DEX (3 each):** Robots can be built with reflexes that are much greater then a human's (as per BRP Core Super Characteristic power).

**Super INT (3 each):** Robot brains can be made more intelligent (as per BRP Core Super Characteristic power).

**Super Senses (variable):** Each of these powers is identical to the BRP rules: Super Hearing, Super Vision, Infrared Vision, Night Vision, SONAR Detection, and Ultrasonic Hearing.

**Omega Energy Shielding (1):** Most valuable robots had omega energy shielding which protects them from nanopsionics. A shielded robot is treated just as a normal human; in other words, they can be attacked with an electrical surge, but not directly with Telekinesis, etc.

**Integrated Firearms (variable):** A robot can have an integrated firearm (usually literally in the arm). An Autoloading pistol costs 1, a submachine gun 2, and an assault rifle 3.

## Robot Characters

The GM may allow a player to run a robotic character. Robots are considered to be self-aware and sentient. Although sentient, they do not share all human values. Most AI robots were made as soldiers and were programmed with a strong sense of loyalty and self-worth. Additionally, they do not think about their bodies in the same way as humans; after all, they can be transferred from one body to another in just a few minutes.

A typical robot PC will start with a Utility Bot body. The character will not heal and can only recover HP through the Repair (Cybernetics) skill. The technical skill Robotics Design can be used to modify the character's body or move its brain to a new body. The GM is the final arbitrator on whether a brain can be moved to a given body or if some component taken from a damaged/salvaged robot can be installed on a robotic PC.

- A robotic brain is roughly the size of a can of soda and is usually located in an armored compartment in the chest of an android.
- Before the Fall, there were over a million robots in service, with just over half of them in android bodies. The others were installed in robotic vehicles, Continental Siege Units, and many other places. Many of the surviving brains have found their way into different bodies—after all, a robot can't be too choosy.

## Robot Tanks

Robot tanks are the unstoppable monsters of the ruin; they are the dragons of this world. During the Global Wars, a missile defense system based on autonomous laser tanks crewed by ever-vigilant robot brains was constructed around the Free American portion of the city. The giant robot tanks were equipped with fully automated bunkers where they could recharge and be repaired by drone utility robots. Equipped with small nuclear power supplies, several of these bunkers have survived, along with their laser tanks. Each tank has an area they are to defend, and they continue doing so even to this day. They live in their small worlds and keep fighting the last Global War. Anyone identified by the tank as an enemy will be attacked immediately (and likely destroyed), while those identified as friends are usually allowed safe passage. Most people simply avoid a robot tank's territory and avoid the risk of being mistaken for an enemy.

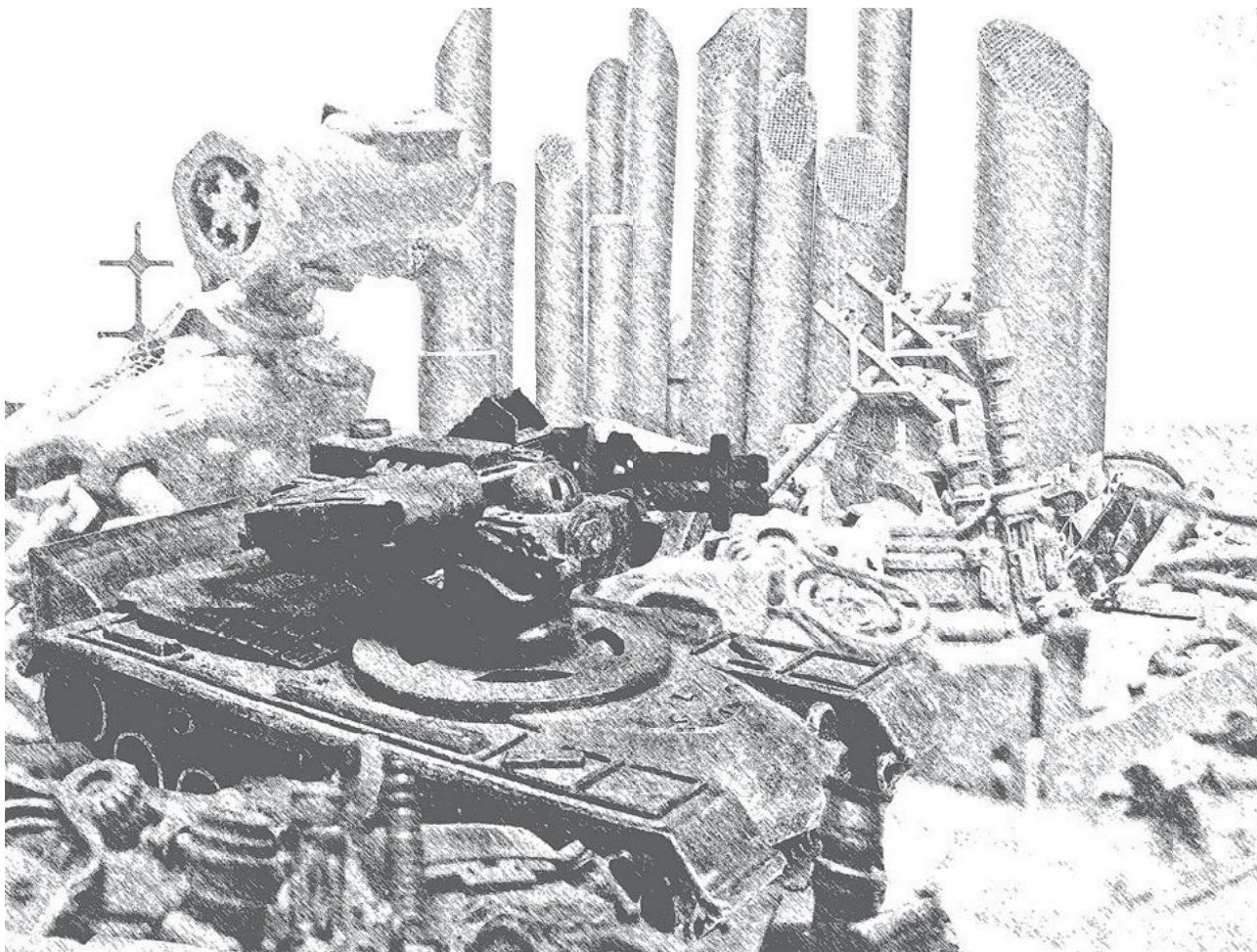
Air Defense Robot: Automated Vehicle  
Speed: 8 Accel: 4 Move: 83  
SIZ: 95 HP: 180 AV: 30

Armament: Twin Laser Cannon Turret  
100%, 8D8+8, Range 600 M (Vehicle  
Range Category 4); Anti-Personnel  
Lasers 75% (4 attacks), 2D8+2,  
Range 100 M per round (Vehicle  
Range Category 4).

Notes: It can use its lasers either as an anti-personnel weapon or as artillery but not both—it takes no time to switch firing modes.

Originally equipped with machine guns and smoke screens, all the ammunition for these weapons has been depleted (one hopes; the GM is free to add a couple of machine guns just to keep PCs guessing).

The robot tanks can use their primary weapon to shoot at missiles and high-speed aircraft at greater ranges than those listed for ground targets.



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# CHAPTER 5

## ADVENTURES

### The Vent Fan

This adventure is a classic “hole in the ground full of monsters and treasure” adventure. It opens with the PCs prospecting in a remote corner of the ruin, somewhere that has not yet been completely picked over. One of the characters hears a faint noise which would be very familiar to the players but very rare for their characters: it is the whirr of an electric motor, in this case, a ventilation fan. A functional fan means electricity, and that means valuable equipment—a find to be exploited. After a few moments of exploration, the group discovers a partially destroyed secret bunker. “Partially destroyed” means partially intact, and it is places like this that can make or break a group of prospectors.

#### Background

The PCs have discovered one end of a much more extensive military research facility that snakes its way under this part of the old city. This corner of the bunker was separated from the rest at the end of GW2 when a building was bombed and collapsed. The bunker was constructed from a standard underground bunker design (see pg. 80), but in this case there are two sections of standard tunnel connected to a rectangular “junction” area. Some of the power and network cables from the main bunker are intact, along with one section of the internal laser security system, and the security computer endeavors to defend parts of this complex.

The top floor of the bunker formed a connecting area between a parking garage and additional facilities now lost beyond the collapse. This area used to hold conference rooms and some administrative offices. The lower area housed a small research laboratory, Project W15, which was weaponizing a fungus for use as a bioweapon. The first wing has been mostly taken over by a group of megarats, with a few kingrats secretly living beneath them. The other wing contains active automated security and a small group of chud who have been ostracized from their collective.

#### Points of Entry

There are four ways into the bunker, but only two are suitable for the PCs. First, there is the vent fan itself. The fan is located behind a metal grate and three meters down

a one-meter-square air shaft. Once past the fan, the shaft enters room (12). Second, there is an outer vault door for the bunker that opens into room (1). The vault door connects to the remains of the parking garage. Third, the chud enter through a crawlway in room (19-B) which connects to other tunnels not detailed in this adventure. Lastly, the megarats have a series of tunnels that pass through the remnants of the ventilation system. While a small human (or an *über-rat*) could pass through them, a normal human could not.

#### Exploring above Ground

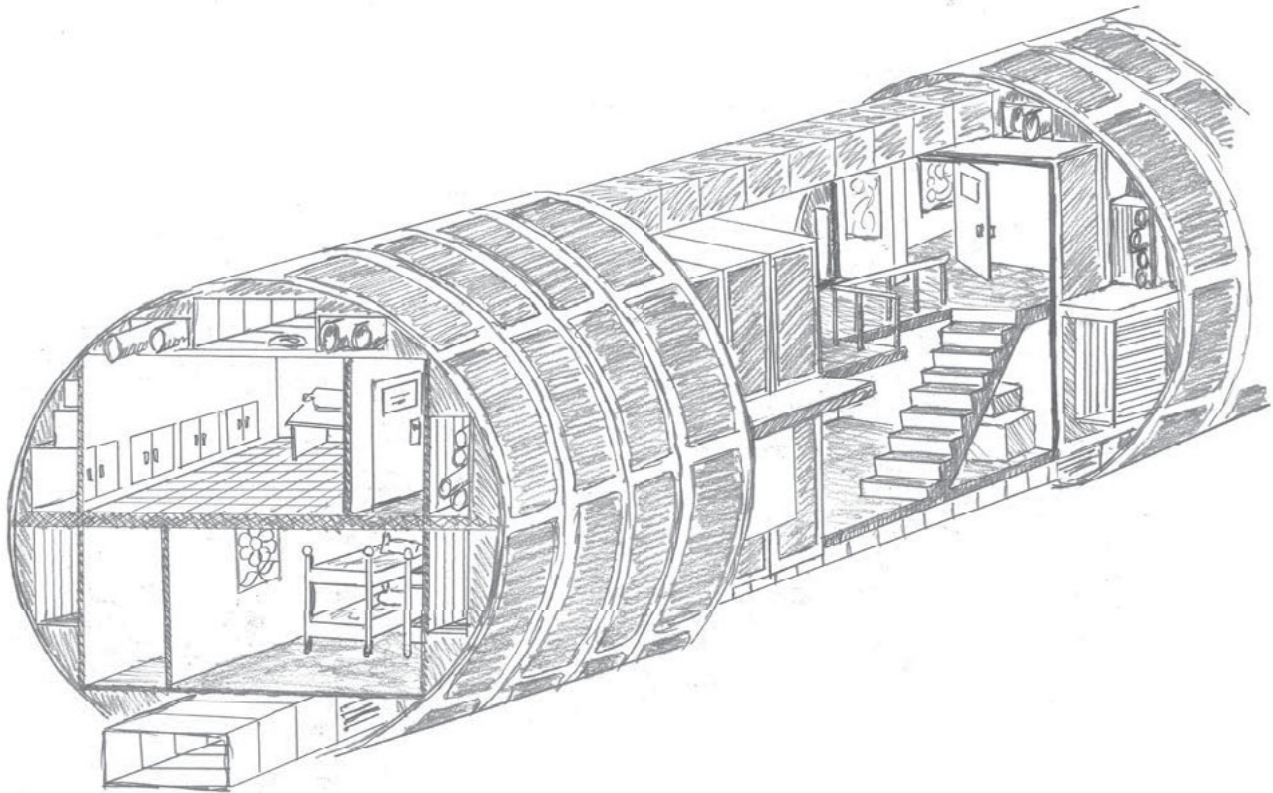
Once the fan has been discovered, the PCs may want to explore the surface before investigating the bunker. The vent itself is located in the back of an old government building. The building was eight-stories tall with Integrity of 60% and a Looted score of 50%. Most of the damage to the building was collateral to the total collapse of an adjoining building. An Easy Structural Engineering test will show that the adjoining building was demolished by a single large bomb dropped from the air; this happened near the end of GW2. Across the street from the surviving government building is a five storey parking garage (Integrity 80%, Looted 75%). The parking garage is of a standard design with sloped floors heading up from the street and stairwells at each corner. There are the remains of a bridge from the third floor across to the old government building. There is also a small section of the garage that continues one half a floor below ground creating an uncomfortably dark corner. Much of the lower levels of all the buildings are covered in three-foot-tall sand dunes.

A careful search of the area may allow the PCs to discover the following:

- Either Structural Engineering or determination and a Spot check can be used to discover that one of the stairways of the parking garage continues down below the lowest parking level. This set of stairs leads to room (0).
- A successful Spot roll will notice the sign and spoor of the megarats, and tracking can be used to find a few entrances into their warren of tunnels and crawlways.
- Rummaging through the remaining debris of the government building will allow PCs to determine that the facility was part of the Department of Agriculture but also



# The Bunker Design



The complex was constructed on a standard bunker design, which was used extensively during the global wars. There are miles of secret complexes similarly built under the city. A standard bunker was built in lengths of concrete-lined ten-meter-diameter circular tunnels that are filled with two storeys of usable space. The curved areas above, below, and on both sides of the usable space housed all the HVAC, ventilation, power, communications, and other mechanical concerns. Each floor is eight meters across and is as long as the particular tunnel was dug.

Bunkers were built with standard components and generally have the following properties:

Interior privacy walls have 8 HP.

Interior doors have 5 HP.

Security walls have 20 HP.

Security doors have 10 HP and have an integrated Average difficulty electronic lock with a small card reader near them. The card reader will respond to staff identification badges and temporarily unlock the door (for 5 seconds).

Should the door be kept open longer than 20 seconds an audible alarm will sound.

Outer vault doors have 20 HP.

held certain Homeland Security offices. Very little else can be determined about the building. The only information about the bombed building that can be found are fragments of signs saying “Authorized Personnel Only” and “Trespassers subject to imprisonment”.

## The Rooms

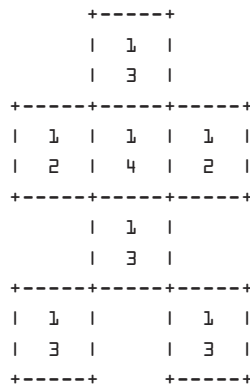
- (0) **Bottom of the Stairwell:** This room is not shown on the map but is adjacent to room (1). Metal stairs descend three meters below ground level in a concrete vault and end in a large, dark room filled with about a foot of fine sand. A single vault door (20 HP) faces suspiciously away from the body of the parking garage and towards the vent fan (which is approximately 40 meters away). The electronic lock appears to be operational (Average difficulty to pick; failure will activate a loud audible alarm). Sand will also need to be cleared in order to open the door.
- (1) **Entrance and Main Hall:** Unless the outside alarm has been activated (room 0) or the group has been making excessive noise, this space will be empty. The area has a strong smell that is something like a cross between rabbits and urine (Average Survival-Rubblewise to recognize it as megarats). The stairway up from level two is concealed from this side. Only someone specifically searching that area for a
- hidden door will locate it. Above the vault door is an exit sign with a backup B1 battery; the battery is dead but still rechargeable.
- (2) **Receptionist:** Formerly a receptionist’s and secretary’s office, this room has been heavily damaged by the rats. There will be 1D4 megarats in this room. Rummaging around in the remains of the desks will reveal a serviceable calculator (5 TP) and a functional microlight (5 TP)
- (3) **Conference Room:** Formerly a conference room, this space has now been completely destroyed. There will be 1D4 megarats in this room gnawing on what is left of the furnishings.
- (4) **Rat’s Nest:** This room is dominated by a giant pile of broken concrete, pipes, wires, cables, and other debris collected by the rats and formed into their nest. Walls and floors have been eaten away so that the nest extends to rooms (5) and (6). The nest is laced with tunnels and small sleeping spaces. Near the center of the room, the floor has collapsed, and there is an opening that connects to room (6) below. The GM may require an Agility roll for any character fighting near the pile to avoid falling through the floor and into room (6). Any person entering this area will be attacked by all the remaining rats.



- (5) **Empty Room:** This may once have been a back office. Now it is just an extension of the rat pile.
- (6) **Office Space:** This room contains a few remnants of its former use as office space for the scientists on the weapons project, but mostly it contains the bottom of the giant rat's nest that starts in room (4). Any people entering this room will be attacked by all the remaining rats.
- (7) **W15 Fungal Engineering Facility:** The room was a wet laboratory for the creation of W15, Athlete's Bane (see sidebar). This is the room where the various DNA components necessary for the creation of W15 candidate organisms would be generated before being inserted into host fungi. The rats have overrun this area and have destroyed most items of interest. There are the nibbled remains of microcentrifuge tubes and once-sterile media plates covered in rat faeces. All the laboratory equipment has been chewed into junk by a decade's worth of rats sharpening their teeth. Nonetheless, someone who makes an Easy Science (Chemistry) roll will be able to put together a Chemistry Kit #1 (20 TP, 5.0 ENC) from the surviving equipment. Toward the back of the room is a heavy door set in a cinderblock wall and labeled "Biosafety Level 3". The entire wall appears to have withstood the rats. There is a window set in the wall which will reveal room (10) if suitable light is supplied. A Spot roll is necessary to notice the spill containment gear (see room (10)) from the window.

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Megarats 1 to 12  
 STR: 5 CON: 12 SIZ: 4 DEX: 14  
 POW: 8  
 HP: 8 Move: 12 DB: -1DB  
 Attacks: Bite 40%, 1DB-1D3 (Bleed).  
 Skills: Dodge 40%, Hide 50%, Stealth 50%, Listen 75%.



Notes: The rats are generally not curious about intruders. If they are in a room when PCs enter they will attack, but, if the first few rounds go poorly, they will likely retreat towards the nest pile.

---

## The Rat Pile

Rooms (4), (5), and (6) contain a giant rat's nest. Much like pack rats, these critters drag all sorts of things to a central location and create a huge pile. Within this pile, there are numerous tunnels and small sleeping chambers where the animals actually spend their downtime. The pile has been created out of just about anything they can drag to it, but broken furniture, wire and cables, segments of pipe, tree branches, strips of carpeting, large rocks, and other more durable items predominate. A search of the nest will likely reveal some items of value, although such a search requires both time and effort (and the prior removal of the rats). For each 10 minutes searching, a character will make an exertion roll from sifting through the heavy pipes and rocks, but the character will be able to make an Idea roll to find one of these:

- [1] The top half of a rat-eaten suit of armor (Omilar II for the chest only; AV 2/11, 0.4 ENC, 60 TP).
- [2] Military Helmet (matching the armor; AV 7/8, 1.0 ENC, 25 TP).
- [3] Enough metal tools to create a Took Kit #1 (5.0 ENC, 20 TP)
- [4] A small metal case containing a ruggedized calculator (5 TP)
- [5] A metal briefcase containing a small pile of scientific papers on different aspects of fungal infection, a small flash light with charged B1 battery, and a few other personal effects, including an identification badge. The badge can be used to open the locks on the doors to rooms (6), (10), (17), and (18).
- [6] A functional watch without band (15 TP).



(8) **Lower Hallway:** The hall marks the beginning of the king rats' domain. Small deadfall traps are positioned over the holes that have been chewed through the walls from room (7). Built by the king rats to keep the megarats out of their area, each trap requires an Agility roll to avoid suffering 1D3 to a random location. Activating a trap also makes sufficient noise to alert the king rats to the fact that intruders are nearby. A "Biosafety Level 2" sign can be seen outside the door to room (7) along with a large biohazard symbol. At one end of the hall there is a flight of fire stairs that connects to area (1). From this side, the door at the top of the stairs can easily be seen and opened. Built into the wall, across from room (9) is an Emergency Closet. Large red letters spell "Emergency Supplies" above small glass window showing a handle. Breaking the glass allows the handle to be pulled and the closet opened. Inside the closet is a small fire extinguisher (3.0 ENC, 25 TP), a fire axe (5 TP), eight cold light sticks (0.1 ENC, 3 TP each), and a Medical Kit #1 (2.0 ENC, 50 TP) with 5 bandages (0.25 ENC, 5 TP each).

(9) **W15 Principal Investigator's Office:** This was the office for the scientist in charge of the weaponization project. It is now the home of the king rats. If they have retreated from the PCs in earlier combat, they will have gathered here. They will defend their nest fiercely; despite this, prospectors will find nothing of value here.

(10) **Weapon Assembly Laboratory:** This is where the actual candidate weapon-grade fungi were created. In contrast to the other rooms, this room was sparsely furnished; all the work benches were extremely tidy with very few extraneous items lying about. Even after 20 years, there is very little dust on the floors or work benches. On the floor near one bench are several bright orange 10cm-diameter cloth tubes arranged in a semi-circle around a pile of off-white flakes. An Easy Science (Biomedicine) or Average Science (General) roll will enable a PC to recognize this as a pre-Fall spill containment system: absorbent dams around an absorbent material. Further inspection will reveal that the room was sealed before the end of civilization and has not been opened since. The good news is that the room contains a wealth of scientific equipment, much of which could be restored by a skilled individual. The bad news is that the room was sealed because a candidate weapon had been released. Although a properly trained and equipped biohazard response team could have cleaned the room in a few days, it never happened. Anyone opening the door will need to make a Stamina roll or be exposed to the weapon (see sidebar).

(11) **Public Break Room:** This central room held several vending machines. An open stairwell leads down to room (15) and a non-descript door leads to room (13). The room has three vending machines, each with its front smashed open and emptied. Otherwise, the room is undisturbed. A careful inspection may reveal that, on the bottom of each vending machine behind the broken front,

**High King**                      King Rat  
STR: 6    CON: 14    SIZ: 6    DEX: 15  
POW: 8  
HP: 10    Move: 8/12    DB: -1D6  
Attacks: Bite 60%, 1D6-1D3; Dart 50%,  
1D6-1D3 (Impale).  
Skills: Dodge 40%, Hide 50%, Stealth  
50%, Listen 75%.

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+-----+
| 1 |
| 4 |
+-----+-----+
| 1 | 1 | 1 |
| 3 | 4 | 3 |
+-----+-----+
| 1 |
| 4 |
+-----+-----+
| 1 | | 1 |
| 4 | | 4 |
+-----+ +-----+

```

Note: This clever fellow has learned how king rats can mask their scent and pass safely through megarat colonies. He has taught this trick to his three minions.

**Minions #1 to #3**                      King Rats  
STR: 4    CON: 10    SIZ: 4    DEX: 13  
POW: 8  
HP: 7    Move: 8/12    DB: -1D6  
Attacks: Bite 40%, 1D6-1D3; Dart 50%,  
1D6-1D3 (Impale); Short Sword 50%,  
1D6+1-1D6.  
Skills: Dodge 40%, Hide 50%, Stealth  
50%, Listen 75%.

```

+-----+
| 1 |
| 3 |
+-----+-----+
| 1 | 1 | 1 |
| 2 | 3 | 2 |
+-----+-----+
| 1 |
| 3 |
+-----+-----+
| 1 | | 1 |
| 3 | | 3 |
+-----+ +-----+

```

## Rubble and Ruin

there is a supply drawer where service personnel would store extra merchandise. These drawers have not been looted; the three of them contain a total of 5 man-days of canned food (11 cans of soda and 9 snack foods with a total value of 40 TP and 15.0 ENC). If anyone is interested, there is also \$23 dollars in Free American coins in the coin boxes; these have no trade value. There are also two emergency exit lights over the two main doors. Each contains a B1 battery that has been drained of electricity (2 TP each).

(12) **Mechanical Room:** At the bottom of the vent shaft, the mechanical room is dominated by a giant air conditioning unit which communicates with the exterior vent. Anyone entering through the vent fan will find themselves inside an evaporation air conditioning unit. Waxed cardboard stretches from floor to ceiling. In times past, water would drip over this cardboard to provide supplementary evaporative cooling. A total of 10 HP from a cutting weapon can produce a human-sized hole to an access door and into the room proper. The rest of the room contains two electrical junction boxes but nothing of general value. An electrician exploring the power to the vent fan will discover that there is a hot power line which could yield 50 W per hour.

(13) **Wire Closet:** This room contains nothing except a workbench along the back wall. This bench is littered with tools, and a Tool Kit #3 (10.0 ENC, 100 TP) can be assembled from them.

(14) **Student Desk Area:** Several science students were employed at the laboratory during the war, and this was their work area. Stairs lead down from room (11) and open into this area. Four small desks line one wall. For the most part, the desks have been emptied of all work related material and contain the bric-a-brac of students forced to abandon their studies: binders with class notes, old tests, and scribbled starts to homework problems. All the material is consistent with the study of Science (Biomedicine). In one desk, there is a calculator (5 TP). Near the stairs is an emergency exit sign with a functional but discharged B1 battery. A character making an Idea roll will notice that the room was ransacked after the complex was abandoned. A tracking roll will determine that this occurred within the last few months. The chud explored rooms (11), (12), and (14), but, upon detecting the rats nearby, they stopped without going any further.

(15) **Laboratory Central Meeting Room:** All doors into this room are securely locked. This room was emptied just before the end of the war. There are several large cardboard boxes labeled "Top Secret" with a red stencil. The remnants of the stencil and a can of red spray paint can be found nearby. The boxes appear to have been hastily packed and contain a large assortment of scientific papers and laboratory notes. Examining the papers with a successful Science-Biomedicine roll enables PCs to determine that the laboratory was attempting to weaponize a common foot fungus and, further, that they had not yet developed a strain suitable for use as a bioweapon, although they had created a number of new and lethal vari-



eties.

Located on the ceiling in the center of the room is a functional laser dome. The central computer will not attack any intruders until they try either to gain access to one of the two laboratory wings or to open one of the top-secret boxes. PCs may realize that they can go to room (11) and safely destroy the laser dome from above. This should work, except that any loud noise will alert the chud in room (19).

**Laser Dome:** DEX 13 HP 5 AV 4  
**Attacks:** Laser 75%, 2D6 (Impale).

(16) **Server Room:** This room once held three racks of computers and related equipment that handled the data analysis and laboratory information systems needs of the research project. Normal rats and roaches have destroyed much of the equipment. A cursory inspection and a successful Technology skill roll will reveal that many of the computer components are not damaged. A hard drive from one computer and a motherboard from another might still be intact. If an hour is spent examining the components on the racks and a successful Technical (Computers) roll is made, enough serviceable parts can be found to put together one working server computer (10.0 ENC, 100 TP).

(17) **Outer Laboratory:** The door to room (18) has a large biohazard symbol and is labeled “Biosafety Level 3.” This room is divided into two portions by a metal cage. Behind the cage are two equipment racks such as

one would find in a server room that have been striped of all their electronics. The other portion of the room contains workstations for laboratory technicians. These consist of the desks where they could sit and perform data analysis, read on-line literature, and do other related tasks. The computers have been removed, as have most of the contents of the desks. There are 2D6 office trinkets at each desk if anyone cares to take them. Additionally, a laptop bag with a functional laptop (3.0 ENC, 40 TP) lies overlooked under a desk. Further, a scrap of paper on the desk above contains the user account and password for the computer. Anyone studying the contents of the laptop can make a Research skill check; if successful, they will be able to determine the nature of the research being conducted, as well as the cure for Athlete’s Bane.

(18) **Automated Animal Handling:** This room was used to test the various properties of the candidate weapons on model organisms. A large robotic animal-handling system occupies the bulk of the room. A track is suspended from the ceiling, and a standard robot torso has been attached upside down to this track, with its head on the bottom of the unit and two mechanical arms where its upside-down shoulders should be. A set of small wheels allows it to move quickly around the ceiling track. The robot does not contain its own AI brain but is, instead, controlled by the complex’s security AI. If the robot is defeated, a search of the room will reveal two large -80 degree freezers and an automated physiology chamber. A skilled electrician might be able to get one of the two freezers working, but it is unclear who would want one. Also, they are heavy and would be difficult to get out

## W15: The Contaminating Fungus

In the last days of the war, researchers were working hard to produce a weapon that could be deployed in time to make a difference to the battle. The version they were working on, Weapon 15-127.A-q13, had many features that are desirable in a bioweapon: it formed resistant spores that could stay where they were dropped for a long period of time; it was debilitating and potentially lethal to those exposed; and it was easily treated by properly trained medical personnel (this allowed friendly forces who were accidentally exposed to be treated). Unfortunately, in their rush, someone spilled a vial of serum and contaminated the laboratory. A decision was hastily made that the personnel could be better used elsewhere, the contaminated facility was sealed, and the rest of the laboratory evacuated; however, the last plague, the Hammer, hit before the evacuation was completed.

Anyone exposed to the weapon will need to make a Stamina roll or contract the disease. The disease causes atrophy (which affects STR). Within an hour, a small rash develops on a random location. This rash will cause an extremely distracting itch (-15% on all actions requiring concentration) which lasts for three days. After that, the infection will reach the victim’s muscular system and start converting muscle fibers into fungal fibers. Each day, the victim must pass a Stamina roll or lose one point of STR. Death occurs when STR reaches zero. Passing a Stamina roll stops the progression of the disease.

Treatment during the first three days is simple: apply a topical athlete’s foot ointment on the rash. If this is continued daily for two weeks, the subject will not experience any other effects from the disease (the rash will clear up after three days and no longer distract the victim). After the rash has spread to the victim’s muscular system, there is no treatment. The victim must eventually pass a Stamina roll or die. The STR lost to the disease is very hard to recover. It returns at the rate of one point per month and every fourth point never returns.



## Rubble and Ruin

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through the surviving tunnels. The physiology chamber has been totally destroyed. Scattered around the room is enough equipment to put together a Medical Kit #1 (2.0 ENC, 50 TP) and a General Science Kit #1 (5.0 ENC, 20 TP). Additionally, the workstation has four sets of licensed obscure software (20 TP each) mixed in with dozens of useless DVDs. The robot can be salvaged for 10 units of cybernetics parts (100 TP).

### Automated Animal-Handling Robot

STR: 20 CON: 14 SIZ: 15 DEX: 15  
INT: (13) POW: 10

HP: 15 Move: 13 DB: +1DB

Attacks: Mechanically Thrown Scalpel  
75%, 1DB+1DB, Range 20; Solid Metal  
Track Unit (as Heavy Mace) 40%,  
1DB+2+1DB.

Powers: Light Armor, Omega Shielding.

```
-----+
| 2/9 |
| 5 |
+-----+-----+
| 2/9 | 2/9 | 2/9 |
| 4 | 6 | 4 |
+-----+-----+
| 2/9 |
| 5 |
+-----+-----+
| 2/9 | | 2/9 |
| 5 | | 5 |
+-----+ +-----+
```

Notes: The bot can only move along the tracks on the ceiling.

The security AI wants to inflict as much damage as it can on intruders, and, if the laser dome in room (15) is still functional, it will coordinate their attacks.

The bot will sit near the back of the room and let several people in before throwing two scalpels and rushing to attack in melee.

**Chud Area:** Rooms 19-22 were formerly administrative offices and public spaces along the old passage from the parking garage to the main facility. For the last three years, these rooms have been known to the chud, who have taken most small valuables. Recently it has been home to a small group of chud who have been ostracized from their collective.

(19) **Lounge and Hall:** One end of this corridor opens up to form a lounge with a few padded benches and chairs. The chud use this area as their main living space.

(19B) **Collapsed Tunnel:** The extreme end of this tunnel has collapsed under the debris of the ruined building above. The chud have cleared a small hole through the rubble that can only be traversed by people crawling on their bellies, pushing their gear ahead of themselves. A Spot roll is required even to notice the hole as it is so small and innocuous. The chud tunnels beyond the rubble and the treasures contained therein are left up to the GM.

(20) **Chud Sleeping Space:** This room is currently empty except for four oil-encrusted sleeping bags and a few worthless personal articles belonging to the chud.

(21) **The Vat Room:** This room is empty except for a large plastic tub filled with a viscous blue liquid and covered with a 3cm-thick sheet of sticky blue chud tofu. This is the food vat for the chud. It will convert 12.0 ENC of just about any non-cellulose organic matter into food for four each day. It has a strong sweet smell which can be cloying over time.

(22) **Restroom:** This is an old restroom and janitor's station. There is a "grey water" tab in one corner for filling mop buckets (still present) that produces rust-brown water. The chud have been using this water to flush waste down the old sewers—it is unclear where these lead, but the room has a perceptible stench of faeces.

## Chud Tactics

How the chud respond to intruders depends greatly on the actions of the PCs. All chud are highly xenophobic and will not tolerate anyone knowing the location of their lairs, so any character entering their wing will be attacked immediately. If the PCs are reasonably quiet in their exploration, it is possible to catch the chud unprepared and unarmored; however, they will always have their weapons close at hand. If they hear the PCs before the group enters their area, they will armor up and then have Squidly investigate with clairvoyance. If they suspect an attack, they will set a trap with the three scouts down the hall near the collapse and room (22). Biggy will be waiting in room (20) hoping to wade into the attackers at melee range. Squidly will watch the group with clairvoyance; then, as soon as the characters get near the door to room (20), she will drop a rock to try to attract the PCs to go past room (20) and towards room (19B). As soon as the first PC is a meter or two past the door to (20), she will signal for Littly and Piddly to attack, first with bolters and then with light maces. This will alert Biggy, and the battle is joined. Squidly will arrive in the next round.

# The Chud

**Biggy** Chud Fighter  
 STR: 18 CON: 12 SIZ: 18 DEX: 11  
 INT: 8 POW: 8  
 HP: 15 Move: 10 DB: +1DB  
 Attacks: Medium Bolter 75%, 2D4+2  
 (Impale); Sledge Hammer 70%,  
 2DB+2+1DB.

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+-----+
| 6/3 |
| 5 |
+-----+
| 4 | 6/3 | 4 |
| 4 | 6 | 4 |
+-----+
| 6/3 |
| 5 |
+-----+
| 4 | | 4 |
| 5 | | 5 |
+-----+

```

Gear: Chud 3 Armor on torso, Chud 2  
 elsewhere (165 TP), Medium Bolter  
 (34 TP), IR Goggles (50 TP).

**Littly** Chud Scout  
 STR: 10 CON: 10 SIZ: 8 DEX: 13  
 INT: 10 POW: 10  
 HP: 9 Move: 10 DB: 0  
 Attacks: Light Bolter 75%, 1DB+2  
 (Impale); Light Mace 70%, 1DB+2.

```

+-----+
| 2 |
| 3 |
+-----+
| 2 | 2 | 2 |
| 3 | 4 | 3 |
+-----+
| 2 |
| 3 |
+-----+
| 2 | | 2 |
| 3 | | 3 |
+-----+

```

Gear: Chud 1 everywhere (100 TP),  
 light bolter (28 TP), IR goggles  
 (50 TP).

**Piddly** Chud Scout  
 STR: 10 CON: 10 SIZ: 8 DEX: 13  
 INT: 10 POW: 10  
 HP: 9 Move: 10 DB: 0  
 Attacks: Light Bolter 75%, 1DB+2  
 (Impale); Light Mace 70%, 1DB+2.

```

+-----+
| 2 |
| 3 |
+-----+
| 2 | 2 | 2 |
| 3 | 4 | 3 |
+-----+
| 2 |
| 3 |
+-----+
| 2 | | 2 |
| 3 | | 3 |
+-----+

```

Gear: Chud 1 everywhere (100 TP),  
 Light Bolter (28 TP), IR Goggles  
 (50 TP).

**Squidly** Chud Scout  
 STR: 10 CON: 10 SIZ: 8 DEX: 13  
 INT: 10 POW: 12  
 HP: 9 Move: 10 DB: 0  
 Attacks: Light Bolter 75%, 1DB+2  
 (Impale); Light Mace 70%, 1DB+2.

```

+-----+
| 2 |
| 3 |
+-----+
| 2 | 2 | 2 |
| 3 | 4 | 3 |
+-----+
| 2 |
| 3 |
+-----+
| 2 | | 2 |
| 3 | | 3 |
+-----+

```

Gear: Chud 1 everywhere (100 TP),  
 light bolter (28 TP), IR goggles  
 (50 TP).

# The Race

This adventure follows the PCs as they participate in an automobile race. The adventure is broken into three different “acts,” each of which focuses on a different activity. In Act 1, the PCs arrive at the “track” the day before the race. Since the race does not have a preset course, they must determine what route they plan to take. Also, they will likely want to learn what they can about their opponents and prepare for the coming night. Act 2 focuses on the mischief occurring during the night. The racers need a good night’s sleep, but, unfortunately, the night is full of people trying to sabotage both cars and drivers. Act 3 finds the PCs running the race.

The adventure presupposes that the group has a suitable vehicle. If the adventure is not being run as part of a regular campaign, the party should be allowed a 500 TP budget to create their car, and additional TP should be allowed from the Cool Ride mundane power (see Character Creation in chapter 2).

The adventure is presented in an open structure with a series of tasks that may be accomplished at different times. The GM should remind the players that few in the Rubble subscribe to pre-Fall notions of organization or fair play. The race does not have a preset course; instead, there are a series of checkpoints through which each car must pass. Likewise, although the sponsor will protect participants prior to the start of the race, any manner of violence is likely once it is in progress.

## Background

Max Pleasure is recognized as the leader of the Blue Tribes. He has declared that there will be an automobile race and has offered up a prize to be awarded to the winning car. Word of the race spread across the rubble, a time and place was set, and both racers and spectators have gathered for the event.

The rules of the race are simple: (1) each team must be present the night before the race so Max P can inspect the cars; (2) all inspected cars must be on the starting line at the start; (3) each car must pass through each of the three checkpoints in the proper order; and (4) the first car to cross the finish line wins.

## The Prize

Max P offers a double prize. First, the winners will have access to his fully stocked auto shop to repair their car, with as many units of car parts as are needed; second, the winning team will receive the following:

- Pistol 40 (Ruger Mark II Gov .22 LR) with 10 rounds of ammunition
- Rifle 23 (Carbon Series .223) with five rounds of ammunition
- Pistol 10 (Colt Anaconda .44 Mag) with six rounds
- Automobile Repair Kit #2

## The Other Racers

There are ten teams, aside from the PCs, competing for the prize, but only three are considered real contenders. The Scrapyard Scavengers come from a small scavenger gang living near a large scrap yard. They have assembled a heavily armed and armored vehicle. This would be a formidable challenge all by itself, but they also have a few tricks up their sleeves. Team Tranny is composed of a huge swarm of transhumans from the Klan and nearby *kasbahs*. They have a reckless plan involving armed fighters jumping from their truck onto competitors’ cars. Lastly, Comrade Connie and her gunner have come from the Red Tribe with a large muscle car. The other seven teams are driving old beaters which are pretty much indistinguishable from one another.

---

**Driver Dan**                      Scavenger, Age 22  
STR: 10    CON: 10    SIZ: 10    DEX: 14  
          INT: 12    POW: 10    APP: 12  
HP: 10    Move: 10    DB: 0  
Attacks: Butcher Knife 60%, 1DB  
          (Impale).  
Skills: Drive (Car 85%), Insight 50%,  
          Auto Mechanic 35%.  
Powers: Skill Focus (Drive).  
          +-----+  
          | 7/1 |  
          | 4 |  
+-----+-----+-----+  
| 6 | 6 | 6 |  
| 3 | 4 | 3 |  
+-----+-----+-----+  
          | 6 |  
          | 4 |  
+-----+-----+-----+  
| 6 |        | 6 |  
| 4 |        | 4 |  
+-----+        +-----+  
Armor: Reinforced street armor (6/0,  
          11.25 ENC), light durasteel helmet  
          (7/1, 1.5 ENC).



# Scrapyard Scavengers

The Scavs drive a stock battle wagon as presented in the sample vehicles. It is an extended chassis with a huge power plant. It carries seven people, a driver, three “gunners” and three jumpers. Additionally, this group secretly has two other vehicles working to help them win.

Speed: 12 Accel: 7 HP: 80 AV: 22/10 875 TP

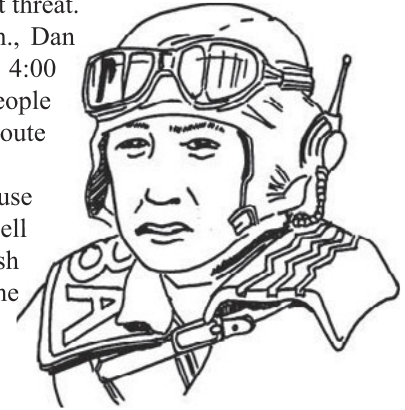
Ballista: 10DB, improved firing mechanism fires every third turn, fires without penalty to chase Range 2.

Arbalests (x2): 3DB+1, fire once per five turns, fire without penalty to chase Range 2.

**Secret Plan:** The scavengers have also secretly entered two beaters (#1 and #2) with the intention that these cars will sacrifice their chance to win in order to help the battle wagon. During the day before the race, the team will assess the competition and assign beaters to block the cars they feel pose the greatest threat.

**Plan:** The Scavengers will arrive around 10:00 a.m. Starting around 11:00 a.m., Dan and two jumpers will start searching out their route and will return around 4:00 p.m. They have brought their own fuel, and there will always be four people guarding the wagon. The team plans to take Leg A to F, but they will find route E after two turns. Then they will take G to the last leg.

**Roleplaying the Scavs:** These guys are a typical mob of scavengers. They will use any trick they can think of to get ahead. Individually, they would gladly sell out the rest of their group for personal gain, but, since none of them is foolish enough to trust any of the others, it is difficult to separate any one from the others.



**Typical Gunner (1 of 3) Scavenger**

STR: 11 CON: 10 SIZ: 10 DEX: 14

INT: 10 POW: 10 APP: 11

HP: 11 Move: 10 DB: 0

Attacks: Machete 50%, 1DB (Bleed).

Skills: Artillery (Giant Cross-bow 60%), Jump 30%, Climb 30%, (one gunner:) Auto Mechanic 50%.

```

+-----+
| 7/1 |
| 4 |
+-----+-----+
| 6 | 6 | 6 |
| 3 | 5 | 3 |
+-----+-----+
| 6 |
| 4 |
+-----+-----+
| 6 | | 6 |
| 4 | | 4 |
+-----+ +-----+

```

Armor: Reinforced street armor (6/0, 11.25 ENC), light durasteel helmet (7/1, 1.5 ENC).

**Typical Jumper (1 of 3) Scavenger**

STR: 12 CON: 12 SIZ: 14 DEX: 12

INT: 9 POW: 10 APP: 10

HP: 13 Move: 10 DB: +1D4

Attacks: Fire Axe 75%, 1DB+2+1D4 (Bleed), 1.5 ENC; Belt Knife 60%, 2D4 (Impale), 0.5 ENC.

Skills: Climb 60%, Jump 60%.

```

+-----+
| 7/1 |
| 5 |
+-----+-----+
| 6 | 6 | 6 |
| 4 | 6 | 4 |
+-----+-----+
| 6 |
| 5 |
+-----+-----+
| 6 | | 6 |
| 5 | | 5 |
+-----+ +-----+

```

Armor: Reinforced street armor (6/0, 11.25 ENC), light durasteel helmet (7/1, 1.5 ENC).

# Team Tranny's Truck



This is a large group of highly disciplined, team-oriented, and somewhat eccentric transhumans. Their racer is basically a big truck with a bunch of people who plan to jump onto their opponents' cars and destroy them with melee weapons. They are never alone; they always travel in at least pairs.

They drive a truck with huge power plant and four units of ram plates on the front and rear, as well as 6 points of Suspension Lifting. The truck and driver has a SIZ of 152 and acceleration of 9; when loaded with 16 crew members, this drops to acceleration 7. The outside of the truck is covered with attachment points for safety harnesses. The general strategy for the Team is to have members attached to the outside of the truck ready to jump onto opponents' cars. As jumpers leave, additional crew members will climb outside to replace the jumpers.

The team will arrive around 3:00 p.m. At 4:00 p.m., eight scouts will head out to find a route. Four transhumans will remain with the truck, while four others will scope out the competition, gather fuel, spread rumors, and generally get into mischief.

**Route:** The Team will stay up several hours after sunset discussing their route—they will settle upon Leg B to D and G to the last leg.

**Roleplaying Team Tranny:** The team all wear identical uniforms, have identical hair cuts, and, with few exceptions (like Tracy's ball cap), do whatever they can to look the same. In conversation, they address each other with the title True Man before their first name, e.g., "yes, True Man Travis, I would be happy to go cave in his head for you." They tend to ignore people they feel are beneath them, which is most people, and they assign "pet names" to important people outside of their group. Most other people they will not even dignify with a name, and they will certainly never use an individual's given name. When playing the transhumans, remember that they know they are better than everyone else.

**Travis** Yammerhead, Age: 23

CSA Transhuman Male  
 STR: 17 CON: 12 SIZ: 15 DEX: 10  
 INT: 18 POW: 12 APP: 16  
 HP: 14 Move: 11 DB: +1D4  
 Attacks: Belt Knife 75%, 2D4 (Impale), 0.5 ENC; Sledge Hammer 75%, 2D6+1D4+2 (Crush), 2.0 ENC.  
 Skills: Drive (Car 75%), Fast-talk 50%, Persuade 60%, Rabble Rousing 50%, Auto Mechanic 50%.

```

+-----+
| 0 |
| 5 |
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```

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+-----+-----+
| 3 | 5/9 | 3 |
| 4 | 6 | 4 |
+-----+-----+

```

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+-----+
| 3 |
| 5 |
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```

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+-----+-----+
| 8 | | 8 |
| 5 | | 5 |
+-----+-----+

```

**Gear:** Duraweave coveralls (3/0, 0.9 ENC, 72 TP), Kevlar II chest (2/9, 0.8 ENC, 36 TP), Plague Boots (0.4 ENC, 25 TP), sharp-looking cap.

**Terence** Scavenger, Age: 17

STR: 15 CON: 12 SIZ: 15 DEX: 10  
 INT: 17 POW: 10 APP: 11  
 HP: 14 Move: 11 DB: +1D4  
 Attacks: Belt Knife 75%, 2D4 (Impale), 0.5 ENC; Sledge Hammer 75%, 2D6+1D4+2 (Crush), 2.0 ENC.  
 Skills: Climb 60%, Jump 100%, Dodge 50%.  
 Powers: Biomodification (Leaper).

```

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| 0 |
| 5 |
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+-----+-----+
| 3 | 5/9 | 3 |
| 4 | 6 | 4 |
+-----+-----+

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+-----+
| 3 |
| 5 |
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```

```

+-----+-----+
| 8 | | 8 |
| 5 | | 5 |
+-----+-----+

```

**Gear:** Duraweave coveralls (3/0, 0.9 ENC, 72 TP), Kevlar II chest (2/9, 0.8 ENC, 36 TP), Plague Boots (0.4 ENC, 25 TP), sharp-looking cap.

**Tracy** Scavenger, Age: 20

Female CSA Transhuman  
 STR: 11 CON: 10 SIZ: 16 DEX: 14  
 INT: 17 POW: 8 APP: 15  
 HP: 13 Move: 11 DB: +1D4  
 Attacks: Belt Knife 75%, 2D4  
 (Impale), 0.5 ENC; Baseball Bat  
 50%, 1D6+2+1D4 (Crush); Thrown  
 Hardball 80%, 1D4+1D2 (Crush).  
 Skills: Climb 60%, Jump 60%,  
 Hide 80%, Sneak 80%, Throw 80%,  
 Dodge 50%.  
 Powers: Biomodifications (Slinker,  
 Slinger), Social Hallmark (Base-  
 ball Nut).

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+-----+
| 0 |
| 5 |
+-----+-----+
| 3 | 5/9 | 3 |
| 4 | 6 | 4 |
+-----+-----+
| 3 |
| 5 |
+-----+-----+
| 8 | | 8 |
| 5 | | 5 |
+-----+ +-----+
  
```

Gear: Duraweave coveralls (3/0, 0.9  
 ENC, 72 TP), Kevlar II chest (2/9,  
 0.8 ENC, 36 TP), Plague Boots (0.4  
 ENC, 25 TP), and a baseball cap.

**Truman** Tough, Age: 18

Male CSA Transhuman  
 STR: 20 CON: 14 SIZ: 18 DEX: 12  
 INT: 14 POW: 14 APP: 13  
 HP: 16 Move: 11 DB: +1D6  
 Attacks: Belt Knife 60%, 1D4+1D6  
 (Impale), 0.5 ENC; Sledge Hammer  
 75%, 3D6+2 (Crush), 2.0 ENC;  
 Modern Bow 75%, 1D10+1+1D3  
 (Impale), Range 150, 1.0 ENC.  
 Skills: Melee 75%, Dodge 75%,  
 Bow 75%, Climb 60%, Jump 60%.

```

+-----+
| 0 |
| 6 |
+-----+-----+
| 3 | 5/9 | 3 |
| 4 | 7 | 4 |
+-----+-----+
| 3 |
| 6 |
+-----+-----+
| 8 | | 8 |
| 6 | | 6 |
+-----+ +-----+
  
```

Gear: Duraweave coveralls (3/0, 0.9  
 ENC, 72 TP), Kevlar II chest (2/9,  
 0.8 ENC, 36 TP), Plague Boots (0.4  
 ENC, 25 TP), sharp-looking cap.

**Theresa** Wizard, Age: 19

CSA Transhuman Female  
 STR: 10 CON: 9 SIZ: 11 DEX: 13  
 INT: 22 POW: 10 APP: 17  
 HP: 10 Move: 11 DB: 0  
 Attacks: Belt Knife 50%, 1D4 (Impale).  
 Skills: Insight 50%.  
 Powers: PSI [BOD] 20 (Heal 75%, Mind  
 over Matter 75%, Empathy 75%); PSI  
 [KIN] 5 (Mend 50%). Failing: Easy  
 to Recognize.

```

+-----+
| 0 |
| 4 |
+-----+-----+
| 3 | 5/9 | 3 |
| 3 | 4 | 3 |
+-----+-----+
| 3 |
| 4 |
+-----+-----+
| 8 | | 8 |
| 4 | | 4 |
+-----+ +-----+
  
```

Gear: Duraweave coveralls (3/0, 0.9  
 ENC, 72 TP), Kevlar II chest (2/9,  
 0.8 ENC, 36 TP), Plague Boots (0.4  
 ENC, 25 TP), sharp-looking cap.

If additional transhumans are needed, simply duplicate Truman and Terence.



# Comrade Connie's Cruiser

Connie has a very fast and maneuverable car built to carry herself and a gunner.

It sports a standard chassis, a huge power plant, military armor for both the car and driver, improved handling (+10%), a crew of two (driver and gunner), and a 20 mm zip cannon with improved firing mechanism, allowing it to fire every other turn.

Speed: 12 Accel: 10 HP: 40 AV: 21/11 860 TP.

20mm zip cannon with 12 rounds of ammunition, 5DB, and fires without penalty to chase range 3.

**Preparations:** The two arrive around noon. From 1:00 p.m. to 4:00 p.m., they will take their car and explore the route for the race. They will settle on taking Leg B (with a fair amount of overdriving) to Leg E on the hidden road; then, they will continue to Leg G.

The two have brought everything they need for the evening. Once they are assigned a campsite within one of the old store fronts, they will only leave to explore their route. When they return, they will deploy a small array of electronic security systems.



Connie Explorer, Age: 23  
Human Female  
STR: 9 CON: 12 SIZ: 9 DEX: 16  
INT: 14 POW: 12 APP: 14  
HP: 11 Move: 10 DB: 0  
Attacks: PlB Pistol 75%, .357 Magnum 1D10, Box 9 with 8 rounds, Range 25.  
Skills: Climb 40%, Technology 75%, Drive (Car 90%), Firearm (Pistol 50%), Insight 50%.  
Powers: Skill Master (Drive), Biomodifications (+2 APP, +2 DEX).

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+-----+
| 7/8 |
| 4 |
```

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+-----+-----+
| 5 | 5 | 5 |
| 3 | 5 | 3 |
+-----+-----+
| 5 |
| 4 |
+-----+-----+
| 5 | | 5 |
| 4 | | 4 |
+-----+ +-----+
```

Gear: Old UASR uniform consisting of synthweave coveralls (135 TP) and military helmet (25 TP).

Gunnie Wild, Age: 21  
Human Male  
STR: 14 CON: 13 SIZ: 12 DEX: 16  
INT: 9 POW: 9 APP: 10  
HP: 13 Move: 10 DB: +1D4  
Attacks: Modern Bow 75%, 1D10+1D2 (Impale), Range 150; Hammer 75%, 1D6+1D4 (Crush).  
Skills: Artillery (Zip Cannon 60%), Bow 75%, Climb 75%, Dodge 60%, Jump 50%, Mechanic (Automobile 30%).  
Powers: Biomodifications (Gecko, +1 DEX, +2 STR).

```
+-----+
| 7/8 |
| 5 |
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+-----+-----+
| 5 | 5 | 5 |
| 4 | 6 | 4 |
+-----+-----+
| 5 |
| 5 |
+-----+-----+
| 5 | | 5 |
| 5 | | 5 |
+-----+ +-----+
```

Gear: Old UASR uniform consisting of synthweave coveralls (135 TP) and military helmet (25 TP).

# The Other Racers

## Armed Beaters

Each of the other teams will consist of typical racers using a car based on the generic beater, but each will have a unique feature.

- #1 Speed: 12, Accel: 7, HP: 30, AV: 0, 150 TP, Oil Slicker
- #2 Speed: 12, Accel: 7, HP: 30, AV: 0, 150 TP, Arba-  
lest (3D6+1)
- #3 Speed: 12, Accel: 7, HP: 30, AV: 0, 150 TP, Arba-  
lest (3D6+1)
- #4 Speed: 12, Accel: 7, HP: 30, AV: 0, 150 TP, Arba-  
lest (3D6+1)
- #5 Speed: 12, Accel: 7, HP: 30, AV: 0, 100 TP, Ex-  
tra Jumper
- #6 Speed: 12, Accel: 7, HP: 30, AV: 0, 100 TP, Ex-  
tra Jumper
- #7 Speed: 12, Accel: 7, HP: 30, AV: 0, 230 TP,  
Roll Bars, + 4 points of Suspension Lifting

NOTE: Cars #1 and #2 are secretly working for the Scrapyard Scavengers.

Between 10:00 a.m. and 5:00 p.m., one car per hour will arrive.

## Typical Racer

Scavenger, Age: 19-23

STR: 11 CON: 10 SIZ: 12 DEX: 12  
INT: 12 POW: 10 APP: 9

HP: 11 Move: 10 DB: 0

Attacks: Pick one of the following.

- 1) Baseball Bat with Nails 65%, 1D6+2 (Bleed), 2 ENC;
- 2) Tanker's Drift Pin 65%, 1D6+2 (Crush), 1 ENC;
- 3) Modern Bow 50%, 1D10 (Impale), Range 150, 1 ENC.

Skills: Drive 50%, Climb 50%, Jump 50%, Dodge 40%.

```

+-----+
| 7/1 |
| 4 |
+-----+
| 6 | 6 | 6 |
| 3 | 5 | 3 |
+-----+
| 6 |
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| 6 | | 6 |
| 4 | | 4 |
+-----+ +-----+
    
```

Armor: Reinforced street armor (6/0, 11.25 ENC), light durasteel helmet (7/1, 1.5 ENC).



## Act 1: The Day Before

The players should be allowed to determine at what time of the day that the PCs arrive. Arriving early allows them more time to scope out the competition, but it gives the competition more time to determine the PCs' strengths and weaknesses.

**Setting:** The racers are all gathering at an old strip mall. The building has been completely gutted, and all that remains are cinder-block walls, a steel and concrete roof, and a space that was formerly a parking lot. None of the stores have any of their fronts left; they are, in effect, three-sided caves with a space for a service door in the back (Building Integrity 70%, Looted 90%). The strip mall is "L" shaped, bending around the parking lot, and in the farthest corner of the lot, which would once have been on the corner of two major streets, there are the remains of an old fast food restaurant which is in much better condition (Building Integrity 80%, Looted 100%). Max P and his entourage are encamped in the old restaurant. The parking lot and strip mall buildings are reasonably free of sand, except for one-meter-tall dunes blown into and around the corners and near any small piles of rubble.

The morning before the race the area is pretty quiet. Max P and his people arrived a few days earlier and set up in the restaurant. Early in the morning, a few Toughs will be around, and later on, as the first few cars arrive, there will be pockets of activity. By midday, several teams will have arrived, and a few dozen spectators will be pitching camps in and around the main parking lot. By mid-afternoon, almost all the racers will be present, and there will be no fewer than 75 campsites full of spectators. At this point, there will probably 300 people on site. By nightfall, all the racers need to have checked in with Max P if they wish to be able to claim the prize. A reasonable head count will put the crown at around 450 people.

### Tasks

There are several different activities that PCs will likely want to perform during the course of the day. Some are simple, while others are much more complex.

**Getting Inspected:** Each vehicle must be inspected in order to be eligible to win the race. During inspection, two things will happen. First, Max will personally look each car and crew over. He will use his assessment to aid him in placing bets on the outcome of the race, although he does this through secret intermediaries—he doesn't like to gamble, but he does like to win. Second, he will spraypaint a large number, in a random color, on both sides of the car. As the car passes through each checkpoint, spotters will radio these numbers to the starting line. This process takes up the first hour upon arrival, after which the PCs will be allowed to pick any of the open store fronts as their camp/garage.

**Scoping Out the Competition:** It is likely that characters will want to learn something about their competition before the start of the race. There are a remarkable number of ways to learn about the competition, and the GM will need to be able to adjudicate whatever the players come up with. Presented here are some guidelines to help with this process. Given tasks are rated as Easy, Average or Hard, and the GM will need to match the players' plans with the relative difficulty. For example, if a character attempts to use Social skills on a NPC who knows a certain piece of information and the character presents a good plan, the GM may allow a simple skill roll with an appropriate modifier (double for Hard tasks). On the other hand, should the GM decide that the player's proposal is less than appropriate (for example, trying a simple approach to gain Hard information), then additional roleplaying may be required.

**Scrapyard Scavengers:** Determining the basic statistics of their car is Easy; determining their route is an Average task; determining that they have two "helper" cars is a Hard task. The scavs are generally approachable with Social skills, and they are not particularly careful about concealing their intentions. Still, they are not foolish.

**Team Tranny:** Determining the basic statistics of the car is Easy; determining that they plan to use Jumpers as their primary weapon is an Average task; determining their route ahead of time is a Hard task. It is difficult for anyone other than another transhuman to use Social skills on the members of Team Tranny, but they do have a particular weakness for ignoring nearby BEPs, who may find it somewhat easier to eavesdrop on Team members.

**Comrade Connie:** These two are hard nuts to crack. Determining the basic statistics of their car is an Average task; determining their route is Hard. Connie is susceptible to approaches from Soviet characters or from people with exceptional knowledge of automobile mechanics and car construction.

**Other cars:** It is generally an Easy task to learn the route and statistics of the other cars.

**Gathering Firewood:** If the PCs did not bring light and want a fire for the night, then they will need to gather fuel. Unfortunately, this area has been picked over, so there is not much to be had. If the PCs arrive in the morning, then it will take one person an hour to gather wood; if they wait until later, it will take two.

**Spreading False Rumors:** PCs may want to spread false rumors about what their vehicle is capable of or what route they are intending to take. In general, this is a Difficult Social task that takes no less than two hours per attempt—it is easy to start a false rumor,



but it takes a little work to get all the skeptics to believe it.

**Concealing Information:** Concealing information about the PCs' vehicle is an Easy task, but it must be done each hour between the time the PCs arrive and 7:00 p.m. Most of the specifics of this task are left to the GM, but remember that the competition are looking for any weaknesses they can exploit, and PCs have to make an effort to keep their secrets safe.

**Learning the Race Route:** There is no fixed route for the race; instead, each car must pass through a series of three checkpoints before returning to the starting point. The first car to cross the finish line after passing through all the checkpoints is the winner. Picking the best route is a critical component of winning the race. There are four legs to the race, and for all but the last leg there are multiple options for getting to the next checkpoint. Determining which options are available and the relative merits of the options for each individual leg takes time, as detailed below. Depending on how the adventure is flowing, the GM may include a few encounters during the exploration phase. The PCs might stumble across any of the other teams in the Rubble, and they could easily use the opportunity to soften the competition.

Investigating on foot, a character covers 3 km per hour; this is the rate assumed for the Explore times listed in the table below. Investigating on a bike allows a character to cover 6 km per hour, but it does require a bike. Halve the Explore times in the table if a bike is used.

When investigating in a car, one can cover 9 km per hour, but this requires the burning of fuel. Divide the Explore time by three for characters using their cars.

*Leg 1 (up to first checkpoint):* Heading about one and a half kilometers across Low Rubble towards a patch of tall buildings, characters have three options for this section. The most direct path runs across the Low Rubble. Although this is the most direct route, it is unlikely to be the fastest. Alternatively, two other paths exist. First, there is a secondary road that goes a little out of the way but allows faster travel. A detailed search will reveal a third option: a Low Rubble main road that is significantly longer but much faster.

*Leg 2 (to second checkpoint):* This is a trickier leg. Approximately 2.7 km long, it offers three very different routes. No single option is obviously the best. One leg goes through the High Rubble, and the other through a Weed patch. With a successful Spot roll, the characters can discover Route F, which is an old road that is now covered in sand and surrounded by Weed. Although this route is a little long, it does allow for faster speeds.

*Leg 3 (towards the Big Finish):* The third leg races

across almost 4 km of low rubble. There are two main options using old roads. Character who search can discover a much longer, 6.6 km route, that allows a much higher maximum safe speed.

*Leg 4 (the Big Finish):* There is only one option for the Big Finish, 2.2 km of good road straight to the finish line. Once past the third checkpoint, there is nothing to do but open up and go.

## Act 2: The Night Before

The spectators stay up most of the night engaging in raucous debauchery. Hundreds of spectators have gathered in the parking lot of the old strip mall over the course of the day. Dozens of small campsites have been created. All manner of amusements can be found in the light of two dozen small campfires. Dancing, gambling, drinking, and similar activities continue into the small hours of the morning. There is a lot of noise and movement, and many drunken spectators stagger around socializing and picking fights. For the most part, it is all good-natured, but some individuals are using this opportunity to further their own ends. During this time, Max P has patrols of thugs keeping some semblance of order.

### Act 2 Events

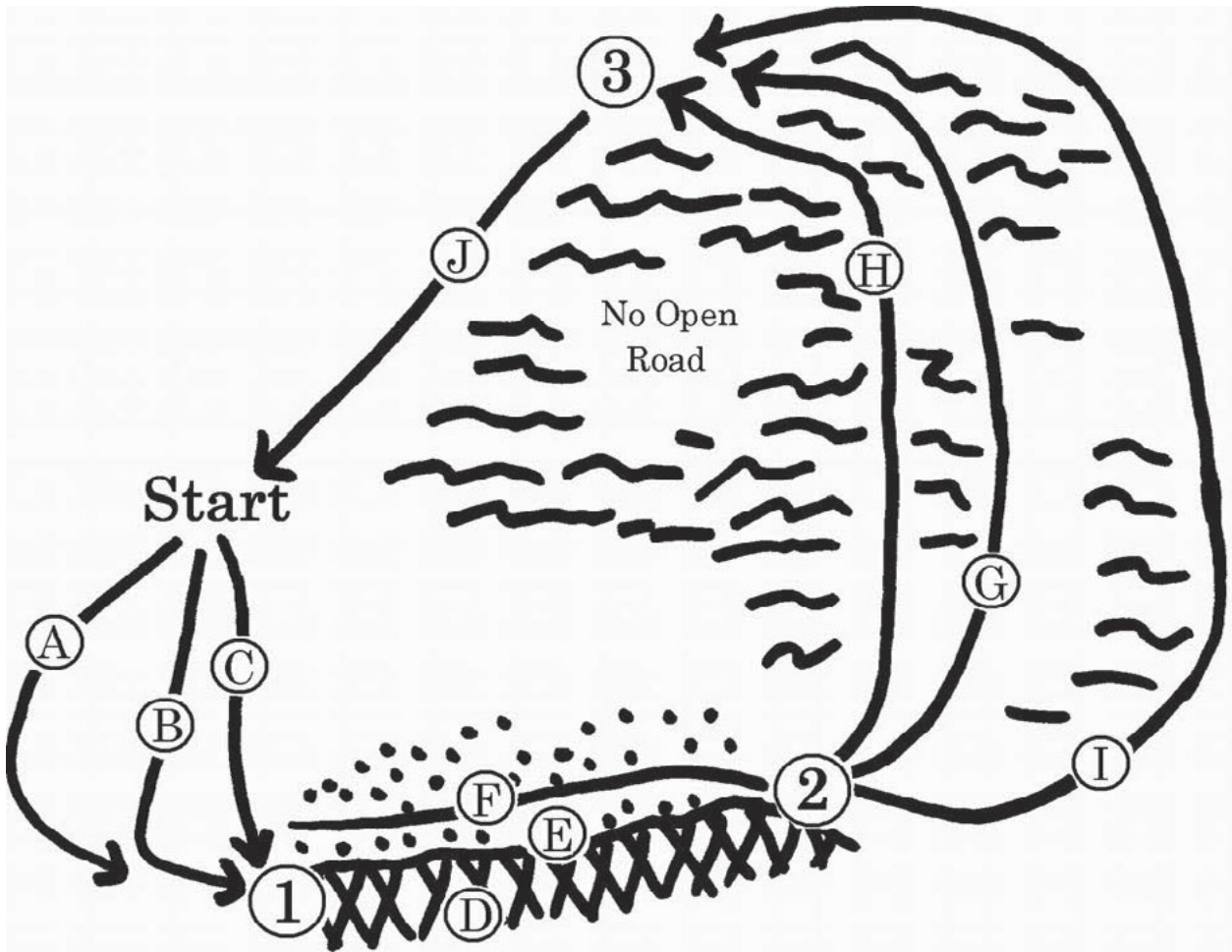
The PCs will likely have things they would like to do during the night, but there are a few events that will occur independently of the PCs' actions.

**Thief in the Night:** What happens to the PCs' camp depends on the trouble they went to regarding the camp's appearance. If it appears to be poorly protected, then they should be visited by a thief about once every hour. If the camp appears to have average security, e.g., one or two guards awake at all times and a small fire providing light, then there is a 1-in-3 chance per hour between 8:00 p.m. and 5:00 a.m. that someone will test their security. A well-defended camp—as before but with additional guards or electronic security precautions or even well-planted rumors of secret security—reduces the probability of a thief testing the camp to 1 in 6 per hour. Most of the thieves breaking into the garages will have been sent by the other racers. Of course, determining who sent them will be next to impossible. If a thief tests the group's defenses randomly, pick one of the four provided.

**The Scav's Wildcard:** The Scavs don't like to lose. If they get the impression that the characters are a real threat, then they will use one other trick—but they will do this only if they think the PCs have a superior vehicle and crew. They know a wizard with Clairvoyance, Telekinesis, and a decent knowledge of Automobile Mechanics. At great cost to themselves, they can get him to enter the characters' garage with Clairvoyance and use TK to damage the car.

# The Course

Leg	Explore Time	Moves	MSS	Approx km	Terrain	Turns
A	1 hour	50	6	2.7	Low-rubble main road	11
		10	4			
Last 10 moves are at MSS4						
B	½ hour	38	4	1.8	Low-rubble side road	10
		2	2			
One sharp turn with MSS 2 for 2 moves. Choke point through which only one car can pass at a time that has +5 Hazard on both sides.						
C	½ hour	36	3	1.4	Low-rubble offroad	12
D	1 hour	60	4	2.7	High rubble	15
E	1 hour	60	4	2.7	Weed patch	15
F	1 hour	65	5	2.9	Low-rubble main road	13
The road is covered with sand, and it is 4 moves into the Weed patch. Finding this route takes a Spot roll during Act 1.						
G	1 ½ hour	90	6	4.0	Low-rubble main road	15
Choke point through which only one car can pass at a time with +3 Hazard on both sides.						
H	1 hour	80	4	3.6	Low-rubble side road	20
I	2 hour	126	7	6.6	Flat and open	18
J	1 hour	50	10	2.2	Good road	5



# Thieves

Thief 1                      Thief, Age: 31  
 Male Human  
 STR: 9    CON: 15    SIZ: 10    DEX: 17  
 INT: 15    POW: 10    APP: 13  
 HP: 13    Move: 10    DB: 0  
 Attacks: Shiv 50%, 1D3 (Impale), 0.1  
 ENC.  
 Skills: Hide 90%, Sneak 90%,  
 Jump 50%, Dodge 40%.

```

+-----+
| 0 |
| 5 |
+-----+-----+
| 0 | 0 | 0 |
| 4 | 6 | 4 |
+-----+-----+
| 0 |
| 5 |
+-----+-----+
| 0 |   | 0 |
| 5 |   | 5 |
+-----+   +-----+

```

Gear: Black camouflage and sneakers giving +15% Hide and Sneak (already included above).  
 Plan: This thief wants to sneak under the car and puncture the coolant system. If he can get under the car, he will need to make an Automobile Mechanic roll to damage the car. If he does, then the sabotage will be so subtle that it will take another Automobile Mechanic roll to find it. Treat the result as a damaged coolant system result on the Vehicle Damage table.

Thief 2                      Drifter, Age: 17  
 Male Human  
 STR: 10    CON: 12    SIZ: 9    DEX: 15  
 INT: 12    POW: 12    APP: 8  
 HP: 11    Move: 10    DB: 0  
 Attacks: Utility Knife 50%, 1D3 (Bleed), 0.1 ENC; Trench Sword 50%, 1D6 (Impale), 1.0 ENC.  
 Skills: Hide 75%, Sneak 75%, Dodge 50%.  
 Powers: Biomodifications (+2 DEX, Eye [Low-Light, Infrared]).

```

+-----+
| 3 |
| 4 |
+-----+-----+
| 2 | 2 | 2 |
| 3 | 5 | 3 |
+-----+-----+
| 2 |
| 4 |
+-----+-----+
| 2 |   | 2 |
| 4 |   | 4 |
+-----+   +-----+

```

Gear: Light rug (9 TP), street helm (1.0 ENC, 5 TP).

Plan: This guy is just after valuables.

Thief 3                      Escaped Slave, Age: 20  
 Male Human  
 STR: 15    CON: 12    SIZ: 8    DEX: 13  
 INT: 13    POW: 10    APP: 11  
 HP: 10    Move: 10    DB: 0  
 Attacks: Utility knife 70%, 1D3 (Bleed), 0.1 ENC.  
 Skills: Hide 50%, Sneak 50%, Dodge 40%.

```

+-----+
| 3 |
| 4 |
+-----+-----+
| 0 | 3 | 0 |
| 3 | 5 | 3 |
+-----+-----+
| 3 |
| 4 |
+-----+-----+
| 0 |   | 0 |
| 4 |   | 4 |
+-----+   +-----+

```

Gear: Duraweave hood (0.1 ENC, 8 TP), heavy rug torso (1.8 ENC, 6 TP).

Plan: This guy has a friend who will distract any guards on duty. The thief will attempt to slash as many tires as possible.

Friend (pick appropriate):

1) Cute Friend: Service BEP; INT 12, APP 17; Fast Talk 50%, Disguise 50%.



## Rubble and Ruin

2) Drunk Friend: Labor BEP; STR 19, INT 5; Brawling 75%. He is not looking for a fight and will stand around telling this to the guard a lot longer than necessary.

---

Thief 4                      Thief, Age: 21  
 Service BEP Female  
 STR: 7 CON: 13 SIZ: 6 DEX: 20  
 INT: 14 POW: 13 APP: 19  
 HP: 10 Move: 10 DB: -1D4  
 Attacks: P1 Derringer 60%, 4/1D4+1,  
 Range: 3, 0.8 ENC.  
 Skills: Hide 100%, Sneak 100%,  
 Dodge 75%.  
 Powers: Biomodifications (Eye [Low  
 Light], Slinker, +3 DEX, +2 APP).  
 Failing: Easy to Recognize.

```

+-----+
| 5/4 |
| 4 |
+-----+
| 3 | 5 | 3 |
| 3 | 5 | 3 |
+-----+
| 5 |
| 4 |
+-----+
| 3 | | 3 |
| 4 | | 4 |
+-----+ +-----+

```

Gear: Duraweave jumpsuit with synthleather torso (0.9 ENC, 102 TP), synthweave cap with integrated ballistic coif (0.1 ENC, 30 TP)

Plan: This gal is a professional. She has arranged for a small group of thugs (use typical racers for statistics) to pick a fight with the guards and cause a general ruckus. Of course, Max P's goons will arrive in 4 turns to break it up, but, during this time, she will attempt to conceal a small remote-controlled bomb on the car.

Scav's Wildcard  
 Wizard-Thief              Wizard, Age: 25  
 Human male  
 STR: 9 CON: 12 SIZ: 9 DEX: 13  
 INT: 17 POW: 18 APP: 12  
 HP: 11 Move: 10 DB: 0  
 Attacks: Belt Knife 65%, 1D4  
 (Impale), 0.5 ENC.  
 Skills: Automobile Mechanic 50%,  
 Hide 50%, Sneak 50%, Dodge 50%.  
 Powers: PSI [ESP] 20 (Clairvoyance  
 75%, Sense Mind 50%); PSI  
 [TK] 10 (Telekinesis 75%).

```

+-----+
| 3 |
| 4 |
+-----+
| 2 | 2 | 2 |
| 3 | 5 | 3 |
+-----+
| 2 |
| 4 |
+-----+
| 2 | | 2 |
| 4 | | 4 |
+-----+ +-----+

```

Gear: Street helm (1.0 ENC, 5 TP), leather riding jacket and pants (2.25 ENC, 45 TP).

Plan: Ideally, the wizard would like to be in one of the adjoining garages if it was occupied by either the Scavs or one of their crony teams, but, if need be, he will use a tent pitched just at the limit of his range in and amongst the other spectators. He will then use clairvoyance to project his vision to the PCs' car and TK to damage it. The damage done will be easy to fix, provided a skilled auto mechanic takes the time to check the vehicle over before the race.

## Act 3: The Big Race

The camp starts coming to life slowly on the day of the race. Most of the active participants were up late, and the race itself will not start until several hours after sunrise. There are no scheduled encounters before the race, but any unfinished business from the night before may still require the characters' attention.

Most teams will spend the morning repairing the damage done to their cars during the night; consequently, car parts will be trading at a premium.

## Running the Race

The PCs will decide on their route; the other racers will take the routes summarized in the table below. Treat each leg as a chase between whichever cars are taking the same route as the PCs. Simply note on what turn the PCs start each leg and then use the table to find their relative position in the pack.

- Car Parts will cost double, and any character looking to buy them will be assumed to need them (each unit will cost 40 TP)

The following table summarizes where the different teams are during the course of the race and lists the turn on which they pass the different check points. In several instances, drivers have had minor skids and lost some speed due to overdriving. These are noted in the table.

Car	Route	Station 1	Route	Station 2	Route	Station 3
Scavs	A	10	F	22	G	35
		minor skid				
Team Tranny	B	8	D	20	G	35
			minor skid			
Comrade Connie	B	7	E	20	G	36
#1	*					
#2	*					
#3	B **	---	---	---	---	---
#4	A	11	D	26	H	40
#5	C	12	E	26	H	40
#6	B **	---	---	---	---	---
#7	B	10	F	22	G	37

\*\* Car disabled by Team Tranny

If the PCs were successful in any attempt to appear insignificant or unlikely to win, then the Scrapyard Scavengers will assign Beaters #1 and #2 to interfere with Team Tranny and Comrade Connie. This will cost each of them a turn during the first leg and will set all their subsequent times back by one turn.

During Leg 1, Team Tranny is focusing on removing competition while still keeping up with Connie (well almost).

Leg 2 finds most teams going their own way. The choices made by players will determine if anything interesting happens during this leg.

Leg 3, route G, will become exciting starting with turn 20. The Scavs can see that they are two turns (12 moves) behind and will try to close, but they will save a little for the last leg. Team Tranny will finally get a jumper on Connie's car and will slow her down a little.

# Enigmas

Below are three different enigmas, none of which is generally known to exist and any of which may be unique in the world. Each of them can also form the focus of several gaming sessions.

## W13: Psi-Beasts

Just before the Fall, deep in an underground research facility, scientists created a new bioengineered terror. Perhaps they were intended to serve as an ecoweapon that could be turned loose on a city. The W13s are giant man-eating monsters. Part self-replicating robot, part biological creation, these creatures are eight-foot-tall, six-tentacled monsters that behave like mountain lions and have the strength of an ox.

W13s have four movement tentacles extending symmetrically out from their torsos, two longer fighting tentacles are placed roughly where arms should be, and a large, featureless head. The only opening on their head is a round mouth with four triangular teeth that articulate outward and can be thrust into their prey.

### W13: Psi-Beast

Characteristic	Roll	Average
STR	4D6+3	17
CON	3D6	10-11
SIZ	3D6+3	13-14
INT	2D6 or 7	7
POW	4D6	14
DEX	3D6+6	16-17
APP	1	1

HP: 17 Move: 12 DB: +1D4

Attacks: X2 tentacle 60%, 1D6+DB (Crush); Bite 80%, 2D10+1+DB (Impale).

Skills: Dodge 50%, Sense 50%, Hide 75%.

Powers: +5 Extra HP; sense active psionics within POWx100 meters; sense movement within line of sight, but any solid object. No other special senses (they are blind and deaf). Failing: Susceptible to sunlight and other strong UV sources.

Armor: 8/12 carapace.

Note: The beast can opt to make an entangling attack (at half skill) with either tentacle. If success-

ful, it will lift the victim to its mouth and then bite 5 DEX or 3 SR later.

W13s lie dormant in dark hiding places until something activates them. This can be either nearby movement or psionic use within their range of detection. If someone is moving near them, they will attempt to attack from hiding and slaughter everyone they can sense. If they sense psionics, they will slowly (often over several days) make their way, under cover of darkness, to where they detected the activity. Eventually, any psionic working near them will wander into their line of sight.

The nanite structure of W13s is broken down by certain wavelengths of light found predominately in sunlight. They take 1D6 damage per minute that they are exposed to strong UV radiation.

After combat, if they do not detect anyone else within about 10 to 20 minutes, they will return to hiding in their dormant state, and they may remain dormant for decades.

### Using W13s in Adventures

- The simplest use of psi-beasts are as scary monsters deep inside an abandoned research complex similar to the one present in The Vent above. Lying dormant deep in the lower levels of some lab, an unknown number of psi-beasts stand between a group of prospectors and some item they want or need.

- Members of the Coven have been prospecting near the PCs' claim. A few tense encounters may occur between the PCs and the psionics, but one day the Coven retreats rapidly from the area. Shortly thereafter, the trouble starts. A local Wild or two go missing—only to have their mangled, partially eaten corpses found a few days later. Rumors circulate of strange creatures moving in the night. Before long, the PCs have their first nocturnal visit from a psi-beast. The monsters have been released from some secret laboratory and are spreading. If something isn't done to find their source and stop them the psi-beasts will become a permanent fixture in the Rubble.

## Think Dogs

Developed in a secret lab during GW2, these dogs represent a great advancement in bio-manipulation. They have nearly human intelligence and are able to understand spoken language. They can master almost any skill that does not require hands. Although their intelligence is noteworthy, the thing that makes think dogs particularly unusual is their variant Telepathy power. A think dog can attune its mind to a human and communicate at will with that one, and only that one, person. They were intended to become a low-cost solution to enhance various secur-



ity forces' ability to detect threats. Unfortunately, they were developed too late in the war, and only a few hundred were ever deployed. Still, if they can find a mate, they breed true. However, they frequently have trouble finding others of their race. People who recognize them for what they are find them highly desirable companions. Think dogs are a distinctive breed that is easily recognized, looking something like a German shepherd or a Labrador retriever.

As a breed, they are large dogs with an INT of 3D6 but with all other attributes as a normal dog. All known think dogs have two levels of Super Smell. Think dogs have a natural life span of over 20 years, and none have yet been known to die of old age.

To attune to a person the think dog and person need to sleep one night in close proximity. Attunement is always the dog's choice. Attunement is similar to the attunement of normal nanopsionic telepaths, except the animal can attune to only one mind at a time. Once so attuned, it can send and receive surface thoughts at will within POWx50 meters. This effectively allows the human and dog to communicate at will as long as they stay in range.

## Using Think Dogs in Adventures

- While the party is interacting with another group, they notice one of the others has an unusual dog that he keeps on a choke chain and muzzled. The animal looks like it is frequently beaten. At some point, the dog will write the words "help me" in the sand, scratching it out before its keepers can see it. If the PCs devise a way to talk with the dog, he will agree to join the group if they free him from his captors. If this is done, the PCs will gain a useful friend, but they will likely also have the other group as enemies.
- The party is approached by a stray dog. It is a think dog, and it needs help. If the PCs accept the stray, he will attune to one of them and explain his problem. His name is Chuck, and he has picked up the scent of a mate and tracked her to the CACP Estonia. After some investigation, he has determined that she is being kept in a common kennel with a dozen other dogs used for guard work and hunting. He intends to rescue her. Unbeknownst to Chuck, his would be mate is an ultrapatriotic Free American dog who was captured by the Soviets. She has never made her talents known because she would never support the enemy, so they think she is just another dog. She would welcome a chance to gain her freedom and would, all things considered, be inclined to stay with Chuck should he manage to arrange her freedom.

## Nanopsionic Shields

Nanopsionics were developed in the last years of the Global Wars and were considered the highest of top-secret technologies. This being the case, the working of psionics is not generally understood, and much of this technology is "alien" to the general population of survivors. Psionic shields constitute one of these poorly understood technologies. Even experienced wizards seldom encounter shields, much less understand their workings. Developed in secret as a defense against the emerging field of nanopsionics, psi shields are electronic devices that inhibit the effectiveness of psionic powers. There are two forms of psi shields: sheeting and spherical.

Sheeting shields are found in a cloth-like material that has hundreds of small disruption generators embedded within it. These generators require 10 Watts of electricity per square meter of material. When a shield is energized, psionic signals attempting to pass through it will completely be blocked. Unfortunately, powers can go around these shields; so, to be protected, the target must be completely enclosed in energized shields. For example, a three-meter-square room that is, say, two and a half meters tall would require 48 square meters of shielding using 480 Watts of electricity (or roughly 5 battery charges per hour) to provide protection. No psionic signals would be able to enter or leave the room: no clairvoyant could look into the room, and no telepath could communicate with anyone on the inside. On the other hand, a psionic healer would be unaffected by the shield if both the healer and patient were inside the room. Sheetting shields were secretly built into the crew compartments of major military fighting vehicles and important government offices.

Spherical generators create a disruptive effect centered on the generator and decreasing with range. Each generator has a field strength which determines how great an effect it has on psionic powers. Field strengths range from 1 to usually no more than 30, though the exact upper limit is unknown. Field strength reduces by one for each meter distant from the generator; hence, a character standing 12 meters away from a strength 20 generator would be in a strength 8 field. The effective field strength is subtracted from a psionist's PSI Strength. For example, a character with a PSI Strength (Kinetics) of 10 in a strength 8 field has an effective strength of 2. This applies to either end of a ranged power. Imagine a clairvoyant moving his or her point of view towards a generator—each meter closer to the generator will require two strength points instead of the usual one. Further, any area inside the shield where the clairvoyant's effect strength reduces to zero will appear as a black cloud. The effect is similar for other ranged powers.

- The wizard Minx is in a ruined military complex when she hears a noise up ahead. She has ESP strength 15 and Clairvoyance. She finds a safe corner near a wall

to hunker down, and she starts projecting her point of view through the wall. The next room is very large and has plenty of blown out windows to provide light. Upon projecting her vision into the room, she can see out the windows and across the rubble for several kilometers. But, her actual body is 12 meters away from a field strength 10 spherical generator. If the generator were off, she would be able to project right over it, but it is on. Since her effective strength once she projects the two meters to the edge of the field is 13, she can see into the field. However, each meter into the field requires two strength; so, at 6.5 meters into the 10-meter field, her effective strength is 0. Thus, even from the edge of the field, she will not be able to see the last three and a half meters around the generator or the generator itself.

A typical generator is attached to a B100 battery and has an encumbrance equal to half its field strength. A generator requires 10 Watts per point of field strength.

## Using Psionic Shields in Adventures

- A major NPC fears that a wizard is secretly spying on him, but he can't figure out who it is. He has heard about psionic screens and hires the PCs to find one for him. The only one he knows about for sure is owned by a rival gang leader. The PCs are free to attempt to find another or to steal the one from the rival gang leader.
- If the PCs rely heavily on psionic scouting, they may discover a field of darkness beyond which they cannot explore. This darkness is in a secure bunker or other location that is difficult to explore. With enough effort, they can gain entry and discover an active psionic shield (with a self-sufficient power supply) and a secret hoard of fraudulent tax documents and similar financial records, as well as several envelopes with incriminating digital photographs (Knowledge: History to recognize the pre-Fall politicians in the images).

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# END MATTER





# COMMON ITEMS

## Gear

Blanket (5 ENC, 3 TP, Common): Nice and warm.

Books (1 ENC, 3 x Skill or Market TP, Common).

Climbing Shoes (0 ENC, 25 TP, Uncommon): +5% to climbing rolls.

Compass (0 ENC, 5 TP, Uncommon).

Digital Camera (1.0 ENC, 100 TP, Uncommon): Needs 1 B-1.

Duct Tape (1 ENC, 20 TP, Uncommon): 1 roll.

Pure Alcohol (1.25 ENC, 5 TP, Uncommon): One liter of drink-it-or-drive-it.

Gas (1.25 ENC, 12 TP, Uncommon): One liter of something basically like diesel.

Gas Mask (1.2 ENC, 50 TP, Uncommon): Standard military gas mask, also protects against dust storms.

Fire Extinguisher, Large (20 ENC, 250 TP, Uncommon): 50 attempts. See BRP p. 224 for extinguishing a fire.

Fire Extinguisher, Medium (10 ENC, 100 TP, Uncommon): 20 attempts.

Fire Extinguisher, Small (3 ENC, 25 TP, Uncommon): 5 attempts.

Flint and Steel (0 ENC, 1 TP, Common).

Handcuffs (0.1 ENC, 25 TP, Uncommon).

Hygiene Kit, Basic (0 ENC, 5 TP, Common): Toothbrush, comb, soap, wash rag.

Hygiene Kit, Proper (1.0 ENC, 10 TP, Uncommon): This is what is needed to clean up to pre-Fall standards, about 10 days' worth of supplies.

Magnifying Glass (0 ENC, 2 TP, Uncommon).

Marine Flare (0.2 ENC, 20 TP, Uncommon): Fires 150 meters up, burns for 6 seconds.

Matches (0 ENC, 1 TP, Common): 10 waterproof.

Pitons and Hammer (1.5 ENC, 300 TP, Rare): 10 pitons.

Power Holster (0.75 ENC, 300 TP, Rare): Popular during the wars; when triggered, a power holster will automatically draw a pistol; it will take a pistol up to 0.75 ENC, and it will cost the user no DEX or SR to ready the pistol.

Road Flare (0.1 ENC, 10 TP, Uncommon): Burns hot for about 30 minutes.

Rope, Good (1.0 ENC, 1 TP): 10 meters, holds one person.

Safety Harness (0.25 ENC, 10 TP, Common): Worn over your clothes, this harness allows the character to clip on to nearby safety lines; using this device, a "car surfer" will not need to make climb rolls to stay on the outside of a car.

Scope (0.5 to 1.0 ENC, 50 TP, Uncommon): BRP p. 276.

Shackles (0.5 ENC, 50 TP, Rare).

Snare (0 ENC, 2 TP, Common).

Space Blanket (0.1 ENC, 10 TP, Uncommon).

Speedloaders (0 ENC, 15 TP, Uncommon): A number of products are available to simplify loading revolvers and tube magazines; using a speedloader should take 3 SR or 5 DEX instead of 1 per round.

Tarp (0.5 ENC, 3 TP).

Watch (0 ENC, 15 TP, Common).

## Bullets

Ammunition is very expensive and hard to find in any great quantity. One must pay a premium to trade more than one round of ammunition; in addition to the cost of all the rounds separately, if more than two rounds are bought, add the number of rounds to the cost in TP. Additionally, anyone buying over 5 rounds is assumed to need the ammunition, and the value is doubled. The ENC is equal to the Risk for 200 rounds.

Standard Ball (Risk in TP per round): Standard damage.

Depleted Uranium Bullets (×2 ENC, ×3 normal cost, Uncommon): Ballistic armor counts half (round down) versus these rounds.

Expanding Bullets (×2 normal cost, Common): These rounds have +2 normal Risk.

"Safety" Round (×1.5 normal cost, Uncommon): Damage +1 risk, but ballistic armor counts as double.

High Charge Round 1 (Police or P) (×2 normal cost, Common): Extra powder can be loaded into a round to give it +1 Risk, but also +1 to the fumble range.

High Charge Round 2 (P+) (×3 normal cost, Common): As above, but +2.

High Charge Round 3 (P++) (×4 normal cost, Common): As above, but +3.

Teflon Bullets (×5 normal cost, Uncommon): Ballistic armor does not protect against these rounds.

Tungsten Core Bullets (×2 normal cost, Uncommon): Ballistic armor counts half (round down), but damage is -3 Risk.

## Common Tools

Auto Repair Kit #1 (5 ENC, 50 TP, Common): A small automobile repair kit with a minimum of tools; it is sufficient for many common tasks, but all repair rolls are made at -15%.

Auto Repair Kit #2 (20 ENC, 100 TP, Uncommon): A large toolkit that fits into two normal toolboxes; all rolls are made at -5%.

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Auto Repair Kit #3 (200 ENC, 1000 TP, Rare): Average quality automobile repair kit (+0%); the ENC is high because this kit usually fills a garage.

Automobile Parts (2D10 ENC, 10 TP, Common): Rather than keep track of all the different components of vehicles, car parts are handled as a generic thing; a given repair will call for some number of units of automobile parts rather than a specific part (e.g., instead of needing three spark plugs of a specific type, some repair might need three units of automobile parts).

Closed Space Bipod (2.0 ENC, 22 TP, Uncommon): This telescoping tripod has a small electric motor and light steel cable; it allows a person to make a controlled descent down to 30 meters; the small electric motor requires B1; rated to 600 lb.

Construction Goggles (10 TP, Uncommon): Originally intended for construction workers, these goggles provide basic eye protection including UV and glare (acts as sunglasses), plus they block pepper spray and are unusually comfortable.

Cybernetic Repair Kit #1 (5 ENC, 50 TP, Common): A small repair kit with a minimum of tools; it is sufficient for many common tasks, but all repair rolls are made at -15%.

Cybernetic Repair Kit #2 (20 ENC, 100 TP, Uncommon): A large toolkit that fits into two normal toolboxes; all rolls are made at -5%.

Cybernetic Repair Kit #3 (200 ENC, 1000 TP, Rare): Average quality repair facility (+0%); this kit usually fills a small room.

Cybernetic Parts (0.5 ENC, 10 TP, Common): Rather than keep track of all the different components of cybernetics, cyber parts are handled as a generic thing; a given repair will call for some number of units of parts rather than a specific part.

Disguise Kit (3.0 ENC, 100 TP, Rare).

Extraction Tool (3.0 ENC, 100 TP, Rare): A hydraulically assisted tool that is totally self contained; this is the Jaws of Life, a tool requiring a B10 battery that uses one charge per cut.

Lock Picks (0.25 ENC, 30 TP, Uncommon).

Electronic Bypass Tool (2.0 ENC, 100 TP, Rare): Used to pick electronic locks; needs one B5.

Multitool (0.1 ENC, 10 TP, Common): A cleverly designed tool that allows most basic repairs to be attempted but at one higher difficulty level (an Easy repair becomes Average).

Sewing Kit #1 (0 ENC, 2 TP, Common): A very basic sewing kit (-15%).

Sewing Kit #2 (1 ENC, 5 TP, Common): Average-quality tool kit.

Tool Kit #1 (5 ENC, 20 TP, Uncommon): The GM must determine which skills need their own tools and which use a common tool set; in general, the higher

the kit value, the more specialized the tools it contains; these basic tools constitute a very limited tool kit (-5%).

Tool Kit #2 (10 ENC, 50 TP, Uncommon): These basic tools form an average-quality tool kit (+0%).

Tool Kit #3 (10 ENC, 100 TP, Rare): These tools make up a good-quality tool kit (+5%).

Tool Kit #4 (40 ENC, 1000 TP, Rare): These advanced tools comprise a superior-quality kit (+15%); these tools require 200 Watts per hour.

## Clothes and Armor

Boots (0 ENC, 20 TP, Common): AV 1 for feet only.

Boots, Good (0 ENC, 30 TP, Common): AV 3 for feet only.

Buckskin Outfit (0 ENC, 3 TP, Common): The simplest clothes manufactured since the Fall are buckskin outfits made from animal hides.

Camouflage, Desert (0 ENC, +5 TP, Uncommon): Gives +10% Hide in deserts and sands.

Camouflage, Forest (0 ENC, +5 TP, Common): Gives +10% Hide in trees and shrubs.

Camouflage, Urban (0 ENC, +5 TP, Common): Gives +10% Hide in areas of broken concrete and rubble.

Executive's Sport Coat (0.6 ENC, 102 TP, Rare): A well-tailored jacket with duralight and Omilar II lining in the chest and abdomen; it offers 3/9 AV.

Homespun (0 ENC, 1 TP, Common): Pre-Fall material sown into home-made patchwork clothes.

Mechanic's Coveralls (0.7 ENC, 56 TP, Uncommon): These cover the abdomen, chest, and legs in duraweave.

Military Fatigue Pants (0 ENC, 20 TP, Uncommon): Duralight legs and abdomen for 1 AV.

Military Fatigue Shirt (0.2 ENC, 32 TP, Uncommon): Duralight chest and arms and Duraweave chest; AV 1 on arms and 4 on chest; officer's version has a ballistic cloth liner giving 4/4 AV chest and adds +50 TP.

Pants, Pre-fall (0 ENC, 10 TP, Common): Like new.

Plague Boots (0.4 ENC, 25 TP, Uncommon): Designed for use by sanitation workers during the plague years, these thigh-high synthweave boots are sealed against liquids, have an antimicrobial lining, and are comfortable in both hot and cold weather; they offer 5 AV to the whole leg.

Rags (0 ENC, 0 TP, Common): Pre-Fall clothes worn till they are threadbare.

Rubble Body Suit (3.0 ENC, 9 TP, Common): Abdomen and chest of heavy rug armor over quilted cloth; protects at AV 4/0.

Shirt, Pre-Fall (0 ENC, 8 TP, Common): Like new.

Shoes (0 ENC, 10 TP, Common): AV 1 for feet only.

Sneakers (0 ENC, 25 TP, Common): +5% Stealth, move quietly.

Winter Jacket (1 ENC, 20 TP, Common).

## Containers

Putting things into a container halves their relative ENC. Thus, a large backpack filled with 20 ENC worth of gear, only encumbers the wearer 10 ENC for the gear, plus 3 ENC for the pack itself, for a total of 13 ENC. All containers are common.

Item	TP	ENC	Hold
Backpack	6	2	10
Bandoleer	5	0.5	50 rounds
Jerry Can (1)	8	2	13
Knapsack or Day Pack	4	1	8
Large Backpack	10	3	20
Large Sack	1	0.2	6
Plastic Bag	0.25	0.1	3
Plastic Bottle	1	1	3
Purse	0	0.5	2
Satchel	2	1	8
Shoulder Bag	2	1	5
Small Sack	1	0.2	5
Web Belt	5	0.5	

(1) 5 gallons, encumbers 15 full.

## Illumination

Campers Light (1.5 ENC, 75 TP, Uncommon): 30 meters radius or 60 meters beam throw; needs one B5.

Cold Light Stick (0.1 ENC, 3 TP, Uncommon): Lasts about 24 hours; illuminates 3-meter radius and has glue button to attach the stick to a surface.

Flash Light, Hand-Powered (1.5 ENC, 50 TP, Uncommon): As small flashlight.

Heavy Flashlight (1 ENC, 50 TP, Uncommon): 20-meter throw; needs one B-1.

IR Flashlight (1 ENC, 75 TP, Rare): 20-meter throw; needs one B-1.

Micro Light (0 ENC, 8 TP, Uncommon): 4-meter throw; needs watch battery.

Organic LED Paper (0 ENC, 10 TP, Rare): Requiring very little power, organic LED papers are used like wall paper in industrial settings; the light has a red-dish-yellow tint, but, otherwise, each square foot will light an average room and requires only 3 Watts.

Pocket Flashlight (0.25 ENC, 5 TP, Common): 4-meter throw; needs one B-1.

Portable Floodlight (3 ENC, 120 TP, Rare): 100+-meter throw; two B-5s; 3-meter radius.

Small Flashlight (0.5 ENC, 10 TP, Common): 10-meter throw; needs one B-1.

## Food

Food is often hard to come by in the Ruin.

**Pre-Fall Food:** Given the uncertainty of the wars, food spoilage could not be afforded, and the chaos of the initial EMP attack was fresh on people's minds. Therefore, a lot of effort was invested in developing packaging techniques with extremely long shelf-lives before the Fall. All the following prices refer to a single day's food for one person.

Canned (3.0 ENC, 8 TP, Common): Pre-Fall canned foods are still commonly found and consumed in the Rubble; the plagues that occurred near the end of civilization left a lot of food stashed in basements and attics.

Freeze Dried Food (2.0 ENC, 15 TP, Rare): Designed to be easily carried and relatively nutritious, these are popular with many prospectors as emergency backup meals.

MRE (1.0 ENC, 20 TP, Uncommon): Military rations are light, easy to carry, and, by the standards of the ruin, very scrumptious; they usually contain some instant coffee and a synthetic chocolate-like snack.

**Post-Fall Food:** The following foods suffer from a short shelf-life. Each food lists the number of days that it can be kept safely without a Food skill check. After that time, care must be taken not to get food poisoning. Again, all prices are for one man-day of food.

Raw (2.0 ENC, 0.75 TP, Common): Mostly refers to fresh unrefrigerated meat; it will usually last one day before starting to turn.

Fresh (2.5 ENC, 1 TP, Common): Fruits, breads, and other fresh foods will last three days before spoiling.

Preserved (2.0 ENC, 3 TP, Common): Jerky, sausages, cheeses, and the like will last three weeks without worry.

Beans and Rice (1.25 ENC, 1 TP, Common): These are the staple food of the ruin; a nearby Free American enclave trades large amounts of pre-packaged beans and rice (in handy little vacuum-sealed plastic bags) for technology. Although a nutritious and easy-to-carry food, they require about one hour preparation before each meal, and most prospectors rapidly get bored with having beans and rice for every meal.



## Dogs

To determine the trade value of a dog, add the value of all training and multiply this sum by the animal's size factor.

<u>Training</u>	<u>Value</u>
Behavioral	5
Watch	20
Attack	150
Herding	30
Hunting	50
Tracking	100

<u>Size</u>	<u>Multiple</u>
Tiny	x0.5
Small	x1
Large	x2
Huge	x3

## Explosives

All explosives are exactly as described in the core rules.

Blasting Cap (50 TP, Rare).

Dynamite (200 TP, Rare).

Explosive, Improvised (100 TP, Uncommon).

Explosive, Plastic (300 TP, Rare).

Grenade, Concussion (100 TP, Rare).

Grenade, Explosive (200 TP, Rare).

Grenade, Flare (100 TP, Rare).

Grenade, Phosphorous (100 TP, Rare).

Grenade, Shrapnel (150 TP, Rare).

Grenade, Smoke (100 TP, Rare).

Launcher, LAW Rocket (500 TP, Rare).

Mine, Antipersonnel (200 TP, Rare).

Mine, Antitank (500 TP, Rare).

## Medical

Bandage (0.25 ENC, 5 TP, Common): +10% when expended during First Aid.

Cardiodone (0 ENC, 100 TP, Rare): A premeasured and sealed syringe filled with a valuable combat drug; if injected within 1 minute of death, it allows a CON versus Total Damage resistance roll to return to life; injection is an Easy EMT or Trauma Medicine task.

Defibrillator (3.0 ENC, 500 TP, Rare) Uses one B per use; needs B-10; same as cardiodone.

Glasses (0 ENC, 50 TP, Uncommon): These correct a vision deficit; although generally common, it is hard to find the correct prescription.

Medical Kit #1 (2 ENC, 50 TP, Common): +5% First Aid.

Medical Kit #2 (8 ENC, 100 TP, Uncommon): +5% First Aid and required for Physician skill checks (-15% without).

Medical Supplies (0.5 ENC, 10 TP, Uncommon): +1 hit cured with a successful First Aid check but supply is expended even if the roll fails.

Trauma Closer (1 ENC, 100 TP, Rare): This handy device requires either an EMT or Trauma doctor to use; it contains a variety of nanites which, when applied correctly to a wound over the course of a minute, causes the wound to reseal; this price does not include any charges.

Trauma Charges (0 ENC, 50 TP, Rare): Package of 10 units of nanites; one unit will heal one hit point of damage.

## Shields

Full Shield (20 TP)

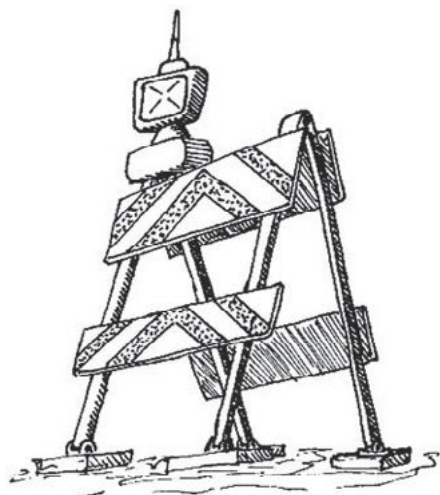
Half Shield (10 TP)

Large Round Shield (20 TP)

Round Shield (18 TP)

Riot Shield (50 TP): Models made during the global wars typically have 25 AP and a clear viewing window.

## Curio: An Unexpected Find



Just before the end, construction workers marked road hazards with advanced folding barricades. Solar panels recharge a B1 battery that is used to power efficient LED warning lights, an audible alarm, and even a short-range warning radio for the computer navigation units of passing cars. These units are occasionally still found in back corners of the Rubble and have 7.0 ENC and 15 TP value.

## Weapons

These weapons use the statistics provided in the core rules. The following codes are used to refer to the different Melee specializations.

### Code Weapon Specializations

ME	Melee
PA	Polearms and Two-Handed
KN	Knives
BR	Brawling
WH	Whips
TH	Throwing
CB	Crossbow

The following weapons are used in the Ruin but are not covered in the BRP core rules. Their combat statistics are given at the end of the equipment lists.

Baseball Bat with Nails (1.0 ENC, 0 TP, Common): This is effectively an improvised spiked mace; they are very popular with several different tribal groups.

Chain (1.0 ENC, 0 TP, Common): Lengths of chain are readily found in the Rubble and can be used similarly to a whip; if swung for damage, they can be dangerous for unarmored opponents.

Knife, Shiv (0.25 ENC, 0 TP, Common): In desperation, just about any short piece of metal can be worked into a short thrusting weapon.

Knife, Utility (0.1 ENC, 2 TP, Common): These small, sharp blades are often worn by prospectors and used during their working day; in an emergency, they can be pressed into service as defensive weapons.

Pipe (1.5 ENC, 0 TP, Common): A major component of the Rubble are lengths of metal pipes of all sorts of different diameters and uses; when nothing else is available, these can be swung as weapons.

Straight Razor (0.2 ENC, 4 TP, Rare): These regained popularity as a shaving tool during the Global Wars because a man could shave with the same razor for years.

Tanker's Drift Pin (1.0 ENC, 1 TP, Uncommon): A drift pin is a metal rod tapered to a dull point on one end used while working with machines; a tanker's drift pin was used on CSUs and is about 18" long and made of high strength steel; they are effectively high-quality clubs.

Wrecking Bar (3.0 ENC, 3 TP, Uncommon): These tools consist of a five-foot shaft of solid steel tapered to a point at one end with a prying surface at the other; characters with 12 STR and 9 DEX can use them as tools for breaking and moving large slabs of broken concrete; truly powerful characters can use them as devastating crushing weapons; if all defensive rolls are forfeited in a turn, an impaling attack can be made with the pointed end.

Weapon	Skill	TP
Ax, Fire (1)	ME, PA	5
Axe, Hand	ME	3
Bayonet, Long (2)	KN	8
Bayonet, Short (3)	KN	7
Bow, Composite	Bow	10
Bow, Long	Bow	15
Bow, Self	Bow	3
Brass Knuckles	BR	2
Club, Light	ME, TH	0
Crossbow, Heavy	CB	18
Crossbow, Light	CB	8
Crossbow, Medium	CB	14
Hammer	ME	2
Halberd	PA	8
Knife, Belt (4)	KN, TH	2
Knife, Butcher	KN	5
Knife, Pocket	KN, TH	1
Knife, Switchblade	KN, TH	3
Knife, Throwing	TH	5
Mace, Heavy	ME	6
Mace, Light	ME	4
Maul, War	ME, PA	6
Shuriken	TH	8
Sledge Hammer	ME, PA	4
Sling	Sling	1
Spear	PA	5
Staff, Quarter	PA	0
Staff, Short	ME	0
Sword, Broad	ME	10
Sword, Ceremonial (5)	ME	9
Sword, Great	ME	15
Sword, Katana	ME	14
Sword, Machete (6)	ME	9
Sword, Rapier	ME	9
Sword, Trench (7)	ME	9
Whip	WH	3

- (1) Same as Axe, Wood
- (2) Fights as Short Spear
- (3) Fights as Long Spear
- (4) Fights as Dagger
- (5) Fights as Sword Cane
- (6) Fights as Broadsword but only does 1D8 damage
- (7) Fights as Short Sword

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Bow, Modern (3 ENC, 25 TP, Rare): Sportsmen before the start of the Global Wars had raised archery to a level well beyond that of the historical past; this bow represents such a sporting bow.

Slingshot (0.5 ENC, 3 TP, Rare): Commonly used by children and young adults to kill rabbits and other small game, this design uses surgical tubing for elastic.

## Transportation

Bike (5 ENC, 25 TP, Uncommon): Mostly post-Fall manufacture.

Boat Motor, Electric (3.0 ENC, 200 TP, Uncommon): Needs BV-10; uses one charge per hour.

Boat, Bass (30 ENC, 100+ TP, Uncommon).

Canoe (15 ENC, 50+ TP, Uncommon).

Horse (0 ENC, 500 TP, Rare).

Horse Tack (5 ENC, 50 TP, Rare).

In-Line Skates (2.0 ENC, 3 TP, Uncommon).

Lama (0 ENC, 100 TP, Rare): These animals are used as pack animals; each carries 15 ENC.

Lama Bags (1.5 ENC, 20 TP, Rare): Hold 12 ENC each.

Parachute (5 ENC, 500 TP, Uncommon).

Raft (0 ENC, 10 TP, Common): Can be made in 15 man-hours.

Skis, Cross-Country (5 ENC, 100 TP, Uncommon).

Snow Shoes (3 ENC, 40 TP, Uncommon).

## Sample Cars

The following vehicles were designed with the spot rules in Chapter 3. Unless stated otherwise, all vehicles have base 7 Accel and 12 Speed and seat belts for the number of people listed.

Attack Bike (180 TP): This funky bike has a side car fitted with an arbalest and gunner. It offers light improvised armor for itself and both the driver and gunner (AV 16, 6 for crew). It has a small power plant.

Beater (100 TP): With a compact chassis and small power plant, it is Stripped. This car has two seats and space in the back for SIZ 15 of cargo; this is either 200 lb. or an extra person. Speed 12, Accel 7, 30 HP, 0 AV.

Battle Wagon (675 TP): Built on an extended chassis with a huge power plant, this monster carries 6 people and has three mounted weapons. It has a SIZ 42 ballista in the front, and two arbalests in the rear. All 6 people and the car itself are covered in improvised heavy armor (22 AV for the car, 10 AV for the crew). It has SIZ 20 and 4 SP unused.

Dirt Bike (160 TP): A basic motorcycle with a tiny power plant, it has +4 points of Suspension Lifting dropping its Speed to 10. Normally, it has Accel 8, but, if it is loaded with another person or up to 200 lbs. of gear, this drops to Accel 7.

Fast Attack Car (350 TP): Built on a compact chassis with a huge power plant, this car has Accel 10. It carries a driver and gunner and sports an arbalest. The only protection it offers are +4 ram plates on the front. It has 3 SP unused, and, if the crew is willing to drop to Accel 7, it can haul an extra 275 SIZ (about 2 tons of gear).

## Miscellaneous

Buying Citizenship (8000+/- TP, Uncommon): Characters may attempt to buy citizenship in one of the major enclaves. The base cost is 8000 TP plus 500 TP per +5%. For CACP, the gear used in the attempt is offered as a gift to the enclave and is lost regardless of the roll. For DRA, CCDP, or AFA, the gear stays with the character and is simply used as a measure of the desirability of having the character in the enclave. The base chance of being accepted is the best of either an Effort or Idea roll (player's choice). Add +5% to this for each useful skill the character has at over 50%.

Installing Cyberware (1500+ TP, Uncommon): Some large enclaves are rumored to install simple cyberware. It is an average Bargain task, with a base price of 1500 TP to get them to do this. A +5% will be gained to this roll for each +100 TP offered. If they agree to do the surgery, the character will be taken to the enclave, where he or she will stay for 5 days. After this, the character will return with the cyberware installed. The character must provide both the cyberware and the required nanites.

Buying Psionics (TP is based on the craftsman's skill): The character must acquire the appropriate psionic potion and then find someone skilled in creating psionic tattoos. The typical cost is 100 TP for someone with tattooing skill 60% and 500 TP for 90%. One roll is required for each +1 PSI or to add a new power.

## Musical Instruments

Pre-War (variable ENC, 20+ TP, Uncommon).

Recorder (0.1+ ENC, 5-10 TP, Uncommon).

Signaling Whistle (0 ENC, 3 TP, Common).



## Pre-Fall Technology

This section contains high technology that is sought after by many prospectors. Much of it is valuable, exotic and very useful.

### Batteries

By the end of GW2, personal electricity storage was based on closed-system pocket-sized fuel cells. These “batteries” were almost completely rechargeable and held their charge for decades. They came in standard sizes with the number denoting the number of charges that they could hold (each charge is 100 watt/hours). Vehicular versions of the batteries existed that held greater charges. NOTE: It takes an electrician to replace BV batteries with B batteries or vice versa. There is a separate price for the battery and the electricity that it holds. A small indicator on the battery shows its current charge.

B1 (0.125 ENC, 2 TP, Common).

B5 (0.5 ENC, 10 TP, Common).

B10 (1.0 ENC, 20 TP, Uncommon).

BV10 (2.0 ENC, 50 TP, Common).

BV100 (20 ENC, 500 TP, Rare).

BV50 (10 ENC, 250 TP, Uncommon).

One Charge of Electricity (0 ENC, 1 TP, Common): This is 100 watt/hours.

Leach (1.0 ENC, 30 TP, Common): This is a device that allows the transfer of charges between batteries. If attached to a steady current it can also store power at up to two charges per hour (200 watts).

### Electronics

BCI2BCI Cable (2.0 ENC, 200 TP, Rare): Allows direct thought transfer between two BCI equipped individuals.

Computer, Hand-Held (1.0 ENC, 25 TP, Uncommon): This is more elaborate than a PDA but not as fancy as a netbook.

Computer, Netbook (2.0 ENC, 15 TP, Uncommon): Designed to work with access to networks; it has limited capabilities on its own.

Computer, Laptop (3.0 ENC, 40 TP, Uncommon): Typical of the laptops in use before the start of the Global Wars.

Computer, PC (6.0 ENC, 50 TP, Uncommon): Typical of the PCs in use before the start of the Global Wars.

Computer, Server (20.0 ENC, 100 TP, Uncommon): Has the computing power of about 10 PCs. Larger versions are available at higher prices.

Computer Peripherals (2.0+ ENC, 25 TP, Common to Rare): Printers, monitors, scanners, and the like.

Radio, Base Station (5 ENC, 500 TP, Rare): This is a large radio that uses one charge every 30 minutes. In open areas, it has an effective range of at least 50 KM.

Radio, CB (1 ENC, 100 TP, Uncommon): This elaborate hand-held two-way radio requires either a B1 or B5 battery and requires one charge for each 5 hours of use. Alternatively, the GM may rule that one charge is used each day that the radio is used, thus skipping a lot of bookkeeping. Under urban conditions, this radio will broadcast in a radius of up to 2 KM, or up to 10 KM from roof top to roof top or any other two points with a clear line of sight between them.

Radio, Hand (0.5 ENC, 75 TP, Rare): This is a little hand-held radio that gives a maximum of 1 KM range under normal use. It typically has a B1 battery that will support three days of normal use.

Radio, Short Wave (10 ENC, 250 TP, Rare): This is a 50-watt radio with a large antenna. It will typically reach other such radios out to 80 or 100 KM.

Robotic Brains (2.0 ENC): Self-organizing crystalline brains were developed during the False Peace and used in the self-aware robots that dominated much of GW2. In addition to the AI forms (see Robots in Chapter 4), there are also fixed INT brains. These brains typically have INT from 6 to 9 and one or more preprogrammed skills. Given their fixed INT, these skills do not improve with experience. Brains typically have Knowledge, Science, Perception, or Weaponry skills, but others are possible. All forms come in a small canister and require a 30 watt power source. The trade value of a brain is  $(50 \times \text{INT}) + \text{Skills}$  (in %). So a fixed INT brain with 8 INT, Spot 50%, and Artillery 75% would trade at 525 TP.

Ship-Wide Communicator (0 ENC, 25 TP, Uncommon): These small communication devices were designed for crew members of CSUs and ships; they can contact their mates anywhere in one large metal structure or to a range of 200 meters.

Software (varies): Software comes in three categories: common, rare, and obscure. Common software was installed on most computers before the fall, is easy to locate, and has a low trade value. It includes word processors, spreadsheets, and the like and is typically traded at 1 to 5 TP. Rare software was common enough before the Fall, but typically only found on certain computers—or, at least, rarely found on the typical home or office computer. This includes things like web servers and Interactive Development Environments. This kind of software is typically Uncommon and valued at 15 TP. Lastly, there is the obscure software. This software was used for very specific functions and/or required a great deal of skill to use. (The author’s favorite example is ProSightHT, used for identifying and characterizing proteins from certain types of experiments.) Obscure software is usually valued at 20 TP for working media containing the appropriate licensing information. It is almost always traded as an “unneeded” item (for half value), but, if someone starts asking for a specific application (and hence shows

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their need), the price jumps to 40 TP.

## Lasers

**Anti-Mine Laser** (3.0 ENC, 500 TP, Uncommon): Used to destroy antipersonnel landmines from a safe distance, each shot requires 1 B charge and will destroy mines in a 3-meter square area up to 80 meters from the shooter.

**Combat Laser** (2.0 ENC, 1000 TP, Rare): Range 100 yards. This gruesome weapon burns the retinas of anyone hit, leaving them completely blind. Uses a BV-50 for power and consumes 1 B charge per shot. This is an easy weapon to use and only requires an Agility roll to hit someone walking towards the shooter.

**FE Laser** (variable ENC,  $\times 2.0$  TP, Rare): Free-electron lasers can be tuned so that they do not lose as much power to the air. FE Lasers have double the range of a normal laser.

**Laser Sight** (0 ENC, 100 TP, Uncommon).

**Laser Torch** (1.0 ENC, 100 TP, Uncommon): This is a small cutting tool. Each minute of use costs 1 B charge. It typically has a B10.

**Laser Rifle** (600 TP): This weapon is exactly as presented in BRP p. 398, except that it needs a standard battery (of any size) and uses one charge per shot. Laser rifles are highly prized because they can use electricity from any source as ammunition. People who own one tend to shoot a lot.

**Laser Pistols** (300 TP): Similar to the rifle above, except that it uses only one half of a charge for each shot.



## Nanites

Nanites are microscopic machines that are manufactured in orbital factories and, when applied in great numbers, are able to have physical effects on the visible world. In general, they can be considered the “explanation” for advanced technology encountered in the Rubble.

**Microsaw** (0.1 ENC, 25 TP, Rare): This nanite was usually found coated on a piece of copper wire. When a direct current is placed across the wire, the nanites start a process that destroys all cellulose within a few microns. The net effect is that the wire will be able to be pulled through wood, paper and other cellulose items as if they were made of modeling clay. Note that microsaw nanites are unable to affect anything but cellulose, so they will not cut through, say, your

hand, ceramic, a nail, or any thing else. A given wire will wear out after a few hours of cutting.

**Modesty** (0 ENC, 20 TP, Rare): This nanite is usually known by its trade name, Modesty. It was most commonly used in riot control. The nanite consists of several monofilament strands and a winding mechanism arranged in such a way that it can convert the energy contained in the surface tension of water into a wrapping and tightening action. When Modesty is placed on a wet fiber surface it will proceed to cut the fibers (provided they are no thicker than about a human hair). This will disintegrate the fiber. Modesty was placed in water cannons and sprayed on rioting mobs destroying their clothes without harming the individuals. Experience had shown that most mobs would break-up when they found themselves standing in the middle of the street nude (smile, your on the News).

**aKev** (variable ENC, variable TP, Rare): This nanite is similar to Modesty, except it uses an internal power supply so that it is able to cut through a wider range of fibers. Because of its internal power, each nanite can only make one cut before becoming useless so the same number of aKev nanites will do a lot less damage than Modesty nanites. On the other hand, aKev nanites can be delivered using aerosols and sprays (similar to pepper-gas sprays). This allows aKev to do its primary job; it is designed to eat away Kevlar body armor. One unit of aKev will reduce the location hit by 1D6 AV. A typical spray will hit one location.

**Paint Remover** (1.0 ENC, 5 TP, Rare): This nanite is applied to a surface and allowed to harden. Once set it can react with any of a very wide variety of commercial paints, inks, and other pigments in the presence of water to produce various colorless compounds. The net effect is that a treated surface can be wiped with some water, or even just rain, and any graffiti will wash away. Paint Remover is very durable and lasts about as long as commercial paints (and it came in several attractive colors). Sprayer covers 10 square feet.

**Spraycrete** (30 TP, 5 ENC, Rare): This nanite is stored in aerosol foam much like shaving cream (though often in large backpack-sized canisters). After the foam is placed in the desired location and a small electrical current is passed through it for a few seconds, the foam hardens to an almost rock-like consistency. Spraycrete is used much like concrete, but, unlike concrete, there is a tailored catalyst that will dissolve spraycrete. Also unlike concrete, this material is not particularly heavy. A typical sprayer will fill 3 cubic feet.

### Psionic Nanites

There are a number of mysterious “fluids” that are bartered among the psionically active. Found in small sealed vials seldom containing more than a gram of material, these potions are the secret to improving psionic strength, or gaining additional powers.

Psionic potions are concentrated solutions of the nanites used by a skilled tattooist to create psionic antenna. The nanites are manufactured as a black tar-like mixture of all the known psionic nanites. One gram of this material contains enough nanites to tattoo a person with all four of the psionic powers. This black tar or black goo is so potent that exposure to it is a lethal poison. But, the different types of nanites can be separated using relatively simple chemical processes to create four different “primary” compounds. Each of the four primary compounds can be used to create new psionic tattoos or they can be diluted to create psionic strength boosting potions. The potions are not generally bought and sold at markets, and their authenticity is hard to verify; instead, they should only be available after appropriate adventuring. It is the job of the GM to balance the availability of these nanites to prevent psionic characters from overwhelming the nonpsionic characters.

**Purple [ESP] (0 ENC, 500 TP, Rare):** Smelling like vinegar, the purple nanites are used to add one new power or increase PSI [ESP] by +1 (provided it is used with a successful Craft (Psionic Tattoos) skill check. One dose will do for either. A single dose is usually found in a small vial (or micro-centrifuge tube) and weighs less than a gram.

**Red [KIN] (0 ENC, 500 TP, Rare):** A thick oily liquid used like Purple nanites.

**Blue [TEL] (0 ENC, 500 TP, Rare):** A thin volatile fluid used like Purple nanites.

**Yellow [BOD] (0 ENC, 500 TP, Rare):** An oily cream used like Purple nanites.

**Booster Shots (0.2 ENC, 50 TP, Rare):** Corresponding to the colors above, there are four different “booster shots.” Each shot is an ounce of alcohol containing the corresponding nanites. If drunk by a psionist, his or her corresponding PSI will increase by five (+5) for one hour, after which, any unused bonus will decrease by one point an hour.

### Stable Tailored Catalysts

There are a number of industrial compounds that were produced in large amounts during the wars. A few of them are still sought by prospectors.

**No-Burn (1.0 ENC, 5 TP, Rare):** This STC is handy. A surface coated with No-Burn will not support combustion. No-Burn will last for several years and is very commonly used in fire-prone areas. One can will cover 10 square feet.

**Rust Inhibitor (1.0 ENC, 5 TP, Rare):** This compound will, when sprayed on a metal surface, prevent oxida-

tion. This was extremely important commercially. One spray can will cover 1 square meter.

### SCUBA Gear

Handling the effects of depth on divers is left as an exercise for interested GMs.

**Aqualung (6.0 ENC, 1000 TP, Uncommon):** This device gives unlimited dive time, but it requires 1 B per hour. It is usually attached to a BV100.

**Mask and Fins (1.0 ENC, 20 TP, Uncommon).**

**Regulator (0.5 ENC, 50 TP, Uncommon).**

**Tank with Charge (4.0 ENC, 200 TP, Uncommon):** One hour per tank, maximum of 2.

**Wet Suit (1.4 ENC, 75 TP, Uncommon)**

### Sensors

These devices, developed during the wars, allow individuals to vastly increase their knowledge of their surroundings. Most of these are highly sought after in the ruin.

**Hand-Held MOT (1.0 ENC, 500 TP, Uncommon):** Using pulsed radar, the MOT (Movement on Target) sensor acts like a super-fast motion detector. It is so fast it can track bullets flying in the air. This makes finding enemy positions easy under either day or night conditions (provided they don't take you out with their first shot). Usually found as a hand-held unit.

**Hyper-Spectral Imaging Goggles (0.75 ENC, 75 TP, Rare):** This sensor looks at hundreds of different wavelengths of light to detect camouflaged objects. It gives +50% to Spot things hidden by broken cover.

**Infrared Goggles (0.75 ENC, 50 TP, Uncommon):** Common since well before the start of the wars, these need one B1 for each 30 hours of use.

**Motion Detector (1.0 × Mark ENC, 100 × Mark TP):** These devices use pulsed radio frequencies, and can penetrate most non-metallic surfaces. Each is rated with a Mark that ranges from 1 to 5. The Mark times 10 is the number of meters the detector will scan—it scans in a 90-degree cone. The scanner can be set to ignore objects below a desired size.

**M-Wave Goggles (300 TP, 0.5 ENC, Uncommon):** Popular with the kids, M-wave goggles use millimeter long electromagnetic waves to see through woven fabrics in real time. The device functions to about 10 meters for 12 hours on one B1. They also offer the same protection as Construction Goggles.

**M-Wave Hand Unit (1.0 ENC, 500 TP, Uncommon):** Similar to M-wave goggles, the hand-held unit can scan 50 meters while using the same amount of energy.

**Pulsed M-Waves (2.0 ENC, 750 TP, Uncommon):** Using pulsed M-waves this sensor can scan through several meters of broken masonry and is used to detect buried objects or concealed spaces. It uses 1 charge for each image, and an image takes 10 seconds to resolve. Typical units come with an integrated B-10.



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R-LP XR (5 ENC, 500 TP, Uncommon): Reflective low-power X-ray scanners can see through just about anything (up to a few millimeters of metal). The unit shows relative density on a laptop-sized monitor. Such a unit will immediately detect cybernetics, psionics (it can see the nanite antennas that form the tattoos), hidden weapons, and the like.

## Popular Items

aKev (0.1 ENC, 25 TP, Rare): A small hand-held sprayer with three shots of aKev nanites and a three-meter range.

Calculators (Scientific) (0.1 ENC, 5 TP, Uncommon): Fully functioning ones with lots of features.

Canister Grenade (0.5 ENC, 300 TP, Uncommon): This nasty weapon must be fired from a grenade launcher (though in the Second Global War, live-fire rifle versions were made). A canister grenade attacks an area with the same spread as a sawed-off shotgun but delivers a great deal more damage. Every target in the pattern is attacked. If a hit is scored, the weapon delivers 1D6 10 gu 00 Buck attacks!

Hover Pack (10 ENC, 1500 TP, Rare): A personal “jet pack” uses two solid-state rotors to fly a person at 15 mph for 3 hrs on one BV50.

Pepper Spray (0.1 ENC, 50 TP, Rare): This is the chemical spray described in the BRP core rules.

Laser Ablative Aerosols (1.0 ENC, 50 TP, Rare): Spray blocks the passage of lasers for 30 seconds in calm air or 2 to 3 minutes indoors. Five units per can, each unit fills a 3-meter-diameter area.

Patch Tape, 20 m Roll (1.0 ENC, 25 TP, Uncommon): A handy material invented before the Fall, patch tape behaves like contractor-grade duct tape except that, when the patch wand is passed over it, the material solidifies with the strength of 10 gauge steel (about 4 HP per 10 cm).

Patch Wand (0.1 ENC, 15 TP, Common): Hardens Patch Tape.

Patches (0 ENC, 10 TP, Uncommon): Three hand-sized strips of patch in an easy-to-use container.

Personal Environmental Monitor [PEM] (0 ENC, 50 TP, Uncommon): A small unit intended to monitor crew members in hazardous environments, this tool tracks radiation exposure and monitors temperature, smoke, and carbon monoxide, carbon dioxide, and oxygen levels. It takes one B1 each year. Also shows date and time.

Smart Kit (1.0 ENC, 100 TP, Rare): When mounted on a firearm, this item turns the weapon into a Smart Weapon for use with smart link. This gives +25% skill with the weapon.

## Curio: Trinkets

These small items can be used much like pocket change. In general, the GM should allow 8 trinkets per ENC. Characters may keep a collection of trinkets, and, if it becomes relevant, the GM can randomly determine what the characters have from this list or add items of his or her own.

Airline Bag of Peanuts (1 TP, Common).

Ball Cap (1 TP, Common).

Bottle of Correction Fluid (1 TP, Common): In North America, most commonly Wite-Out or Liquid Paper.

Calculator [four-function] (1 TP, Uncommon).

Cards (1 TP, Common).

CD with Computer Game (1 TP, Common).

Chalk, 3 Sticks (1 TP, Common).

Cooking Pot, Small (1 TP, Common).

Corkscrew, Good (1 TP, Common).

Dental Floss, 20 yds (1 TP, Common).

Dental Pro 3000 FM (0.5 ENC, 5 TP, Common): Sonic tooth brush. Requires one B1.

Department-Store Jewelry, Good (1 TP, Common).

Dice (1 TP, Common).

Dice, Loaded (5 TP, Rare): Pair rolls 3 and 4.

Disposable Lighter (0 ENC, 1 TP, Common): Half-full.

Electrical Cable, Heavy (1.0 ENC per 10 m, 0 TP, Common): Can be used as thin rope.

Elmer's Glue, Small (1 TP, Common).

Fire Crackers, ×3 (1 TP, Common).

Fishing Hook (1 TP, Common).

Fishing Line, 10 m (1 TP, Common).

Fishing Lure (1 TP, Common).

Fishing Sinker (1 TP, Common).

Flash Drive (1 TP, Uncommon).

Glow-in-the-Dark Toy Stars, ×5 (1 TP, Common).

Gold Chain (1 TP, Common).

Hammer (1 TP, Common).

Holster (1 TP, Common): Includes all similar items.

Ink Pen (1 TP, Common): Like new.

Knife, Fork, and Spoon (1 TP, Common).

Lab Coat (3 TP, Uncommon).

Magazines, ×4 (1 TP, Common): Dog-eared.

Map of City, Old (1 TP, Common).

Masking Tape, 1 roll (1 TP, Common).

Microdisk, Blank (1 TP, Common).

Needle and Thread (1 TP, Common).

Novel, Romance (1 TP, Common).

Plastic Bag (1 TP, Common).

## Rubble and Ruin

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Plastic Cup (1 TP, Common).  
Plastic Doll (1 ENC, 1 TP, Common): Good condition.  
Plastic Soda Bottle (1 TP, Common) Any standard size.  
Pocket Knife, Small (1 TP, Common).  
Post-Fall Cigarette, ×1 (1 TP, Common).  
Ream of Paper (1 TP, Common).  
Scissors, Good (1 TP, Common).  
Screwdriver (1 TP, Common).  
Slide Whistle (1 TP, Common).  
Socks, 4 Pair (1 ENC, 1 TP, Common): Still in pre-Fall packaging.  
Spray Paint (2 TP, Common): Random color.  
Superball (1 TP, Common).  
Speed Loader (1 TP, Common).  
Sunglasses, Cheap (1 TP, Common).

Sunscreen, 1 Bottle (1 TP, Common).  
Tea Bag, ×1 (1 TP, Common).  
T-Shirt, Good (1 TP, Common).  
Toothbrush (0 ENC, 3 TP, Uncommon): Still in original packaging.  
Towel (0.5 ENC, 1 TP, Common): Don't lose this.  
TP, 1 roll (1 TP, Common).  
Trade Paperback (0 ENC, 1 TP, Common).  
Twine, 100 m (0.5 ENC, 1 TP, Common).  
Aspirin, ×2 (0 ENC, 1 TP, Common): In single-dose package.  
Water Purification Tablets, ×5 (1 TP, Common): Each tablet will remove bacteria from 1 liter of water.  
Wedding Ring, Plain (1 TP, Common).  
X-Acto Knife (0 ENC, 1 TP, Common): Only one blade.

## Curio: Em-Pockets

Tubes or Emergency Pockets (variable TP, Common): During the False Peace and Global War 2, first the USOF and then most other militaries adopted a standard pocket size which fit certain small, commonly carried items. These tube pockets became popular with many civilian groups. A standard tube pocket will hold a cylinder 1" in diameter, and 6" long. Initially, it was used to hold specific items a crew member might need in an emergency, but over time this evolved into a fashion statement. There are literally hundreds of things designed to fit into a tube pocket; below are some of them.

B1, ×3 (10 TP charged): In plastic holder.  
Book Reader (100 TP): Expands to 6" x 2" x 1/8" sheet. Holds two hundred books.  
Cell Phone (1 TP): Of course, these are useless without cell towers.  
Cigar Case (1 TP): Cigars cost 5 TP.  
Coldlight Sticks, ×2 (6 TP).  
Emergency Air (35 TP): Respirator and 3 min oxygen.  
em-Liberator Single Shot Pistol with silencer (24 TP, plus 24 TP for ammo): This pistol was manufactured before the Fall as an ultra-convenient, easy-to-carry desperation weapon. A citizen could always carry one of these and, in the event of an attack or other civil unrest, have a weapon at hand. It is a single-shot 9mm Parabellum holdout pistol with a handgrip that folds against the barrel. When folded it has a round in the chamber plus compartments for two more. The price includes 3 rounds of ammunition.

Energy Bar (12 TP): 1 man-day of food.  
First-Aid Kit, Civilian (8 TP): No effect on major wounds; 4 aspirin, bug bite stick, several bandaids, smelling salts.  
Flare, Marine (20 TP).  
Flask, 2 fl oz (1 TP): Drinking alcohol costs another 1 TP.  
Hair Spray, 1 Bottle (1 TP).  
Laser Cutter, Low-Power [5 min on 1 E5] (100 TP): Runs 5 min on one E5. Acts like a small cutting torch that uses 1 charge per minute.  
Multitool (10 TP).  
Monofilament Line, 1000 m (5 TP).  
Overnight Toiletries (2 TP).  
Paint Pen (1 TP): Will write on almost any surface leaving a clear and distinct line.  
Palm 3470 PDA (10 TP).  
Pepper Spray (50 TP): A three-shot chemical spray. See the Core BRP rules.  
Shaving Kit (2 TP).  
Survival Kit, Civilian (10 TP): Consists of 10 m of fishing line, 3 hooks, flint and steel, signal mirror, whistle.  
Waterproof Case (1 TP).  
Wound Kit, Military (20 TP): Contains 1 compress (treat as bandage), 1 dose pain killer.

# Armor

Cost is given per location. Remember that each leg and the chest count as two locations, so multiply ENC and TP by two when buying for those locations. The most armor you can have on a single location is one layering and one non-layering armor or two layering.

## Combat Armor

<u>Name</u>	<u>AV/Risk</u>	<u>Layering</u>	<u>ENC</u>	<u>TP</u>
Advanced Combat	20/4	No	1.25	120
Combat Armor	15/3	No	1	90
Duralight	1/0	Yes	0	4
Duraweave (1)	3/0	No	0.1	8
Light Combat	10/2	No	0.75	45
Low Threat (2)	8/1	No	0.8	30
Riot Armor	8/2	No	1	20
Synthleather	2/0	Yes	0	10
Synthweave	5/0	No	0.1	15

## Ballistic Armor

<u>Name</u>	<u>AV/Risk</u>	<u>Layering</u>	<u>ENC</u>	<u>TP</u>
Ballistic Cloth	0/4	Yes	0	25
Ballistic Silk	0/2	Yes	0	15
Kevlar I	1/7	Yes	0.25	12
Kevlar-IIA	2/9	Yes	0.40	18
Kevlar II	2/11	Yes	0.5	24
Kevlar-IIIA	2/13	Yes	0.6	34
Kevlar III	6/16	Yes	0.75	45
Kevlar IV	6/20	No	1	60
Omilar I	1/7	Yes	0.1	15
Omilar IIA	2/9	Yes	0.15	23
Omilar II	2/11	Yes	0.2	30
Omilar IIIA	2/13	Yes	0.22	38
Omilar III	6/16	Yes	0.25	45
Omilar IV	6/20	No	0.5	60

## Helmets

<u>Name</u>	<u>AV/Risk</u>	<u>Layering</u>	<u>ENC</u>	<u>TP</u>
Advanced Helmet (3)	10/2	No	1	50
Ballistic Coif (4)	0/4	Yes	0	15
Military Helmet (3)	7/8	No	1	25
Sports Helmet	5/0	No	1.25	4
Street Helm	3/0	No	1	5

See BRP p. 261 for additional information on Armor by Location and Layering.



## Rubble and Ruin

### Improvised Armor

Name	AV/Risk	Layering	Enc	Cost
Quilted Cloth (5)	1/0	Yes	0.35	1
Durasteel, Heavy	10/2	No	2.5	15
Durasteel, Light	7/1	No	1.5	10
Heavy Rug (6)	3/0	No	0.6	2
Light Rug (7)	2/0	No	0.5	1
Riding Leather (8)	2/0	No	0.25	5
Street Armor (9)	4/0	No	1	2
Street Armor, Reinforced (10)	6/0	No	1.25	4

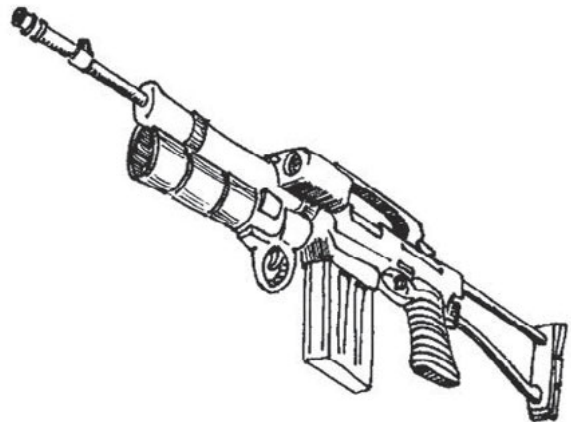
- (1) Standard pre-Fall military fatigue material.
- (2) Low-threat combat armor worn by militia members and security guards.
- (3) Offers the same features as Construction Goggles.
- (4) Millions of ballistic-cloth coifs were made during the Second Global War.
- (5) Quilted cloth gets very hot.
- (6) Rug plus some sign steel or tire.
- (7) Old rug material.
- (8) Usually well made from post-Fall leather.
- (9) Mostly sign steel and tire.
- (10) Heavy steel and tire.

## Pistols

Firearm	Basic	Caliber and Risk	Action	Rng	Hnd	HP	Fumble	Ammo	TP	Enc
1: American Derringer (Holdout)	10%	22 LR: 4 (1D4+1)	1 per	3	1	2	98-00	Two barrels	12	0.8
2: American Derringer (Holdout)	10%	9mm Para: 8 (1D8+1)	1 per	3	1	2	98-00	Two barrels	24	1.6
3: AMT .380 Backup (Snub Pistol)	10%	.380 ACP: 5 (1D6)	Automatic (3)	10	1	4	98-00	Box 5	35	1.4
4: Anschutz 64P (Long Pistol) (1)	25%	22 LR: 4 (1D4+1)	Mech: Bolt (1)	25	1	11	100	Clip 5	98	2.3
5: Cimarron Frontier 6-Shooter (Long Pistol) (2)	25%	.357 Magnum: 9 (1D10)	Single (1)	25	1	9	99-00	Swing 6	90	3.3
6: Cimarron Frontier 6-Shooter (Long Pistol) (2)	25%	.45 Long Colt: 8 (1D8+1)	Single (1)	25	1	9	99-00	Swing 6	80	3.1
7: CF Six Shooter (Standard Pistol) (2)	20%	.45 Long Colt: 8 (1D8+1)	Single (1)	20	1	8	99-00	Swing 6	72	2.6
8: Colt Anaconda (Short Pistol)	15%	.44 Magnum: 10 (1D10+1)	Double (2)	15	1	8	100	Swing 6	100	2.7
9: Colt Anaconda (Short Pistol)	15%	.45 Long Colt: 8 (1D8+1)	Double (2)	15	1	8	100	Swing 6	80	2.3
10: Colt Anaconda (Standard Pistol)	20%	.44 Magnum: 10 (1D10+1)	Double (2)	20	1	10	100	Swing 6	120	3
11: Colt Cowboy (Standard Pistol) (2)	20%	.45 Long Colt: 8 (1D8+1)	Single (1)	20	1	10	100	Swing 6	88	2.6
12: Colt Python Elite (Short Pistol) (3)	15%	.357 Magnum: 9 (1D10)	Double (2)	15	1	8	100	Swing 6	90	2.5
13: Colt Python Elite (Standard Pistol) (3)	20%	.357 Magnum: 9 (1D10)	Double (2)	20	1	10	100	Swing 6	108	2.8
14: Dan Wesson Model 44 (Long Pistol)	25%	.44 Magnum: 10 (1D10+1)	Double (2)	25	1	11	100	Swing 6	130	3.5
15: Dan Wesson Model 44 (Standard Pistol)	20%	.44 Magnum: 10 (1D10+1)	Double (2)	20	1	10	100	Swing 6	120	3
16: Davis P32 (Snub Pistol)	10%	.32 ACP: 4 (1D4+1)	Automatic (3)	10	1	4	98-00	Box 6	28	1.2
17: Davis P-380 (Snub Pistol)	10%	.380 ACP: 5 (1D6)	Automatic (3)	10	1	4	98-00	Box 5	35	1.4
18: Desert Eagle (Long Pistol)	25%	.357 Magnum: 9 (1D10)	Automatic (3)	25	1	9	99-00	Box 9	108	3.3
19: Desert Eagle (Long Pistol)	25%	.50 Magnum: 11 (1D12)	Automatic (3)	25	1	9	99-00	Box 7	132	3.7

Firearm	Basic	Caliber and Risk	Action	Rng	Hnd	HP	Fumble	Ammo	TP	Enc
20: Desert Eagle (Standard Pistol)	20%	.44 Magnum: 10 (1D10+1)	Automatic (3)	20	1	8	99-00	Box 8	110	3
21: Desert Eagle (Standard Pistol)	20%	.50 Magnum: 11 (1D12)	Automatic (3)	20	1	8	99-00	Box 7	121	3.2
22: Downsizer (Holdout)	10%	.45 ACP: 7 (1D8)	1 per	3	1	2	98-00	Single	21	1.4
23: Glock 19 (Short Pistol)	15%	9mm Para: 8 (1D8+1)	Automatic (3)	15	1	8	100	Box 10	88	2.3
24: Glock 34 (Standard Pistol)	20%	9mm Para: 8 (1D8+1)	Automatic (3)	20	1	10	100	Box 10	104	2.6
25: Hammerli SP20 (Standard Pistol) (1) (4)	25%	22 LR: 4 (1D4+1)	Automatic (3)	20	1	8	99-00	Box 5	94	1.8
26: Heckler and Koch MP5 SD (Standard Pistol)	20%	9mm Para: 8 (1D8+1)	FA (3: burst)	20	1	10	100	Box 30	120	2.6
27: Heritage Model H25S (Holdout)	10%	.25 ACP: 2 (1D3)	Automatic (3)	3	1	2	98-00	Box 6	10	0.4
28: Little Max (Long Pistol)	25%	.50 Magnum: 11 (1D12)	Single (1)	25	1	9	99-00	Swing 5	110	3.7
29: Mac 10 (Standard Pistol)	20%	.45 ACP: 7 (1D8)	FA (3: burst)	20	1	8	99-00	Box 30	151	2.4
30: Mac 11 (Standard Pistol)	20%	9mm Para: 8 (1D8+1)	FA (3: burst)	20	1	8	99-00	Box 30	104	2.6
31: Mini Uzi (Short Pistol)	15%	9mm Para: 8 (1D8+1)	FA (3, Burst)	15	1	6	99-00	Box 30	88	2.3
32: Navy Arms Schofield (Short Pistol)	15%	.44-40: 9 (1D10)	Double (2)	15	1	6	99-00	Swing 6	72	2.5
33: Navy Arms Schofield (Standard Pistol)	20%	.44-40: 9 (1D10)	Double (2)	20	1	8	99-00	Swing 6	90	2.8
34: North American Arms Guardian (Holdout)	10%	.32 ACP: 4 (1D4+1)	Automatic (3)	3	1	2	98-00	Box 6	8	0.8
35: N.American Arms NAA-22LR (Snub Pistol)	10%	22 LR: 4 (1D4+1)	Single (1)	10	1	3	97-00	Swing 5	16	1.2
36: Para Ordnance Limited (Standard Pistol)	20%	.45 ACP: 7 (1D8)	Automatic (3)	20	1	8	99-00	Box 10	77	2.4
37: Phoenix Arms HP25 (Snub Pistol)	10%	.25 ACP: 2 (1D3)	Automatic (3)	10	1	4	98-00	Box 10	14	0.8
38: Robar Combat Master (Standard Pistol)	20%	.45 ACP: 7 (1D8)	Automatic (3)	20	1	10	100	Box 7	91	2.4
39: Ruger Mark II Bull Barrel (Long Pistol)	25%	22 LR: 4 (1D4+1)	Automatic (3)	25	1	9	99-00	Box 10	48	2.3
40: Ruger Mark II Gov (Standard Pistol)	20%	22 LR: 4 (1D4+1)	Automatic (3)	20	1	8	99-00	Box 10	44	1.8
41: Safari Arms Matchmaster (Standard Pistol)	20%	.45 ACP: 7 (1D8)	Automatic (3)	20	1	10	100	Box 7	91	2.4
42: Smith and Wesson Chiefs Special (Short Pistol)	15%	.45 ACP: 7 (1D8)	Automatic (3)	15	1	6	99-00	Box 6	63	2.1
43: Smith and Wesson Chiefs Special (Short Pistol)	15%	9mm Para: 8 (1D8+1)	Automatic (3)	15	1	6	99-00	Box 7	72	2.3
44: Smith and Wesson Model 37 (Snub Pistol)	10%	.38 Special: 6 (1D6+1)	Double (2)	10	1	7	100	Swing 5	54	1.6
45: Smith and Wesson Model 617 (Long Pistol)	25%	22 LR: 4 (1D4+1)	Double (2)	25	1	11	100	Swing 10	52	2.3
46: S&WM. 686 Plus (Standard Pistol)	20%	.357 Magnum: 9 (1D10)	Double (2)	20	1	10	100	Swing 6	108	2.8
47: Torus Model 415 (Snub Pistol)	10%	.41 Magnum: 9 (1D10)	Double (2)	10	1	5	99-00	Swing 5	63	2.2
48: Torus Model 454 Raging Bull (Snub Pistol)	10%	.44 Magnum: 10 (1D10+1)	Double (2)	10	1	5	99-00	Swing 6	70	2.4
49: Uzi (Long Pistol)	25%	9mm Para: 8 (1D8+1)	FA (3: burst)	25	1	9	99-00	Box 30	112	3.1
50: Wilson Combat Tactical Elite (Standard P.)	20%	.45 ACP: 7 (1D8)	Automatic (3)	20	1	10	100	Box 8	91	2.4

- (1) Target Weapon +5% to hit
- (2) Replicas of old West six guns
- (3) Also shoots .38 special
- (4) Cool-looking pistol



# Rifles and Shotguns

Firearm	Basic	Caliber and Risk	Action	Rng	Hnd	HP	Fumble	Ammo	TP	Enc
1: American Arms 1860 Henry (Rifle) (1)	20%	.44-40: 11 (1D12)	Lever Act.	(1)	100	2	12	99-00	Box 3	143 5.2
2: AMT .22 Rimfire Magnum (Rifle) (2)	20%	22RF Magnum: 9 (1D10)	Automatic	(3)	100	2	12	99-00	Box 10	135 4.8
3: Benelli M1 Tactical (Shotgun) (3)	25%	12 ga Mag: 14 (2D8)	Automatic	(3)		2	12	99-00	Tube 5	260 5.8
4: Benelli Montelfeltro (Shotgun) (3)	25%	12 ga: 13 (2D6+1)	Automatic	(3)		2	12	99-00	Tube 5	245 5.6
5: Beretta M 1201FP Riot (Shotgun)	25%	12 ga: 13 (2D6+1)	Automatic	(3)		2	12	99-00	Tube 6	195 5.6
6: Beretta M S686 Silver Pigeon (Shotgun) (4)	25%	12 ga Mag: 14 (2D8)	1 per			2	14	00	Break 2	210 5.8
7: Beretta M S686 Silver Pigeon (Shotgun) (4)	25%	20 ga Mag: 12 (2D6)	1 per			2	14	00	Break 2	180 5.4
8: Browning A-Bolt II (Rifle)	20%	.270: 13 (2D6+1)	Bolt Act.	(1)	100	2	14	00	Box 4	195 5.6
9: Browning A-Bolt II (Rifle)	20%	.300 Magnum: 14 (2D8)	Bolt Act.	(1)	100	2	14	00	Box 3	210 5.8
10: Browning BAR II Safari (Carbine) (5)	15%	.30-06: 13 (2D6+1)	Automatic	(3)	75	2	13	00	Box 4	208 4.6
11: Browning BAR II Safari (Carbine) (5)	15%	7mm Magnum: 12 (2D6)	Automatic	(3)	75	2	13	00	Box 3	192 4.4
12: Browning BAR II Safari (Rifle) (5)	20%	.30-06: 14 (2D8)	Automatic	(3)	100	2	14	00	Box 4	238 5.8
13: Browning BAR II Safari (Rifle) (5)	20%	.338 Magnum: 15 (2D8+1)	Automatic	(3)	100	2	14	00	Box 3	255 6
14: Browning BAR II Safari (Rifle) (5)	20%	7mm Magnum: 13 (2D6+1)	Automatic	(3)	100	2	14	00	Box 3	221 5.6
15: Browning BPR (Rifle)	20%	.243: 13 (2D6+1)	Pump Act.	(1)	100	2	14	00	Box 4	195 5.6
16: Browning BPR (Rifle)	20%	.300 Magnum: 14 (2D8)	Pump Act.	(1)	100	2	14	00	Box 3	210 5.8
17: Browning Gold (Shotgun)	25%	10 ga: 14 (2D8)	Automatic	(3)		2	12	99-00	Tube 4	210 5.8
18: Browning Gold (Shotgun)	25%	20 ga: 12 (2D6)	Automatic	(3)		2	12	99-00	Tube 4	180 5.4
19: Browning Model BL-22 (Rifle) (5)	20%	22 LR: 6 (1D6+1)	Lever Act.	(1)	100	2	12	99-00	Tube 15	78 4.2
20: Browning Model Lightning BLR (Rifle)	20%	.243: 13 (2D6+1)	Lever Act.	(1)	100	2	12	99-00	Box 3	169 5.6
21: Browning Model Lightning BLR (Rifle)	20%	.30-06: 14 (2D8)	Lever Act.	(1)	100	2	12	99-00	Box 4	182 5.8
22: Browning Model Lightning BLR (Rifle)	20%	.338 Magnum: 15 (2D8+1)	Lever Act.	(1)	100	2	12	99-00	Box 3	195 6
23: Carbon Series Rifle (Rifle) (2)	20%	.223: 11 (1D12)	Bolt Act.	(1)	100	2	12	99-00	Single	143 5.2
24: Carbon Series Rifle (Rifle) (2)	20%	.270: 13 (2D6+1)	Bolt Act.	(1)	100	2	14	00	Single	195 5.6
25: Carbon Series Rifle (Rifle) (2)	20%	.300 Magnum: 14 (2D8)	Bolt Act.	(1)	100	2	14	00	Single	210 5.8
26: Harris Gunworks M96 (Rifle) (6)	20%	.50 BMG: 18 (3D8)	Automatic	(3)	100	2	11	98-00	Box 5	252 6.6
27: Heckler and Koch G36 (Rifle) (7) (8)	20%	5.56mm NATO: 11 (1D12)	FA		100	2	14	00	Box 30	239 4.2
28: Heckler and Koch G36K (Rifle) (7) (9)	20%	5.56mm NATO: 11 (1D12)	FA		100	2	14	00	Box 30	239 4.2
29: Henry Repeating Arms (Rifle) (5)	20%	22 LR: 6 (1D6+1)	Lever Act.	(1)	100	2	12	99-00	Tube 15	78 4.2
30: Israel Arms International M888 (Carbine)	15%	.30 Carbine: 10 (1D10+1)	Automatic	(3)	75	2	10	98-00	Box 15	130 4
31: Ithaca Model 37 Delux (Shotgun) (3)	25%	16 ga: 13 (2D6+1)	Pump Act.	(1)		2	12	99-00	Tube 5	219 5.6
32: M1 Garand (Rifle)	20%	.30-06: 14 (2D8)	Automatic	(3)	100	2	14	00	Strip 8	238 5.8
33: Marlin Model 1866 Yellow Boy (Carbine)	15%	.44-40: 10 (1D10+1)	Lever Act.	(1)	75	2	13	00	Tube 10	140 4
34: Marlin Model 30AS (Rifle)	20%	.30-30: 13 (2D6+1)	Lever Act.	(1)	100	2	14	00	Tube 6	195 5.6
35: Marlin Model 39AS (Rifle) (10)	20%	22 LR: 6 (1D6+1)	Lever Act.	(1)	100	2	12	99-00	Tube 19	78 4.2
36: Marlin Model 444SS (Rifle)	20%	.444 Marlin: 14 (2D8)	Lever Act.	(1)	100	2	14	00	Tube 5	210 5.8
37: Marlin Model 60 (Rifle)	20%	22 LR: 6 (1D6+1)	Automatic	(3)	100	2	12	99-00	Tube 14	90 4.2
38: Marlin Model 70PSS (Rifle) (11)	20%	22 LR: 6 (1D6+1)	Automatic	(3)	100	2	12	99-00	Box 7	90 4.2

Firearm	Basic	Caliber and Risk	Action	Rng	Hnd	HP	Fumble	Ammo	TP	Enc	
39: Mossberg Model 500 (Shotgun)	25%	.410: 9 (1D10)	Pump Act. (1)		2	12	99-00	Tube 6	117	4.8	
40: Mossberg Model 500 (Shotgun)	25%	20 ga: 12 (2D6)	Pump Act. (1)		2	12	99-00	Tube 6	156	5.4	
41: Olympic Arms PCR-6 (Rifle) (7) (12) (13)	20%	5.56mm NATO: 11 (1D12)	Full Auto (burst only)		100	2	12	99-00	Box 10	217	4.2
42: Olympic Arms PCR-6 (Rifle) (7) (13) (14)	20%	7.62mm M52: 12 (2D6)	Automatic (3)		100	2	12	99-00	Box 10	210	4.4
43: Olympic Arms PCR-6 (Rifle) (7) (12) (13) (14)	20%	7.62mm M52: 12 (2D6)	Full Auto (burst only)		100	2	12	99-00	Box 10	234	4.4
44: Professional Ord C15 (Rifle) (13) (15)	20%	5.56mm NATO: 11 (1D12)	Automatic (3)		100	2	12	99-00	Box 10	165	5.2
45: Professional Ord C15 (Rifle) (12) (13) (15)	20%	5.56mm NATO: 11 (1D12)	Full Auto (burst only)		100	2	12	99-00	Box 10	187	5.2
46: Remington M 700 Varmint (Rifle) (16)	20%	.223: 11 (1D12)	Bolt Act. (1)		100	2	12	99-00	Single	143	5.2
47: Remington M 597 (Rifle) (2)	20%	22 LR: 6 (1D6+1)	Automatic (3)		100	2	12	99-00	Box 10	90	4.2
48: Remington M 597 (Rifle) (2)	20%	22RF Magnum: 9 (1D10)	Automatic (3)		100	2	12	99-00	Box 8	135	4.8
49: Remington M 700 Mountain Rifle (Rifle)	20%	.300 Magnum: 14 (2D8)	Bolt Act. (1)		100	2	14	00	Box 4	210	5.8
50: Remington M 700 Mountain Rifle (Rifle)	20%	.30-06: 14 (2D8)	Bolt Act. (1)		100	2	14	00	Box 4	210	5.8
51: Room Broom (Shotgun) (17)	25%	12 ga Mag: 14 (2D8)	1 per			2	14	00	Two	210	5.8
52: Rugar Model 77 Mark IIR (Rifle)	20%	6mm: 12 (2D6)	Bolt Act. (1)		100	2	12	99-00	Box 4	156	5.4
53: Sako 75 6 PPC Varmint (Rifle)	20%	.222: 11 (1D12)	Bolt Act. (1)		100	2	12	99-00	Tube 6	143	5.2
54: Steyr Scout Tactical (Carbine)	15%	7.62mm NATO: 12 (2D6)	Bolt Act. (1)		75	2	13	00	Box 5	168	4.4
55: Type 81 (Rifle) (18)	20%	7.62mm M43: 12 (2D6) (3: burst)	Full Auto		100	2	12	99-00	Box 30	204	5.4
56: Winchester Model 1892 (Rifle)	20%	.44-40: 11 (1D12)	Lever Act. (1)		100	2	14	00	Tube 11	165	5.2
57: Winchester Model 94 (Carbine)	15%	.30-30: 12 (2D6)	Lever Act. (1)		75	2	13	00	Tube 6	168	4.4
58: Winchester Model 94 (Rifle)	20%	.30-30: 13 (2D6+1)	Lever Act. (1)		100	2	14	00	Tube 6	195	5.6
59: Winch. M 94 Timber Carbine (Carbine)	15%	.444 Marlin: 13 (2D6+1)	Lever Act. (1)		75	2	13	00	Tube 6	182	4.6
60: Z-M Weapons LR-300 (Rifle) (7) (13)	20%	5.56mm NATO: 11 (1D12)	Automatic (3)		100	2	12	99-00	Box 10	195	4.2

- (1) Authentic replica of first repeating rifle. (13) M16 Clone  
(2) Tapped for scope. (14) Chambered for Russian ammunition  
(3) Three chokes (15) Removable stock  
(4) Over-Under (16) Black matte finish  
(5) Also fires .22 Long (holds 17 rounds) and .22 Short (holds 21 rounds). (17) Sawed off double barrel shotgun  
(6) This is a huge rifle! (18) A Russian assault rifle (or is it Chinese?)  
(7) Folding stock  
(8) x1.5 scope; AL AB2 or AB3  
(9) Carbine form of G36; x1.5 scope; AL AB2 or AB3  
(10) Also fires .22 Long (holds 21 rounds) and .22 Short (holds 26 rounds)  
(11) Takes down to two parts  
(12) Post-factory converted to Fully Automatic

## New Melee Weapons

Weapon	Skill	Base	Damage	Att	Special	Range	Hands	HP	Parry	STR/DEX	Mal	TP	Enc	SR
Baseball Bat + Nails	ME, PA	25	1D6+2	1	Bleeding	Medium	1H,2H	20	Yes	11/9	--	0	2	2
Chain	WH	15	1D6+db	1	Crushing	Medium	1H	25	No	12/12	--	0	1	1
Knife, Shiv	KN	20	1D3+db	1	Impaling	Short	1H	8	Yes	4/4	--	0	0.25	3
Knife, Utility	KN	15	1D3+db	1	Bleeding	Short	1H	5	Yes	4/9	--	2	0.1	3
Pipe; Heavy and Short	ME	20	1D8+2+db	1	Crushing	Medium	2H	25	Yes	14/9	--	0	2.5	2
Pipe; Light and Long	PA	10	2D6+2+db	1	Crushing	Long	2H	15	Yes	9/11	--	0	2.5	1
Straight Razor	KN	15	1D3+db	1	Bleeding	Short	1H	10	Yes	4/9	--	4	0.2	3
Tankers Drift Pin	ME	25	1D6+2+db	1	Crushing	Short	1H	20	Yes	11/7	--	1	1	2
Wrecking Bar	PA	20	3D6+db	1	Crushing	Long	2H	50	Yes	17/9	--	3	5.5	1
Bow, Modern	Bow	10	1D10+1/2db	1	Impaling	150	2H	12	No	11/9	--	25	1	1/SR
Slingshot	SS	15	1D4+1/2db	1	Crushing	30	2H	8	No	4/11	100	3	0.5	1/SR

The following codes are used to refer to the different Melee specializations.  
BR = Brawling PA = Polearms and Two-Handed  
KN = Knives SS = Slingshot  
ME = Melee TH = Throwing  
WH = Whips



# Sample Maps

Two maps are provided that show an implementation of the generic *Rubble and Ruin* game. The maps cover the greater Los Angeles basin 20 years after the Global Wars. In this version, the DRA is known as the Democratic Republic of California (DRC), and it is a small city-state in the southern end of the California Central Valley. The Klan and their related gangs rule the San Fernando Valley (the place where “valley girls” come from—OMG), and various CCDP enclaves are scattered through the rough country of the Simi Hills and the San Gabriel Mountains. Alpha City is located in a remote valley of the San Gabriel Mountains, and Avalon is located on the Catalina Islands. The Imperial and San Jacinto Valleys have been reduced to dust by CSUs and form the Dust Sea.

To the south are the lands that were held by the UASR including Long Beach and Orange County. At the end of GW1, the new Soviets held roughly half of the city. Neither side had sufficient resources or will to abandon the areas near their new enemies, so a giant wall was constructed. The end of GW2 came with an offensive from Soviet territory across this wall and towards downtown. The offensive coincided with CSUs pushing north into what would become the Dust Sea, while infantry fought house-to-house across the city. The ground fighting met with particularly stiff resistance, and, eventually, one side or the other resorted to tactical nuclear weapons.

A nuclear reactor had been built in Anaheim which melted down during GW2; likewise the center of the city was nuked heavily during the Big Push. Both areas are now radioactive wastelands.

The Rubble is presented on the second map. In this case, it is an isolated backwater near the ocean south of the Blue Tribes’ land and northwest of the Reds’. Immediately south of the mapped area is a large expanse of low rubble that was once Torrance and neighboring communities. Since the green hills of Palos Verdes are completely controlled by the Ants and Long Beach is dominated by the slave-lands of the AFA, there is very little travel or communication across the Rubble.

The Rubble is dominated by the ruins of the airport (LAX) and a nearby oil refinery. Both areas were fitted with automated security systems, large blast walls, and armed robotic guards before the Fall, and neither was completely destroyed during the Big Push. Several groups of prospectors work in and around the sites attempting to harvest technology.

Boss’s (pp. 65-67) and Trader Vic’s (p. 40) are shown on the Rubble map, along with a number of undefined groups and locations. The latter can be filled in by the GM or ignored. Other groups, such as Dweazel’s Damned, are listed as being local, but their exact location is not shown. These groups are commonly known to be in the area, but their exact location is secret. It is left for the GM to place these groups where he or she wants.

# Abbreviations

Probably due to the strong military influences during the Global Wars, many things in the ruins are referred to by acronyms. Here is a list of the most common.

AFA: American Free Army

CACP: Russian abbreviation for UASR

CCDP: Citizens Civil Defense Program

CSSA: Confederate States of Southern America

CSU: Continental Siege Unit

DRA: Democratic Republic of America

FA: Free America

FCA: First Church of the Apocalypse

GW1: Global War 1

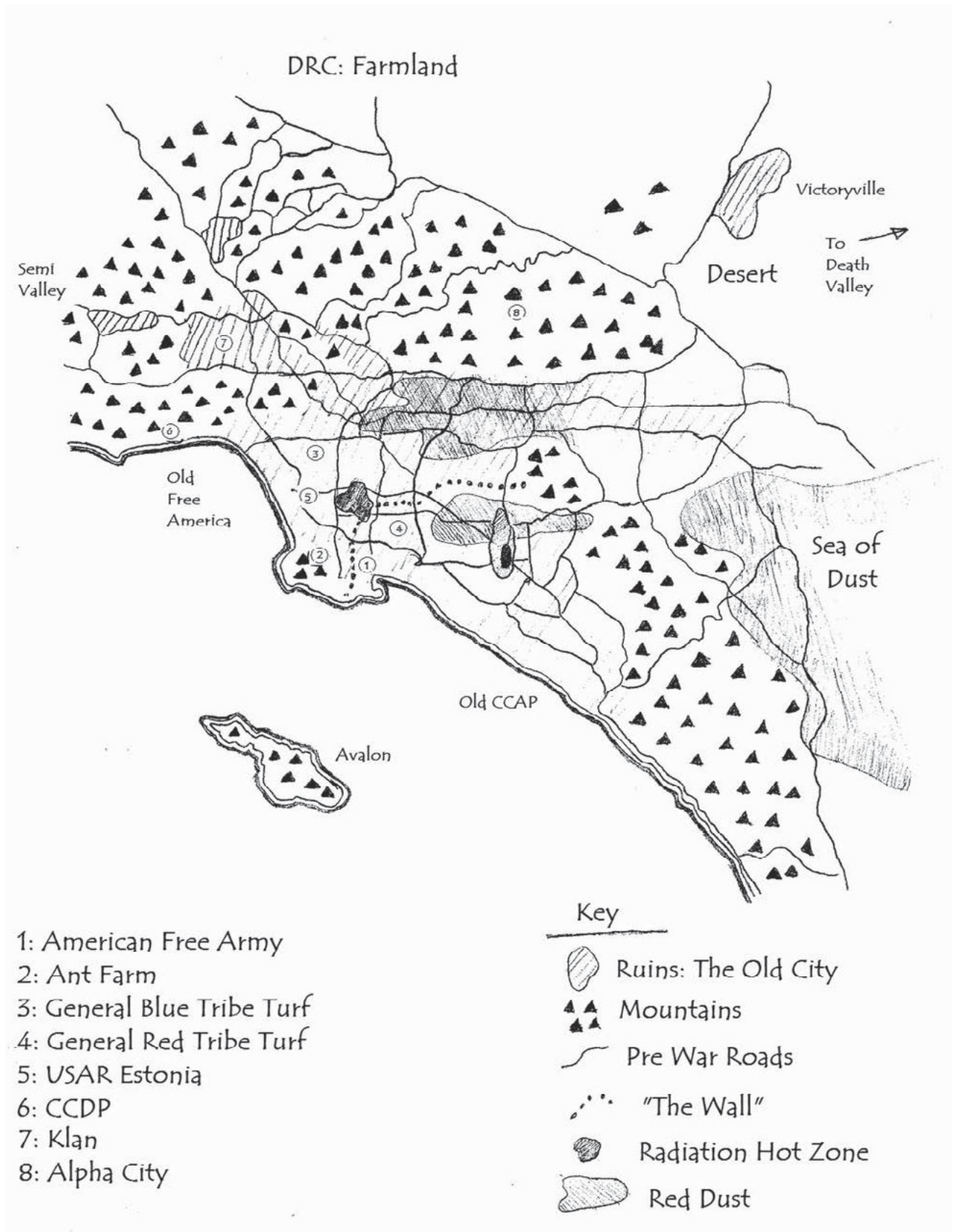
GW2: Global War 2

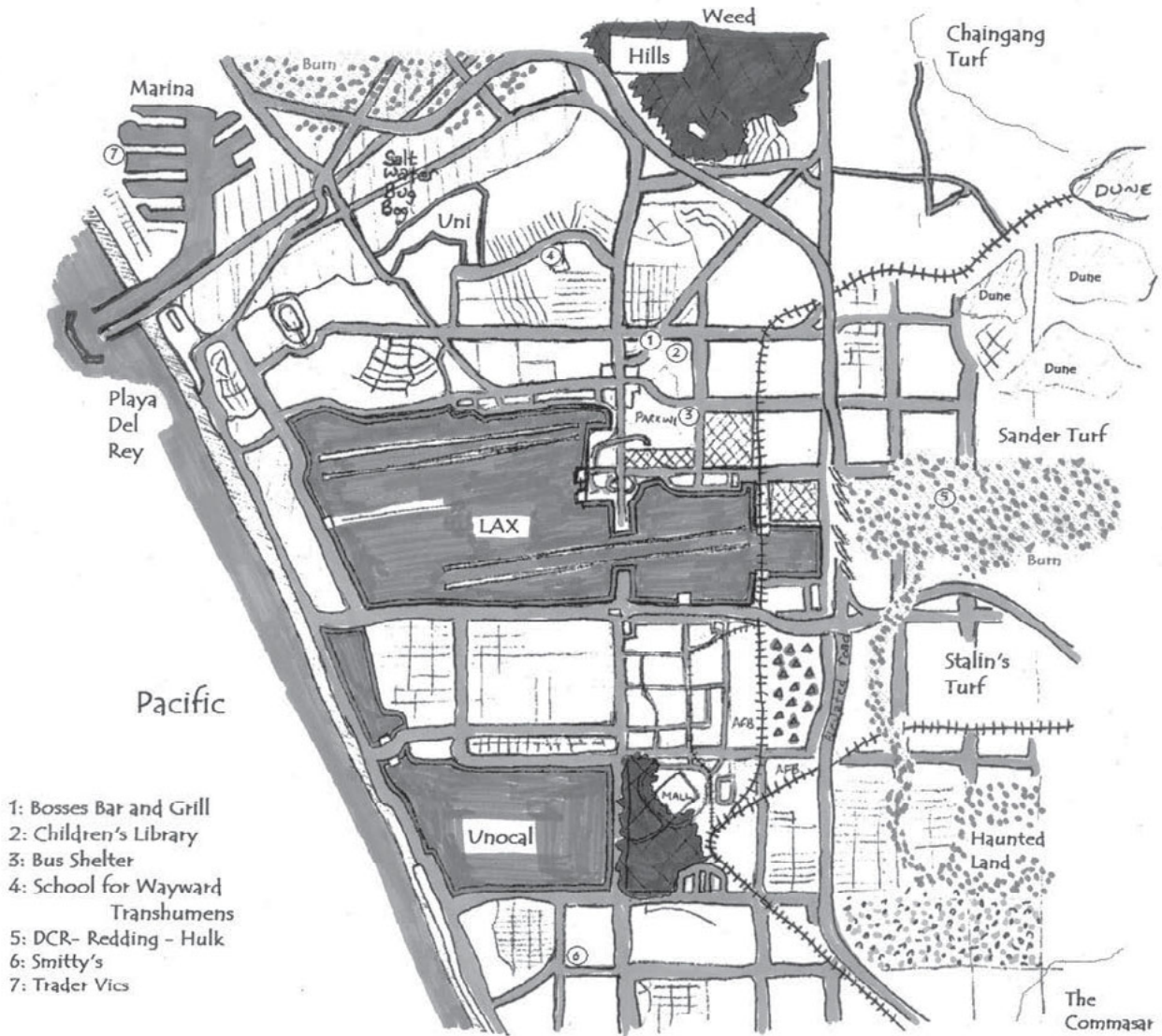
PLA: Peoples Liberation Army

RCA: Reformed Church of the Apocalypse

UASR: Union of American Soviet Republics

USOF: United States Occupying Forces









BASIC ROLE PLAYING

# Rubble and Ruin Character Sheet

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race \_\_\_\_\_ Profession \_\_\_\_\_  
 Culture \_\_\_\_\_ Handedness \_\_\_\_\_  
 Gender \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Distinctive Features \_\_\_\_\_  
 Background \_\_\_\_\_

**CHARACTERISTICS & ROLLS**

**STR** \_\_\_\_\_ Effort Roll \_\_\_\_\_ %  
**CON** \_\_\_\_\_ Stamina Roll \_\_\_\_\_ %  
**SIZ** \_\_\_\_\_ Damage Bonus \_\_\_\_\_  
**INT** \_\_\_\_\_ Idea Roll \_\_\_\_\_ %  
 **POW** \_\_\_\_\_ Luck Roll \_\_\_\_\_ %  
**DEX** \_\_\_\_\_ Agility Roll \_\_\_\_\_ %  
**APP** \_\_\_\_\_ Charisma Roll \_\_\_\_\_ %  
 MOV \_\_\_\_\_ Current MOV \_\_\_\_\_

**PORTRAIT**

## SKILLS

**COMMUNICATION**

Bargain (05)  
 Command (05)  
 Dog Handling (10)  
 Disguise (01)  
 Etiquette (05)  
  
 Fast Talk (05)  
 Language, Own (INT x5)  
  
 Language, Other (00)  
  
 Perform (05)  
  
 Persuade (15)  
 Teach (10)

**MANIPULATION**

Art (05)  
 Craft (05)  
  
  
 Demolition (01)  
 Fine Manipulation (05)  
  
  
 Food (15)  
 Heavy Machine (01)  
  
 Repair (15)  
  
  
 Slight of Hand (05)  
 Technology (Age -20)

**MENTAL**

Appraise (15)  
 Dirt Farming (25)  
 EMT (00)  
 First Aid (30)  
 Gaming (INT+POW)  
 Health Care (00)  
 Knowledge (05)  
  
  
 Literacy (Age -20)  
 Physician (00)  
 Science (01)  
  
  
 Strategy (01)  
 Surgery (00)  
 Strategy (01)  
 Technical (05)  
  
  
  
 Trauma Medicine (00)  
 Wilderness Skill (10)

**PERCEPTION**

Insight (05)  
 Listen (25)  
 Navigate (10)  
 Research (25)  
 Sense (10)  
 Spot (25)  
 Track (10)

**PHYSICAL**

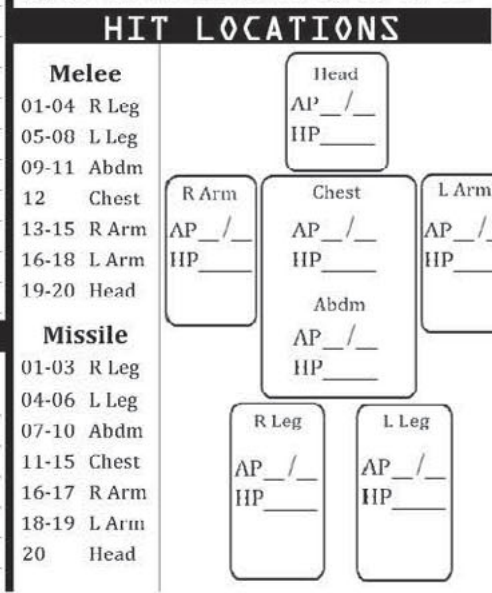
Climb (40)  
 Dodge (DEX x2)  
 Drive (20)  
  
  
 Hide (10)  
 Jump (25)  
 Pilot (01)  
  
  
 Ride (05)  
  
  
 SCUBA (05)  
 Stealth (10)  
 Swim (25)  
 Throw (25)

**COMBAT**

Brawl (25)  
 Martial Arts (00)

**HIT POINTS**

Dead: (- \_\_\_\_\_) 0 1 2 3 4 5  
 6 7 8 9 10 11 12 13 14 15 16  
 17 18 19 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35 36 37 38



**WEAPONS**

weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/> Brawl		1d3+db (cr)	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple		special	touch	1	close	2h	n/a





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# Index

- Abbreviations 116
- Actions in Cars 53
- Adventure: The Race 88-99
- Adventure: The Vent Fan 79-87
- Age Effects 40
- Alpha City 10
- American Free Army 10
- Androids, *see* Robots, Android
- Ant Farm 10
- Avalon 11
- Baker's Dozen *Kasbahs* 61-63
- Barter Stores 42
- BEP Laborer 18
- Bestiary 72
- Big Push 6-7
- Big Rats 13, 72
- Biologically Engineered Pseudohumans 18
- Biomodifications 9, 35
- Blue Tribe 11
- Body Attunement 37
- Bone Yards 12
- Boss's Bar and Grill 67
- Botlands 12
- Bug Bogs 12, 66
- Building Integrity 63-64
- Caliber 44
- Cars 47-55
- CACP Estonia 11
- Chassis 47
- Children of Avalon 11
- Chud 13, 72-73
- Citizens Civil Defense Program 10
- Cold Sleep 9
- Combat BEP 18
- Commissar 11
- Confederate States of Southern America 8
- Continental Siege Units 10
- Control Rolls, Vehicle 52
- Coven 70-71
- Cross Powers 37
- Cultures 16
- Cyberware 10, 34
- Damaging Vehicles 54
- Democratic Republic of America 10
- Describing a Firearm 44
- Describing the Ruin 63
- Dogs 56, 107
  - Dog Handling 31, 56
  - Dog Handling Modifiers 57
  - Dog Packs 13, 72
  - Physical Attributes 56
  - Superior Senses 56
  - Training and Handling 56
- Dragon's Teeth 12
- Dust Sea 12
- Dust Storms 13, 65
- Dweazel's Damned 69
- Ecoweapons 10
- Emdees 11
- Enclaves 16
- Enigmas 100
- Equipment 104-119
  - Armor 115-116
  - Batteries 110
  - Bullets 104
  - Clothes and Armor 105
  - Common Tools 104-105
  - Containers 106
  - Dogs 107
  - Electronics 110
  - Em-Pockets 114
  - Explosives 107
  - Food 106
  - General Gear 104
  - Illumination 106
  - Lasers 111
  - Light Sources, *see* Illumination
  - Medical 107
  - Melee Weapons 107, 119
  - Miscellaneous 109
  - Musical Instruments 109
  - Nanites 111
  - Pistols 117
  - Popular Pre-Fall Items 113
  - Psionic Nanites 112
  - Rifles and Shotguns 118-119
  - Sample Cars 109
  - SCUBA Gear 112
  - Sensors 112-113
  - Shields 107
  - Stable Tailored Catalysts 112
  - Transportation 109
  - Trinkets 113-114
- ESP 36
- Eugenics 19

- Failings 39
- False Peace 6
- Features, cars 48
- Feral 17
- Firearms 23, 44-47
- Firearms Checks 21
- First Church of the Apocalypse 8
- First Global War 6
- Form, Firearm 44
- Free America 8
- Friendly Swap Meet 42
- Game Balance 66
- Game Options Assumed 16
- Gear, *see* Equipment
- Giant Roaches 13, 74
- Harvesters 11
- Heat 13, 65
- Hot Zone (plague) 13
- Hot Zone (radiation) 13
- Infantry Bots 76
- Kasbah* 8, 14
- Kasbah* Codes 14
- Kinetics 36
- King Rats 72
- Klan 11
- Little Ice Age 7
- Logan 11
- Looted Statistic 64-65
- Lords of Dogma 11
- Lose of Control 52
- Lunies 12
- Magazine 46
- Making a Vehicle 47
- Maniacs 13
- Maximum Safe Speed 51
- Megarats 72
- Monsoons 13, 65
- Mundane Powers 38
- Nanopsionic Shields 101-102
- Nanopsionics 10, 35, 112
- Nanotechnology 10, 111
- Nature Gone Wild 65
- Nixies 8, 9, 29
- Overdriving 51

## Bonus Step 6

*Rubble and Ruin* has not been play tested against the optional Step 6 in character generation, but the following is offered for interested GMs.

- 1 Solve problems by means of physical force and brawn. Give 20 skill points each to Brawl, Climb, Dodge, Grapple, Insight, Jump, one Ride or Drive, Sense, Stealth, Swim, Throw, and any two Combat skills.
- 2 Technique, craft and expertise are the secrets to success. Give 20 skill points each to Appraise, any one Craft, Disguise, Dodge, Fine Manipulation, First Aid (or EMT), any two Knowledge or Science, Navigate, one Ride or Drive, Sleight of Hand, Stealth, and any one Combat skill.
- 3 Outsmart opponents to gain advantage. Give 20 skill points each to Appraise, Bargain, Disguise, Insight, any two Knowledge or Science skills, Listen, Research, Sense, Spot, Stealth, any one Technical skill, and any one Combat skill.
- 4 Persuade others to work while making the decisions. Give 20 points each to Appraise, Bargain, Command, Etiquette (any one), Fast Talk, Insight, Perform, Persuade, Language (Own), Language (other), Perform (Rabble Rousing), Sense, and any one Combat skill.
- 5 Self-reliant and comfortable on your own. Give 20 points each to Appraise, Bargaining, Dirt Farming, First Aid or EMT, Food, Knowledge (Rubble), Navigate, Technology, two Wilderness specialty, and two Combat skills.
- 6 Understanding technology and restoring it is the secret to success. Give 20 skill points each to Craft (Electrician plus one other), Literacy, Knowledge (History), Repair (Electronics, Automobile), Research, Science (Advanced Technology, General), Technology, Technical (Basic Engineering, Computers, Fuel Production), and one Combat skill.
- 7 Alertness and understanding what is happening around you is the secret to survival. Give 20 skill points each to Insight, three Knowledge (Region or Group) skills, Knowledge (Rubble), Listen, Literacy, Science (General, Meteorology), Spot, Technology, Track, and one Combat skill.
- 8 Avoiding conflict is the secret to survival. Give 20 skill points each to Disguise, Dodge, Etiquette (Rubblewise or players choice), Fast Talk, Hide, Insight, Language (Own), any two Language (other), Perform (Act), Persuade, Stealth, and one Combat skill.

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People's Liberation Army 8  
Picking the City 60  
Pirates of Avalon 11  
Police Bots 76  
Power Plant 48  
Professions 26-30  
    Bookworms 26  
    Clerk 28  
    Craftsman 28  
    Dirt Farmer 27  
    Doctor 30  
    Drifter 29  
    Engineer 30  
    Entertainer 29  
    Escaped Slave 29  
    Exotic Origins 30  
    Expert 28  
    Explorer 28  
    Grease Monkey 27  
    Holy Man 27  
    Hunter 29  
    Inhabitants of Enclaves 28  
    Inhabitants of the Ruin 29  
    Mechanic 28  
    Medic 27  
    Mole 27  
    Nixie 29  
    Pilot 30  
    Sailor 27  
    Scavenger 29  
    Scientist 30  
    Scout 29  
    Servant 28  
    Soldier 29  
    Technician 30  
    Thief 27  
    Tough 27  
    Trader 28  
    Ubiquitous Professions 26  
    Wilds 29  
    Wizard 28  
    Yammerhead 28  
Prospectors 7, 13  
Psionic Nanites 36  
Quality, firearm 46  
Races 10, 18  
Rat Swarms 13, 72 (big rats)  
Rat Town 11  
Rattle Snakes 13  
Razors 12  
Recovering PSI Strength 36  
Red Dust Storms 13, 65  
Red Tribe 11  
Reformed Church of the Apocalypse 9  
Relative Speed 52  
Repairing Vehicles 54  
Risk 43, 45  
Risk Modifiers 46  
Robot Characters 77  
Robot Powers 77  
Robot Tanks 78  
Robotic Security 74-75  
Robots 10, 13, 74-78  
Robots, Android 75-77  
Rubble 12  
Rubble, High 12  
Rubble, Low 12  
Rubble, Razor 12  
Rubblepedia 8  
Sample Groups 67  
Second Global War 6  
Security Bots 76  
Service BEP 18  
Shock Trooper Bots 76  
Shotguns and Range 46  
Skills 22-26, 31-33  
    Art 24  
    Artillery 23  
    Craft 24  
    Dirt Farming 31  
    Dog Handling 31  
    Drive 26  
    EMT 31  
    Energy Weapon 23  
    Etiquette 23  
    Fine Manipulation 24  
    First Aid 31  
    Food 31  
    Health Care 32  
    Heavy Machine 24  
    Heavy Weapon 23  
    Knowledge 24  
    Language 23  
    Melee Weapon 23  
    Missile Weapon 23  
    Parry 23  
    Perform 23  
    Physician 32

---



Pilot 26  
Repair 24  
Research 26  
Ride 26  
Science 24  
SCUBA 32  
Surgery 32  
Technical 24  
Technology 33  
Trauma Medicine 33  
Wilderness 26, 33  
Sleepers 17  
Spacing, Vehicles 52, 55  
Special Features, Firearms 46  
Starting Equipment 21  
Submariners 17  
Swapping 42  
Telepathy 37  
The Size of Cars 50  
Think Dogs 100-101  
Timeline 6  
Trade 41-43  
Trade Value 41, 46  
Transhuman: Brain 19  
Transhuman: True Human 19  
Tribes 11, 17  
Übber Rats 20  
United American Soviet Republic 9  
United States Occupying Forces 9  
Using a Vehicle 51  
Using Psionic Powers 36  
Uslan 10, 23  
Utility Bots 75  
Vat Jobs 17  
Vehicle Combat Example 55  
Vehicle References 47  
W13 Psi-Beasts 100  
Weed 12, 65-66  
White Dust Storms 13, 65  
Who Can Drive 54





# RUBBLE & RUIN

...

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