

RPGObjects Presents:

Darwin's World

by Dominic Covey



Requires the use of the Dungeons & Dragons®
Player's Handbook, Third Edition, published by Wizards of the Coast®



DARWIN'S WORLD

Post Apocalyptic World Rules v2.0

Creator: Dominic Covey

Writer: Dominic Covey

Additional Writing: Chris Davis, John Shaw

Editor: Chris Davis

Additional Editing: John Jamieson, Chris Knall, Charles Rice, John Shaw, Wayne C. Tonjes

Cover Art: V. Shane

Interior Art: Dominic Covey, Storn A. Cook, V. Shane

Layout: Chris Davis, James Mathe

Character Sheet: John Shaw

Playtesters: Kevin Milhoan "Caoster", Mladen Spasic, Sergey Kushch, Percy Snyder, Will Nichols, Alex Kashyrin, Chris Covey, Jake Schwab, Mike Guild, Andrew Ma, Murat Beydere, and John Shaw.

The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com. Portions of this work are derived from the d20 System Reference Document.

From Dominic: Thanks to Chris Covey for numerous ideas and continued support of the Darwin's World project.

From Chris: Thanks to my wife, James Mathe, Tom Baleno, and the Darwin's World yahoo group.

DarwinRPG.com

Darwin's World is heavily supported by its official web site, www.DarwinRPG.com. Darwin's World was previously published in PDF format and sold via the web on RPGNow.com. This book is actually a collection of 3 smaller PDF books. At DarwinRPG.com you will find many resources such as maps, gazetteers, character sheets, as well as products only sold via the web.

Special Thanks to RPGNow.com

If it weren't for RPGNow.com, Darwin's World would have never been published. Check it out at www.rpgnow.com. There you can find many great independently created role-playing products, including additional Darwin's World sourcebooks.



OPEN GAMING LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Darwin’s World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Darwin’s Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Ferals, Primitives, Ritual Preservationist, the Ancients, Resentful, Degenerates, Ressurectors, Visionary Reinventors, Hedonists, Advanced, Good juju, Benders, Brethren, Brotherhood of Radiation, Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, Foundationist, the Movement, Paradise Believers, Ravagers, Savants, Doomriders, Brethren Follower, Brotherhood Force Master, Cartel Trademaster, Foundationist Paladin, Juju Doctor, Sister of the Desert, Death Sentinel, Doom Harvester, Ethereal Flyer, Fraxx Steed, Gront, Heliogryphs, Mutagon, Othdyont, Plague Zombie, Purple Angler, Slime Mole, Shadow People, Utran.

Designation of Open Gaming Content: The following sections of Darwin’s World are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects®.

Chapter 1: All the text under the CORE RULE CHANGES is open content. The rest of the text is closed.

Chapter 2: The level adjustment rules are open content. All the breeding (i.e. Human Racial Traits) and background (i.e. Feral Traits) traits are open content. All other content is closed.

Chapter 3: All the text under GAME RULE INFORMATION is open content. All the class tables are open content. All other content is closed.

Chapter 4: All new Skills and Feats are open content. All the listed unlang terms are product identity.

Chapter 5: The sections titled Mutation costs, Neural Mutations, Disguise note, 1st Generation Mutations, 2nd Generations Mutations, 3rd Generation Mutations, Mutations and Defects are open content. The introductory and “What is a Mutation” sections are closed content.

Chapter 6: The text and tables of the entire chapter are open content.

Chapter 7: The text and tables of the entire chapter are open content.

Chapter 8: The text and tables of the entire chapter are open content.

Chapter 9: The entire chapter is closed content.

Chapter 10: All the text under GAME RULE INFORMATION is open content. All the class tables are open content. All other content is closed.

TABLE OF CONTENTS

Open Gaming License	2	Arcanum	60
Chapter I: Introduction	4	Gizmos	63
Timeline	4	Advanced Weapons	69
A Physical Overview	4	Directed Energy Weapons	73
Core Rule Changes	6	Mass Drivers	77
Chapter II: Race	7	Particle Beam Weapons	79
Breeding	7	Grenades and Explosives	81
Humans	7	Advanced Armor	85
First Generation Mutants	8	Vehicles	88
Second Generation Mutants	9	Combat	89
Third Generation Mutants	10	Movement	90
Background	11	Modifications	91
Ferals	12	Chapter VIII: General Dangers	93
Primitives	12	Chapter IX: The Twisted Earth	95
Ritual Preservationists	12	Adventure Locations	95
Resentfuls	13	Major Groups	96
Radicals	13	Joining A Group	100
Degenerates	14	Trading Establishments	101
Resurrectors	14	Legends, Myths, and Famous Places	102
Visionary Reinventors	14	Chapter X: Prestige Classes	108
Guardians	15	Brethren Follower	108
Hedonists	15	Brotherhood Force Master	109
Advanced	16	Champion	111
Chapter III: Classes	17	Cartel Trade Master	112
Guardian	17	Demolitions Expert	113
Raider	19	Foundationist Paladin	113
Scav	21	Juju Doctor	116
Thinker	23	Mech	117
Trader	26	Ranger	119
Chapter IV: Skills and Feats	29	Road Warrior	120
Skills	29	Sister of The Desert (Amazon)	121
Feats	32	Symbiot	123
Chapter V: Mutations	35	Character Sheet	125
What Is A Mutation?	35	My Statistics	124
First Generation Mutations	36	My Stuff	126
Second Generation Mutations	36	My Mutations	127
Third Generation Mutations	36	My Story	128
Mutations	37		
Defects	44		
Chapter VI: Common Equipment	47		
What Can And Can't Be Bought	47		
Starting Gear	47		
Trade	47		
Common Goods	47		
Potions	48		
Weapons	48		
Armor	52		
Chapter VII: Artifacts Of The Ancients	53		
Artifacts	53		
Artifacts As Treasure	53		
Figuring Out Tech Items	54		
Junk Items	54		
Foodstuffs	56		
Good Juju	57		

CHAPTER I: INTRODUCTION

DARWIN'S WORLD

Darwin's World is a role-playing game set in the wild inhospitable world of mankind's ruin, decades after a series of devastating wars that brought the human race to the brink of extinction. In a world where radiation altered the very course of nature, mankind ceased to exist in its current form. Mutations and genetic variations are the edge separating a species from life and death.

In Darwin's World, only the fit shall survive!

THE TIME LINE

Darwin's World is set in an alternate reality, a world where certain historical events did not occur, and where others did. In Darwin's World, it all began at the close of World War II...

1945. World War II effectively ends with the detonation of the two atomic bombs on Hiroshima and Nagasaki. America, and much of the war-torn Western world, rejoices at the end of the long hard struggle for liberation.

1946-1952. Years of Regrowth. After World War II, the United States reverts to its isolationist policies, withdrawing from the rest of the world, which is desperately trying to rebuild after the war. During this period, the government of the United States tries to maintain a false facade through the years - the nuclear family, baseball and "Leave It To Beaver", good old Yankees, etc. Life at home becomes detached - no one knows Big Brother is twisting the truth about the outside world. Outside of America, the nations of the world are only slowly rebuilding, as countless minor wars are sparked over resources, division of the defeated German state, etc. Without America's presence (for better or worse) in world politics, the course of history proceeds down a much different path. A growing spite and jealousy of the average American's naivety and splendid way of life is felt by most foreign nations, who during this period live in absolute squalor and oppression.

1953-1973. Years of Bliss. Isolated America grows in strange new ways; advanced in some, dwarfed in others.

Technology advances at a phenomenal rate, but a dwarfed, insular culture shapes all products (it takes over 50 years for the culture of America to progress from the 40s to the 50s, though technology has advanced in leaps and bounds). Although the technology of the

world has reached futuristic proportions, everything has a distinct "aged" cast to it. America clings desperately to the "good-old days", forever seeking to live in the bliss of its war victories and economic abundance.

1974-1999. The growing industry of the insulated United States, combined with the massively-pollutive industries of the fragmented world outside, begin to take their effect. The loss of much of the world ozone layer forces the creation of biodomes, entire domed cities, and underground shelters across the country as part of a growing national program for preserving the American way of life for future generations to come. Though largely inhabited at first by groups seeking to "start anew", these domed cities and shelters soon become home to larger and larger populations as the ecology gets progressively worse.

2000-2010. Years of Entropy ("when things begin to break down"). America's self-interest and exceedingly naive way of life draws the envy of nations devastated during WWII and in the many foreign wars following that nightmarish war. As a result, America is invaded by a coalition of nations, including a Purist-Regrowth Germany, Neo-Imperial England, and the Great Communist Union of Asia. Nuclear war ensues as America struggles to contain, then eradicate, the menace to their dreamy world. Millions of Americans retreat to the fallout shelters, domed cities, and other long-term retreats, hoping to wait out the war in their relatively safe isolation. Those communities already in isolation fight to retain their identity and individualism; many seal themselves in deliberately to avoid the masses of refugees. Civilization breaks down.

2011 and beyond. Massive biological and chemical strikes waged by both sides during the Last War devastate the ecology worldwide. Continued and escalating nuclear exchange causes unexpected earthquakes and subtle, then drastic climatic changes. The gradual rise in world temperature causes the polar ice caps to slowly deteriorate, flooding massive areas of the earth in the coming years. Many domed cities along the coasts are soon destroyed in tidal waves. Earthquakes caused by colossal nuclear strikes decimate cities and entire regions. Many underground fallout shelters are simply swallowed by the

I do not know what weapons might be used in World War III, but I assure you that World War IV will be fought with stones.

- ALBERT EINSTEIN

The survivors will envy the dead.

- NIKITA KRUSHCHEV, ON WWII

earth. Those few secured shelters are now totally cut off from one another. Those hiding out within the complexes, afraid to emerge, remain within. As a result, many progress in strange directions - some advance, some crumble; some pockets give themselves over to hedonistic ways in their underground safety, while others wait quietly for the day they will return to the surface world.

The Present ... No one knows how long it has been since the fall of the "Ancients" - it could have been ten years ago, or over two hundred. No one is left to tell the tale. Although mankind's weapons didn't finish the job of exterminating the race directly, their lingering effects essentially did. The ruined world, unable to support mankind any longer, lets the race dwindle like a withered grape on a parched vine. The world is no longer man's domain. Those men and women who failed to reach the domes and fallout shelters are now long gone, their children having mutated over the generations, creating the various wild mutant races that now roam the earth.

A PHYSICAL OVERVIEW

Massive weapons of destruction - including but not limited to thermonuclear devices - were used in the final wars of mankind. These had the most immediate effect at first, devastating entire cities and states, not only igniting massive fires that burned for weeks but also spreading radiated clouds across the entire planet. This radiation would kill much of the life around the areas of impact, and retard or cause the eventual cancer-death of those even hundreds of miles from the impact areas.

Bioagents also played a role, being most effective after the nuclear strikes as humans (whose white blood cell count was drastically cut due to radiation poisoning) became weak and frail. The radiation also had the



unfortunate side effect of mutating the biological strains used against each side, making their control impossible. New and deadly plagues ran rampant, killing millions on both sides.

Chemical weapons were likely the least effective, but played their role as well, poisoning natural resources (the rivers that the homeless ran to for shelter and nourishment from the radiation fever were undoubtedly stricken with chemical poisons that turned their innards to mush in minutes). These chemicals, like radiation (and the lingering effect of mutated bioagents) still remain as pollutants in Darwin's World.

Nuclear detonations also served to literally blow holes in the atmosphere, incinerating moisture in the air and tearing entire rings in the ozone layer. Areas where more nukes were concentrated resulted in larger holes in the ozone, which further added to the ending of life in these areas and the mutation of what few beings managed to

escape through ultraviolet radiation.

The increased UV radiation permeating the planet's ecosystem from the countless nuclear holes caused a diminishing of most plant life, turning the world into a vast desert with little or no diversity. The elimination of the vast forests and plains allowed the hot high winds (the temperature having increased geometrically with each cluster of nuclear strikes) to ravage the land, carrying dust and sand with them. Soon, almost the entire world was buried in shifting, radiated dust carried by continent-spanning sandstorms.

The UV (and the chemical) effect also served to destroy the fragile marine ecosystem of the planet, and the first "species" to suffer near total extinction were phytoplankton of all kinds. The result - a vast reduction in the oxygen recycling capability of the planet.

With an increased worldwide climatic temperature, numerous holes in the ozone layer, the destruction (by fire and radiation) of almost all the world's forests and phytoplankton, Darwin's World can sustain only a heavy, sparse oxygen climate. This increased temperature also resulted in a worldwide diminishing of moisture, which dissipated the once ocean-covered surface to a handful of smaller poisoned seas which were forced to retreat to the lowest altitudes of the planet's surface. Evaporated water was not held in by the thinned and weakened atmospheric gravity, allowing minute quantities to escape into space over the decades. Former coastlines became the frontiers of vast deserts, and the seas that once provided life and sustenance are slowly vanishing over the decades, leaving only dry brittle sand in their wake.

All sorts of strange life forms have arisen in the aftermath of the great apocalypse nonetheless. The drastic mutative effects of gamma and ultraviolet radiations, as well as mutated bioagents, have created vast aberrancies in man and animal. Mental diminishing and physical mutation seem most common, especially as survival has come to rely mostly on strength and the ability to thrive in the hostile clime of desert and ruin. The population of the world (the very size of which brought about their own downfall) is now drastically reduced - war, plague, and poisoned environs reduced the world population to 1/100 of its former size. The sterility caused by radiation has further helped to ensure all life is dwindling, and dwindling fast. Although every generation at least one "breeder" is born, their ability to reproduce and restock the populace is unable to cope with the threats and hazards of the world climate. It is truly a dying planet.

CORE RULE CHANGES

In Darwin's World, there are a few changes to the core rules that better suit a more futuristic environment. The most notable changes to the basic format include:

- Race dictates the "breeding" of a basically human

survivor in the wasteland. Race determines the number of mutations and defects a character can (or must) choose.

- Character background ("origins") provides ability adjustments, instead of race, as well as starting money.
- Character classes are more ideally suited for a post-holocaust setting. The basic classes are *Guardian*, *Raider*, *Scav*, *Thinker*, and *Trader*.
- A number of "prestige" classes unique to the Twisted Earth's communities and setting have been included to give new players ideas of what exclusive groups and societies this world has to offer. These classes are contained in the *Denizens of the Twisted Earth* supplement.
- A few new skills have been added, a few others phased out.
- A few new feats have been added.
- Instead of magic items and spells, characters in this much less magical world have the opportunity to find and utilize fantastic objects of futuristic technology - laser weapons, plasma cannons, electronic gadgets, suits of powered armor, and batteries of non-magical drugs, chemicals, and explosives.

Combat rules have been altered only slightly from those specified in the Core Rules for futuristic campaigns. These adaptations are only suggestions, but basically claim the following:

- Basic weapons presented in the Core Rules are all *Simple Weapons*. This is done to better suit the basic format of the future-world, which puts stronger emphasis on more advanced weaponry.
- Modern-era weapons (such as firearms) are *Martial Weapons*.
- Advanced weapons (plasmas, lasers, etc) are *Exotic Weapons*.

In addition, certain weapons in these rules are categorized as *Normal*, *Automatic*, or *Rapid-Fire*. Specific rules apply to these special forms of weaponry.

- Unless specified, reloading any firearm or advanced weapon is a standard action.
- *Normal weapons* can, unless otherwise specified, attack more than once per round if the user has the ability to make multiple attacks.
- *Automatic weapons* permit the user to make an additional attack at her highest attack bonus, as if possessing the Two-Weapon Fighting feat (no modifier to the attack roll).
- *Rapid-fire weapons* permit the user to make two additional attacks at her highest attack bonus, as if possessing the Improved Two-Weapon Fighting feat (no modifier to the attack roll).

CHAPTER II: RACE

While the planet Earth is strictly a human world, the Fall of mankind and his ravaging wars of radiation have left numerous mutated species to rise and take over the reigns of conquest and dominance. In the Twisted Earth, Race is a combination of characters breeding and background.

LEVEL ADJUSTMENTS:

Both a character's breed and background have a Level Adjustment score. Level adjustments are designed to help balance level advanced. A Level Adjustment of +0 means a character advances levels normally. A Level Adjustment of +1 means a character advances more slowly. At +1, a character's effective level is one higher for the purpose of gaining experience. A character with a +1 level adjustment needs 3,000 experience to advanced to 2nd, 6,000 for 3rd level and so forth. A character's race and background are added together to determine the final Level Adjustment. A Level Adjustment may not be less than 0. At the GM's option, a character that would have a negative Level Adjustment may choose a bonus feat.

RACIAL BREEDING

Breeding is an extremely important feature of character identity in Darwin's World, as breeding dictates a lot about a character – not only his physical appearance and capabilities, but also the degree to which he has been “altered” (i.e. *mutated*).

HUMANS

(“Non-Mutants”, “Purists”, “Homo Sapien”)

These fortunate souls are a rarity in the radiated lands of Darwin's World - they are the few men and women who have somehow managed to avoid the slow curse of *mutation* over the decades. Communities secluded in forgotten biodomes, secured in sealed vaults, etc. come under this category. Having avoided the outside world in their sheltered communities, people from these areas start with no degeneration (or enhancement, for that matter) whatsoever.

Those players who chose to make humans should realize that these are people with *no mutations whatsoever*. In a world of rampant genetic modifications, degenerations, and enhancements, this is a potential weakness. Mutation allows the character an edge in surviving in the wasteland, while remaining “pure” has only limited gains. Still, unaltered humans do exist (though certainly a rare breed), and their special abilities are subtle but effective.

Personality: While long ago humans were the only breed of man on the Twisted Earth, they have long since lost their foothold on the world and become the outnumbered minority. Pure human enclaves are extremely rare, their very existence often believed “mythical”. Most humans

left alive are reclusive, seeking only to preserve their own genetic strength and stability through ruthless isolation. As such, most humans have a mind-set of wariness if not down-right racism towards mutantkind. Due to their squandered numbers and dwindling presence in the world, human communities typically prefer secrecy to conquest, and pick their battles carefully, engaging only if they must.

Physical Description: Simply put, humans run the gamut from roughly 5 feet to 6 feet in height, with weight ranging from 125 to 150 pounds, though prolonged starvation often decreases both attributes. Skin shades run the entire natural range: nearly black, very pale, etc. Humans typically attempt to preserve the legacy of their forefathers (the Ancients) in manner and dress, fiercely clinging to customary clothing and mannerisms.

Relations: Humans are a widely feared and worshipped people. They are so rare that they are often believed to be no more than a “fairy tale”, having been replaced by rampant mutantkind the world over. Often, however, human communities are xenophobic or ruthlessly racist (attempting to re-take the world that was once theirs), so generally speaking humans are hated and not trusted throughout the Twisted Earth.

Alignment: In this day and age, humans tend to lean strongly towards lawful alignments, though the actual interpretation beyond this is often open for colorful interpretation. Almost universally humankind believes in the rule of law, and chaotic movements are often neatly dealt with to prevent the spread of anarchy. Persecuted and hated by mutantkind, their only strength is in their knowledge and organization.

Human Lands: Humans are not known to hold any traditional region of the Twisted Earth, though certainly once upon a time the entire planet was theirs to rule. Now, however, their presence is all but erased, lost in the sand and dust of time and war.

Still, rumors persist that humans cling to some legendary sites, perhaps areas that were important to their people in ancient times. These include the hearts of old ruined cities, or the legendary “fallout shelters” and “domes” thought abandoned throughout the desert.

Language: Humans of the Twisted Earth typically speak Ancient, or at least a bastardization of that venerable tongue, hardly changed by their years of isolation from the savages of the world. Some groups are known to employ Trade for dealings with what few outsiders they contact, but this is uncommon.

Names: Human names generally resemble the names once used by the Ancients, since human groups almost universally attach themselves proudly to their lost heritage. Names such as “John”, “Steve”, “Robert”, are typical of this race. Last names are also identical to those before the Fall, though some variations have been known (examples might include “John Far-Shot”, or “John Mutantslayer”).

Adventurers: Human “adventurers” are uncommon to say the least. Being weaker than the mutants outside their secret enclaves and hideouts, a lone human stands little to no chance of surviving in the Twisted Earth. Still, some humans do choose to leave, for any number of reasons; one might seek to find a new home for his people, or secure a new source of dwindling stocks, or she might be sent as a scout to keep tabs on the mutant communities in the area and ensure they pose no “threat” to her human brethren.

Human Racial Traits

- **Medium-size:** As Medium-size creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- 1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable.
- **Medical Compatibility:** Humans never run the risk of complications with medicines or medical devices due to a changed body form.
- **Fertile/Potent:** Intact humans are considered priceless as slaves and concubines, since they maintain the ability to reproduce where so many other mutants have lost this due to radiation exposure. Humans start with the *Fertile/Potent* feat for free.
- **Level Adjustment:** +0

FIRST GENERATION MUTANTS

(“First Gen”)

The first generation of mutantkind is by far the worst off. Persons from the ranks of the “first generation” are most often mutants whose parents were non-mutants poisoned or radiated before or during the course of pregnancy. Radiation or chemical poisoning often results in useless and deformed mutations (i.e. *defects*), making life difficult for the fledgling mutant. In some cases, however, first generation mutants may develop mental mutations of the most basic nature (*telepathy, telekinesis, etc.*).

Medicines of the Ancients were tailored to human bodies, and first gen mutants are pretty close - they will probably affect you the same as they would humans. This is a huge plus when healing meds are concerned. Those of successive generations will suffer odd effects from medicines and drugs tailored for human-kind ... sometimes incapacitating or even fatal!

Personality: First generation mutants, often as not, are outcasts of their own people. Generally speaking, mutants of this kind most likely originated from a pure human community, only to show (at birth, or later on in life) the beginnings of mutation in his physical body. Shunned as being “changed”, the mutant is most often run-out (if not “mercifully” killed at birth) and left to fend for herself in the wilds. Such ostracism tends to leave characters of this

type detached and hard-natured, prone to a ruthless and pragmatic demeanor. Survival becomes the key to her existence, not love of fellow man or loyalty to any given community. Oftentimes, the actual physical pain of her own mutated form turns the first generation outcast into an awful, vengeful villain...

Physical Description: First generation mutants typically resemble their forefathers in shape and size, though mutation often makes slight or subtle alterations – hard to distinguish from humans by more mutated specimens, but easily spotted by pure humans with disgust. Example features might include mottled or discolored skin, thin or patchy hair, additional digits (fingers or toes), etc.

Relations: Most mutants of the first order tend to be loners, drifters, and survivors, tending to favor a solitary existence of reliable loneliness to the company of others, whether human or mutant.

Alignment: Virtually any, though neutral outlooks prevail among such alienated peoples, who typically hold no loyalty for any cause or community.

First Generation Mutant Lands: Certainly none. First generation mutants are never organized, since they are quite rare (as stated, most are killed at birth to prevent the spread of mutation through breeding), and their own demeanor usually prevents them from bonding for long with others.

Language: The language spoken by a first generation mutant can vary, depending on when and how he came to be excluded from the humans of his home society. Some possess a working knowledge of Ancient ways and customs (and language), while others only remember their birth-home with bitter memories and choose to start anew. These latter typically indulge in the Unislang or Gutter Talk of the wasteland to get by.

Names: A first generation mutant will typically carry a true human name, though terrible and hurtful nicknames are often tied to her as well. Examples might include “Jim The Hunchback”, or “Ralph The Retard”.

Adventurers: First generation mutants are typically scavengers, pure and simple, though sometimes one will find himself in a community where he will sell his services as a guide, hunter, or even bountyman. Since such mutants generally consider no one place “home”, they are by far the most “adventurous” breed of all.

First Generation Mutant Racial Traits

- **Medium-size:** As Medium-size creatures, first generation mutants have no special bonuses or penalties due to their size.
- First generation mutant base speed is 30 feet.
- **Medical Incompatibility:** First generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A first generation mutant must make a Fortitude save (DC depends on the drug taken) at no modifier to resist an Incompatibility result.

- Mutations: These forerunners of mutant-kind receive the weakest mutations, with an inordinate number of possible inborn defects. First generation mutants may spend up to 4 points of mutations (see chapter 5).
- Defects: First generation mutants must take an equal number of points in defects (to a minimum of 1 point, even if no mutations are taken).
- All mutants receive Concentration as a class skill.
- Level Adjustment: +0

SECOND GENERATION MUTANTS

("Mutants")

The so-called "second generation" of mutants are those whose parents were early mutants themselves, whose deformities have now become useful, evolved *tools* (for example, a mother's limp, finger-less arm has evolved into a prehensile tentacle in her offspring). Mutants of this order are by far the most common in the wastes, their predecessors having survived against the odds to create a stronger, healthier generation. Second generation mutants run a wide range of shapes, sizes, and colors, combining all manner of bizarre, useful, or simple grotesque mutations and body changes.

Throughout the remains of the Twisted Earth, mutants have risen to retake what was once the world of a great and venerable species – humankind. Small settlements of wood and brick rise from the hollow shells of ancient cities, now populated by deformed and changed species of all kinds. The second generation has proved worthy and multiplies slowly, their numbers gradually increasing despite the retardation of reproductive ability in most of their kind.

Personality: The actual personality of a second generation mutant is by far the most open to player creation. Second generations are the majority species of this world, though they themselves compose a vast collage of types, forms, and aberrations. Some remain as outsiders and desperate survivors in the dry deserts and mountains, while others realize that their future is now and have come together to form communities, settlements, even cities. There are good among them, and certainly the bad, with mutants seeking to re-establish law and peace, or others wishing only to prey off the weak for all eternity.

Physical Description: The physical appearance of a second generation mutant is entirely dependent upon her mutations. Generally speaking, however, second generation mutants usually resemble their human ancestors at least in shape and size – though again, this also can vary.

Relations: Being the vast majority of peoples struggling for survival in the wastes, mutants of this order must learn to tolerate each other, if not other races. Though one community of second generation mutants may look like an entirely different breed than the next, they often work hard to put aside their prejudices, at least for the sake of

trade and peace. Still others defy this general "law" of the wasteland, and instead seek to make their own race dominant among all the peoples of the earth.

Alignment: Any, though certainly influenced by origin and upbringing. Chaotic alignments certainly prevail, even in communities seeking a "lawful peace", since the survivors of the Fall have very little concept of stable rule beyond the most brutal and ruthless totalitarianism. Many are neutral, seeking peace only for the sake of trade (and the betterment of their own), while large masses are, in fact evil-natured (using their mutative abilities as predators to prey off the weaker specimens of the land).

Second Generation Mutant Lands: As said before, mutants of the so-called "second generation" persist throughout the Twisted Earth, wherever life has a chance to survive. Several famous communities exist where second generation mutants make up the majority populace; these include the legendary Free City of Styx, the brutal rabble-infested Barter Town, and the hub of desert trade, Free Water. Still many others are known (or rumored) to exist all over the desert, connected by fragile trade routes served by the rare water or food merchant plying the sands.

Language: Second generation species typically speak a tongue known as "Unislang", which is a badly degenerated form of Ancient (English). Such a language is kept fresh in the minds of these people in old road signs, highway markers, or billboards seen among the ruins they inhabit. Though a hodge-podge of slang and rhymes (to make it easier to remember, for the less intellectually-inclined mutant), the various forms of local Unislang can be deciphered by anyone with at least some patience.

Names: The second generation of mutantkind have, almost universally, cast off the raiments of their human ancestry and begun to invent their own names, nicknames, and regal family houses. Names can be virtually anything, from sounds the individual is known to make (for instance, "Cuff The Sickly", or "Hack The Mustard-Spitter"), to descriptive tags ("Ugly", "Girth", "Scale", "Razor-Jaw", etc). Some mutants of this type instead try to pluck names from the Ancient buildings and signs they see, considering such a title more "regal". It is not uncommon to have mutants named after car companies, popular cigarette brands, candy bars, etc.

Adventurers: Second generation mutants can seek adventure for a number of reasons, including searching for new supplies for her people, seeking to explore uncharted or unknown regions for expansion, or simply for personal gain, pleasure, and profit.

Second Generation Mutant Racial Traits

- Medium-size: As Medium-size creatures, second generation mutants have no special bonuses or penalties due to their size.
- Second generation mutant base speed is 30 feet.
- Medical Incompatibility: Second generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A second generation

mutant must make a Fortitude save (DC depends on the drug taken) at -2 to resist an Incompatibility result.

- **Mutations:** Several steps down the evolutionary ladder, among the so-called “second generation” early mutations have turned from stunted attempts at growth to full-blown physical changes. Mutants of this generation may spend up to 10 points (see chapter 5).
- **Defects:** Second generation mutants must take an equal number of points in defects (to a minimum of 1 point, even if no mutations are taken).
- All mutants receive Concentration as a class skill.
- Level Adjustment: +1

THIRD GENERATION MUTANTS

(“Neo-Humans”, “Super Mutants”, “Homo Super Sapien”)

The members of the “third generation” are also known as “neo-humans” or “super-mutants” - mutants who have fully evolved in more advanced ways than any of their predecessors. Though few third generation mutants actually exist in any number (or so it is believed, anyway), those that do possess mutations that are by far more advanced than mere deformities or primitive additions to the human anatomy. Full mental powers - awakened by agitated evolution - as well as strange new bodily features, create completely new species of creatures that will no doubt one day repopulate the radiated earth, dominating their lesser cousins (perhaps even the few remaining human enclaves) into servitude.

Third-Gen Mutants are considerably better off than the other mutant races, as their mutations are fully developed. In addition, certain powerful abilities, dormant or non-existent in other species, may be awakened or developed in these highly-evolved beings.

Personality: Third generation mutants are of a breed of new beings (of all manner of bizarre and mind-boggling colors, shapes, and body forms) that are certain to inherit the earth. They are the end product of mutation, the refined spawn of the radiation that wiped out man from his own planet. Having bred out the deformations and useless aberrancies of their predecessor generations, those who have been born into this fold are a truly rare – but blessed – kind. This is not often lost on third generation mutants, who almost universally hold themselves to be the inheritors of the Twisted Earth. Given powers and abilities beyond any other race, they are often arrogant, unforgiving, and restless creatures that seek only to take from the lesser species. They are truly a force to be wary of...

Physical Description: Absolutely no generalization of the third generation’s abilities or appearance can rightly be made, since they are only now beginning to appear. However, unlike many mutants before them, when a

family of third generation mutants breeds, their offspring are identical to their parents, and thus entire clans, groups, or societies of the same makeup are the rule.

Relations: Aggression, oppression, domination, and ruthless tyranny are rampant among those few species that call themselves “third generation”. Borne with an ingrained sense of superiority over both their petty mutant ancestors (first or second generation), and a hatred or jealousy of the Ancients who they now think inferior, they know no rival among the races of the world. As such, communities of third generation mutants are often unable to even consider peace or coexistence with lesser people, unless they of course are the dominant ruling partner (in other words, on top of the heap). More likely, third generation societies seek only to conquer, plunder, and exterminate the inferior breeds of the earth.

Alignment: Almost universally speaking, third generation mutants are at least, to some degree, lawful - and most likely evil as well. The lessons and wisdom of the Ancients is not lost on even these arrogant people, who realize that law and order means power and stability. Most third gen peoples are well-organized and motivated to see their race conquer the world, and thus accept laws and codes of behavior as necessary to their own survival. Still, their own hate (or at the very least, distrust and disdain) of others often makes them unfeeling and unrepentant towards what would otherwise be considered atrocious behavior.

Third Generation Mutant Lands: A number of lands are known to be inhabited by hateful and war-like third generation races all over the Twisted Earth. These are, invariably, dangerous places to visit, since intrusion upon such “neo-human” lands is seldom tolerated. Known examples include the great “sorcerer-priests” of the Savant Empire of the Grass Plains (in what was once Texas-Arkansas), the mutant arachnids of the insect Hive-city of Old Los Angeles, and the vast jungles of the distant South where serpent-men and intelligent apes are known to rule with absolute hatred of humankind and the curse it left on the earth.

Language: Most empires and communities attempt, at some point, to develop their own language and written code, not only for the betterment of their own people, but also to set themselves apart from the savages of the world. Typically, though, some Trade is known among third generation communities (merchants are still vital, even to these arrogant races), and while Unislang is common, it is usually frowned upon as degenerate and “primitive”.

Names: Third generation names are certainly the most creative and unique, being borne of new languages and body types capable of strange noises and vocal utterances. Some names are completely unpronounceable to all but their own kind; others are simply nicknames taken or given for whatever reason.

Adventurers: Certainly uncommon, third generation “adventurers” would most likely be scouts for their own people, attempting to keep an eye on the pitiful races of



the world and looking for any possible threats. Others might be outcasts of their own race, harboring a grudge or vendetta against the powers-that-be, involving “lesser species” (i.e. fellow party members) in their affairs of revenge.

Third Generation Mutant Racial Traits

- **Medium-size:** As Medium-size creatures, third generation mutants have no special bonuses or penalties due to their size.
- **Third generation mutant base speed is 30 feet.**
- **Medical Incompatibility:** Third generation mutants are *changed*, and thus do not benefit as easily as humans from ancient medicines. A third generation mutant must make a Fortitude save (DC depends on the drug taken) at -6 to resist an Incompatibility result.
- **Mutations:** These far-flung descendants of man bear little if any resemblance to their human ancestors. Evolved from the shattered and broken survivors, they now possess fantastic mutations and physical alterations that enable them to thrive and multiply in the poisoned world. Mutants of this kind receive the most diverse and potentially powerful mutations.

The fact that they have evolved to adapt to a specific niche in the environment means that the defects they may choose will be specific weaknesses, not wild (or random) crippling changes. A Third Generation mutant *must* take 16 points worth of mutations (see chapter 5).

- **Defects:** Third Generation mutants must spend 10 points on defects (“racial weaknesses”).
- All mutants receive Concentration as a class skill.
- **Level Adjustment: +2**

BACKGROUND

Every character comes from somewhere, whether it was a civilized dome protecting the lost culture and technology of the Ancients, or a rugged desert community that rose (and perhaps vanished soon after) into the shifting desert sands. Was the character a feral boy, “brought up by wolves” (or the mutated equivalent), or was he raised in a sheltered, technological society that protected the remnants of Ancient technology before vanishing into history?

Each background has its bonuses, and the origins of a

character serve a number of purposes; first and foremost, they define him as a personality and set the stage for his behavior, beliefs, and ethical code. They also determine his knowledge, to what degree he understands technology, language, and culture - and the form in which it has become known to him (which will invariably be a little off-kilter from that known to the Ancients, even in the most advanced communities).

GENERIC ORIGINS

The following lists the major types of communities that characters can be from in Darwin's World. A colorful example (or two) of each kind of society is presented for flavor; the players should be encouraged to devise stories of their origins as well.

FERALS

This type level of technology indicates that the person originally had no home or community, and grew up among the ruins - alone. Such characters typically have no idea of the nature of the Ancients, the cataclysm, their culture, language, etc. Many such characters generally do not even know how to talk, and often employ scavenged finds in a bizarre manner (for instance, using a stop sign as a shield, or using a rifle as a club instead of firing it). Characters of this tech level generally have no concept of compassion or mercy, being solely concerned with survival.

Examples might include a child who was born and grew up alone after his parent(s) died of disease/starvation in the wasteland, or a child from a more advanced community whose caravan was raided and destroyed when the character was still a child; he was forced to grow up in a harsh world, unaware of his true origins/birthright which might exist somewhere in the desolation of mankind's aftermath.

FERAL TRAITS

- +2 Strength, +2 Constitution, -1 Intelligence, -2 Charisma. Characters of a feral background lack the education and social graces of those raised in communal settings.
- Feral characters may purchase Animal Empathy as a class skill. They also receive a +2 bonus to Handle Animal, Hide, and Wilderness Lore checks.
- Feral characters are proficient with all Simple Weapons.
- Favored Class: Scav.
- Race: Any.
- Automatic Language: None. Additional Languages: Unislang.
- Level Adjustment: -2
- Starting Money: 5d4 x 10 corium pieces.
- In addition to basic equipment, a Feral character may use his starting money to buy from the *Junk Items* and *Foodstuffs* categories in *Artifacts of The Ancients*.

PRIMITIVES

The character comes from a primitive community, usually dominated by a central family figure or a group of close-knit family heads. Technology is generally limited to what a man can do with his bare hands to his surroundings (animal skins for clothes, stones as tools, etc.) and without the aid of advanced tools. Whatever shelter was used for the community was probably a cave, though any shell of the Ancients might have been used instead (though certainly there was no knowledge of its former use). Warriors typically form the upper ranks of such a community, as they alone ensure the survival of the community. Other pursuits not related to community survival are frowned upon as wasteful and capricious - science and non-religious art is considered worthless.

Examples might include a character from a tribe that was destroyed by raiders, either seeking revenge from those who did it, or seeking to discover the marvelous world that exists out there. Or a tribal character sent on a quest to ensure the survival of his tribe (find some legendary "magical" technology, etc).

PRIMITIVE TRAITS

- +2 Strength, -1 Intelligence. Primitive people breed primitive minds.
- Characters from a tribal background receive Animal Empathy as a class skill. He may take one Craft skill as a class skill; if already possessed as a class skill, he receives a +2 bonus to that particular skill. He also receives a +2 bonus to Handle Animal, Knowledge (local), and Wilderness Lore checks.
- Primitives are proficient with all Simple Weapons.
- Favored Class: Scav, Guardian.
- Race: First and second-generation mutants only.
- Automatic Language: Unislang. Additional Languages: Trade.
- Level Adjustment: +0
- Starting Money: 6d4 x 10 corium pieces.
- In addition to basic equipment, a Primitive character may use his starting money to buy from the *Foodstuffs* and *Good Juju* categories in *Artifacts of The Ancients*.

RITUAL PRESERVATIONISTS

Communities of this type understand the use of the technology of the Ancients, but have lost the understanding of WHY they work. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or artifacts of the past, and are sometimes even worshipped. Communities of this type are generally led by their scientists (who barely manage to keep such technology running to wow the masses). Technology that is damaged or destroyed cannot be replaced, as these

people only know how to use the stuff, not recreate it.

Examples might include a group of pirates who know how to operate an immobile ancient aircraft carrier off the coast, raiding the primitive local tribes with their unholy “flying machines” and inspiring fear/awe/worship. Or perhaps a survivor who learned (by reading a discovered piece of Arcanum) of the former Boy Scouts, and goes about the land in a similar uniform, redressing wrongs in what he believes to be the spirit of these long-lost “warriors of virtue”.

RITUAL PRESERVATIONIST TRAITS

- +1 Intelligence, -1 Wisdom. People of this kind are not too smart on their own, and are easily impressed by articles of flashy technology or operation. Still, their working knowledge of Ancient artifacts is a bonus.
- Ritualists receive a +2 bonus to Decipher Script and Knowledge (technology) checks.
- Preservationists are proficient with all Simple Weapons, and may take one Exotic Weapon Proficiency (of the character’s choice) for free.
- Favored Class: Scav, Thinker.
- Race: First and second generation mutants only.
- Automatic Language: Gutter Talk. Additional Languages: Unislang, Ancient.
- Level Adjustment: -1
- Starting Money: 5d4 x 100 corium pieces.
- In addition to basic equipment, a Ritual Preservationist character may use his starting money to buy from the *Junk Items*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

RESENTFULS

Groups such as this despise the Ancients for their mistakes and the destruction of the world, and now seek only to regress to a point they deem “natural” - hand-woven fabrics, natural weaponry, and more naturalistic tools. Groups such as this take it upon themselves either to shut themselves out from, or to actively eradicate, technology and pre-war culture.

Examples - A group who suffered greatly from the Fall, perhaps from biological warfare or mutation, and who have cast off the “curse” of technology by destroying all high-tech items, weapons, etc. Or a “druidic” cult that dwells in the wilderness in relative harmony with mutant plant and animal life, monitoring and protecting the wildlife from intrusion by technologically advanced groups.

RESENTFUL TRAITS

- +2 Strength, +1 Wisdom, -1 Intelligence. “Resentfuls” have forsaken the easy, convenient life of technology and gizmos for a more earthy, “honest” way of living.
- Resentfuls receive a +2 bonus to Animal Empathy

and Wilderness Lore checks.

- Resentfuls are proficient in all Simple Weapons.
- Favored Class: Scav, Guardian.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unislang. Additional Languages: Trade.
- Level Adjustment: -1
- Starting Money: 2d4 x 10 corium pieces.
- In addition to basic equipment, a Resentful character may use his starting money to buy from the *Junk Items* and *Foodstuffs* categories in *Artifacts of The Ancients*.

RADICALS

Communities of this type resent - with absolute bitterness - the destruction of civilization, mankind, etc. by the Ancients. Instead of fostering a worship of the Ancients, such communities actively seek to destroy remnants of their forefathers, who are blamed for blowing up the planet and creating mutation. Although they may use the technology of the Ancients to further their own ends, there is no love or admiration for the Ancients whatsoever.

Good examples include a chaotic and merciless group that fights constant war against others like it in the shell of an ancient city. Technology is hoarded wherever it can be found, and turned against anyone who trespasses on the community’s territory. Old locations of culture - city park, theater halls, and memorials - are now hunting grounds, gang headquarters, etc. Or perhaps simply a group of anarchist raiders who deliberately ruin any and every reminder of the past that they come across, from road signs to entire communities that shelter lost technologies.

RADICAL TRAITS

- +1 Strength, -1 Intelligence. Radicals live by violence, and violence weeds out the weak among them. Still, this policy also tends to limit technological advances and reconstruction efforts.
- Radicals are proficient with all Simple and Martial Weapons.
- Favored Class: Raider.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unislang. Additional Languages: Trade.
- Level Adjustment: +0
- Starting Money: 6d4 x 100 corium pieces.
- In addition to basic equipment, a Radical character may use his starting money to buy from the *Junk Items*, *Good Juju*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

DEGENERATES

Communities of this type were once (often within recent ancestral memory) capable of fully understanding the technology and culture of the Ancients, but has degenerated due to some set of circumstances - constant war, civil unrest, or a communal need to focus on other aspects of survival. A degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost sight of the true meaning and uses. Such communities are generally on the decline, and will at some point likely break up or fall apart.

Examples might involve a sheltered city community where the old “police force” runs the place like a military state, where scientists are now gods because they alone can create the drugs that dull the pain and misery of life in the world. Less intelligent peoples are subjugated and enslaved to serve the “civilized” populace. Or a city ruin ruled by a government descended from the Ancients. Gang wars, crime, and isolation in the wasteland have turned the city into a ruin, and violent youths run rampant terrorizing those few people who hold respectable jobs (in the power plant that runs the city, in city government, etc). Only the elderly members of the city populace (and their families) remember the laws and culture of the Ancients, while the delinquents mock their adherence to tradition and destroy all they can.

DEGENERATE TRAITS

- +1 Intelligence, -1 Charisma. Though those of isolated, degenerate cultures possess a semblance of society and education (to some degree), their separation for so many generations from other races and groups has left them socially retarded.
- Degenerates are proficient with all Simple and Martial Weapons.
- Favored Class: Guardian.
- Race: Humans (possibly the rare first generation mutant).
- Automatic Language: Gutter Talk. Additional Languages: Ancient, Computer.
- Level Adjustment: +0
- Starting Money: 6d8 x 100 corium pieces.
- In addition to basic equipment, a Degenerate character may use his starting money to buy from the *Junk Items*, *Good Juju*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

RESURRECTORS

Communities of this type are re-discovering the technology of the Ancients. Knowledge of the true nature and uses of Ancient devices are now being fully understood. Such communities are beginning to unlock the technology and methodology of the Ancients; they are able to re-activate

computer systems, automaton robots, power stations, city lighting, cars, etc. More advanced communities of this type have the know-how to operate and maintain the machinery of the Ancients as well. Repairs can be made to advanced devices with the right tools; advanced munitions can be re-fabricated as can advanced electronic parts, etc. Everything is getting close to the way it was before the Fall, but it's not quite perfect.

Examples - A community that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Or a group of mutants, exiles, and those thought lost who have taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Or perhaps a community attempting to reclaim the ruins of their city from mutants, ghouls, and raiders with their newfound knowledge of Ancient technologies and manufacturing techniques, hoping to form a “New America” from the ashes.

RESURRECTOR TRAITS

- Characters of this background may choose a single Knowledge skill as a class skill (if already possessed as a class skill, a +2 bonus is instead given to that skill). Resurrectors also receive a +2 bonus to all Knowledge (technology) checks.
- Resurrectors are proficient with all Simple and Martial Weapons.
- Favored Class: Thinker, Guardian.
- Race: Any.
- Automatic Language: Unislang. Additional Languages: Ancient, Trade.
- Level Adjustment: +1
- Starting Money: 6d6 x 100 corium pieces.
- In addition to basic equipment, a Resurrector may use his starting money to buy from the *Junk Items*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

VISIONARY REINVENTORS

This type of community has gone beyond just trying to survive or put back together the pieces of the old – they are beginning to reinvent a *new* future. Communities of this technology level are just now beginning to create machinery and civilization of their own, instead of repairing the lost technology of the Ancients. Steam engines, basic metal working, ingenious but simple devices, etc. are being used to not only complement the human element, but sometimes to replace it (for instance, steam-powered machines to harvest mass amounts of crop instead of human workers).

Examples - A community that has risen from the wasteland to conquer. Increased slave labor and the oppression of nearby communities have allowed an influx of resources in which the community has made leaps and

bounds in ingenuity and invention. Fantastic flying war machines, steam-powered aqueducts, etc. supply this growing empire. Or a community that believes the Fall was destined to occur, to teach the Survivors a valuable lesson. Intent on rebuilding the world with this lesson in mind, the group seeks to spread the word of brotherhood and peace, and has attracted many ingenious people who have contributed in unique ways to the slowly growing society. Or, alternatively, a society capable of using electric tools, weapons, and manufacturing techniques, with a growing army and potent power base; with such unique and advanced technology behind them (gravity beamers, proton emitters, and fusion grenades as new but deadly post-holocaust weaponry), the community seeks to reestablish civilization in their own particular way - be it democratic, a kingdom, a dictatorship, or a ruthless empire.

VISIONARY REINVENTOR TRAITS

- +2 Intelligence. Reinventors and visionaries possess some of the greatest and most creative minds, set to work building a new and better future for man and mutantkind.
- Reinventor cultures are proliferate with tinkers and would-be inventors trying to better their society. All characters from this type of background receive a +2 bonus to Craft (tinker) skill checks. In addition, they are proficient with all Simple and Martial Weapons.
- Favored Class: Thinker.
- Race: First, second, and third generation mutants only.
- Automatic Language: Unislang. Additional Languages: Gutter Talk, Trade.
- Level Adjustment: +1
- Starting Money: 6d8 x 100 corium pieces.
- In addition to basic equipment, a Visionary Reinventor may use his starting money to buy from the *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

GUARDIANS

Communities of this type, which are very rare, are guardians of the culture and technology of the Ancients. Such communities not only fully understand the culture and tech of the Ancients, but also utilize it to keep the upper hand in the wasteland; advanced energy devices can be used, repaired, and created whenever the resources are available.

Examples might include a community consisting of the intact survivors of a fallout shelter, who have remained undiscovered until the start of the campaign (at which time the character is sent out to explore the world and report back, or to find some vital piece of equipment for the sake of the survival of the community). Or a society of survivalists who went underground to wait out the war,

only to emerge to a changed world decades in the future. Armed with advanced weapons and knowledge, they seek to reclaim the surface world from its new mutated population. Or maybe a community in the desert that was set up by survivors of the decline of civilization. These men and women, holding onto the technology (and to some degree, the lifestyle) of the Ancients, have forsaken their democratic ideals and placed their lives in the hands of an elite and ruthless police force, whose souped-up plasma-fueled autos roam the desert highways leading to their settlement, ensuring law and order and fiercely battling those who would invade or otherwise threaten their lifestyle.

GUARDIAN TRAITS

- +1 Intelligence, +1 Wisdom, -2 Charisma. Those of such an advanced community possess the education and know-how to maintain a higher level of intelligence and understanding of Ancient ways than other groups.
- Guardians receive a +2 bonus to all Knowledge skill checks. They are also proficient with all Simple, Martial, and Exotic Weapons.
- Favored Class: Guardian, Thinker.
- Race: Humans only.
- Automatic Language: Ancient. Additional Languages: Unislang, Computer.
- Level Adjustment: +2
- Starting Money: 6d10 x 100 corium pieces.
- In addition to basic equipment, a Guardian may use his starting money to buy from the *Foodstuffs*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

HEDONISTS

Communities of this type never realized there was a Fall at all! Such communities were completely sheltered from the outside world (usually in fully-automated and enclosed dome cities or similar shelters), and have existed up to now as they always have, living in hedonistic simplicity. Such communities typically have knowledge of advanced machines and electronics (at least how to use them, but perhaps not how to fix them), and since they have been kept in hedonistic bliss in relative security, no longer understand how to fight, wage war, or even survive on their own.

Classic examples include a city inside an impenetrable dome, having been secluded for generations. A populace cared for and catered to by an automated computer, with all menial tasks, labor, and science far removed. The people live in hedonistic luxury, without a care in the world, until the computer breaks down and they are forced to leave the dome and find food and shelter elsewhere. Another might be a community far removed from the wasteland where everyone lives in a paradise maintained carefully by their

scientists. Aware and afraid of the terrible mutants outside their paradise, they only rarely send spies or explorers out into the wastes to report on the status of the world's ecosystem or the state of civilization in the mutant tribes. The character would be one such explorer sent out.

HEDONIST TRAITS

- -1 Intelligence, -1 Strength, +2 Charisma. A pampered existence beneath the earth or in sheltered domes has left these people unwilling (or unable) to do hard work. Having everything provided for not only degenerates the human body, but also the drive for new ideas. However, living in isolationist communities enables the citizen to develop social skills beyond the norm.
- Hedonist characters receive a +2 bonus to any one Perform skill.
- Hedonist characters are proficient in any *one* Simple, Martial, or Exotic Weapon (player's choice).
- Favored Class: Thinker.
- Race: Humans only.
- Automatic Language: Ancient. Additional Languages: Computer.
- Level Adjustment: -1
- Starting Money: 6d6 x 100 corium pieces.
- In addition to basic equipment, a hedonistic may use his starting money to buy from the *Junk Items*, *Foodstuffs*, *Good Juju*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.

ADVANCED

This type of community has, for some reason, managed to avoid the ravages of nuclear war and the ruin of civilization, to not only preserve the technology and culture of the Ancients, but to improve upon it over the years. Such exceedingly rare communities generally have even more advanced technology than the Ancients possessed, with developments on modern equipment that gives them an increased advantage. Generally such groups mock the Ancients for destroying the world, and consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are of this type.

Examples can be varied. An underground complex where an artificially intelligent robot has remained intact for decades, recreating and re-activating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to serve as slaves, producing highly developed weapons, power sources, etc. for the robot legion. Another example might be a peaceful community that fled to a secure underground shelter to wait out the war, populated by highly intelligent researchers, scientists, and thinkers. Together, in their protected shelter, they developed advanced technologies to suit their needs (advanced agricultural methods for growing fungi

and algae, energy-to-matter replication units, etc), though now they begin sending men out to scout and explore the wasteland in hopes of making peaceful contact and spread their wisdom to the survivors of the holocaust so that the same cataclysm never happens again.

ADVANCED TRAITS

- +2 Intelligence, +2 Wisdom, -4 Charisma. Advanced communities covet priceless knowledge and technical skill, but at the cost of breeding arrogance and disdain for less-advanced peoples.
- Characters from Advanced communities receive all Knowledge skills as class skills. In addition, all characters have a place in an Advanced society, giving her a free *Skill Focus* at 1st level in any one Knowledge or Craft skill. Those of Advanced communities are proficient in all Martial and Exotic Weapons.
- Favored Class: Thinker.
- Race: Humans and third generation mutants only.
- Automatic Language: Ancient. Additional Languages: Computer.
- Level Adjustment: +2
- Starting Money: 6d12 x 100 corium pieces.
- In addition to basic equipment, an Advanced may use his starting money to buy from the *Junk Items*, *Foodstuffs*, *Good Juju*, *Arcanum*, *Gizmos*, and *Advanced Weapons* categories in *Artifacts of The Ancients*.



CHAPTER III: CLASSES

The basic classes normally open to characters in the d20 system are, in this case, unlikely choices (unless your GM rules otherwise), since with only a most basic glance one can see they don't fit!

Instead, Darwin's World presents five new, basic classes: *Guardian*, *Raider*, *Scav*, *Thinker*, and *Trader*.

Guardian: The *Guardian* is a heroic class that embodies the soldiers, warriors, and desperate protectors of futuristic communities and civilization.

Raiders: *Raiders* are the exact opposite of the *Guardian* class; they are the infamous thieves, brigands, barbarians, and savages of the wasteland that seek only to prey off others. They are ruled by the age-old law of "might makes right".

Scavs: *Scavs* are wanderers and ruin-pickers, opportunists who search the vast ruins and shifting deserts for remnants of the Ancients' glory. Adept at wilderness survival and evading the attention of larger groups, they are the ultimate loners and survivalists.

Thinkers: *Thinkers* represent the few remaining scientists, skilled craftsmen, and knowledgeable leaders of the post-apocalyptic world.

Traders: Finally, *Traders* are of a specific breed that achieves shaky power through profit; they are ruthless merchants and pioneers.

GUARDIAN

The searing wind of the mid-day sky pulls and tugs at the tightly wrapped rags and fittings of the tall figure's clothes. Clad from head to toe in white linen and bits of scavenged rags, the soldier still manages to look austere and vigilant despite the stains and dirt caking his "uniform". His face is lost behind a turban of flapping cloth, only his eyes – squinting from the sun and the sand biting against his lids – showing from beneath. He watches the approach of strangers, his hands preoccupied with the handling of the long-bored weapon cradled in his arms.

The guardian is a member of an established community who puts bread on his table through vigilance and courage. In ancient times they were known as soldiers, or policemen, but now they are more than that. Day and night they train with their weapons, awaiting the inevitable raider attack or surge of worthless rabble come in desperation for the fruits of his community's labor. It's a tough world, a world that breeds tough men. The guardian has seen it all, the wasting "Red Fever" of radiation, the bloating and eventual death of the starved children, and the kidnapping and rape of his sisters and daughters. He has chosen to not lay down and die, not to add his bones to those of the Ancients who made this awful world. Instead, he has picked up a weapon and decided to fight...

As a character class, the guardian embodies a community guard, soldier, posse hunter, and keeper of the



peace. Communities inevitably require men and women to protect them from the predatory elements of the wasteland – mutant raiders, road gangs, and the masses of poor souls whose own homes have been razed and pillaged. It is the guardian's duty to protect his people, their limited resources, and the interests of his leaders. While many cling to their community throughout their lives, some find that their talents at shooting a gun or throwing a spear is useful in other ways, and sell themselves off as mercenaries or pit fighters. Others find that their mighty weapons and skilled training are highly desired by the many rampaging gangs and marauders of the wastes, and end up joining (or even leading) the world's most feared bandit groups. Whatever his cause, and whatever he claims loyalty to; the guardian is the best of the fighting men.

Adventures: Guardians are the pride and backbone of many communities and profiteering expeditions across the wasteland. Possessing warlike skills and lifelong training in the many nuances of battle, they are looked up to for

TABLE 3-1: THE GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Defender, Bonus Feat
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	-
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Called shot, +1d6
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	-
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	Called shot, +2d6
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	-
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	Called shot, +3d6
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	-
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	Called shot, +4d6
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	-
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Shoot to kill

protection – or to do the dirty work of others. Guardians who serve a community have plenty of work, guarding important sites or individuals, escorting merchant caravans or harems, or simply manning the walls of an outpost settlement. Others instead abandon their community, for one reason or another, using their skill to either take what they want from the weak, form communities of their own from violence and blood, or sell themselves as mercenaries to whoever pays the most.

Characteristics: The guardian is the “fighter” of the post-holocaust world. He is given skills and bonuses that set him apart from the other classes, with a strong focus on combat survivability and effectiveness. A guardian’s strengths are in a fight, whether in a bloody hand-to-hand or at a distance, sniping away at approaching raiders.

Alignment: Any, though leanings towards lawful alignments are most prevalent. Guardians serve a community, cause, or people for their own betterment or survival, and often believe so strongly that he’ll lay his life on the line readily for the “common good”. Still, there are certainly guardians with varying motivations and demeanors - the neutral, detached mercenary type; the cold, ruthless commander of a community’s watch; the disenchanted soldier who fled his community when things proved darker than he’d originally thought. These are just a handful of examples; players are certain to imagine others of their own.

Background: As stated before, the typical guardian was born and raised in a community where a strong sense of duty was established early, resulting in a powerful motivation to serve and protect. But this is not always the case; some are swayed by their own skills, or the lures and

offers of others, to abandon their homes and run away as caravan guards or mercenaries for lucrative profits. Most, however, will never forget the home they came from, their former trainers and mentors, or the cause they once served.

Races: Guardians exist in all communities, from the rare human enclave to the many settlements of second-generation mutants sprinkled across the desert. Third generation mutants have virtual *armies* of guardians, and use them with ruthless effect to bring their own rule or tyranny to the world.

GAME RULE INFORMATION

Guardians have the following game statistics.

Abilities: For primitive communities, Strength is the greatest requirement of a guardian, as this directly relates to ability in combat – with a spear, sword, or axe. Physical demands of the guardian are often extreme, especially for those who abandon a comforting community for a life of wild adventure and hardships. In more advanced groups, where firearms are employed by guards and soldiers, Dexterity (meaning a crack shot) become more of a measure of worth than mere physical prowess.

Alignment: Any.

Hit Die: d10.

Class Skills

The guardian’s class skills (and the key ability for each skill) are Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (vehicle operation) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.
Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the guardian.

Weapon and Armor Proficiency: A guardian is proficient with all simple and martial weapons, and light and medium armor, and shields. These comprise the best typically available in the wastes; spears, swords, leather and hide armors.

Bonus Feats: At 1st level, the guardian gets a bonus feat in addition to those feats she already gets for advancing in level. She also gets an additional bonus feat at levels 2, 4, 6, 8, etc. These bonus feats must be drawn from the same feats available to *fighters*, as laid out in the Core Rules. In addition, a guardian may choose “Feel” For Weapon, Gladiator, Rip A Clip, and Room-Broom.

Weapon Specialization: On achieving 4th level or higher, as a feat the guardian may take *Weapon Specialization*, as outlined under fighter in the Core Rules.

Defender: The guardian fights best when defending family and loved ones. A guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in his defense of his community.



Called Shot: At 5th level, the guardian gain the extraordinary ability to strike precisely with any ranged weapon, gaining a bonus 1d6 damage added to her normal damage roll. When making a precise shot, the guardian must spend a move-equivalent action aiming before the actual shot is taken. A precise shot only works against living creatures with discernable anatomies. Every four guardian levels gained thereafter, she increases the extra damage by +1d6.

Shoot To Kill: At 20th level, the guardian has the extraordinary ability to make a killing shot with any ranged weapon, once per day. When making this shot, you must spend a move-equivalent action aiming before the shot is taken. Treat this as a *coup de grace* attack.

RAIDER

The wide open highway beams with a radiance provided by the glowing red sun as it dips slowly over the edge of the horizon. For as far as the eye can see, only the flat, cracked wasteland of desert can be seen, split in two by the ancient roadway and its mottled, wind-swept surface. The air trembles, hums, then roars with the sound of choking car engines, and the peaceful scene is suddenly broken by clouds of churned dust and plumes of smoky gray exhaust.

Mounted on rusted cars, trucks, and graffiti-painted motorcycles, a massive gang of nearly a hundred men, mutants, and their slaves come roaring down the highway. At their lead is a figure clad in dusty leathers bristling with ornate spikes and studs, his body augmented by metal plates sewn into his skin and obscene tattoos running the length of his arms and legs. At his side dangles a wicked spiked chain, and beside him, in a leathery holster, his cycle carries his “stick” – a powerful hunting rifle with its meticulously cared-for scope. This is the raider; a ruthless and bloodthirsty bandit and highwayman come to reap the souls of the weak...

The raider is a member of a widespread way of life in Darwin’s World – the countless gangs of riff-raff, renegades, and cold-blooded killers that thrive in the deserts, hills, and along the old highways of the Ancients. Like old-time highwaymen, they virtually control the world outside the protected confines of the wasteland’s communities; no one travels alone, unprepared, or unsuspecting without drawing their unforgiving attentions. Rapists, madmen, and killers make up their kind; there is no room for the weak, merciful, or intellectual. Life in the wasteland is a terrible ordeal, and those that can’t make it alone are often forced (whether by choice or otherwise) to join with these awful gangs to survive.

Former merchants, community guardians, and others often find themselves forsaking their past principles to swim in the raider's world of violence, death, and savagery.

Alternatively, characters of the raider class may be *outcasts*. The outcast is a man who has been expelled by one of the many biker gangs, highwayman bands, or warlord armies; the purpose, though the outcast will seldom tell of it, can be widely varied. The outcast could have been expelled for failing his clan; he could have been expelled for showing mercy on the gang's victims; he could have turned against his masters due to a change of heart or conscience; he could even have fallen in love with his gang warlord's woman - usually a fatal consequence. At the very least, regardless of his transgression, the raider outcast is hunted by his former fellows, usually with hateful passion. He often still bears the identifying marks of his former gang (a tattoo, a brand, etc), and thus is usually distrusted (if not despised) by all organized communities. He is, to sum it up, an outcast to all persons in the blighted wastes of Darwin's World.

Adventures: Raiders are tough individuals, tempered by a cruel life of heartless and mercenary blood shedding and crime. Many are outcasts, for whatever reasons; many more don't even care. Raiders regularly prowl the trade routes and backyards of wasteland communities, terrorizing, making opportunistic raids, or demanding tribute from those who cannot fight them off. Many are far worse, motivated by a mad leader or cruel philosophy of nihilism that leads them to murder indiscriminately.

Characteristics: The raider is a terror of the post-holocaust world without equal. While there may be more dangerous individual entities (such as certain mutant

monsters), the raider embodies the pinnacle of strength and grit a human (or mutant human) can achieve. He often works in large numbers, kept cohesive through brutality and obscene punishment. It is this dreaded reputation that gives the raider his strengths and special abilities.

Alignment: Raiders range among the evil alignments with impunity. There are raiders motivated only by self-serving greed, and others who believe in a strict code of laws by which to rule their minions. Others care nothing for the world or their own survival, and seek only to bring cruelty and suffering to those who have shunned or abandoned them. Certainly no raider is of a "good" alignment!

Background: A raider's background is open to some variation, though most are brought into the ranks either as ignorant volunteers (often subjected to horrible hazing rituals), or as captives and slaves. Some few are born into the ranks of the raider gang, but generally among larger communes where a stable supply of women can be maintained.

Races: Any, though human raiders are rare. Mutants make up the vast majority of raider gangs, though like humans, third generation mutants generally serve a community purpose or racial movement to dominate the world, and thus "raiding" is frowned upon.

GAME RULE INFORMATION

Raiders have the following game statistics.

Abilities: A raider's Strength score is certainly his most vital ability, giving him an edge over the weak and innocent of the world. Dexterity is also vital to a successful raider, as it dictates his ability as a marksman.

TABLE 3-2: THE RAIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Chains and chaps +1
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Boarding party
4	+4	+4	+1	+1	-
5	+5	+4	+1	+1	Bonus Feat
6	+6/+1	+5	+2	+2	-
7	+7/+2	+5	+2	+2	Slaver
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	-
10	+10/+5	+7	+3	+3	Bloodthirsty Cry, Chains and chaps +2
11	+11/+6/+1	+7	+3	+3	Bonus Feat
12	+12/+7/+2	+8	+4	+4	No survivors
13	+13/+8/+3	+8	+4	+4	-
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	-
16	+16/+11/+6/+1	+10	+5	+5	-
17	+17/+12/+7/+2	+10	+5	+5	Bonus Feat
18	+18/+13/+8/+3	+11	+6	+6	Terrifying presence
19	+19/+14/+9/+4	+11	+6	+6	-
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Chains and chaps +3

Alignment: Any evil.

Hit Die: d10.

Class Skills

The raider's class skills (and the key ability for each skill) are Craft (mechanics) (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Dex), Knowledge (vehicle operation) (Int), Ride (Dex), and Spot (Wis).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the raider.

Weapon and Armor Proficiency: A raider is proficient with all simple and martial weapons, and light and medium armor.

Chains And Chaps: A raider's accouterments include all manner of chains, rusty locks, studs, and spikes. Any armor taken by a raider soon becomes adorned with the stuff, increasing its armor bonus by +1 while in his possession. This has no effect if a raider is stripped or caught unarmored. This bonus increases +1 every 10 levels.

Boarding Party: At 3rd level the raider can leap from one vehicle to another, even at high speeds. You gain a +4 competence bonus to Dex checks when attempting acrobatic maneuvers during boarding attempts.

Slaver: Raiders have the ability to make the most of subdual weapons to take prisoners or captives for slaves. Any weapon used by a raider of 7th level or higher is calculated with a x1.5 Strength bonus (if this is a weapon being used two-handed, the damage increases to *double*).

Bloodthirsty Cry: At 10th level, raider can make the most of his vicious appearance, scars, tattoos, and pierced

body to threaten and frighten those of lesser abilities. As a partial action, the raider can generate a shout or fierce stare that causes up to 2d4 HD of intelligent creatures to flee in terror as if affected by a *cause fear* spell.

No Survivors: Raiders are ruthless against those who oppose them. At 12th level, if you deal a creature enough damage to make it drop, you gain an immediate, extra attack (melee or ranged) against another creature within your line of sight. This allows a skilled raider to clear a room or field of fire either through butchery in melee or mowing down all opposition, in a manner of minutes. It otherwise works as the *Cleave* feat.

Terrifying Presence: At 18th level, the raider is renowned as a killer, and the very sight of him wading through a battlefield is terrifying. Enemies within 30 ft of the raider suffer a -2 morale penalty on attack rolls and saving throws for as long as they remain within range. This is a constant effect.

Bonus Feats: At 2nd level, the raider gets a bonus feat in addition to those feats he already gets for advancing in level. He also gets an additional bonus feat at levels 5, 8, 11, 14, 17, 20. These bonus feats must be drawn from the following feats: Alertness, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency, "Feel" For Weapon, Gladiator, Marauder, Point Blank Shot (Far Shot), Run, Rip A Clip, Room-Broom, and Track.

SCAV

A figure slips quietly through a field of junked automobiles and heaps of rancid garbage, the scene picked-clean by vibrant purple vultures and buzzing insects. He moves quietly along, the only noise coming from the rattling oil cans and greasy trinkets dangling from his belt and over-stuffed pack. He keeps a weird gun slung over one shoulder, his hands free to snap out and grab something – anything – from the piles of trash. He paints his face like a skull, so that those who first see him fear him rather than pity him.

"Scav" is a derogatory term used widely throughout the wasteland of the Twisted Earth to refer to the misfits, outcasts, and mongrel wanderers of the desert and ruin. Scavs are "scavengers" in the truest sense, making do with the least amount of supplies for long periods, all by herself, exploring the ruins, deserts, and wilderness in search of the next "mother-lode" of lost goods or discarded junk. Many scavs are like old-time prospectors, following fantastic tales of Ancient storehouses lost in the sands, or forgotten cities untouched by the hand of time. More often than not, she is just a wormy little creature picking over the refuse of other communities or the dead bodies of raider-prey among the sands.

The scav is a shrewd opportunist, always picking her fights, watching her opponents from afar before ever getting herself involved. Life as a loner is not an easy



one; no one survives by being a fool. Trust is a luxury that just doesn't exist anymore, and the scav certainly holds true to this belief. While she often describes herself as an adventurer and pioneer, a scav is also like a vulture – waiting and watching for the right opportunity to strike. Scavs are notorious for shadowing caravans or groups moving through the deserts or ruins, knowing full well the dangers the caravan faces. Once the bandits or mutants have attacked, the scav moves in to take what she can before scampering off into the darkness.

Scavs are those who have survived all their lives on their own, scrounging and scavenging in the wastes, walking and sleeping among the ruins of mankind's past. Such characters usually never knew their parents, and though they may have had contact with other people in the past, they never stayed very long - in most cases, the men or women who gave them shelter were killed by desert raiders or mutant scum. The scav is tough, having relied on her own wits and willpower to endure the heat, radiation, and creatures of Darwin's World. Although she is equipped with only the junk and refuse of civilizations past (she cannot usually benefit from the makeshift inventions of the various communities, for she is perpetually viewed as an outsider), she knows well the value of every little item, where it will be a valuable commodity, and what price she can fetch. She utilizes even the most mundane item, for she can find a use with anything - she has to survive.

Adventures: Scavs are true adventurers, always fascinated (or obsessed) with the pervasive rumors of lost cities of the Ancients, legendary sources of water or corium, etc. She typically goes it alone, but sometimes admits an "apprentice" with her to teach the trade of junk-

combing. Sometimes a scav will be reluctantly hired by merchants or other groups as a guide or scout as well, though such a relationship is temporary at best, as scavs are considered little better than vermin among the people of the Twisted Earth.

Characteristics: The scav has certain skills and special abilities that make her perfect as a loner and survivor in the wasteland of Darwin's World. Capable of living on her own for extending periods without friends to call upon, she is unique among the sands for relying on no one but herself, avoiding danger where she can and taking advantage of any opportunity that passes her way. Her life of solitude as a junk-picker and ruin-wanderer provides her with enviable stealth and legerdemain as well.

Alignment: Scavs are almost universally neutrally-aligned, their outlook one of cold detachment. They are survivalists, pragmatic and realistic, without any notion of "better days" or compunction to ally with fledgling "societies". Most are just trying to survive and leave it at that, while others slip into more malevolent pursuits (such as ambushing travelers or weakened convoys on the trade routes).

Background: The typical scav was born and raised in this way of life, either orphaned as a child or abandoned later when things got rough. Some are outcasts of various communities, forced to feed on the garbage and refuse discarded by their former friends and neighbors.

Races: Scavs primarily exist on the outskirts of communities, and as such they can be of nearly any racial type. First generation mutants are common scavs, being the outcasts that they are, though human and second generation scavs are not unknown. Third generation

TABLE 3-3: THE SCAV

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Nature sense, Sneak attack +1d6
2	+1	+3	+3	+0	-
3	+2	+3	+3	+1	-
4	+3	+4	+4	+1	Radiation sense
5	+3	+4	+4	+1	Sneak attack +2d6
6	+4	+5	+5	+2	-
7	+5	+5	+5	+2	-
8	+6/+1	+6	+6	+2	Canny defense
9	+6/+1	+6	+6	+3	-
10	+7/+2	+7	+7	+3	Sneak attack +3d6
11	+8/+3	+7	+7	+3	-
12	+9/+4	+8	+8	+4	Feign death
13	+9/+4	+8	+8	+4	-
14	+10/+5	+9	+9	+4	-
15	+11/+6/+1	+9	+9	+5	Sneak attack +4d6
16	+12/+7/+2	+10	+10	+5	Shadow in the open
17	+12/+7/+2	+10	+10	+5	-
18	+13/+8/+3	+11	+11	+6	-
19	+14/+9/+4	+11	+11	+6	-
20	+15/+10/+5	+12	+12	+6	Sneak attack +5d6

mutants, however, are unlikely to be of this class since they generally operate as effective groups serving communities; they are seldom forced to live the lonely wandering lifestyle of the scav.

GAME RULE INFORMATION

Scavs have the following game statistics.

Abilities: Constitution is likely the most important asset of the scav, permitting her to operate for extended periods in overheated or over-radiated areas of ruin. She must be able to withstand thirst and hunger for a great deal of time between her few visits to civilized areas for resupply. Dexterity (and the stealth it imparts) is ideal for slipping past marauding groups and bandits while out in the wasteland as well.

Alignment: Any neutral.

Hit Die: d8.

Class Skills

The scav's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Spot (Wis), Wilderness Lore (Wis).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the scav.

Weapon and Armor Proficiency: A scav is proficient with all simple weapons and light armor, but not shields. Ammunition is a rare commodity, and the scav would rather trade any guns found for food and water anyway. Wearing armor heavier than leather would impede her progress should she find herself forced to flee!

Nature Sense: Forced to live on her own, a scav knows what is good to eat and what is not. She can identify plants and animals with perfect accuracy. She can tell whether water is safe to drink or dangerous (polluted or poisoned).

Radiation Sense: A good scav knows where to look - and where to stay away. At 5th level the scav gains the ability to literally "sense" the presence of significantly harmful radiation (250+ Rad). This is not so much a physical sense like hearing or seeing, but rather an ability to notice a lack of life in area, a sickness in vegetation, a subtle ionizing glow not noticed by others, etc. This ability is constantly in effect.

Canny Defense: A scav is best off when unencumbered and unarmored, able to dodge and flee most every situation she finds herself in. When wearing no or light armor, scavs add their Wisdom bonus (if any) to their Dexterity bonus to modify Armor Class. If a scav is caught flat-footed or otherwise denied her Dexterity bonus, she loses this bonus also.

Sneak Attack: The Scav is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such he receives a damage bonus when sneak attacking with a melee weapon (or ranged weapon, so long as the enemy is within 30 feet).

This ability is effectively the same as the Rogue's sneak attack ability.

Feign Death: 12th level, a scav is able to pass for just another dead body - particular useful in avoiding dangerous combats or encounters while out in the wild. A scav using this ability is indistinguishable from a dead body; the effect lasts 10 rounds per level of the scav.

Shadow In The Open: A scav of 16th level or greater gains the ability to literally blend in with her surroundings, making her able to hide even in plain sight (provided she does not move). In addition, a scav gains a +2 bonus to Hide and Move Silently rolls when moving through desert, trash, or ruined terrain.

THINKER

The darkness suddenly came alive with the sputtering of a bright spark inside a dusty old sphere. Deep in some dark cellar, a figure in moldy clothes worked feverishly in the dying light to finish the repairs on the grease-caked firearm in his care. Cracked glasses slipped down his sleek nose as he worked with screwdriver and file, oblivious to the shouts of the defenders above and the roaring engines of raiders already in the compound. A battle was raging outside, but he worked unrelenting in his task to repair this gun. Once he was done he'd hand it over to the village champion, in whose hands it would prove devastating against the enemy. His way was the quiet way, out of danger, but integral to the survival of his people.

The thinker class embodies those frail few who somehow cling to survival despite the tremendous odds stacked against them in this brutal world. Raiders roam the deserts in dusty fleets of cars and cycles; scavs with sniper rifles wait for any opportunity to take out the unwary for their next payday. Guardians are looked up to as champions of the people, protectors of the community, and enforcers of the world's rough law. But the thinker, though often overlooked or relegated to some musty basement workshop, keeps the dream alive.

Thinkers are contemplatives and intellectuals. They are craftsmen, inventors, and tinkers. They are the seldom-seen by secretly prized asset of all thriving communities; they repair the cars, weapons, and faulty gizmos of their tribe. They keep the lights shining at night, and the water derricks pumping by day. They design the fortifications that keep the rogue bandits and thieving scavengers out, and the organization of armies and battles. Though some thinkers are just men and women who were born into a trade or craft, others are of a truer breed of intellectual, well-versed in the literature of the Ancients and knowledgeable of their legendary technology and wonders.



Adventures: Thinkers do not generally make the best adventurers, but there are some rare exceptions. Some communities, once shattered by raider attack or destroyed through their own degeneration, often spawn new settlements and new dreams through the seed of hope carried by their more intelligent members – thinkers. In other cases, the thinker may simply be an outsider who has survived on his own through his wits and wisdom (like a hermit or recluse).

Characteristics: The thinker receives some of the more advanced skills available in Darwin's World; they are, after all the craftsmen, tinkers, scientists, and (if possible) aristocrats of post-holocaust society.

Alignment: Thinkers can be of virtually any alignment. There are those slack-jawed tinkers and craftsmen who care little of the world's events, neutral in alignment and outlook on life. There are those that know of the Ancient ways and customs, and who advocate law among their people. There are those who use their superior intellect to dominate their fellow man, and rise to become tyrannical overlords or criminals.

Background: A thinker was most likely the product of a sheltered childhood, raised from youth by some loving parent or grandparent and carefully instructed in the ways of a craft, knowledge, or profession. Generally the parent sought to preserve traditional ways and means of surviving

in their offspring, and also to ensure that the thinker (often a frail or insignificant youth) would have a place in society upon reaching maturity. A thinker has an ingrained sense of intelligence and worth, though often he is seen as little more than a pawn or "object" by those who lack his talent, viewing him as little more than a tool for providing a service.

Races: Any. Humans produce an inordinate amount of thinkers, primarily due to the vast knowledge they alone are privy to. Among mutant races, thinkers are rare, and often are considered to be priceless "commodities" not unlike women, to be hoarded as trade items, or kept alive to keep a community going.

GAME RULE INFORMATION

Thinkers have the following game statistics.

Abilities: Intelligence and Wisdom are by the most important aspects of a thinker's make-up, for these dictate success with skills.

Alignment: Any. Good thinkers persist as repairmen, mechanics, and inventors among those communities who treat them with proper respect. Neutral thinkers find a niche in otherwise rowdy towns and communities where their skill will ensure their survival and protection. Evil thinkers sometimes use their intelligence to awe their peers into submission, using them as lackeys and minions to see his plans to fruition. Similar variables make law

and chaotic behavior equally open to thinker characters.

Hit Die: d4.

Class Skills

The thinker's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (any) (Int), Open Lock (Dex), and Profession (any) (Wis).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the thinker.

Weapon and Armor Proficiency: A thinker is proficient with all simple weapons, but not armor or shields. A thinker is usually considered too valuable by his people to endanger by throwing into the front lines, so he lacks skill in fighting.

Exotic Weapon Proficiency: The thinker is assumed to gravitate towards the use of the most effective and advanced weapon (or weapons) she can find, salvage, and fix. As such she gains an Exotic Weapon Proficiency of her choice as a free feat at 6th, 12th, and 18th levels.

TABLE 3-4: THE THINKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Skill focus
2	+1	+0	+3	+0	Knowledge
3	+1	+1	+3	+1	-
4	+2	+1	+4	+1	-
5	+2	+1	+4	+1	Dirty fighter, Skill focus
6	+3	+2	+5	+2	Exotic weapon proficiency
7	+3	+2	+5	+2	-
8	+4	+2	+6	+2	Inspire Skill
9	+4	+3	+6	+3	Identify, Secret lore
10	+5	+3	+7	+3	Confusing tirade, Skill focus
11	+5	+3	+7	+3	-
12	+6/+1	+4	+8	+4	Exotic weapon proficiency
13	+6/+1	+4	+8	+4	-
14	+7/+2	+4	+9	+4	-
15	+7/+2	+5	+9	+5	Protected by code, Skill focus
16	+8/+3	+5	+10	+5	-
17	+8/+3	+6	+10	+5	-
18	+9/+4	+6	+11	+6	Exotic weapon proficiency
19	+9/+4	+6	+11	+6	-
20	+10/+5	+6	+12	+6	Skill focus

Free Skill Focus: At 1st level the thinker receives a free Skill Focus in any one skill; typically these are restricted to Craft, Knowledge, and Profession skills, but other skills may be open at the game referee’s discretion (for instance, Disable Device or Open Lock for a character raised as a locksmith). He gets an additional free skill focus at certain levels thereafter as a result of ongoing study and experiences.

Knowledge: The thinker has read many books and perused lots of magazines thought useless by their more practical peers. He also has an ear to rumor and goings-on where others do not. This translates in a general “lore” ability that acts just like bardic knowledge (see the Core Rules).

Bonus Languages: A thinker may substitute Ancient or Gutter Talk for one the bonus languages available to the character because of her background, since many bits of Arcanum (instructive texts, repair manuals, etc) are written in this most venerable tongue.

Dirty Fighter: Since the thinker usually can’t hold his own in a stand-up fight, he survives by resorting to dirty tricks. At 5th level, by making his attack a full-round action, the thinker can increase his damage in melee combat (melee only) by an additional +1d4.

Inspire Skill: At 8th level, the thinker can direct and guide another’s actions by talking him through it. This acts much like a bard’s *Inspire Competence* ability in respect to range and limitations, but the competence bonus applies to any skill the thinker has in his arsenal. For instance, a thinker is trapped behind a forcefield and he’s trying to guide a companion through the process of

deactivating it. The thinker can lend half of his current rank as a competence bonus for that one character to use. Therefore, if he had 8 ranks in Craft (electrician), the scav he was inspiring would have a +4 bonus for the purposes of making his check.

Identify: Lots of things pass through a thinker’s hands, and he hears about a lot more. At 9th level the thinker can identify any item he sees and handles. He can determine if it is damaged or malfunctioning, and discern its purpose and use.

Secret Lore: At 9th level, the Thinker may purchase class-exclusive skills as cross-class skills.

Confusing Tirade: This is an extraordinary ability that allows the thinker to display his advanced learning or knowledge over potential adversaries. At 10th level, by entering into a tirade of vibrant Shakespearean prose, or babbling threats in eloquent terminology (i.e. million-dollar words), the thinker is able to shake-up would be attackers. This results in a –2 morale bonus to saving throws to all within earshot of the thinker when the ability is in use. Alternatively, the tinker can use this to provide a +2 competence bonus to all Diplomacy and Perform checks. Using this ability is a free action.

Protected By The Code: At 15th level the thinker is clearly distinguishable from others by his attitude, bearing, and speech, even in combat. Enemies will not attack the thinker unless they absolutely have to, instead hoping to remove all his allies and force him to surrender. In effect, enemies will always target a thinker *last* in combat (unless, of course, the thinker is most certainly the greatest threat to their chances of success; for instance, if the thinker has

a bodyguard of spear-toting guardians, with him sitting back with a flamethrower scorching all-comers). Enemies will also refrain from using area-effect weapons that might otherwise kill the thinker due to radius. If an enemy has a subdual weapon, however, they may attack the thinker at any time during a combat, even over other choices.

TRADER

Underneath the blinding light of the noon sun, crowds gather to shout and jeer. Sand from the desert has died down somewhat as the next lot of goods are brought to the fore for the customer's perusal. A few women dressed in tattered rags and bound by old clunky chains, demure at the sight of the grubby, filthy, and excited onlookers. As the crowd rushes forward, a figure only grins and motions with a finger for his guards to hold back the masses. Turning to address his captive audience, the trader starts the bidding...

Many communities in the deserts, plains, and urban ruins are not based on race, specific mutation strain, color, etc. but instead rely on the diversity of strangers for survival. These communities are mercantile communities, centers of ruthless capitalism where all things can be had - for a price. These places are usually dark pits of corruption, run by ruthless overlords, policed by a ruthless security force, and home to all manner of vices and crimes. Slave pits are a common feature of trade settlements; it is a well-known fact that many loners in the desert are captured and thrown into the gladiatorial pits for the amusement of passing merchants and the city's groveling poor. Such places, though promising in their offering of all manner of goods for sale, are often a danger in themselves.

Despite the barbarian nature of the uncivilized wasteland that the world has become, some commerce does exist between the more prosperous communities. Those who dare ply the deserts, plains, and mountains stand to make an incredible profit, taking fresh water, preserved foods, and scavenged goods to those communities who need it, returning with luxury items for those who can afford it. What would seem to be an easy life is not - the merchant must deal with the natural hazards of the land (heat, radiation, poisoned water, etc), as well as brigands, raiders, and simply hostile mutants of all kinds. Carrying valuable goods, the merchant is the ideal target.

Those merchants that do form their own trade cartels, or join groups already in place as major organizations, generally come up with or conform to a code. It is this "code" that makes commerce in this rugged world possible; without trust, trade cannot exist. In

a world of raiders, double-crossing locals, and predatory scavs, this code is all that separates the trader from the scummy roadside peddler.

- When a young aspirant joins a merchant house, he gives up any former community, loyalties, and ties.
- He swears an oath of allegiance to the house and, usually, its master.
- He swears to adhere to the merchant house's rules in all situations.
- He will seek to bring benefit and profit to the house above all things.
- The good of the house becomes paramount in all matters.
- The aspirant may never, ever, bring about a negative opinion (through cheating, stealing, or making a bad name for the house) of the house to any community, region, or people.

These are just general rules of the "code". Though there are variations depending on the actual cartel (the Clean Water Clan, Far Traders, and Cartel have their own rules; lesser groups certainly have their own laws and trade customs), these are typical.

Adventures: Most starting traders are just that - starting off. A visionary opportunist, a fledgling capitalist, the early trader seeks to emulate the mighty trade cartels



of the wasteland, someday to start his own House and mercantile empire. Whether its dollar-signs swimming in his eyes, or a more virtuous motivation to be a tool in the communication of ideas and history, the trader is certainly an “adventurer” in name and deed.

Characteristics: The trader’s main strengths lie in his ability to weasel his way out of trouble; whether this applies to getting a good price or slipping out of a bandit-king’s prison, it’s all the same to the trader. A trader is a valuable addition to any and goods, as well as get a good price for all manner of artifacts scavenged from the deserts and ruins.

Alignment: Traders more often than not adhere to strict neutral alignments, though lawful leanings are certainly prevalent among the larger Houses. There are many traders, however, that instead seek to cheat their clientele from one village to the next for their own ill-gotten profit, and thus evil is also an option. Few are openly “good” in nature, the idea of a charitable merchant being utterly alien to such a harsh and unforgiving world.

Background: Many are born into the ranks of trader life, especially among the major trade organizations of the world – the Clean Water Clans, the Cartel, and the Far Traders. Those who show an aptitude for learning are often brought up to take their fathers’ place as peddlers of goods (those with little wit become guardians to protect the caravans and House’s warehouses in civilized areas), or sent out on long voyages over the dunes to explore for new markets or secure trade alliances across the known world.

Races: Traders, rather interestingly, usually come from second generation mutant stock. Humans and third generation mutant groups are almost universally too aggressive, expansionistic, or violent to make trustworthy traders; first generation mutants generally hold closer to the scavenger lifestyle than the organized merchant.

GAME RULE INFORMATION

Traders have the following game statistics.

Abilities: The single-most important ability for the trader is Charisma, which is paramount to his skill as a merchant and go-between for various communities. Wandering the wasteland is not an easy life, but the trader relies on his speech and manner to make his way safely on the established trade routes. Of secondary importance is Intelligence, which helps in his efforts to appraise objects of value for their true worth to him and the customer.

Alignment: Any, though traders tend to lean towards neutral alignments.

Hit Die: d6.

Class Skills

The trader’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Ride (Dex), Search (Int), Sense Motive

(Wis), Speak Language (any) (-), Spot (Wis), Wilderness Lore (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the trader.

Weapon and Armor Proficiency: A trader is proficient with all simple and martial weapons, as well as light and medium armor and shields. Though they prefer to live peacefully and respect the territory of others, the trader inevitably must, at some point, take up arms to defend himself and his merchandise. A knowledge of weapons, including firearms, is thus essential.

Bonus Languages: A trader *must* substitute Trade for one the bonus languages available to the character because of her background, since Trade is the common language of all merchants in the wasteland – it permits discussions of profit and price-gouging in the open, even in the face of potential customers, without fear of retribution!

Bonus Feat: At 1st level, the trader gets a bonus feat in addition to those feats she already gets for her race. This single bonus feat must be drawn from the following list: *Liked By All*, *Silver Tongue*, and *Vulture*.

Protector: The Trader fights like a cornered rat when his precious belongings and trade goods are threatened. A Trader receives a +2 morale bonus to attack rolls when fighting to defend a caravan, storehouse, treasure hoard, or other source of monetary value that is “his”. This does not apply to the defense of items personally carried by the Trader, or the items of party members, but only trade goods, excess artifacts marked for sale, etc. To retain this bonus, the Trader must remain with 30 feet of the goods he is defending at all times.

Spit Polish: At 2nd level, a trader knows how to make things look spiffy, to make the best impression. He receives a +2 to morale bonus to Bluff, Diplomacy, and Forgery skill checks.

Ear To The Ground: At 3rd level a trader’s ear is always to the ground, listening for rumors of new markets, supplies, and demands throughout the wasteland. A trader receives a +4 competence bonus to all Gather Information checks, and +2 to all Appraise checks.

Money Talks: At 4th level, the Trader can spend some of his money (or equivalent in bartered goods) to ease NPC relations. For every 100 cp spent on a bribe or “gift”, the Trader may increase his result when determining attitudes by +1 (see page 149 of the DMG for details on NPC Attitudes), to a maximum of +10. In certain circumstances (at the GM’s option), this ability can be used to provide a bonus to Diplomacy and Gather Information skill rolls (also to a maximum of +10).

Read The Signs: At 12th level, a trader knows how to read the signs of the desert – Trade-language markers and Unislang graffiti, tracks in the sand, the eerie silence, etc. Whenever a trader stumbles onto an encounter on any

TABLE 3-5: THE TRADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus feat, Protector
2	+1	+0	+0	+3	Spit polish
3	+2	+1	+1	+3	Ear to the ground
4	+3	+1	+1	+4	Money Talks
5	+3	+1	+1	+4	Going once, x1.5
6	+4	+2	+2	+5	-
7	+5	+2	+2	+5	-
8	+6/+1	+2	+2	+6	-
9	+6/+1	+3	+3	+6	-
10	+7/+2	+3	+3	+7	Going once, x2, Sucker every minute
11	+8/+3	+3	+3	+7	-
12	+9/+4	+4	+4	+8	Read the signs
13	+9/+4	+4	+4	+8	-
14	+10/+5	+4	+4	+9	-
15	+11/+6/+1	+5	+5	+9	Leadership
16	+12/+7/+2	+5	+5	+10	-
17	+12/+7/+2	+6	+6	+10	-
18	+13/+8/+3	+6	+6	+11	Professional Courtesy
19	+14/+9/+4	+6	+6	+11	-
20	+15/+10/+5	+6	+6	+12	Going once, x3

established trade route (but not uninhabited wilderness or off the beaten path locales), she receives a +4 competence bonus to Initiative on the first round, as she was suspecting danger all along.

Going Once, Going Twice: By making a successful Bluff check, the trader character can sell items at much greater cost than their actual worth, usually through auction or sheer bravado. The maximum amount an item will sell for at level 5 is x1.5, at level 10 x2, at level 20 x3. For example, a character using this ability attempts to sell an item worth 20,000 cp. At fifth level of ability he would get a price no less than 30,000 cp for the item; at 10th level, 40,000, and at maximum level, his showmanship would lure bidders of up to 60,000 cp for the normally 20,000 cp item! Note, however, that the DC of the check rises with the possible profit; DC 15 for x1.5, DC 20 for x2, and DC 30 for x3.

Sucker Born Every Minute: Among primitive, backwards, or feral communities, your showmanship and style always impresses the locals. A trader of 10th level or greater can always manage to sell something in a tribal village for far more than it's worth. Examples include beads, brass trinkets, or even discarded junk – but the money (or bartered goods) gained from such a trade is always out of sight. Once per visit to such a community a trader will always generate a small sum of 100-400 cp.

Leadership: Upon reaching 15th level, a Trader with a Cha score of 15+ is assumed to have drawn mercenaries and loyal followers to his employ. He automatically gains the Leadership feat for free.

Professional Courtesy: By 18th level the Trader is recognized as a standing member of his merchant house, and can petition peers (even neutral ones, or those from rival houses) to oversee any case or judgment concerning him, instead of local authorities, automatically. This can only be done in a civilized or semi-civilized settlement that has at least one merchant house represented. Trials overseen by merchant houses, even bitter enemies, usually result in a fine instead of corporal punishment or imprisonment (though the actual amount must be set by the GM, depending on the crime committed), to protect “their own”. A Trader can thus use this ability to avoid suffering more serious punishments by appealing to his merchant peers, and instead paying a fine.

CHAPTER IV: SKILLS AND FEATS

SKILLS

Skills in Darwin's World include those in the SRD, with some modification (and clarification).

The skills *Alchemy*, *Knowledge (arcana)*, *Knowledge (religion)*, and *Scry* do not exist in Darwin's World.

In addition to the basic skills, Darwin's World introduces variants on a small number of skills that are unique to this setting. These include *Craft*, *Knowledge*, and *Speak Language*. Clarifications follow:

CRAFT

There are a number of crafts unique to the post-apocalyptic setting of Darwin's World. These should be added to those already existing, and complemented by any others players think appropriate to the setting. The following are just a few common examples:

Cybernetics. A character with this knowledge understands complex gyro stabilized cybernetic prosthetics (see *Cybernetics and Prosthetics*), and their relationship to living flesh, muscle, and neural input. With this skill a character can install and repair advanced cybernetic replacements (though manufacturing such a limb would be difficult; the use of *Electrician*, *Technology*, and *Medicine* would also likely be required).

Electrician. This skill allows the character a working knowledge of electrical systems, allowing him to not only operate basic electronics and utilitarian electronic items (calculators, electrical wiring, etc), but also meddle with or repair them (to some extent). The character may use this skill in place of Disable Device or Knowledge (computers) when trying to bypass computerized security circuits, but usually with a hefty penalty (up to double that needed to open the lock normally). This skill is also required for the repair of any kind of powered armor, electronic or computerized weapons, and devices with circuits, power connections, etc.

Tinker. This skill allows the character to improvise new weapon systems from existing ones. For example, a character with this skill could ingeniously mount a flamethrower in a turret on top of a car, a small crossbow on a gauntlet, etc. This skill does not allow a character to modify the weapons themselves, only their mounting.

Animal Empathy
Knowledge (all skills)
Balance
Bluff
Climb
Open Lock
Concentration
Craft
Decipher Script
Diplomacy
Disable Device
Disguise
Escape Artist
Forgery
Gather Information
Handle Animal
Heal
Hide
Innuendo
Intimidate
Intuit Direction
Jump
Knowledge (nature)
Appraise
Listen
Move Silently
Open Locks
Perform
Pick Pocket
Profession
Read Lips
Ride
Search
Sense Motive
Speak Language
Spot
Swim
Tumble
Use Rope
Wilderness Lore

The game's arbitrator should actively work with the player using this skill to determine what can and cannot be feasibly made using this skill.

Mechanics. This skill allows the character knowledge of mechanical operations. This includes a perceptive ability to figure out how, why, and for what reason a machine was built (and also how it works), the proper use of most mechanical tools, and the basic maintenance/repair of most machines and vehicles. The actual type of machine the character can repair does not need to be specified, as a general knowledge of mechanics is assumed. However, a referee may require that a character explain where he got this knowledge (working as a mechanic for a motorcycle road gang, for instance), and thus moving on to larger or alien machinery will require a certain period (in hours or days) for the character to get adjusted to the new mechanical system.

Robotics. This is the knowledge of robots and their parts. In addition to allowing a character to recognize and categorize a robot on sight (with a successful check, of course, modified if the robot is "concealed" by false flesh or organic exterior), the character understands the various parts of the robot, and will know how to extract, repair, or locate given parts - power source, internally-stored weapons, etc.

Technician. This generic skill is used to signify that the character has had years of experience in the operation, maintenance, and repair of large-scale machinery, though the actual type can vary tremendously. Examples of individual Technician-type skills include *Nuclear Technician* (the character has some knowledge or skill useful in the operation of a nuclear power plant), *Factory Technician* (operation of factory machinery), etc. Like the skill *Craft*, this gives an idea as to the usefulness of the character to a given community, but may conceivably have other uses at the referee's discretion.

Weaponsmithing. This precious skill (one which few possess in the wasteland) allows the character to repair and maintain certain types of weapon. This allows the character to repair even broken weapons given the right time and equipment (consider these requirements when any attempt to repair a broken or junked weapon is undertaken).

KNOWLEDGE

Like crafts, there are some knowledge skills that exist in this post-holocaust setting that exist nowhere else. The following are the more advanced knowledges of Darwin's World:

Ancient Lore. This skill governs the knowledge of the culture, civilization, and basic technologies employed by the Ancients (who are all but gone from the face of the Twisted Earth). A player whose character has this skill can realistically play his character as having the knowledge of what the Ancients did, how they lived, etc. and are not subject to the same "ignorance" as other survivors of the cataclysm. Note that this does not mean the character knows how to operate machines, fire weapons, or use Ancient technology, it just means he has an understanding of what the Ancients were about.

Computers. This skill, possessed only by advanced communities with some access to old technology, allows the character to operate and maintain computers. The use of this skill will depend on the program being run by the computer; the referee determines (or, in the case of a pre-generated module, it will be described fully what this skill will do for the character) what successful use of a given computer will achieve (if anything at all).

Genetics. This assumes a knowledge of genetics, including the effects of radiation on living tissue, the projected progression of mutations in a mutant strain, the dangers of various medicines/drugs/chemicals on mutants of varying generations, etc.

Medicine. This skill allows a character a working knowledge of most medical procedures. In specific, the administering of the medicine of the Ancients properly (i.e. shots, sprays, pills). Without this skill, a character would not know how to use certain medical devices or implements (see *Good Juju*).

Pharmacy. This skill allows a character a knowledge of drugs, chemicals, and medicines. A successful check will allow the character (even if he cannot read) to identify any chemical substance through observation and minute experimentation - this includes not only the name of the chemical/drug, but also its purpose and effect on most known races. A character with this skill can also identify poison with a check, as well as concoct basic toxins.

Mutant Lore. This "skill" assumes a great deal of experience with or against mutated beings in the past. It allows the character to identify, at first sight, obvious mutations possessed by mutants and monsters. This gives the character a better idea of what he is facing. In addition, should a mutant use a non-obvious ability (such as most mental mutations), the character may make a Wis check (DC 20) to devise the nature of the given power.

Also, with a successful check, the character will know (by reputation) if a creature is safe to eat or not.

Pathology. This skill allows the character a knowledge (either cultivated after years of life in the wasteland, or through advanced studies if from a more advanced culture) of the various hideous diseases and plagues of Darwin's World ... the Ancient's only real legacy that is still "experienced" as they meant it to be. A character with this skill, with a successful check, can identify the early symptoms, and post-mortem identifying marks, of diseases and poisons. This allows the character to locate (and avoid) areas of contamination, or possible carriers of a given contagion.

Technology. This indicates the character has some lifelong experience with technological devices, and thus a basic understanding of how such items work through logic. A character with this skill understands the general use of many advanced items, allowing for a better chance at figuring items out. This skill is very useful, for it allows the character a better chance at figuring out things, even things he has never seen before, if they are of a technological kind (for instance, he may not know how to operate a gravity car, but he knows it is a vehicle and thus it must have a power source, steering column, controls, etc).

Vehicle Operations. This skill allows the character to operate (drive or pilot) powered vehicles. This covers all forms of inanimate and inorganic vessels (motorcycles, cars, trucks, aircraft, boats). The actual type of vehicle the character can operate does not need to be specified. However, the game's referee may require that a character explain where he got this knowledge (driving cars, for instance), and thus moving on to larger or more advanced vehicle types will require a week or so for the character to get adjusted to the new mechanical system.

SPEAK LANGUAGE

This skill is generally unchanged, though the actual languages of Darwin's World should be addressed. In general, Speak Language covers a general literary competency, allowing a character a working knowledge of how to read, write, and understand the written messages and documents of one or more languages used in Darwin's World. So many years after the fall of civilization, a number of offshoot dialects and entirely new languages have sprung up in the world. The most common languages employed include:

Ancient. Ancient is the forgotten language of the Ancients, the tongue employed by the citizens of America before it fell to nuclear war. This language is actually very rare now in Darwin's World, for there are few communities remaining who have carried the language on unbroken (those that do and fail generally end up creating their own

version of Gutter Talk instead; see below). Some groups (such as “shelter-folk” or dome-dwellers) may indeed know this language (and this language alone), however. Ancient is very useful, for it allows a character to understand the road signs, street signs, Arcanum, markings, etc. left by the Ancients in their numerous ruins.

Trade. Trade is a language that has spread throughout the wasteland as a universal “code” of the merchants who ply the caravan routes, mainly developed to communicate warnings of dangers, raiders, inhospitable communities, etc. A special code of markings and “runes” is used to convey thoughts in written form (much like old hobo code), while gestures and slang phrases (which sometimes vary from region to region) are also prevalent. Major trade organizations (such as the Clean Water Clan, Far Traders, Cartel, etc) may have their own variations of this code for secret uses.

Unislang. Unislang is the true “common” tongue in the wasteland, a mix of old English, evolved slang, and simple hand gestures. It is much like Trade. Unislang, however, can be highly dialectic, with wild variations being a widespread phenomenon. Universally-understood symbols are used to represent ideas or signs (much like cuneiform, or basic picture writing), often as simple as drawing the image of a monster in the area to warn off others. Though the wasteland is seldom a place known for brotherhood, it is generally accepted that those who know Unislang should and will leave markings for others “in the know” to avoid walking into hostile territory or dangerous regions.

The following is a brief listing of some of the most common phrases and colorful words of Unislang, the universal banter of the Twisted Earth’s many varied peoples.

Amazons - female raiders or xenophobes who either hate men or fear them

Ancients - the mythical and deified inhabitants of Earth before the Fall

Blue Heaven – a term referring to the Moon, which is blue (terraformed with oceans a long time ago)

Breeder - anyone (male or female) capable of breeding

Brethren – militant mutants or cultists who seek to destroy all remnants of the past

Broken Ones - mutants, specifically those with physical deformities

Bronze - someone bringing law and order to the wasteland; usually a law-enforcing member of a community but sometimes a solitary wanderer with a self-styled “vision”

Corium - melted graphite, uranium fuel, and metal from a nuclear core meltdown; often hangs like stalactites in the melted core chamber; valued in the wastes because it is often used as “money”

Domes - biodomes, legendary sealed environment shelters where pure strain humans are said to hide

Freak - a mutant with mental powers

Furniture - a woman

Gangers - sometimes raiders, but more often just loose “gangs” in the urban ruins

Ghoul - any cannibalistic mutant or creature

Graveyard - a ruined city of the Ancients

Grub - a child or something to eat

Gutter Talk - the language of those who have tried to preserve the language and customs of the Ancients, but who have fell short in one way or another

Lost, The - mutants

Mech - a person who knows how to fix machines

Meds - any kind of medicine, though usually used to refer to narcotics

Mink - a particularly beautiful but deadly female

Mutants - any mutated being

Necropolis - a ruined city

Phantom - a loner or wanderer who does good for the common people

Psionic - a mutant with mind powers

Purist - non-mutants, those of original human stock, usually xenophobic but sometimes tyrannical and racist

Raiders - any kind of brigand, bandit, or highway road gang

Razors - particularly vicious or malevolent gangers

Retard - disdainful term for a mutant with mental powers

Ruin - a ruined city

Sandwalker – a wandering storyteller; usually a merchant or trader (but not always)

Scag - wasteland scum; typically raiders or community outcasts

Scav - a wanderer who lives by scavenging; usually a killer and thief

Stick - a gun, especially a rifle

Terminals - mutants, specifically mutants who are unintelligent or cannibalistic

Toilet Paper - disdainful term for the paper money of the Ancients

Trade - a language used by merchants, full of secret codes and pictograms

Trash - a ganger, bandit, or loner with poor potential and little value

Tribal - a member of any primitive or savage tribe

Twisted Earth – a common nickname for the planet

Ultraviolence - violent acts, usually undertaken for “fun” by miscreants and gangers

Unislang - the universal language used to communicate in Darwin’s World

Vault - a hidden shelter for Ancients; also a term for a great cache or trove

Wildcat - an insane or particularly feisty female

Xenophobes - communities of people who shun the outside world, for whatever reason

Yellow Eye - a generic term used to refer to mutants

Gutter Talk. Gutter Talk is closely related to Ancient, and is a preserved form of that speech that has been

distorted over time. Various words, for instance, are replaced by the sounds they make (for instance, the word “car” may now be “vroom”, or “helicopter” might be “chop chop”), and sentence structuring generally has no rules or organization.

Computer. Computer is actually its own language. A character with this “tongue” can understand the strings of code used by computers, computer programs, robots, etc. This allows a character to analyze a program for errors or loopholes, or to potentially rewrite them to perform differently, or even write his own for whatever purposes. The use of this language is very rare and very advanced, requiring the skill Knowledge (computers) to use most effectively (note that the former skill allows operation and understanding the hardware of the computer, while the language - of the same name - is how to program and manipulate them).

FEATS

Darwin’s World is not a world without its heroes and exceptional villains, and feats are part of what make characters (player and monster alike) memorable and challenging. The basic feats are largely represented unchanged in Darwin’s World, though some have obviously been omitted. A few new feats, unique to the desperate peoples of the Twisted Earth, are given consideration below.

Feats in *italics* are new to Darwin’s World, or are otherwise touched upon below. Keep in mind that *Combat Casting*, *Spell Focus*, *Spell Penetration*, most *Item Creation* feats, and *Metamagic* feats do not exist in Darwin’s World!

Note that certain feats not presented in the Core Rules might (with all players’ consent) transfer into the setting of Darwin’s World; examples include *Artist*, *Blooded*, *Bullheaded*, *Cosmopolitan* (for

Alertness
Ambidexterity
Armor Proficiencies (All)
Blind-Fight
Brew Potion
Combat Reflexes
Concubine
Dodge (Mobility, Spring Attack)
Endurance
Exotic Weapon Proficiency
Expertise (Improved Disarm, Improved Trip, Whirlwind Attack)
“Feel” For Weapon
Fertile/Potent
Forsaken
Gladiator
Great Fortitude
Home School’d
Improved Critical
Improved Hit Dice
Improved Initiative
Improved Unarmed Strike (Deflect Arrows, Stunning Fist)
Iron Will
Juju Man
Leadership
Lightning Reflexes
Liked By All
Marauder
Martial Weapon Proficiency
Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge)
Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run)
Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave)
Quick Draw
Rip A Clip
Road Warrior
Room-Broom
Run
SandWalker
Shield Proficiency
Silver Tongue
Simple Weapon Proficiency
Skill Focus
Super-Charismatic
Toughness
Track
Troglydte
Two-Weapon Fighting (Improved Two-Weapon Fighting)
Vulture
Weapon Finesse
Weapon Focus
Weapons Specialization

someone hailing from a bustling community like the City of Styx), *Discipline* (the Brotherhood of Radiation), *Education*, *Horse Nomad* (Amazons), *Merchantile Background*, *Militia* (any Warrior-type), *Resist Poison*, *Saddleback*, *Silver Palm*, *Smooth Talk*, *Stealthy*, *Street Smart*, *Survivor*; and *Thug*.

BREW POTION (Item Creation)

In Darwin’s World, this feat permits a character to concoct healing drugs and juju from herbs, weeds, and other natural “chems”.

Benefit: You can concoct potions to heal, treat poison, and alleviate radiation sickness, given the proper time and expenditure of coin in ingredients. See *Good Juju* for the forms of primitive medicine capable of being produced with this feat. The actual process for making a potion (costs and time) are as presented in the Core Rules, but note that there is no XP cost for their creation in Darwin’s World.

Note: Brew Potion is used to make primitive concoctions (those presented here in the basic core rules), not the advanced drugs of the Ancients covered elsewhere. These latter are meant to be hard-to-find artifacts and prizes.

CONCUBINE (General)

You were at one time the concubine, slave, or mistress of a powerful desert raider or community leader. While in his harem you were trained in the arts of entertainment and artistic performance.

Prerequisite: Cha 13+.

Benefit: You gain a +4 bonus to all Perform checks.

Note: Concubine is a feat that means a character was more than a mere love-slave, but someone groomed as a performer for the entertainment of raider chiefs, merchants, etc. The Perform bonus is meant to cover all sorts of entertainments, from musicianship to dance, poetry to whatever might please one’s next master(s). As such it can apply to both male and female characters, of all ages.

EXOTIC WEAPON PROFICIENCY (General)

Exotic Weapons in Darwin's World include all advanced and futuristic weapons, such as plasma rifles, atom guns, ion rays, etc. A character must take a feat to become proficient in any of these weapons, unless his background gives him this proficiency freely.

"FEEL" FOR WEAPON (General)

Either from practice as a child with a firearm, or having come from a community of hunters, or simply from having a knack at weapons, the character has gained a "feel" for his weapon.

Benefit: Choose one weapon when this feat is gained. This must be a specific, special weapon (for instance, not just any laser rifle, but the rifle you grew up with). From here on out you receive a +2 to-hit bonus with this weapon.

Note: This feat is indeed a good companion to Weapon Focus, but unlike the latter, it applies only to a specific weapon. Not just automatic rifles, for instance, but a SPECIFIC automatic rifle you've come to know and love, customize and become a part of. If that unique weapon is broken or lost, the Feel For Weapon bonus cannot be applied to a new weapon

FERTILE/POTENT (General)

Yes, being fertile is a notable advantage in Darwin's World. In a world ravaged by radiation bombs, nuclear wastelands, and chemical pollutants that scoured every inch of atmosphere and landscape, very few beings remain fertile - those that are fertile (or potent, as the case may be) are rarities, almost "god-like" for the fact that they can breed and carry on the species.

Benefit: If your character doesn't have this feat, he (or she) can never have children.

Special: You may only take this feat as a 1st level character.

FORSAKEN (General)

You were abandoned as a child and left to die. Against all odds you managed to survive on your own in an unbelievably hostile world, gaining new abilities and insights. You now operate best when left alone.

Prerequisite: Characters of a Feral background only.

Benefit: The character receives a +2 competence bonus to Hide, Listen, and Wilderness Lore checks. You lose these benefits, however, if working in a group of four or more.

Special: You can only take this feat as a 1st level character.

GLADIATOR (General)

You've spent some time as a gladiator in the pits of one slave city or another, and have become accustomed to fighting against armored opponents.

Prerequisite: Wis 13+, Alertness.

Benefit: When fighting an opponent in medium or

heavy armor, the armor bonus to AC from any armor worn by your opponent is reduced by 2 (for your attacks only).

HOME-SCHOOL'D (General)

This feat can generally only be had by those characters from more advanced communities (shelters, biodomes, etc), as it assumes the character is possessed of a priceless gift - an education.

Prerequisite: Int 13+.

Benefit: All Knowledge skills are class skills. In addition, one Knowledge skill of your choice receives a permanent +2 bonus.

Special: You may only take this feat as a 1st level character.

IMPROVED HIT DICE (General)

The character is particularly tough for members of his class.

Prerequisite: Con 15+.

Benefit: Your hit dice increases by one step. D4 becomes d6, d6 becomes d8, d8 becomes d10, and d10 becomes d12 (maximum).

Special: This feat may not be taken multiple times. Hit points should not be re-calculated whenever this feat is taken.

JUJU MAN (General)

The character seems to react to medicines really well.

Prerequisite: Con 18+.

Benefit: You never have to roll for Incompatibility with medicines, regardless of your race.

Special: You may only take this feat as a 1st level character.

LIKED BY ALL (General)

The character has a charisma that invokes a positive reaction from all who come into contact with him, whether poor unfortunate wanderers or hardened desert raiders - no matter the case, strangers find something in the character that makes them smile.

Prerequisite: Cha 13+.

Benefit: NPC reactions will always be at least *Friendly* on first contact, regardless of the NPC's normal disposition (though the character may earn a negative response with further relations).

Special: You may only take this feat as a 1st level character.

MARAUDER (General)

The character is proceeded by a reputation that chills those he meets - and keeps the riff-raff in line. The character (whether deserved or not) is portrayed as a killer, a madman, and is widely feared.

Prerequisite: Level 5+.

Benefit: You can inspire *fear* (no save allowed) in those you personally meet if you so wish, so long as their level is not more than 1/2 yours. This results in a -2 morale penalty

on saving throws, and causes them to flee, with a 50% chance of dropping what they are holding.

MARTIAL WEAPON PROFICIENCY (General)

In Darwin's World, "martial" weapons are modern-era firearms. A character with this feat is proficient in one or more specific Martial Weapons (automatic pistol, automatic rifle, etc). This otherwise works as the feat described in the basic rules.

RIP A CLIP (General)

The character can discharge a full clip of ammo in seconds.

Benefit: This acts just like *Cleave*, except that it works with ranged automatic or rapid-fire firearms (not bows, crossbows, or other primitive weapons, however).

Special: This feat can be bought more than once. If bought a second time, it has the effects of *Great Cleave*.

ROAD WARRIOR (General)

You were born and raised in the back of a souped-up, gas-hogging, armor-plated pickup truck with a machinegun on the roof. It's no wonder you're more at home in the car than on your feet.

Benefit: Normally, vehicle-mounted combatants suffer the same penalty with ranged weapons as if on horseback (-4 if moving a double move, -8 at full speed). With this feat, the modifier is reduced to -2/-4.

ROOM-BROOM (General)

You excel at firing guns in close quarters.

Benefit: A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

SANDWALKER (General)

You've been to the far corners of the Twisted Earth and seen it all. With this comes a basic knowledge of the world's burgeoning cultures, towns, and settlements, and how to fit in (or at least not stand out) wherever you go.

Prerequisite: Level 10+.

Benefit: You may make a Wis check whenever you come to a new town, village, or other settlement. Success indicates you know a little something of the people, customs, superstitions, ruling class, and laws. The DC is determined by the GM, but a general rule might be as follows: obscure village (DC 22), typical town (DC 18), city (DC 14), or famed trade nexus/settlement (DC 12).

SILVER TONGUE (General)

The character has developed a knack when it comes to convincing others the value of his basic trade goods.

Prerequisite: Cha 13+.

Benefit: When trading, you can purchase items for 90% value; when selling, you will receive 110% actual price.

Special: This can be combined with a trader's Going Once, Going Twice ability for increased effect.

SIMPLE WEAPON PROFICIENCY (General)

This works just like the traditional feat of the same name, but in Darwin's World, the category of Simple Weapons includes all primitive melee and ranged weapons. These include all weapons (Simple, Martial, and Exotic) shown in the d20 rules. A character must purchase a Simple Weapon Proficiency feat to become skilled in any simple weapon.

SUPER-CHARISMATIC (General)

You're either the post-holocaust version of Hitler, or the world is full of gullible morons. Maybe a bit of both. Anyway, you seem to have a talent for grabbing the attention of crowds and making them see your point of view.

Benefit: Your Charisma modifier is doubled when dealing with crowds (groups of 10+; on an individual basis, people can see right through you), whether as a merchant, leader, or whatnot.

Special: This bonus applies not only to Cha checks, but also when determining a character's total Leadership score with the Leadership feat.

TROGLODYTE (General)

A childhood spent growing up in the shelter (or in any underground community) has given you innate senses beyond the norm, especially keyed to life in an underground environment.

Benefit: The character can intuitively determine his exact depth underground, as naturally as sensing which way is up. In addition, he receives a +4 competence bonus on Spot checks to notice weakened stonework, dangerous cave or tunnel features, and the presence of poisonous (or flammable) gas pockets in the area.

Special: You can only take this feat as a 1st level character

VULTURE (General)

You are an expert at finding things that others often overlook – or are too busy to notice. You are the ideal scavenger.

Prerequisite: Wis 13+.

Benefit: You receive a +4 bonus to Search checks.

CHAPTER V: MUTATIONS

Characters and creatures in the mutated and nature-ravaged world of Darwin's World are survivors - survivors of a kind that have been tempered and altered by generations, exposed to gamma and ultraviolet radiation, insidious poisons and chemicals, and creatures of a heretofore unheard of nature.

These survivors have, for the most part, come to adapt to the ravaged world through the mutation of their own genes; the massive amounts of radiation and chemicals left after the many wars that destroyed mankind facilitated the mutation of all living things; plants, humans, and animals alike no longer resemble what they once were. Radiation has quickened the process of evolution, sometimes even creating erratic and hideous deformities. In some, the effects have only manifested as birth defects, while in others (the usual case), it has been to the benefit of the creature - creating a defensive shell or carapace, a natural venom, etc.

All characters in Darwin's World are children of the aftermath - changed in some manner, either massively or barely noticeably, physically or mentally. As a result, each and every character is unique in some way, adapting to the harsh environment of the wasteland in his own fashion.

WHAT IS A MUTATION?

Mutation is an advanced and complex phenomenon. As a rule, mutation occurs whenever DNA is not perfectly duplicated. This process almost exclusively occurs as a child develops in the womb; starting as a single-cell (a fertilized egg), the fetus develops as these cells divide and form into separate entities, one by one, in a process known as mitosis. During mitosis, the first cell starts as a generic entity, but after a certain point (say, after a dozen or so splits), the next generation of cells begin to specialize in tasks. These "tasks" are dictated by the genes of the cell, which hold "codes" that tell the cell what to do; for example, a genetic code might dictate a single cell join millions of others of its kind to help create an eye, or a lung, or a liver. These programmed cells, in turn, divide and multiply, and over several months (at least for human embryos) this process multiplies to such an extent that the child takes human form.

The production and reproduction of the human cellular structure is a complex and delicate process. Any number of things can go wrong during this process, on a number of levels, from mutated genes to damaged chromosomes. Cells can fail to fully divide, or genes can fail to come through with their genetic "orders". In most cases, this would result in a deformed child, but at some point (typically within the first few weeks of pregnancy) the body recognizes the fault in the process and naturally aborts. However, in some cases, the failure of this process to abort results in a mutated birth.

Whenever DNA, cells, etc. fail to reproduce exactly as the genetic codes of the species generally dictate, a mutant

is born. In humans, genetic mutation typically results in some form of physical retardation - cystic fibrosis, chorea, down's syndrome, muscular dystrophy, hemophilia, anemia, and even color-blindness are typical results of faulty DNA reproduction that manage to survive through birth.

Most genetic mutations do not last, however, and are typically restricted to the one mutant in question. The reasons are mainly a social/cultural issue - mutants, no matter how polite you want to be about it, typically do not breed. Their mental/physical differences generally make them the least ideal selections for a mate. In addition, reproductive capabilities are often very susceptible to damage by mutation (perhaps nature's way of ensuring the mutation does not continue in the species). As a result, the mutated genetics of the individual typically die with him, and are not passed on to the next generation.

All this changes in the environment of Darwin's World, for a number of reasons. First and foremost, genetic mutation is far more common due to one prevalent factor - mutagens in the environment. Many chemicals distort or deform the process of DNA reproduction, and the use of chemicals both in industry and warfare was widespread during the fall of the Ancients - the legacy of chemical contamination still exists in the holocaust world. Radiations from fallout, nuclear detonations, and ultraviolet sources are known to affect living creatures in much the same way, but radiation also stimulates mutation of its own, like a kind of "accelerator" that promotes genetic instability.

With a larger percent of the population suffering from mutation, mutated genes are no longer the exception, but the rule. As a result, mutated genes are now shared among the population, and are being passed along by those few mutants still capable of breeding.

The existence of advanced mutations is actually the observance of the evolutionary process in action. What starts as stray mutation, generally expected to discontinue and thus not contribute to the gene pool of mankind, manages to not only exist but thrive, resulting in the new genetic mutation becoming an evolutionary trait. As such, over successive generations, what was a useless additional "tentacle" of flesh and tissue becomes a usable and proficient limb. Thus, those creatures that have numerous mutant ancestors will likely have mutations of a more advanced and useful nature. Those whose previous generations were only recently affected by mutation will still have mutations in the early process of evolution - and thus will be less developed and advanced.

This is the basis for the division of mutant types in Darwin's World.

Note that no character may have the same mutation more than once.



Mutations Costs

Mutations and defects are divided into 3 categories: minor, moderate, and major. When spending mutation and defect points granted by character race, minor mutations cost 1 point, moderate 2 points, and major 3 points.

Neural Mutations

Neural mutations require a Concentration check to employ successfully. Failure to make a check results in a wasted action (if applicable), but no other adverse effects. Difficulty is listed individually with the specific neural mutation.

Note that many neural mutations are only effective against 'thinking' targets. Thinking targets are any creature with Intelligence, Wisdom, and Charisma scores. Most neural mutations are not limited by distance (unless mentioned in the text); range is line of sight.

Disguise Note

Any mutation or defect which significantly alters the characters appearance (i.e., Aberrant Horn Development, Prehensile Tail, Complete Wing Development, Aberrant Deformity, Mongoloid, etc.) incurs an additional (cumulative) -2 penalty on Disguise checks.

1ST GENERATION MUTATIONS

Mutations

Abnormal Joint Flexibility, Dwarfism, Independent Cerebral Control, Multi-Faceted Eyes, Neural Shield, Photoluminescent Aural Emission, Sensitive Sight, Aberrant Endoskeletal Encasing, Accumulated Resistance, Advanced Sensory Control, Autism, Dual Cerebellum, Gigantism, Neural Empathy, Neural Telekinesis, Neural Telepathy, Respiratory Membrane, Serrated Dental Development, Superior Kidney Development, Super-Sensitive Sight.

Defects

Aberrant Deformity, Adrenaline Deficiency, Alopecia, Bilirubin Imbalance, Bizarre Pigmentation, Cerebral Susceptibility, Hemihypertrophy, Hunchback, Immune-System Abnormality, Mongoloid, Non-Malignant Tumors, Pituitary Deformation, Anaphylaxis, Atrophied Cerebellum, Brachydactyly, Critical Vulnerability, Cystic Fibrosis, Hemophilia, Negative Chemical Reaction, Night Blindness, Photosensitivity, Skeletal Deterioration, Under-Developed Organ, Albinism, Neuro-Fibromatosis, Sensory Deficiency, Syncope, Terminal Limb Deficiency, Unstable Neural Activity.

2ND GENERATION MUTATIONS

Mutation

Aberrant Horn Development, Abnormal Joint Flexibility,

Dwarfism, Enhanced Respiration, Independent Cerebral Control, Multi-Faceted Eyes, Neural Shield, Photoluminescent Aural Emission, Sensitive Sight, Aberrant Endoskeletal Encasing, Accumulated Resistance, Advanced Sensory Control, Autism, Claws, Dermal Spike Growth, Dual Cerebellum, Expanded Optic Orbit, Extreme Resilience, Gamma-Ray Visual Sensitivity, Gigantism, Inherent Immunity, Increased Body Density, Increased Movement, Interior Moisture Reservoir, Multiple Stomachs, Neural Blast, Neural Confusion, Neural Empathy, Neural Fear, Neural Telekinesis, Neural Telepathy, Prehensile Tail, Protective Dermal Development, Respiratory Membrane, Serrated Dental Development, Simian Deformity, Superior Kidney Development, Super-Sensitive Sight, Accelerated White Blood Activity, Density Alteration, Dual Headed, Neural Domination, Pyrokinetic Pulse Generation, Spontaneous Electric Charge Gen.

Defects

Aberrant Deformity, Adrenaline Deficiency, Alopecia, Bilirubin Imbalance, Bizarre Pigmentation, Cerebral Susceptibility, Hemihypertrophy, Hunchback, Immune-System Abnormality, Mongoloid, Non-Malignant Tumors, Pituitary Deformation, Anaphylaxis, Atrophied Cerebellum, Brachydactyly, Critical Vulnerability, Cystic Fibrosis, Hemophilia, Negative Chemical Reaction, Night Blindness, Photosensitivity, Skeletal Deterioration, Albinism, Neuro-Fibromatosis, Sensitivity, Sensory Deficiency, Syncope, Unstable Neural Activity.

3RD GENERATION MUTATIONS

Mutation

Aberrant Horn Development, Abnormal Joint Flexibility, Diurnal/Nocturnal, Dwarfism, Enhanced Respiration, Independent Cerebral Control, Multi-Faceted Eyes, Neural Shield, Photoluminescent Aural Emission, Sensitive Sight, Aberrant Endoskeletal Encasing, Accumulated Resistance, Acid Excretion Glands, Advanced Sensory Control, Autism, Claws, Dermal Spike Growth, Dual Cerebellum, Epidermal Acid Enzymes, Expanded Optic Orbit, Extreme Resilience, Fragrance Development, Gamma-Ray Visual Sensitivity, Gigantism, Haemotoxin Sting, Inherent Immunity, Increased Body Density, Increased Movement, Interior Moisture Reservoir, Multiple Stomachs, Neural Blast, Neural Confusion, Neural Empathy, Neural Fear, Neural Telekinesis, Neural Telepathy, Prehensile Tail, Protective Dermal Development, Regenerative Capability, Respiratory Membrane, Serrated Dental Development, Shriek, Simian Deformity, Superior Kidney Development, Super-Sensitive Sight, Accelerated White Blood Activity, Chameleon Epidermis, Complete Wing Development, Density Alteration, Dermal Poison Sap, Dual Headed, Energy-Altering Cell Structure, Energy-Retaining Cell Structure, Genetic Metamorphosis, Light Distortion Field,

Neural Domination, Neural Life-Force Destruction Field, Neurotoxin Sting, Optic Emissions, Pyrokinetic Pulse Generation, Spontaneous Electric Charge Gen.

Defects

Aberrant Deformity, Alopecia, Bilirubin Imbalance, Bizarre Pigmentation, Cerebral Susceptibility, Hunchback, Mongoloid, Non-Malignant Tumors, Anaphylaxis, Atrophied Cerebellum, Brachydactyly, Critical Vulnerability, Negative Chemical Reaction, Night Blindness, Photosensitivity, Albinism, Sensitivity, Sensory Deficiency, Unstable Neural Activity.

MUTATIONS

ABERRANT HORN DEVELOPMENT [Minor]

The mutant's hair and bone growth has become accelerated and pronounced on the head area, and has grown a pair of "horns" (or even "antlers", with advanced development) on the head, allowing him to make a gore/head-butt attack with one of his attacks.

Benefit: Gains a horn-butt attack (at base attack, damage 1d6, x2 crit).

ABERRANT ENDOSKELETAL ENCASING [Moderate]

This mutation is caused by an aggressive explosion in the production of bone and cartilage between the ribs of the mutant's skeletal frame, creating a thick and reflective bone "shield" encasing the vitals, segmenting over the spine to still allow a good degree of flexibility.

Benefit: The mutant suffers only half damage from piercing attacks.

ABNORMAL JOINT FLEXIBILITY [Minor]

This allows the mutant to alter his body in some small manner by dislocating fingers, arm joints, legs, etc, allowing for an incredible degree of bodily flexibility.

Benefit: Mutant gains a +4 bonus to Escape Artist checks.

ACCELERATED WHITE BLOOD CELL ACTIVITY [Major]

The mutant's recuperative system has been mutated with aggravating radiations, increasing the mutant's ability to heal even the most extensive bodily injuries.

Benefit: You have the ability to spontaneously heal wounds (fast healing 5). This healing ability is limited to wounds caused by slashing, piercing, and bludgeoning weapons. Damage caused by heat, cold, electricity, sonic, acid, or energy weapons must heal normally.

ACCUMULATED RESISTANCE [Moderate]

Through years of exposure to a certain substance (chemical or radiation, for instance) in the mutant's environment, a resistance against said source has been accumulated.

Typical resistances include poison, disease, and radiation.

Benefit: You make all Fortitude saves against your specific resistance with a +4 bonus.

ACID EXCRETION GLANDS [Moderate]

Acidic enzymes produced in sub dermal glands located on the mutant's body (either a development of the saliva glands in the mouth, or from special sweat glands elsewhere on the body) can be forced from the body and into a stream of concentrated acid.

Benefit: Once every four rounds the mutant can make a ranged touch attack up to 10 ft away, using his base attack bonus. The attack does 1d6+1 per level (up to a maximum of +10) acid damage. This attack counts as a standard action.

Special: The acid loses potency quickly after exposure to air, so it cannot be decanted or stored for later use.

ADVANCED SENSORY CONTROL [Moderate]

This mutation allows the mutant to concentrate on a certain sense, increasing its detection and sensory abilities far greater than normal. The actual sense the mutant can increase must be specified (sight, hearing, taste, smell), but the effects are actually dependent on the situation.

Benefit: Using your advanced sense (and that sense only), you receive a +4 bonus to appropriate skill checks (Listen, Spot, etc). A few other skills can be affected to a lesser extent, receiving a +2 bonus – Open Locks (touch), Read Lips (sight), Wilderness Lore (smell, tracking only).

AUTISM [Moderate]

The mutant is autistic, suffering from a rare type of mental retardation that has remarkable side effects – effects that generally defy rational explanation.

Benefit: The mutant rolls 1d6 each time he makes an Int-based skill check. On a roll of 1-3, he receives no bonus (other than that given by his regular ranks and attribute modifier). On a roll of 4-6, however, he receives a special, one-time competence bonus of +20 to that particular check. Those skills potentially affected include Appraise, Decipher Script, Disable Device, any Knowledge skill, Read Lips, and Search.

CHAMELEON EPIDERMIS [Major]

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color - in effect, allowing the mutant to subtly change colors on a cellular level. This allows the being to hide, if stationary, almost as if invisible.

Benefit: You gain displacement (25% miss chance) when using this ability. You can only maintain your transitory coloration for 1 round per point of Constitution bonus per day (minimum 1 round).

Special: A character using this ability while naked is almost completely invisible (use the rules for detecting invisible creatures instead of Hide checks; but note that invisible characters can still Hide). Light or minimal

clothing or equipment allows the character a +8 on Hide checks, normal gear reduces the bonus to +4. Characters wearing heavy armor or fully garbed receive no benefit.

CLAWS [Moderate]

Mutation has altered the fingernails in the mutants hand so that they can be used as formidable weapons. Some variety has been observed in claw development; most mutants have fixed claws, though a few have been found to have retractable claws. Most (but not all) mutants also have claws on their feet as well.

Benefit: The character's hands are now natural weapons that inflict 1d4 points of damage, x2 crit. The claws provide a +2 bonus to Climb checks.

COMPLETE WING DEVELOPMENT [Major]

The mutant has developed a complete set of wings, either in the form of fleshy membranes, feathery wings, bat-like extremities, or even scaly insect-like versions. The growth of these wings grants the mutant the ability to fly, for a duration of not more than 30 minutes per point of STR.

Benefit: You gain the ability to fly. Movement rate is 60 ft (poor).

DENSITY ALTERATION [Major]

By utilizing a unique ability to cause body liquid (blood, water, etc) to flow through the mutant's system, the mutant is capable of altering his physical density - allowing him to shift his weight at will. Alternatively the character instead possesses minute cilia or suction cups on his palms and soles that duplicate this ability.

Benefit: Using this mutation, the mutant can virtually walk up walls and balance perfectly. This permits the character to *spider climb*, as well as granting a +8 bonus to Balance checks.

DERMAL POISON SAP [Major]

The mutant is covered in a thick gooey "sap" (like a plant) or slime (like a frog) that is poisonous to those who touch or ingest the mutant.

Benefit: Successful bare-hand attacks and bite attacks against the mutant require the attacker to make a Fort save (DC 16); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

Special: Bare-hand and grapple attacks made by the mutant have the same effect.

DERMAL SPIKE GROWTH [Moderate]

The mutant has thick bone-like protrusions exiting his epidermis, protecting the vital areas from hits.

Benefit: This acts just like *armor spikes*, allowing the mutant to inflict 1d6 points of piercing damage (x2 crit) with a successful grapple attack. The mutant receives a free Martial Weapon Proficiency if this mutation is taken.

DIURNAL/NOCTURNAL [Minor]

This mutant's metabolism is tied to the daily cycle of the

rising and setting of the sun.

Benefit: The player chooses whether the character's Strength or Dexterity is affected, and whether his character is at his best during the day or night. The character receives a +2 bonus to Strength or Dexterity during his peak activity cycle. His peak activity cycle can be either day (from 6 AM to 6PM) or night (from 6 PM to 6 AM). The bonus (Strength or Dexterity) and cycle (day or night) must be determined during character creation, and cannot be altered.

DUAL CEREBELLUM [Moderate]

The mutant is possessed with two distinct and fully-developed brains (both still located in the skull, in independent brain cavities), and is thus capable of greater intelligence. A complete medical scan of the head will reveal the true independent nature of the two brains, however.

Benefit: Your Intelligence bonus is *doubled* when making skill checks, but not for any other purpose.

DUAL HEADED [Major]

The mutant has developed a second head, next to the first (on his shoulders), through a wild genetic deformation.

Benefit: You cannot be *flanked* and gain a +1 Spot and Listen bonus.

DWARFISM [Minor]

The mutant's physical size has been altered by mutated genes, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially-decreased size and body weight.

Benefit: Your size is reduced to Small. You gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but you must use smaller weapons than normal creatures, and your lifting and carrying limits are three-quarters of those of Medium-size characters. Your base speed is also reduced to 20 ft.

ENERGY-ALTERING CELL STRUCTURE [Major]

The mutant possesses an outer layer of special cells that act to absorb ionized energy and convert it into inert displays in the visual spectrum. As a result, the mutant is able to absorb directed energy emissions and transform them into harmless bursts of light.

Benefit: If the mutant is struck by an energy attack, a Fortitude save (DC 16) must be made; if the check is successful, the attack does no damage *whatsoever*, but a sudden and intense flash of brilliant light is emitted (with a radius equal to 1 ft per 1 point of damage that would have been inflicted). If the check is failed, damage is inflicted as normal, however. Types of energy that are affected include electricity and energy weapons, but cold, acid, radiation, heat, and sonic attacks are not.

ENERGY-RETAINING CELL STRUCTURE [Major]

The mutant possesses special electro-sensitive cells and internal electrolyte “webbing” that acts to disperse harmful energy and store it in the body. The mutant can, with practice, learn to channel this inner energy before it is dissipated (through short bursts of static energy), utilizing it as if he was a “battery”. The mutant can absorb energy, storing it for a later date (it can be fed directly back into a weapon by touching the power connections, for instance, or may even be used to *heal*).

Benefit: When the mutant is struck by an energy attack, a Fortitude save (DC 25) must be made; if the check is successful, the attack does no damage *whatsoever*, and the mutant absorbs this energy for later use. A single discharge can be used to power any other energy device (for one discharge), or the energy can be channeled to heal the mutant personally for 1d8 points. A single charge can be retained at any given time. Types of energy that are affected include electricity and energy weapons, but cold, acid, radiation, heat, and sonic attacks are not.

ENHANCED RESPIRATION [Minor]

The mutant has an improved respiratory system, with enlarged and chambered lungs. The character normally takes a breath every three or four minutes, and can hold his breath for exceptional amounts of time.

Benefit: The character can hold his breath for 20 minutes before making drowning or suffocation checks. Because of his infrequent breathing cycle, he receives a +4 to Fortitude saves against airborne diseases, spores, and inhaled poisons.

EPIDERMAL ACID ENZYMES [Moderate]

The mutant can emit powerful dissolving juices or corrosive enzymes, like those emitted by carnivorous plants, some species of toad/frogs, etc, through pores in the skin.

Benefit: Any creature coming into bodily contact with the mutant's skin suffers 1d8 points of acid damage. The mutant may still wear armor that has a hardness of 4 or more.

EXPANDED OPTIC ORBIT [Moderate]

The skull of the mutant has evolved to allow a special kind of optic movement. The orbit (socket) of each eye has deepened into the skull, creating a deeper cavity, and eye muscles have developed along the interior that pull the eyes back and into the skull instinctively when harm threatens the eyes. In effect, the eyes of the mutant retract back and down into the head, out of harm's way.

Benefit: A mutant with this mutation looks normal most of the time, but when the eyes are threatened they sink back leaving hollow empty holes. This mutation negates the effects of weapons, devices, or other effects that cause *blindness*.

EXTREME RESILIENCE [Moderate]

A mutant with this ability suffers less from attacks made against him. Generally the reason is he's huge (for instance, it's harder to instantly kill an elephant than a human), or perhaps his body has some strange reorganization of interior organs.

Benefit: You are immune to *critical* results.

FRAGRANCE DEVELOPMENT [Moderate]

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form - spores, for instance.

Benefit: Once per day you can emit an invisible scent that forces up to 2d4 HD in creatures to make a Will save (DC 20) or be *hypnotized* (as the spell, *hypnotism*). Duration is 2d4 rounds. Emitting the fragrance counts as a standard action. Range is 15 ft.

GAMMA-RAY VISUAL SENSITIVITY [Moderate]

This mutation allows the mutant to literally “see” emissions of gamma rays within his range of vision.

Benefit: Such emissions appear as bright glowing patches or “auras”, warning the mutant of the danger of the area, object, or creature (the referee is only required to describe the aura as dim for low rad levels, bright for higher levels, or brilliant for extremely high levels). The range of the mutant's detection is roughly equivalent to his natural sight.

GENETIC METAMORPHOSIS [Major]

The mutant is able to assume the shape and form of any creature it kills, by consuming some or all of its genetic material (i.e. eating the flesh and blood of a falling being).

Benefit: A mutant with this ghoulish ability can assume the shape of any Small or Medium-sized creature it has recently consumed (no older than 1-4 days). Physical attributes are gained, including strength, armor class, and attack forms, but knowledge and skills are not. The creature can only maintain this ability for 1 day per point of Constitution bonus. Changing back and forth between forms is a full-round action.

GIGANTISM [Moderate]

The mutant's physical size has been altered by mutated genes, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species - ape-like arms, lumbering gait, and distorted features.

Benefit: The mutant increases size to Large. You receive a +8 bonus to Strength, -2 decrease to Dexterity, +4 to Constitution, +3 natural armor, and a -1 modifier to attack. A mutant of this size can use Large weapons one-

handed. There is, however, a -1 size modifier to AC and a -4 penalty to Hide checks. Armor for large creatures cost double and weighs twice as much, if available at all.

HAEMOTOXIN STING [Moderate]

The outer cells of the mutant's epidermis have developed into nematocysts, oval-shaped stinging cells that fire microscopic "darts" into any living tissue that comes into contact with them. These screw-shaped darts fire deep into the skin and release haemotoxins into the bloodstream of the victim, causing immediate effect. Remember, this is a microscopic action, and requires only contact between flesh and flesh (for instance, the mutant could use this ability simply by grasping an opponent).

Benefit: Haemotoxins cause bruising, hemorrhaging, and disrupt the ability to heal. Any creature coming into skin-to-skin contact with the mutant suffers 1d4 points of acid damage, and cannot heal naturally for a further 1d4+4 days (Fortitude save, DC 20, to resist). Using a sting is a free action.

INCREASED BODY DENSITY [Moderate]

A restructuring of cellular spacing and reinforced structuring has resulted in the mutant's body becoming much more dense and resistant to kinetic shocks. The mutant's body has become incredibly dense for its size.

Benefit: The mutant suffers only half damage from bludgeoning attacks.

INCREASED MOVEMENT [Moderate]

For one reason or another, the mutant has developed the ability to move incredibly fast (perhaps the adrenal gland of the mutant have a direct effect on the performance of leg and lower torso muscles, or perhaps the muscles and tendons themselves have developed a higher tensile-strength which gives them double potential).

Benefit: The mutant's speed is increased by x1.5.

INDEPENDENT CEREBRAL CONTROL [Minor]

A development in the forward motor cortex of the mutant's brain allows each side of the brain to control a limb independently without dividing attention - resulting in skilled manipulation of both hands at the same time, with mirrored proficiency. As such, the mutant has developed an equal ability to use both hands adeptly.

Benefit: A character with this mutation operates as if having the Ambidexterity feat for free.

INHERENT IMMUNITY [Moderate]

The mutant has developed an immunity (total immunity) to a certain form of exposure. The actual reason for this immunity depends on the environment and development of the mutant; a mutant with immunity to directed-energy might have a reflective hide (or skin cells that turn mirror-like upon sensing flashes of intense energy), an immunity to acid might indicate a plant-like fibrous property to skin (and thus a resistance to flesh-eating acids), etc.

Benefit: The player may pick one specific attack form to be resistant to from the following - heat, cold, electricity, acid, energy weapons, sonic attack, and radiation. All attacks by this form have a damage reduction of 10. In the case of immunity to radiation, the character must be exposed to two times the normal amount of Rads to reach each threshold. This mutation cannot be taken if Sensitivity (see Defects) has been taken for the same attack form.

INTERIOR MOISTURE RESERVOIR [Moderate]

Like a camel, the mutant has an internal reservoir of moisture (most likely centered in the buttocks and stomach area), which collects lingering moisture in the body - providing the mutant with emergency moisture if needed.

Benefit: The mutant can survive for a full week without food or water.

LIGHT DISTORTION FIELD [Major]

Through some unknown process the mutant is capable of emitting a powerful "distortion field" which alters light patterns around him and his "personal envelope" (thus including clothes and surface gear), which makes him literally invisible.

Benefit: The mutant can turn *invisible* for up to 3 round per Con bonus per day (minimum 3 rounds). Creating the field counts as a standard action.

MULTI-FACETED EYES [Minor]

The mutant has developed insect-like eyes, multi-faceted to allow minute discernation of areas of space - allowing the mutant to notice motion even in the most subtle form.

Benefit: The mutant receives a +4 bonus to Spot checks.

MULTIPLE STOMACHS [Moderate]

The mutant has developed a series of interconnecting stomachs (much like a cow), allowing him to break down and digest nearly any substance, from regular foods to grass and paper products.

Benefit: The mutant can subsist on nearly anything, so long as it is not inherently poisonous.

NEURAL BLAST [Moderate] (DC 18)

A mutant with this mutation has an advanced psychokinetic talent due to an awakening of his dormant psychic abilities (note that some plant-like creatures might have this ability due to the emission of spores instead). This mutation concentrates the mutant's mental strength into a project able "fist" of telekinetic force, which can be used to damage the mental capabilities of the opponent.

Benefit: The mutant can "attack" any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant's level). Failure indicates the target is knocked unconscious from the blast. Duration lasts for 1d4 minutes. Using a

neural blast is a standard action, and can only be employed once per day in any event.

NEURAL CONFUSION [Moderate] (DC 17)

Through developed psychic strength, the mutant is able to alter and literally “scramble” the neural activity within the mind of a given target. This literally “attacks” the mind of the target, scrambling mental signals and causing temporary confusion.

Benefit: The mutant can “attack” any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant’s level). Failure indicates the target succumbs to *confusion*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL DOMINATION [Major] (DC 21)

Through the use of this ability the mutant is able to alter and excite the activity of neurons in the brain of the receiver (i.e. the target). With experience, this random activity can be controlled by the mutant, causing overload in the mind that can lead to incapacitation, unconsciousness, or even death.

Benefit: The mutant can “attack” any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant’s level). Failure indicates the target succumbs to the effects of the spell, *dominate monster*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL EMPATHY [Moderate] (DC 12)

Through some mutative radiation the mutant has “awakened” psychic abilities. This mutation causes a subtle growth of the lower hemisphere of the frontal part of the mutant’s brain, in the area where the senses are clustered.

Benefit: Through use of this ability the mutant is capable of sensing the general emotions (fear, hate, etc) and attitudes (deceitful, friendly, etc) of any creature it singles out and concentrates upon. The target, if aware of this attempt, may make a Will save to resist (DC 10+ mutant’s level).

NEURAL FEAR [Moderate] (DC 15)

This ability attacks the mind of the target, redirecting, enhancing, and magnifying subconscious warning signals.

Benefit: The mutant can “attack” any organic, thinking target (including animals) within sight with this attack, requiring the target to make a Will save (DC 10 + mutant’s level). Failure indicates the target succumbs to the effects of the spell, *cause fear*. Duration lasts as the spell. Using this ability is a standard action, and can only be employed once per day in any event.

NEURAL LIFE-FORCE DESTRUCTION FIELD

[Major] (DC 23)

The mutant’s unique brain structure is capable of generating an aberrant and powerful flux of electromagnetic activity, which can be focused by the mutant to create an invisible “field”, causing a devastating imbalance and dispersion of electric signals and electrolyte chemicals in contact with it. In effect, the field drains the “life force” of those creatures that touch it, acting to bombard tissue with and ionizing bursts that sear inner tissues and disrupts white blood cell activity and the brain’s ability to communicate commands to the body.

Benefit: The mutant can generate a “shell” centered on himself, extending 5 feet in all direction. Any living, organic creature coming into contact with this field immediately suffers 2d6 points of damage (no save). This persists for up to 1 round per Con bonus (minimum of 1). Raising and lowering this field counts as a full-round action.

Special: Though the field is invisible, it still emits a subtle crackle or hum. Sensing the presence of this field requires a Listen check (DC 18).

NEURAL SHIELD [Minor] (DC 15)

The mutant can erect a special “mental barrier” from a wall of neurons that protects him from any and all mental (or otherwise mind-affecting) attacks, devices, or special abilities.

Benefit: While raised, the *neural shield* prevents mental attacks and mind-altering devices from affecting the mutant. However, using the shield also prevents the mutant from using other mental abilities as well. Raising and lowering the shield is considered a standard action.

NEURAL TELEKINESIS [Moderate] (DC 15)

This evolution and reawakening of psychic ability allows the mutant to move an object, through “mind over matter” - telekinesis.

Benefit: The character can telekinetically manipulate objects weighing no more than 5 lbs. per point of Wisdom bonus. Characters without a positive Wisdom modifier can still manipulate objects weighing up to 5 lbs. Using telekinesis requires strict concentration, and thus its use is a move-equivalent action.

NEURAL TELEPATHY [Moderate] (DC 10)

This ability allows the mutant to send thoughts to another target, in the form of a few words or commands, at a distance of no more than a mile or so. Note that this is transmission, not receiving, and thus is solely “one-way”.

Benefit: The character can communicate *telepathically* at will.

NEUROTOXIN STING [Major]

As Haemotoxin Sting, except neurotoxins are injected.

Benefit: Neurotoxins act to paralyze the body and respiratory system. Any creature coming into contact with

the mutant suffers 1d4 points of acid damage, and must make a Fortitude save (DC 20) or be *paralyzed* for 1d4 hours thereafter. Using a sting is a free action.

OPTIC EMISSIONS [Major]

These “eyebeams” are emissions of lasing atoms from the eye of the mutant, a stream of charged ions that are cycled in the optic center. These eyebeams are like “pulses”, and act much like lasers - searing and burning flesh like a powerful flash burn. Eye beams, as they are pure light, can also be used to deflect other forms of light-based attack (e.g. other eye beams or even laser fire, but not other forms of energy attack).

Benefit: Hitting with a ranged touch attack, the mutant can inflict 2d4+1 per level (up to a maximum of +5) points of heat damage. Also, with a successful Reflex save (DC 20), the mutant can deflect directed energy attacks focused on him. Using optic emissions is considered a standard action.

Special: If the optic emissions are used for more than three consecutive rounds, the character suffers one point of damage for each additional round used (the charged particles begin to damage the eyes and brain).

PHOTOLUMINESCENT AURAL EMISSION

[Minor]

The mutant has a strange glow to his body, typically resulting from a constant (but harmless) combustion of dying (or dead) inner-body cells - a process which occurs at all times as new cells are created and old ones die. Sometimes this is simply a result of the ionization effect of latent radiation within the mutant himself, however.

Benefit: As a result of this unique mutation, the mutant emits a glow (it can be in any color, usually neon green, blue, white, or yellow, though the player may choose another color) that sheds light up to 20 ft in all directions. It does, however, also serve to make the mutant easily visible. The glow is constant.

Special: Wearing normal clothing does not inhibit the illumination. The character is likely to fail automatically all Hide checks in areas of darkness or areas lit by less than full daylight. If the character wears some enveloping cloak or similar garment, he may attempt Hide checks in such areas at a -4 penalty.

PREHENSILE TAIL [Moderate]

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an “additional limb”.

Benefit: The tail can grapple objects like a hand (much like a monkey’s tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation might be +2 bonus to Balance checks, +2 bonus to Climb checks (+4 if climbing trees), etc. The tail can also be used in more mundane ways, such as holding a light source, so the

character can employ both hands to fight. The tail cannot use weapons, however, as it is not quite that dexterous.

PROTECTIVE DERMAL DEVELOPMENT

[Moderate]

The skin cells of the mutant’s epidermis has thickened and mutated, turning into a thick “armor”. This can take the form of a thick leathery dermal overgrowth (like “jowls”, or an extra layer of callous tissue, for instance), or the cells may have in fact developed into hardened “scales”, like a lizard.

Benefit: The mutant has a natural armor bonus of +4 AC.

PYROKINETIC PULSE GENERATION [Major]

The mutant is able to excite molecular movement around himself to such a point as to generate a “wave” or “pulse” of super-heated atmosphere. This acts to expel a strong pulse of heat outwards from the mutant, in a stream in front of himself.

Benefit: The mutant can, once per day, generate a heat pulse against one target within 30 ft (as a ranged touch attack), inflicting 3d6+1 per level (up to a maximum of +10) points of heat damage. The pulse generation is considered a standard action.

REGENERATIVE CAPABILITY [Moderate]

When provided with proper rest and food, this mutation allows the character to recuperate from injury at a staggering rate. The mutant may recover from critical wounds in mere days. In some instances, there have been reports of mutants re-growing severed limbs.

Benefit: The character is considered to be double his actual level for the purposes of natural healing. If he should be so unfortunate as to lose a limb or extremity (and survive), the lost body part will regenerate over a period of 1d4+2 weeks.

RESPIRATORY MEMBRANE [Moderate]

The mutant has developed a set of gills (and the associated membranes within the respiratory tract), allowing him to extract air molecules from water; in effect, the mutant can “breathe” water like a fish, just like regular breathing above water.

Benefit: This permits the mutant to breathe water as normally as air. The character is a true amphibian.

SERRATED DENTAL DEVELOPMENT [Moderate]

The mutant has developed mandibles, beak, or any other rigid biting extremity (this can vary tremendously on the player’s choice). The beak/mandible can be used to *bite*.

Benefit: Gains a bite attack (at base attack, damage 1d8, x2 crit).

SHRIEK [Moderate]

The mutant’s vocal cords are substantially altered, allowing him to produce sounds both above and below the normal

human auditory range. The culmination of this ability seems to be a focused shout, using the sonic vibrations to everyone in the immediate vicinity of the mutant.

Benefit: Once per day, the mutant can let out a horrible shriek that affects everyone within a 10 foot radius of him. Targets in the area of effect must make a Fortitude save (DC 10 + the mutant's level) or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save take no damage.

SIMIEN DEFORMITY [Moderate]

A mutant who suffers from this has an altered appearance which mimics that of the great apes (such as gorillas and orangutans) - stunted legs, a hunched and slope-shouldered posture, and elongated arms that permit the knuckles to drag the ground. The mutant's overall speed is reduced unless his arms are used to assist locomotion.

Benefit: The character's shortened legs reduce his base speed to 20 feet (or 2/3 normal). However, if all 4 limbs are used to move (arms and legs), his speed is 30 feet (or normal). A character using his arms to assist movement cannot be wielding a weapon or carrying items in his hands. His elongated arms extend his reach in combat to 10 feet (instead of 5 feet).

SUPERIOR KIDNEY DEVELOPMENT [Moderate]

The mutant's kidneys have transformed into an extremely effective filtration system, which grants the mutant total immunity to ingested (not infused or injected) poisons and toxins (including most non-acidic chemicals).

Benefit: The character becomes immune to ingested poisons of all types. The mutant's urine becomes poisonous as a byproduct, however, though this does allow it to be harvested (as an ingested poison of roughly equal strength and effect as the toxin imbibed; DC decreases by -2).

SENSITIVE SIGHT [Minor]

The mutant's optic glands and optical nerve have been mutated to allow him to see well in low light.

Benefit: A character with this mutation has low-light vision out to 60'.

SPONTANEOUS ELECTRIC CHARGE GENERATION [Major]

The mutant's cellular structure generates, through some unknown means, a surplus of ionizing electric charge, which can be expelled from the mutant in the form of an electric "pulse". In effect, the mutant is capable of summoning up a powerful electric charge that can be cast out to strike a target at a distance.

Benefit: The mutant can, once per day, generate an electric pulse against one target within 30 ft (as a ranged touch attack), inflicting 3d6+1 per level (up to a maximum of +10) points of electricity damage. The charge generation is considered a standard action.

SUPER-SENSITIVE SIGHT [Moderate]

The mutant's eyes have developed the ability to see in darkness.

Benefit: Characters with this mutation are gifted with the ability to see underground, in darkness, as *dark vision* up to 60 ft.

DEFECTS

ABERRANT DEFORMITY [Minor]

The mutant has developed limbs in places where they don't belong, replacing others. This results in a hideous appearance (an arm where a leg should be, an extra foot growing from the heel, etc). The player must choose a limb and another feature, and switch them. Examples might be the placement of the face on the chest, the replacement of a hand where a foot should be, etc.

Penalty: This has no game effect except to alter appearance.

ADRENALINE DEFICIENCY [Minor]

The mutant has a deficiency in adrenaline production (perhaps due to a diminished or atrophied adrenal gland), and as a result, cannot make use of this reservoir of strength and stamina in dire straits.

Penalty: The mutant suffers -2 to all Fortitude saves.

Special: Optionally, a player may take a -2 to Reflex saves instead.

ALBINISM [Major]

The mutant's body has adjusted to a sheltered life underground or under some shelter from UV contact, and thus reacts poorly to direct sunlight and UV sources.

Penalty: The mutant suffers a reduction of Constitution and Strength of -2, and a -4 reduction to Spot checks, when exposed to natural light or well-lit conditions.

ALOPECIA [Minor]

This mutation is indicative of heavily-damaged hair-production follicles in the mutant's body.

Penalty: A mutant with this mutation is bald, permanently incapable of growing hair on his body.

ANAPHYLAXIS [Moderate]

The mutant's metabolism has an adverse reaction to the presence of certain materials - materials that are harmless to others. The extreme reaction that the mutant suffers from exposure to the material is such a shock to his system it could even kill him, if exposed long enough. The material is something common and otherwise harmless (select one): alcohol, corium, feathers, ferrous metal, fur, leather and hide, plastic, rubber, or wood.

Penalty: Each round the character is exposed (in contact with) to the offending material, he reacts exactly as if poisoned (Type: Contact DC12, Initial/Secondary Damage: 1d2 Dex/1 Dex).

ATROPHIED CEREBELLUM [Moderate]

The mutant's brain has atrophied in certain areas due to a genetic birth defect. As a result of this mutation, the mutant suffers a number of mental deficiencies.

Penalty: A mutant with this defect suffers a one-time -2 reduction of Intelligence. In addition, all Dexterity checks are made at a DC 1.5 times greater than normal, due to a deterioration in coordination.

BILIRUBIN IMBALANCE [Minor]

Due to a one-nucleotide error in a certain blood-producing gene, the mutant generates an inordinate amount of bilirubin that the liver cannot break down - resulting in tell-tale yellow eyes.

Penalty: Though this does not affect the mutant physically, it serves as a blatant sign that he is a mutant - and cannot pass as a human.

BIZARRE PIGMENTATION [Minor]

The character's hair color, eye color, and skin color (pick two of the three) are of a color not normally found in humans. Odd hair colors might be light red, unusually fair blond, white, platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Whatever the abnormal coloration, it is clear that the character is not a normal human.

Penalty: None, other than the fact that the character is clearly a mutant and cannot pass as a human.

Special: This defect cannot be taken with alopecia or bilirubin imbalance.

BRACHYDACTYLY [Moderate]

This is a genetic defect that results in the mutant developing significantly-shortened fingers and toes.

Penalty: This inhibits manual dexterity to a severe degree, resulting in a one-time reduction of Dexterity by -2.

CEREBRAL SUSCEPTIBILITY [Minor]

The specific biological mechanisms that govern the use of neural mutations is not fully comprehended, but it is believed to be linked to certain chemicals produced by the brain and the accompanying synaptic energy fields. A mutant with this defect generates an energy field which attracts and enhances the effects of neural mutations; this indicates that he is more vulnerable to attacks from neural attack.

Penalty: The character suffers a -4 penalty to any Will save to resist the effect of a neural mutation.

CRITICAL VULNERABILITY [Moderate]

The character has a crucial weakness in his body that makes him especially susceptible to additional damage. Typical causes might be a lack of protective bone or cartilage around vital organs, nerves and pressure points

in his body being in exposed locations, or organs that are abnormally sensitive to trauma.

Penalty: Anytime a threat is scored against the character, it is automatically considered a critical hit.

Special: A mutant with this defect becomes susceptible to critical hits, even if another ability or mutation otherwise makes him immune.

CYSTIC FIBROSIS [Moderate]

The result of the defective genetic programming of mucus production glands, this causes a build-up of salt in the lungs, producing mucus that erodes the lungs' tissues and inhibits the ability to breathe. This can potentially cause suffocation, infection, and eventual death.

Penalty: A mutant with this genetic defect has a limited lifetime, generally thirty or thirty five years - at which time he is assumed to have died of the eventual build-up. The defect has no other game-related effects.

HEMIHYPERTROPHY [Minor]

The mutant suffers from a severe case of *hemihypertrophy*, a genetic disorder in which one side of the body fails to grow normally - resulting in a grotesque, lopsided stunting development. On one side of the body the mutant has a shortened leg and arm, with diminutive foot and hand respectively. This results in an unusual gait and uncoordinated dexterity.

Penalty: The mutant's base speed is reduced by 5 feet per round. She also suffers an additional -2 racial penalty to skill checks requiring two-handed dexterity and manipulation. Typical skills to be penalized might include Balance, Climb, Jump and Swim.

HEMOPHILIA [Moderate]

The mutant's white blood cells are diminished in count, preventing him from healing as quickly as a normal specimen of his kind.

Penalty: A mutant with this genetic defect suffers bleeding wounds from all physical injuries that inflict more than 10 points of damage in a single hit. Such wounds continue to bleed (-1 hit point per round) for 1d6 rounds. In addition, a mutant with this defect only heals half the normal hit points from rest and natural healing (fractions rounded down).

HUNCHBACK [Minor]

The mutant has a deformed spinal column that creates a recognizable "hump" on the back.

Penalty: This mutation causes a slight reduction in movement, reducing the mutant's ground speed by a third (rounded up).

IMMUNE-SYSTEM ABNORMALITY [Minor]

The mutant has a diminished resistance to disease due to a mutated immune system. Mutations can vary from a depleted white blood cell count (preventing activity against foreign viral infection) to kidney atrophy (reducing

the body's ability to purify its system).

Penalty: This mutant makes Fortitude checks against diseases at -4.

MONGOLOID [Minor]

The mutant's features have been deformed through mutative birth defects; eyes are malformed, teeth are jagged or misshapen, the nose is squashed, etc.

Penalty: This has no game effect other than to serve as evidence that the character is in fact a mutant (there's no hiding it).

NEGATIVE CHEMICAL REACTION [Moderate]

The mutant suffers from a genetic disease (such as *malignant hyperthermia*) that is potentially threatening whenever she receives treatment with foreign drugs.

Penalty: Though the mutant's racial modifier for medical compatibility does not change, when and if there is a failed check, the effect roll is made with d12, not d20.

NEURO-FIBROMATOSIS [Major]

This is an advanced form of tumor development, once known as the "elephant man disease". The mutant has developed massive and grotesque tumors that totally distort and pervert the human form, causing a reduction of sight capabilities and altering movement.

Penalty: This defect severely restricts a mutant. It gives a -2 modifier to Spot checks, as well as a one-time reduction Dexterity and Charisma by -4.

NIGHT BLINDNESS [Moderate]

The mutant suffers from a genetic disorder (*retinitis pigmentosa*) that results in a degeneration of the retina, this defect results in a reduction of sight capability in darkness.

Penalty: A mutant with this defect suffers the effects of *blindness* in any poorly-lit or deeply-shadowed environment (any condition short of natural sunlight or bright illumination).

NON-MALIGNANT TUMORS [Minor]

The mutant has developed tumors (like keloid tumors) from extensive radiation exposure. These tumors are thick and callous, deforming the mutant's appearance only (the mutation has no other effect).

Penalty: A character with tumors suffers a one-time penalty to Charisma of -1.

PHOTOSENSITIVITY [Moderate]

The mutant's eyes are not developed to handle the strain of intense light.

Penalty: A character with this defect suffers from complete *blindness* in natural or bright light. This can be kept in check only with sun goggles or shaded glasses.

PITUITARY DEFORMATION [Minor]

This defect indicates the pituitary gland of the mutant has been deformed in some manner due to radiation exposure/mutation, causing unnatural aging.

Penalty: A character with this defect appears much older than he really is, generally two to three times his actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

SENSITIVITY [Major]

For some reason the mutant is particularly sensitive to one or more forms of attack or special effects.

Penalty: The mutant suffers twice the normal damage (or effect) from one category of attack - heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation. In the case of radiation, the character reaches each threshold at half the normal Rad level. This mutation cannot be taken if Inherent Immunity (see Mutations) has been taken for the same attack form.

SENSORY DEFICIENCY

This mutation covers a wide variety of possible deficiencies - blindness, deafness, etc.

Penalty: The character suffers from either *blindness* or *deafness*.

SKELETAL DETERIORATION [Moderate]

The mutant's calcium deposits in the skeletal structure have been replaced by other minerals - ones that weaken, deform, and cause brittleness (cadmium being most prevalent in the post-holocaust environment).

Penalty: A character with this mutation receives no Constitution bonus to hit points. If he already possesses no bonus (or has a negative bonus), he receives an additional -1 to hit dice.

SYNCOPE [Major]

The character is vulnerable to fainting spells due to cerebral anemia, caused by mutation. Unfortunately, these swoons strike at the most inopportune time, though never more than once a day.

Penalty: Each round the character suffers hit point damage, he must make a Fortitude save (DC 10 + damage inflicted) or go unconscious. Unconsciousness lasts for 1d6+1 rounds, after which the character recovers from the syncope and may act normally. This affliction will not affect the character more than once per day.

TERMINAL LIMB DEFICIENCY [Major]

In most cases of this defect, the mutant was born missing one or more limbs, victims of defective genes that failed to generate a fully-developed extension. Alternatively, one of the mutant's limbs degenerated and atrophied, due to genetic deformity (the mutant has a short, stubby, or disfigured limb, evidence of mutation in transition). The limb chosen (arm, leg, or genitalia) is completely useless, though some vestigial appearance remains (a withered

arm, a stubby leg, shriveled testes).

Penalty: The limb loss results in a decrease in the ability to perform physical activities. Suggested skill penalties for missing arm/leg include Balance -1/-4, Climb -8/-8, Jump -1/-8, Open Locks -4/0, Ride -1/-4, Swim -4/-4, Tumble -2/-2, Use Rope -4/0. A missing leg limits a character to a speed of 5 feet, 10 with a crutch. Loss of genitals means the character is incapable of intercourse and reproduction. The absence of genitals also affects hormonal growth and the development of secondary sex characteristics, resulting in an androgynous character that fails to fall into any of the socially acceptable sexual roles. Choosing under-developed genitals results in a -2 penalty to Charisma.

UNDER-DEVELOPED ORGAN [Moderate]

One of the mutant's more vital organs is undeveloped, and thus incapable of performing at the same level as normal members of his species. The effect depends on what organ is underdeveloped.

Penalty: As a general guideline, this mutation should give a -2 to one ability score, a -4 to one skill, a -2 to several skills, or an equivalent penalty. Suggested examples - voice box (character cannot speak), eye (-1 to Spot, Search, and ranged attacks), lung (character cannot exceed base walk speed), liver (-2 penalty to saves versus poisons), intestines (character requires 2x amount of food daily), muscles (-2 to Strength), inner ear (-2 to Balance and Listen checks), etc.

UNSTABLE NEURAL ACTIVITY [Major]

The mutant's neural activity is marked by an uneven and imbalanced series of brain functions. This can only be bought by mutants with mental abilities (neural-type mutations, telekinesis, etc).

Penalty: Whenever the mutant fails a Concentration check when using a neural mutation, she must make a Fortitude check (DC 20) or be incapacitated by dizziness, brain seizure, or swoons for 1d3 minutes. The ability that triggered the scrambling also does not take effect if the save is failed.

Safety PLUS!

QUALITY GAS MASKS AND
CONTAINMENT SUITS

ALL NEW SUITS
FOR
ALL-AMERICAN FAMILIES

NAPALM/WP

Protective suits offer shielding from napalm and other incendiary agents, such as the ever-popular "white phosphorous" used widely in all major American cities. Suits come in orange, red, blue, yellow - and all-new GOLD! Get yours today! Sizes S-XL

CHILD SUIT	\$19,999.99
ADULT SUIT	\$44,999.99

TEAR GAS

Masks to deal with those nuisance irritant gasses so liberally used these days! All colors and sizes now available!

MASK (ALL SIZES)	\$599.99
FULL SUIT	\$9,999.99
ALL NEW! SEALED PET BUBBLE	\$4,999.99

NERVE GAS

Silent. Odorless. Colorless. Deadly. A real pain in the butt. But now you can do away with those involuntary spasms so common to nervous-system arrest with the SAFETY PLUS! line of nerve gas protective suits and chemical gear! A guaranteed 99.9% protection factor, or your money back!

CHILD SUIT	\$9,999.99
ADULT SUIT	\$19,999.99

Disclaimer: SAFETY PLUS! does not actually guarantee any of it's products nor can it be held liable for any faulty products, as per California legal code WBNE008 (Title V, Subsection B).

CHAPTER VI: COMMON EQUIPMENT

Market places, village bazaars, and established trade houses deal in all manner of goods. Even in the ruined cities, where communities live and die by brutal violence, some “shops” are known to still operate. Goods exchanged either conform to traditional barter rules (trading one item for another of equal value), or, in some places, the exchange of *corium pieces*.

WHAT CAN AND CAN'T BE BOUGHT

When all is said and done, it's really up to the GM to determine what items can and cannot be bought. In general, it is suggested that *firearms* (but not primitive black powder weapons), *energy weapons*, and *advanced armor types* be out of reach. They are far too precious for most communities to even consider trading. Automatic weapons may be made available to certain characters whose origins are suggestive of a more advanced culture or military organization.

Most other artifacts will be hoarded as precious reminders of man's glory - as a result, even something as useless as a TV set's remote control will probably not be for sale. Only common things such as food, basic clothing, and post-war survival gear (sun hats, canvas bags, etc) will be available in the typical market.

The exception to this rule is in the case of a campaign that uses a detailed trade settlement as its base. It is useful to keep a list of things characters have sold off at markets. If characters die off, a new party may come to the same market and find these things still for sale. Then again, even if the party lives, it may need to buy those items back for some unforeseen reason. In this manner the referee can create a market with real items of value for sale, not just “common goods”, with a widely-fluctuating stock.

STARTING GEAR

All characters in Darwin's World start with a certain amount of equipment. The amount of gear given is meant to represent years of scrounging, pack-rat hoarding, etc.

The amount of money a character begins with is given under his Background.

TRADE

An essential part of playing Darwin's World is trade - characters will, no doubt, at some point wish to cash in artifacts and excess items for goods and/or services. Trade is essential to acquiring things characters can't find on their own, whether its food, weapons, or simple spare parts. As a result, this section deals with trade, barter, and bargaining.

Barter Vs. A Coin-Based Economy: The economy of the post-holocaust world is based mainly on barter (the exchange of equitable goods), since the existing currencies of the world have long been valueless - copper and nickel simply don't cut in when there's an emptiness in your stomach. Indeed, even fancy minerals and metals

like gold and silver hold little or no value in Darwin's World (sure gold is pretty, but a bar of it is far less valuable than a liter of fresh water), and thus the only system that remains viable is *barter*.

All items in Darwin's World are given a base value in “cp” (see *Corium*, below), intended to permit the referee to regulate the basic value of items for trades and barter.

A referee should feel free to modify an item's value depending on local availability (one way to get excess gear out of characters' hands if they're getting too powerful!)

Corium Pieces (cp; equals one “gold piece”): Corium is a resource widely accepted throughout the Twisted Earth as a universal form of “money”. When a nuclear reactor melts down, the molten core often cools into pillar-like formations of metal that glow with a subtle incandescence in the dark, generating its own internal heat.

Corium is mined throughout the wasteland in spots known to have once been reactors or power plant facilities; miners risk long-term radiation dangers, but the profit is immense for those willing to put on a helmet and go down beneath the earth into the core. Many communities use slaves or conscripts instead to mine their corium deposits. In any event, corium metal is typically formed into “coins” (generally the shape flat oval nuggets) and used as a monetary unit - and their mines jealously guarded.

Though of little practical use, corium cannot be duplicated or falsified, and thus remains widely accepted as currency for trade, in place of or supplementing traditional barter.

Variation: In some places, corium pieces might instead be replaced by a currency of bottle caps, hand-printed “payslips”, or transferable meal tickets good for one meal in that community's soup kitchens.

COMMON GOODS

The most basic items in the Core Rules easily convert over to Darwin's World. Common examples include *backpacks*, *bedrolls*, *candles*, *map cases*, *chains*, *crowbars*, *flasks*, *flint and steel*, *grappling hooks*, *hammers*, *clay jugs*, *ladders*, *lamps* (all kinds), *manacles*, *pitons*, *pole*, *pouches*, *trail rations*, *hemp rope*, *sacks*, *sledges*, *tents*, *torches*, *vials*, *waterskins*, and most basic *clothing* types (artisan, explorer, monk, peasant, and traveler's outfits),

Gear for *mounts* is generally common.

Caltraps, *ink*, *ink pens*, *locks*, *mirrors*, *paper*, *parchment*, *portable rams*, *silk rope*, and *spyglasses* are much more rare, and generally only available as special “finds” at junkyard bazaars and marketplaces, or as special goods hoarded by a community's thinkers. Rare *clothing* types (courtier, entertainer, noble, royal, and scholar) are also likely to fetch a much higher price - when and if they can be located.

Thundersticks, *tindertwigs*, *smokesticks*, and *acid* can sometimes be found in settlements where a chemist or juju man is known to operate.

Class tools and skill kits (that apply) are certainly hoarded and never sold, and usually considered to be articles of Arcanum or Gizmos.

Item Costs: These items usually go for the listed rate in the Core Rules. Keep in mind that all values are usually considered barter values, not actual coin values. A barterer isn't going to make change, though a coin merchant will. But this can prove difficult as well; there aren't any units of value other than the "cp".

For example, a character wishes to buy 3 silver pieces worth of basic goods from the basic rules. He can either barter away exactly three silver pieces of goods, or any amount over this. He won't be given change, except perhaps in small portable goods (for instance, cocoa beans).

A character paying in corium pieces ("cp") would take a loss, since his cp is essentially worth 1 gold piece. Any goods he buys of a value less than one cp are bought at a loss unless he buys other items equaling the amount spent.

POTIONS (Primitive Medicines)

Potions are simple medicinal concoctions and brews whipped up by tribal witch-doctors and juju-men across the Twisted Earth. As the advanced techniques and chemical recipes of the Ancients are, by and large, lost to mutantkind in this twilight of the Fall, simpler – but certainly effective – solutions must be made.

Potions work exactly as described in the Core Rules, but keep in mind that all effects are chemical and medicinal, not magical. Any character with the *Brew Potion* feat can create simple concoctions (**table 6-1**) with the right time and expenditure of ingredients.

Primitive medicines have the remarkable quality of working perfectly for all races, whether human or mutant. Incompatibility is not considered with these simple juju items.

TABLE 6-1: PRIMITIVE POTIONS

Potion	Market Price
Drink Of Fools	25 cp
Juju Salve	50 cp
Infusion Of Valor	100 cp
Oil Of Remedy	100 cp
Sleeping Potion	100 cp
Purgative	125 cp

Drink Of Fools: This legendary "poison", when drunk, causes the drinker to break out in violent hiccups if a Fortitude save (DC 14) is failed. While affected, the drinker suffers -2 to all attacks and skill checks for an entire hour before wearing off. Typically this drug is administered secretly.

Infusion Of Valor: This potion effectively intoxicates the drinker, granting a +2 competence bonus to melee attacks, saves, and skill checks for 1 hour. Thereafter,

however, the character suffers the exact opposite (-2 to the stated fields) for twice that duration.

Juju Salve: Juju salve is used to remedy wounds. An application of the salve will heal the beneficiary 1d6+1 hit points.

Oil Of Remedy: This is a medicinal salve rubbed into an area of injected venom or toxin. The potion has a 75% chance of curing poisons administered in this way.

Purgative: This grotesque mixture of ingredients is used to cleanse the system of a patient. When drunk, the potion automatically purges any *ingested* poisons in the drinker's system.

Sleeping Potion: A sleeping potion is generally slipped into the drinks of the unwary. When imbibed, the drinker must make a Fortitude save (DC 16) or drift off into a deep sleep for 1d4 hours. The drinker cannot be wakened short of violent means while the potion is in effect.

WEAPONS

There are nearly an infinite variety of primitive weapons available to survivors in Darwin's World, from replica axes and maces, swords and pole arms, to improvised clubs made from lead pipes, spears made from knives strapped to wooden poles, etc. The combat chart in the d20 rules can be used verbatim for all manner of improvised and primitive weapons.

Among the most commonly employed weapons of the wasteland are those that are easiest to produce and replace. These include *daggers*, *maces* (light and heavy), *clubs*, *spears* (halfspears, short spears, and long spears), *morningstars*, *quarterstaves*, *crossbows* (light and heavy), *slings*, *javelins*, *throwing axes*, *handaxes*, *short swords*, *battleaxes*, *flails* (light and heavy), *longswords*, *scimitars*, *tridents*, *warhammers*, *glaives*, *greataxes*, *greatclubs*, *greatswords*, *shortbows*, *short composite bows*, *longbows*, *long composite bows*, *bastard swords*, *whips*, and *nets*.

Less common are *sickles*, *darts*, *picks* (light and heavy), *rapiers*, *falchions*, *guisarmes*, *halberds*, *ranseurs* (medieval-style pole arms being almost unheard of), *scythes*, *kama*, *kukri*, *nunchaku*, *siangham*, *spiked chains*, *dire flails*, *two-bladed swords*, and *hand crossbows* – though certainly some raider groups or war-like primitive might cherish special weapons (like the spiked chain or dire flail) as symbols of their fighting elite.

Primitive Weapons

There are virtually thousands of kinds of weapons available in Darwin's World, simply due to the fact that nearly anything can (and most likely will in any given combat situation) be picked up and used to cause harm. Lead pipes, sign posts, candlesticks, bricks - the list is potentially infinite. Darwin's World offers a substantial list of possible improvised weapons, but likely the referee will have to come up with rules for weapons as the situation(s) presents itself. Those weapons shown should be used as a guideline, however.

TABLE 6-2: PRIMITIVE WEAPONS

Simple Weapons - Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny						
Brass knuckles *	2 cp	1d4	-	-	2 lb.	Bludgeoning
Razor blade	1 cp	1d2	x2	-	1 lb.	Slashing
Spiked knuckles *	4 cp	1d6	-	-	3 lb.	Piercing
Small						
Bayonet *	5 cp	1d4	19-20/x2	-	2 lb.	Piercing
Broken bottle	-	1d4	x2	-	6 lb.	Slashing
Medium-size						
Baseball bat	1 cp	1d6	x3	-	4 lb.	Bludgeoning
Baseball bat, metal	8 cp	1d6	x2	-	2 lb.	Bludgeoning
Baseball bat, nail-studs	2 cp	1d6+1	x3	-	5 lb.	Piercing
Lead pipe	-	1d8	x2	-	8 lb.	Bludgeoning
Police baton §	10 cp	1d4	*	-	2 lb.	Bludgeoning
Large						
Trusty-two-by-four	-	1d6	x3	-	10 lb.	Bludgeoning

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Baseball Bat: Your typical well-balanced wooden bat, a step above the common club for beating in the heads of raider scum.

Baseball Bat, Metal: This is typically a lightweight aluminum bat used for Little League practice. Though it is harder, its metal construction means it has less chance of splintering on impact (thus the reduced critical effect).

Baseball Bat, Nail-Studded: Pretty standard fare, a wooden bat shot through with 4' rusty nails. A makeshift "morningstar".

Bayonet: The bayonet is essentially a 12-24" blade, detachable from a weapon and usable as a regular dagger or digging tool. However, when a bayonet is attached to a rifle-sized weapon, it permits the user to switch back and forth from gun to weapon as a free action.

Brass Knuckles: Anywhere from a cheap brass antique to modern titanium knuckledusters. A strike with brass knuckles is considered an unarmed attack.

Broken Bottle: Any jagged bit of glass.

Lead Pipe: A heavy section of piping, torn from the ground and used effectively as a brutal bludgeon.

Police Baton: A high-impact plastic instrument for keeping the peace through less than peaceful means. The police baton inflicts subdual damage.

Razor Blade: Exceptionally sharp, but damage is minimal. Razor blades are, however, easily concealed.

Spiked Knuckles: As your typical knuckles, but with

metal spikes so the punch is all the more deadly. A strike with spiked knuckles is still considered an unarmed attack, however.

Trusty-Two-By-Four: A big ol' hunk of wood for cracking skulls.

Primitive Firearms

Still in use, after all these decades, are the primitive firearms, weapons that fire (in general) projectiles of lead or lead shot.

Unless otherwise specified, reloading any weapon is a standard action.

Normal weapons can, unless otherwise specified, attack more than once per round if the user has the ability to make multiple attacks.

Automatic weapons permit the user to make an additional attack at her highest attack bonus, as if possessing the Two-Weapon Fighting feat (no modifier to the attack roll).

Rapid-fire weapons permit the user to make two additional attacks at her highest attack bonus, as if possessing the Improved Two-Weapon Fighting feat (no modifier to the attack roll).

Air Pistol: These weapons were used primarily for silent bird hunting or for other civilian recreation (they were popular gifts to young boys), and generally came in pistol and rifle models. An air weapon is a very low-

TABLE 6-3: MODERN RANGED WEAPONS*Martial Weapons - Ranged*

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Small						
Air pistol	200 cp	1d4	x2	40 ft.	3 lb.	Piercing
Dart gun *	300 cp	1d2	-	20 ft.	3 lb.	Piercing
Pistol, automatic *	500 cp	1d10	x3	150 ft.	5 lb.	Piercing
Pistol, black powder *	250 cp	1d10	x3	50 ft.	3 lb.	Piercing
Pistol, revolver *	325 cp	1d10	x3	100 ft.	3 lb.	Piercing
Sawed-off shotgun *	700 cp	*	*	5 ft.	8 lb.	Piercing
Sub machinegun *	900 cp	1d10	x3	150 ft.	8 lb.	Piercing
Zip gun *	75 cp	1d8	x3	20 ft.	5 lb.	Piercing
Medium-size						
Air rifle	300 cp	1d6	x2	80 ft.	6 lb.	Piercing
Carbine	700 cp	1d10	x3	200 ft.	8 lb.	Piercing
Pipe rifle *	250 cp	1d8	x2	100 ft.	8 lb.	Piercing
Rifle, automatic *	1,500 cp	1d12	x3	250 ft.	12 lb.	Piercing
Rifle, black powder *	500 cp	1d12	x3	150 ft.	10 lb.	Piercing
Shotgun *	750 cp	*	*	10 ft.	10 lb.	Piercing
Sport Rifle	800 cp	1d12	x3	300 ft.	15 lb.	Piercing

* See description of this weapon for special rules.

caliber weapon (not actually a “firearm” per se), using compressed CO2 to fire small pellets or “BBs”. An air pistol must be reloaded once fired, requiring a standard action.

Air Rifle: This type of weapon operates exactly as the Air Pistol (described just above), except it is in rifle form. The rules for increasing air pressure for base damage remain the same. An air rifle must be reloaded once fired, requiring a standard action.

Carbine: A wide variety of carbines were produced even after the early wars (WWI and WWII, where they were most widely used), for use by soldiers and law enforcement agents needing a lighter, more compact version of popular rifles (a carbine is, basically, a shorter-barreled version of a rifle). A carbine can fire twenty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Dart Gun: Dart guns (usually rifles, but sometimes pistols), operate exactly like air weapons (see above), but instead of lethal ammunition they use a hypodermic dart; this dart can be filled with chemicals or drugs and slid into the single-shot breech before firing. Damage is minimal (there is very little chance of a fatal shot), but any hit injects the chemical into the target when hit - up to two doses of any given chemical/drug can be loaded into a dart. A dart gun must be reloaded once fired, requiring a standard action.

Pipe Rifle: These weapons are homemade rifles (much like the zip gun), utilizing any length of pipe and attaching it crudely to a stock to reduce recoil. Regular bullets are used in the gun, and a primitive breech-load is generally

used; shot capacity is invariably one round at a time. Any critical miss roll on to-hit results in a *misfire*. A pipe rifle can fire once before reloading. Reloading is a standard action.

Pistol, Automatic: The nations of the pre-war world manufactured an incredible variety of handguns, in thousands of models, calibers, and makes, both for military, law enforcement, and civilian use. Ammunition capacity, range, and concealability were widely varied. An automatic pistol can fire ten times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Pistol, Black powder: These weapons are still made in the aftermath, and often resemble their antique counterparts - indeed, some museum pieces are still around, used in the manner they were originally intended for. A musket pistol holds a single shot and requires a full-round action to reload.

Pistol, Revolver: Older handguns came in a variety of models before the fall of the war, and though automatic weapons were quite commonplace, the revolver was still quite favored by law enforcement and civilian buyers. Despite their low ammunition capacity (six shots being standard), revolvers were almost totally reliable when fired. A revolver can fire six times before reloading and can only fire once per round. Reloading is a full-round action.

Rifle, Automatic: Mainly employed by legitimate military forces around the world, automatic rifles were the standard weapon of soldiers until the advent of compact and reliable laser and gauss weaponry. The

TABLE 6-4: FIREARM AMMUNITION

Martial Weapons – Ranged (Ammunition)

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Small						
Bullets, pistol (10)	30 cp	-	-	-	2 lb.	-
Cartridge, pistol (10)	40 cp	-	-	-	¼ lb.	-
Metal BBs (100)	20 cp	-	-	-	4 lb.	-
Medium-size						
Bullets, rifle (10)	30 cp	-	-	-	2 lb.	-
Cartridge, carbine (20)	70 cp	-	-	-	½ lb.	-
Cartridge, rifle (30)	90 cp	-	-	-	¾ lb.	-
Cartridge, SMG (30)	80 cp	-	-	-	¾ lb.	-
Shotgun shells (20)	80 cp	-	-	-	½ lb.	-

many nations of the world created various models (some with short barrels, folding stocks, etc). An automatic rifle can fire thirty times before reloading and is considered an *automatic weapon*. Reloading is a standard action.

Rifle, Black powder: These weapons, the most common firearms in the wasteland, come in a variety of standard calibers, very similar to those used in early American history. Such weapons are unpredictable, have a slow reload rate, and require constant and tedious maintenance. A musket rifle holds a single shot and requires a full-round action to reload.

Shotgun: A favorite of civilian, military, and law enforcement, the shotgun (“scattergun”, “room-broom”, etc.) was in widespread use, from close-assault to counter-terrorism, hunting to sport shooting. Shotguns come in a

variety of typical gauges, from the powerful 10-gauge to the 410. Shotguns inflict 3d6 points of damage to a target in its first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. It can fire once a round maximum, but it can fire five times before it needs reloading. Reloading up to two shells is a standard action. Reloading more shells than that (up to five) is a full-round action.

Shotgun, Sawed-Off: This is a shortened version of the shotgun. A sawed off acts just like a regular shotgun, though its range increment is decreased. Typically a sawed-off can only fire *twice* before it needs reloading, however.

Sport Rifle: The widest variety of civilian arms come from this category, firearms made for sport or hunting (or both). From the lightest .175 (virtually a BB gun) to replica

Winchesters using the .44-40, to the heavy military .50 cal, these can be professional target rifles, military sniper rifles, etc. A sport rifle can fire once before reloading. Reloading is a standard action.

Submachinegun: Pre-war militaries, both American and foreign, made widespread use of submachineguns, compact firearms capable of a high rate of fire. Due to the nearly limitless kinds of calibers, makes, designs, etc, it would be impossible to list each and every model (especially when you consider that hundreds of futuristic models were also made). A submachinegun can fire thirty times before

ALGAE FARMS OF AMERICA®

In these times of growing recession, America must fight back against the hardships! *HydroFarms of America's* newest line of pre-fab hydroponic algae farms are now available for the towns of the American heartland. Is your community doing its part for the war effort? Reduce the strain on the national food reserves by switching over to great tasting algae and fungus crops!

Your pre-fab *HydroFarms of America* farm will see to all your hometown's needs:

- 1,000 acres of enclosed underground cropland, supporting a crop sustaining the average American town for 50+ years!
- Gardens, Fish Farms, Vast Storage Capacity, Lifts and Access Tubes, Enclosed Green House Domes. Get yours **TODAY!**
- Underground construction allows crops to thrive untainted despite possible surface contamination from increased nuclear exchange.
- Operable by residents of your community, or can be staffed by agro bots (note: agriculture droids must be ordered separately)!

Think algae can't match OTHER popular foods?

THE FACT IS:

- Kids love it!
- It has every nutrient recommended by the USDA!
- It's the next all-American treat!

TABLE 6-5: ARMOR

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Speed 30ft.	20 ft.	Weight
Light armor							
Leather	10 cp	+2	+6	0	30 ft.	20 ft.	15 lb.
Studded leather	25 cp	+3	+5	-1	30 ft.	20 ft.	20 lb.
Chain shirt	100 cp	+4	+4	-2	30 ft.	20 ft.	25 lb.
Medium armor							
Hide	15 cp	+3	+4	-3	20 ft.	15 ft.	25 lb.
Beast chitin	200 cp	+5	+3	-4	20 ft.	15 ft.	50 lb.
Heavy armor							
Half-plate	600 cp	+7	+0	-7	20 ft.*	15 ft.*	50 lb.
Shields							
Buckler	15 cp	+1	-	-1	-	-	5 lb.
Shield, small, wood	3 cp	+1	-	-1	-	-	5 lb.
Shield, small, steel	9 cp	+1	-	-1	-	-	6 lb.
Shield, large, wood	7 cp	+2	-	-2	-	-	10 lb.
Shield, large, steel	20 cp	+2	-	-2	-	-	15 lb.
Extras							
Armor spikes	+50 cp	-	-	-	-	-	+10 lb.

reloading and is considered an *automatic weapon*. Reloading is a standard action.

Zip Gun: This is a cheaply-manufactured piece of homemade hardware, usually just a metal frame or wooden handled “pistol”, the barrel being any piece of pipe or tube. Real bullets are used in the gun though, and a high-tensile spring is used as a hammer. When the spring is sprung, the bullet is hammered and fired out the barrel. Such weapons can only be fired once (the shot ruins the barrel and firing mechanism), and are of limited range and accuracy.

Firearm Ammunition

All *firearms* must use expendable ammunition, usually in the form of pre-war finds or cheap post-war replications using recycled brass casings and poor-quality powder.

Bullets: As described in the Core Rules, these are simple lead balls used in both black powder rifles and pistols. Typically sold in bags of 10 balls.

Gunpowder: As described in the Core Rules, gunpowder is used primarily to propel lead shot from black powder weapon.

Metal BBs: These are tiny lead bearings used in air pistols and rifles. They are typically sold in boxes of 100.

Metal Cartridge Clip: This is essentially a strip of

cartridges mounted in such a fashion as to make them easier to reload. A clip generally holds 10 (automatic pistol), 20 (carbine), or 30 (SMG or automatic rifle) rounds, and permits a weapon to be fully reloaded in a standard action.

Metal Cartridge: Metal cartridges are “bullets” used in most modern-era guns; for ease of use, the rules will not break down individual calibers. Cartridges will fit revolvers, pistols, SMGs, and all rifles (zip and pipe included).

Shotgun Shells: These are described in the Core Rules.

ARMOR

The various forms of armor available to the people of the wastelands are in no way comparable to the technological genius of the Ancients. The best the people of Darwin’s World can do is fabricate leather/hide-based armor types, or to salvage items of the Ancients with which to protect themselves. *Advanced* armor types, however, are still sometimes found as rare and precious artifacts among the ruins, but these are most certainly rarities.

CHAPTER VII: ARTIFACTS OF THE ANCIENTS

Every scav, raider, and trader knows that the scarred lands of the Twisted Earth, though seemingly desolate and broken to the untrained eye, are anything but “empty”. Though a wild, unchecked wind howls mercilessly by day and night in some regions, and the sun is unfettered in torturing the earth with its searing blaze, hidden among the sands, lost hills, and naked mountains are jewels of a sort. Even the dark smudges of fused glass and molten metal once known as cities, which often sprout like unexpected flowers in the sand, bear treasures worth searching for.

Within this chapter you will find a collection of useful, bizarre, and advanced technologies once utilized by the Ancients. Now, these relics are used once again by their most primitive ancestors. Treasure of a sort, these include lethal weapons, super-advanced personal armor, humming electronic devices, powerful and “magical” medicines, and other objects worthy of worship and wonder.

ARTIFACTS

This section introduces the various items of special interest that can be found among the ruined cities and lost settlements of the Twisted Earth, and their practical use in Darwin’s World.

Artifacts are, in essence, the finest goods of the post-holocaust world. Whenever characters in Darwin’s World comb an area in search of useful items, engage raiders or mutant armies, or plumb the depths of old sewers, ruined cities, or abandoned vaults and shelters, there is a chance that they will find something of a priceless nature.

Unlike in the fantasy Core Rules of the d20 system, artifacts in Darwin’s World are broken down into different categories. There are no “wands”, “rods”, “staves”, “scrolls”, or “magic weapon/armor”, per se. The categories generally include:

Junk Items: Junk items include a wide variety of variable objects and items of an almost unlimited number of uses. Some items (as detailed herein) are more useful and specific in their utilization.

Foodstuffs: Rarely an object of much interest beyond a single use, foodstuffs are the surviving meals and nutrients used in the resource-weakened world before the Fall. These include nutrient syrups and drinks, dehydrated “meal pills”, and rubber-wrapped ready-to-eat packaged foods. Super-advanced preservation techniques and

chemicals have made such lost items edible even so far in the future.

Good Juju: To the primitive mind, the super-advanced medicines and drugs of the Ancients were nothing less than “magic”. Good juju items include miracle cures to diseases, poisons, and instant healing chemicals that help to repair damage done to man and mutant alike. Good juju, though highly prized for their medical applications, often have adverse effects on *mutants*.

Arcanum: Arcanum is a dwindling form of treasure, becoming less and less common as the years past. Old books, writings, magazines, texts, films, and the like fade, decay, and rot with time.

Gizmo: “Gizmo” is a generic term for miscellaneous electronic or powered items, ranging from calculators to flashlights, autograpnels to radiation-suppression sprays.

Advanced Weapons: These are by far the most coveted and recognizable remnants of the Ancients left among the ruins. Heavy plasma rifles, X-ray lasers, grenades, and mass driver automatic weapons are only a few example of these high-tech, high-powered and extremely lethal weapons.

Advanced Armor: Advanced armor types are exceptionally rare artifacts, since most were destroyed during the great wars. Still, every now and again a rare piece will turn up, giving credit to the technical skills and ingenious armorcraft of the Ancients.

Vehicles: Vehicles are among the most common artifacts scavenged from the wasteland and drawn back into use by the few surviving communities or individuals of the Fall. These include automobiles, motorcycles, trucks, etc. Vehicles are always highly prized not only as symbols of power and influence, but also for their ability to carry heavy loads long distances and defending against or outrunning the common raider gangs and armies of the wastes.

Certain pieces of equipment (including weapons) require a power source to operate. This will be listed at the end of an item’s description as *Power Source*.

ARTIFACTS AS TREASURE

Again, artifacts are the equivalent of “treasure” in the non-magical, post-apocalyptic world. Though there are no wands or scrolls to be found, there are instead particle-beam weapons, advanced curative chems, and useful electronic devices lost among radiated ruins or used to lethal effects by bandit-princes.

Just like in fantasy-based games, artifacts are generally the real, tangible rewards to facing the dangers of the mutant world. Artifacts are rare and few, their numbers decreasing with each passing year as more and more advanced devices break, run out of power, or simply vanish to the stockpiles of secret societies.

When distributing artifacts as treasure, use the

TABLE 7-1: RANDOM ARTIFACT GENERATION

Minor	Moderate	Major	Item
01-20	01-15	01-10	Junk Items
21-30	16-25	-	Foodstuffs
31-60	26-45	11-25	Good Juju
61-65	46-55	26-30	Arcanum
66-80	56-70	31-60	Gizmos
81-00	71-85	61-80	Advanced Weapons
-	86-90	81-90	Advanced Armor
-	91-00	91-00	Vehicles

“Building a Treasure” rules (Encounter Level dictating the treasure per encounter) presented in the d20 Core Rules.

TABLE 7-2: BASE TECHNOLOGY DC

Item Type:	DC
Simple	10
Standard	15
Advanced	20
Highly Advanced	25

TABLE 7-3: TECHNOLOGY DC MODIFIERS

Related Skill (of 5 ranks)	+5
Related Feat	+5
Experience with similar item	+3
Advanced Society	+5
Manual or Instructions	+10

FIGURING OUT TECH ITEMS

On the Twisted Earth, few people remain who can use, let alone recognize, the technology of the Ancients. Theirs was a way of life intertwined with technology and electricity, detached from the honest, earthy, and savage way of their mutant descendants today.

Using complex items of a technological nature, beyond the most basic of items, is a major challenge for most characters. In Darwin’s World, all advanced items have a DC corresponding to how difficult it is to figure out its operation. When a character finds a new item, he must make a Knowledge (technology) roll to understand how the item is used. Success indicates the character understands the item and can operate it normally. Failure indicates its use eludes him. Also, if the item has charges, a single charge is used up per attempt (successful or otherwise).

Determining the DC for an item is left to GM. Darwin’s World offers a wide range of character and campaign types. A character’s ability to understand technology can be subject to his background, past experiences, and skill set. Below are some guidelines. Items found in the World Rules (Firearms, melee weapons, and primitive jujū), do not require technology checks. A character may take 10 when trying to figure out items and can only try once per level per item.

JUNK ITEMS

There are various items of minor interest to the characters and creatures of Darwin’s World, the majority of which are called “junk”. Items of this kind are typically non-combative in nature, and their use is generally limited as novelty or trivial niches (to say the least). Some may simply be inert objects, others mechanical toys and contraptions, while still others may be electronically powered with flashing lights and impressive colors. All in all, however, they are ultimately best discarded for more important finds (like food and water). However, cunning traders can often find a way to sell even these items to the rubes convinced they need that odd resin object with the flashing lights.

Clothing: Some finds consist of rare and weird clothing that only harks back to a time when mankind was able to be frivolous and wasteful. Rare and exotic textiles were used to create fantastic and futuristic clothing in the years leading up to the Fall; from fancy three-piece suits made of black shimmer velvet to liquid gold gowns for the ladies. Other textiles included *Synthisilk* (just like the real thing, all but impossible to get after Red China spread the Silk Plague), *SexySatin* (a cross between satin and crushed velvet), *Luminescence* (glowing and color-shifting fabric), and *Neosamite* (synthesized gold thread intertwined with real fur follicles – the latter a real rarity prior to the Fall).

TABLE 7-4: JUNK ITEMS (MARKET PRICES)

Minor	Moderate	Major	Junk Items	Market
Price				
01-15	-	-	Light Stick	5 cp
16-20	-	-	Instant Pillow	25 cp
21-30	-	-	Light Rod	25 cp
31-40	-	-	Hologram Projector (image card)	50 cp
41-45	-	-	Web Belt	100 cp
46-50	-	-	Clothing (Ancient)	150 cp
51-60	01-20	-	Survival Kit	200 cp
61-70	21-30	-	Magnesium Firestarter	350 cp
71-80	31-50	-	Portable Stove	500 cp
81-85	51-55	-	Ion Bonding Tape	800 cp
86-95	56-65	-	Hologram Projector	1,000 cp
96-00	66-85	01-40	Identity Card (White)	1,000 cp
-	86-95	41-45	Identity Card (Lead)	2,000 cp
-	96-00	46-75	Identity Card (Yellow)	4,000 cp
-	-	76-86	Identity Card (Copper)	6,000 cp
-	-	87-88	Identity Card (Blue)	7,000 cp
-	-	89-90	Identity Card (Purple)	10,000 cp
-	-	91-92	Identity Card (Bronze)	10,000 cp
-	-	93-94	Identity Card (Silver)	14,000 cp
-	-	95-96	Identity Card (Red)	25,000 cp
-	-	97	Identity Card (Black)	30,000 cp
-	-	98-99	Identity Card (Gold)	32,000 cp
-	-	00	Identity Card (Platinum)	42,000 cp

Hologram Projector: This item appears similar to a flat black trophy stand, with a button or dial concealed inconspicuously on the front, back, or bottom. When the button is pressed an emitter creates a 3D holographic-image, floating roughly three inches to a foot above the unit. The image created rotates a full 360 degrees over the course of thirty seconds. The image programmed into the hologram projector can be virtually anything; a commemorative image of a popular movie star, medical diagrams, flashy advertisements, an American flag billowing in the wind, etc. A small port on the side permits a different image card to be inserted if desired, but such cards are exceedingly rare finds so long after the Fall. *Power Source:* Cell.

Identity Card: The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems. Variations of these types were known, and thus their usage is not always universal.

Example uses: *White* cards were used for front-door access to almost all private residences, from houses to apartments. *Yellow* cards were reserved for access to

underground storage, maintenance tunnels, etc. *Lead* cards were limited to soldiers in the field, permitting the holder to bypass security locks and enter abandoned households during the fighting.

Keep in mind that keycards will only work on doors and portals that still have electric power.

Ion Bonding Tape: This is a super-advanced form of binding material that bonds easily to most surfaces, even slippery metal. A typical roll has about 2,000 feet of tape. Ion Bonding Tape requires a Strength check (DC 20) to tear or detach.

Instant Pillow: This item is often packaged in a “high-tech” looking silver package, no larger than a pack of sealed baseball cards (the kind with bubblegum inside). When torn, the slip of pink material inside is cast on the ground, where a chemical reaction (the stuff is made of a material that foams on contact with simple atmospheric nitrogen) turns it into a good-sized pillow. The pillow only opens up once, however, and cannot be re-packaged. The item was, obviously, ideal for weekend camping trips for the whole family.

Light Rod: These are rigid plastic rods (three feet in length), filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely (colors range from vibrant orange to fluorescent blue). The glow provides general illumination (but no heat), up to 50 feet, for eight hours. A light rod can only be used once.

Light Stick: A chemically-activated, hand-held stick (six inches long) of luminous liquid, these safety-lights glow intensely and can be seen through smoky, cloudy, and hazy weather. The light cannot be detected with infrared, and thus make ideal non-signature road flares or nightlights. Lightsticks come in a variety of fluorescent colors. A stick will provide 10 ft illumination for up to 30 minutes (thereafter being useless).

Magnesium Firestarter: These are high quality magnesium starters, operable in even the wettest conditions. The starter consists of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable (a built-in sparking rod is included).

Portable Stove: For individual use while camping or for survival in the wilderness, this is a small rectangular device with two burners attached to it.

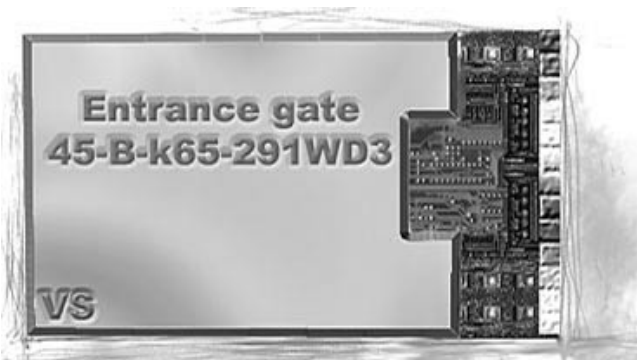


TABLE 7-5: IDENTITY CARDS

Color	Rank	Notes	Access
White	Stage IC	Typical citizen's ID card	IC
Yellow	Stage IIC	Technician's access card	IIC
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC
Red	Stage VC	Regional Governor's access card	VC
Black	Stage VIC	Presidential access card	VC, VIC
Lead	Stage IM	Enlisted Military ID card	IM/C
Copper	Stage IIM	NCO access card	IM/C, IIM/C
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM
Silver	Stage IVM	Base Armory access card	IVM
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM
Platinum	Stage VIM	Military Research access card	VIM

adequate to heat two small pots or pans. Foldout metal utensils are stored in a compartment in the device's side. There are many versions of this item available; some older models are powered by gas cylinders, but the majority are powered by electric cells. A portable stove weighs 5 lbs. *Power Source:* Cell.

Survival Kit: This type of item was generally only issued to soldiers in the field, but many types are available. The typical kit contains a water-purification bag (holds one Water Unit of moisture), four halazone tablets (see *Good Juju*), a simple sewing kit, a book of 20 waterproof matches, a compass, four gobs of chewing gum, eight pieces of sweet candy (no nutrition, but raises energy level due to sugar content), a razor blade and holder, 30 pieces of HEVE candy, and a single ten-dose canister of *Medi-Spray* (wound healing). A survival kit weighs 10 lbs.

Web Belt: This is an efficiently designed belt used by military, police, or technicians for tools and other equipment. The typical web belt has six to eight clip-sized pockets (as well as a pistol holster for military and police versions). Drawing a clip or other Small object from a web belt does not provoke an attack of opportunity.



alike. Though so far in the future such delectable foods are increasingly rare, they are nonetheless valued as a commodity and as trade goods everywhere. Canned foods, if intact, are almost impervious to outside contamination, the effects of age, and tampering. In addition, they contain *real* food, fruit, etc. – considered a luxury by most wasteland communities. A single can of food provides for about one meal's worth of nutrition.

Dehydrated Pills: Developed for use in long-range space missions, these food items are small colored pills that are simply meals reduced in size due to the extraction of all moisture. Although they are tasty and quite good (they come in various flavors, such as french fries, hamburger, etc), these meals are not very filling, and provide no moisture nutrition.

Goo Tube: A so-called “goo tube” is a disposable plastic container filled with a nutrient-rich “mush”. This mush comes in one of four flavors – green, red, yellow, and white (though what these flavors were once meant to duplicate, one can only guess). The product of super-advanced food-processing techniques, the goo tube is only the size of a roll of quarters but is enough to feed a man for an entire day. Goo tubes also have the benefit of never spoiling, and their packaging protects them fully from chemical contamination. Goo tubes were an increasingly-common food item during the latter years of civilization as food resources worldwide became more and more scarce, replacing Readi-Meals as real food grew rare.

HEVE Candy: The name stands for “high-energy vitamin-enriched”, but was also a common nickname used by soldiers to describe what the taste made them want to do. This candy supplements nutrition intake (each candy cube provides for one full meal).

Power Bars: These large candy bars are packaged in silver wrapping, and can remain preserved for a great deal of time. Although the taste is far from delicious, these bars are full of protein and vitamins (much like HEVE candy); each provides for about one-half a meal's worth of nutrients.

Readi-Meal: These excellent items come in either tray, envelope, or cylinder form, and are the ultimate in preserved foods. At one end of the package (regardless of shape and size) is a pull ring, which when peeled off creates a chemical reaction in the package that either

FOODSTUFFS

What Ancient foodstuffs that exist in Darwin's World are, in general, those products that were made mostly with preservatives to withstand the years since civilization's fall. As a result, the value of certain food items may vary considerably. For example, even though a certain food has the same nutritional value as another, the fact that it is canned (and thus less likely to have been tampered with) may increase its appeal.

Canned Foods: Super-advanced food preservation techniques developed years prior to the Fall (even beyond modern methods) permitted the canning of perishable and non-perishable goods

TABLE 7-6: FOODSTUFFS (MARKET PRICES)

Minor	Moderate	Foodstuffs	Market Price
01-10	-	Soup Mix	1 cp
11-50	01-20	Canned Food	5 cp
51-65	21-25	Dehydrated Food Pill	5 cp
66-00	26-40	Goo Tube	5 cp
-	41-45	Power Bars	5 cp
-	46-50	HEVE Candy	10 cp
-	51-80	Readi-Meal	10 cp
-	81-90	Synthihol (Bottle)	10 cp
-	91-00	Salt Pill	10 cp

heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a “spork” (a spoon-like utensil with fork-like serration, allowing it to be used both as a fork and a spoon - in effect, a universal utensil) is usually attached to the package. Readi-Meals remain preserved for centuries due to space-age packaging, and are actually quite tasty and nutritious. The nutrition value of one meal is equal to a full day’s nutritional requirements.

Salt Pills: These pills increase the salt content in the body, which helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by *one half* for 1 weeks.

Soup Mixes: A variety of soup mixes (most from Oriental companies) are available even so long after the Fall. Dehydrated and vacuum-packed, these mixes are hearty and nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water.

Synthihol: Synthihol was all the rage in the United States before the Fall. Synthihol comprises a variety of synthetic and engineered alcoholic products; the effect was to allow the manufacturer to create an astounding variety of taste, scent, richness, features, etc. heretofore alien to traditional alcoholic beverages. Synthihol products were being manufactured to possess weird and eye-catching colors, each being different than the next, and thus they are now prized in the wasteland like exotic elixirs. Examples include liquor in which are suspended flecks of shimmering color, or striking blue drinks that glow unnaturally under ultraviolet light. In effect, however, they are little more than exotic beers or wines.

GOOD JUJU

Medicines are known by many names in the post-holocaust world. To primitive wasteland dwellers, they are “good juju”, or “good magic”, while to those who hold some semblance of civilization they are known as drugs or simply “meds.”

Medicine, though vastly misunderstood by the witless survivors of the great holocaust, are still considered priceless because of their “magic” - they are some of the few things that maintain their value over time (due to



futuristic preservation techniques), and cannot generally be fabricated with the few remaining tools available.

INCOMPATIBILITY

It is important to note that the medicines of the Ancients were made for *humans* - not *mutants*. As a result, medicines will have a different effect on mutants, depending on their “generation” (i.e. the closeness of the mutant to the unaltered human form; non-mutants will always be affected by drugs and medicines as they were supposed to, while those of successively varying genetic dispositions may only receive diluted effects or even toxic consequences).

Whenever medicine is taken by a mutant character in Darwin’s World, she must make an immediate Fortitude check or suffer an Incompatibility result (DC depends on the medicine being taken). If the check is successful, the medicine works as normal. Incompatibility results are rolled randomly (see **table 7-8**).

ADVANCED DRUGS AND CHEMICALS

Numerous drugs and chemicals were devised by the Ancients, some capable of saving lives, others capable of enhancing mankind’s inherited abilities - impinging upon what was once the sole domain of God. These items, though limited in uses (i.e. they are consumed) are among the greatest treasures.

Taking any kind of medication requires a full-round action, unless administered through a Ready Syringe (see below), in which case the administration only requires a standard action.

Antitox (Immune Booster Alpha): This drug, usually found in a *Ready Syringe* (see below), completely dilutes

TABLE 7-7: GOOD JUJU (MARKET PRICES)

Minor	Moderate	Major	Good Juju	Market Price
01-25	-	-	Ready Syringe	5 cp
26-35	-	-	Halazone Tablets	50 cp
36-40	-	-	Tailored Narcotics	50 cp
41-45	01-05	-	Hemochem	100 cp
46-55	06-10	-	Hercurin	150 cp
56-60	11-15	-	K-O Shot	150 cp
61-80	16-30	-	Stimshot A	150 cp
81-85	31-35	-	Superegen	150 cp
86-90	36-50	01-10	Medi-Spray (Healing)	250 cp
91-95	51-55	11-15	Sustainer Shot	250 cp
96-00	56-60	16-20	Truth Serum	250 cp
-	61-70	21-40	Stimshot B	300 cp
-	71-80	41-45	Antitox	375 cp
-	81-90	46-55	Rad-Purge Shot	375 cp
-	91-95	56-65	Filter-Dose	400 cp
-	96-00	66-70	Medi-Spray (Spore Neutralization)	450 cp
-	-	71	Proton Energy Pill	450 cp
-	-	72-81	Medical Kit (Civilian)	4,650 cp
-	-	82-86	Medical Kit (Military)	6,150 cp
-	-	87-91	Pocket Nurse	8,000 cp
-	-	92-97	Diagnostic Scanner	10,500 cp
-	-	98-99	Healing Pack	70,000 cp
-	-	00	Regen Tank	175,000 cp

and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Antitox does not remove Incompatibility effects. DC 20.

Filter-Dose (Immune Booster Beta): This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like Antitox (above), but also works against biological agents as well (including parasites). DC 30.

Halazone Tablets: One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily-contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

Hemochem (Hemoglobin Regenerative Supplement A):

This injected drug affects the spleen and liver, accelerating blood production. The chemical itself is a catalyst, acting to duplicate and multiply produced blood geometrically. When administered, hemochem heals all hit point lost due to *bleeding* effects (e.g. "wounding"), and automatically stabilizes any victim at -1 or fewer hit points. Bleeding effects include all slashing, piercing, and bludgeoning weapons - but not subdual damage, mental attacks, burns, acids, or energy weapons. DC 10.

Hercurin (Adrenaline Tap A): This drug found in capsule or shot form increases muscle output - a character injected with this drug receives an increase of +1d4 Strength and Constitution for a full 1d8 hours. There are no side-effects once the effects wear off. DC 30.

K-O Shot (Super Sodium Thiopental III): This potent drug (akin to sodium thiopental, morphine, codeine, and opiates), forces the victim to make a Fortitude check (DC 30) or be knocked right out for a full 2d8 rounds. Originally made to keep patients "under" during operations, it makes an effective subdual weapon as well! DC 10.

Medi-Spray (Polyregenerative Serum I, II): This magnificent miracle drug is dispensed in small hand-held canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes (depending on the company that manufactured it), but there are two main medical variations of the basic drug available - *wound healing* and

TABLE 7-8: MEDICINAL INCOMPATABILITY

D20	Effect
1	Death (character is killed by the improper use of the chemical)
2	Major nerve system damage (initial damage paralysis *, secondary damage 0)
3	Brain damage (initial damage 1 Int *, secondary damage 2d6 Con)
4-5	Nerve system damage (initial damage 1 Str *, secondary damage paralysis)
6-7	Muscular damage (initial damage 1 Str *, secondary damage 2d6 Str)
8-9	Muscle spasms (initial damage 3d6 Dex, secondary damage 1d2 Str)
10-14	Dizziness and nausea (initial damage 1d2 Dex, secondary damage 1d2 Dex)
15-19	Ineffective (medicine has no effect)
20	Diluted effect (normal effect is halved)

Ability score damage is temporary unless marked with an asterisk (), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes unless marked with an asterisk (*), in which case it is permanent.

spore neutralization. The first kind sprays a liquid-form artificial “flesh” onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness. All Medi-Sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. DC 12.

Proton Energy Pill (Adrenaline Tap B): This advanced stimulant gives the user the strength of “20 atom bombs for 20 seconds”. Use of a proton energy pill increases the Strength of the user by +2d10 for two consecutive rounds. After the effect wears off *all* ability scores are at -4 for 48 hours. DC 35.

Rad-Purge Shot (Purge Serum I): This is a chemical that purges radiation from the beneficiary’s system each time it is injected. One shot is enough to purge 200 Rads of gamma radiation. DC 22.

Stimshot A (Polyregenerative Supplement A): This drug, usually found in individual Ready Syringes, provides instant accelerated healing. One dose of Stimshot A will heal 2d8+10 hits points instantly. DC 15.

Stimshot B (Polyregenerative Supplement B): This drug, usually found in individual Ready Syringes, is an improved version of the universal healing drug, Stimshot A. It provides instant accelerated healing; one dose of Stimshot B will heal 2d8+15 points of damage. DC 18.

Superegen (Periodic Polyregenerative Supplement A): This is a drug that accelerates the healing process; this *doubles* the natural healing rate of the beneficiary’s wounds (e.g. a 2nd level character heals four hit points per day instead of two) as well as temporary ability damage (e.g. 2 points per day instead of 1). The chemical remains active for 1d4+4 days. DC 25.

Sustainer Shot (Stasis Dose Alpha): This type of miracle drug acts to sustain the body; chemicals immediately increase the ability of the blood to clot (reducing bleeding), drastically lowers body temperature (to reduce the need to breathe and the heart to beat), and decreases the brain’s oxygen intake - in effect, it preserves the body from dying. When used on a dying character (including poisoned, diseased, bleeding, etc., but not those suffering from massive physical injuries), the sustainer shot will keep the character barely alive for 1d4 days until the proper healing can be performed. DC 10.

Tailored Narcotics: Advanced engineers in the philanthropic pre-war United States produced “tailored narcotics” - drugs designed to effect only the brain cells of a specific buyer. Such drugs were well-regulated, and the fact that they are incompatible if taken by anyone other than the designated user (causing diarrhea, but little else) made them safe for widespread public use. Such products were widely supported by the government; as the world around the isolated States began to deteriorate, the government sought many ways to maintain the illusion of paradise the citizens of the nation enjoyed, to stave off inevitable civil unrest and suspicion. Tailored narcotics

came in a number of “flavors” - sensory trips, orgasm inducers, delusion enhancers, etc. but today they are all but useless (since they only affected the specific buyer’s cells). DC -.

Truth Serum (Amobarbital III): Actually a variety of available drugs (amobarbital, scopolamine, etc), “truth serums” often cause delirium, confusion, and the laxness of inhibitions. As a result, anyone injected by such a serum must make a Will (DC 25) or succumb to interrogations. DC 25.

MEDICAL DEVICES

In addition to actual chemicals, there are other medical devices in Darwin’s World that can be employed to improve health and heal injury.

Diagnostic Scanner: This hand-held electronic device, when used within 10 ft. of a given subject (the scanner must be directed towards the target), will scan its bloodstream, electric impulses, and general chemical content with a variety of sophisticated sensors. The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with its memory bank to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc. It also grants a +10 enhancement bonus to Pathology checks. *Power Source:* Beltpack.

Healing Pack: This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. The pack, when held over a serious wound and activated, begins to beep and blink, and almost “magically” heals the wound (in fact, it emits a specialized radiation wave that accelerates cellular regeneration activity); it sutures open cuts, mends bones, replaces tissue, etc. A single discharge of energy heals the subject 3d10 hit points *instantly*. The device requires power, however, and it cannot cure disease, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of mutant, instead *inflicting* 1d10 points of damage from its use. Using a healing pack is a full-round action. A Healing pack weighs 2 lbs. *Power Source:* Minifusion cell.

Medical Kit: This is simply a man-portable kit, usually no larger than a fanny pack, for carrying emergency medicines. A fully stocked medical kit will carry Ready Syringes with 1d4 doses of Antitox, 1d4 doses of Stimshot A, a single ten-dose wound healing Medi-Spray, and plenty of rolls of bandages. A medical kit weight 3 lbs. *Military versions often include 1d4 doses of Rad-Purge shot as well.*

Pocket Nurse: This is a flat, rectangular metal device fixed to an adjustable belt, attached either to the hip or worn around the waist. Three cylindrical ports line the top of the device, where special “drug cylinders” can

be inserted. The “pocket nurse” is a marvel of advanced technology that monitors the vital functions of the wearer, injecting one of three chemicals into his system as needed. The pack can carry a maximum of three drugs of any kind, injecting these as needed, one at a time, once per round, immediately following an injury, poisoning, etc. The pack will always use the most potent chemical first to remedy the threat (such as in the case of loading Stimshot A and B, it will use the B first). Since the pack itself does all the work, this is considered a free action. The pack can be reloaded, one drug at a time, as a standard action. *Power Source:* Cell.

Ready Syringe: These items are light plastic syringes, easily disposable. The syringe holds a single dose of any drug; some are empty (and can be used to draw drugs from a bottle), while others are packaged with the drug within, ready-to-use. Using a Ready Syringe to apply medicine in combat reduces the effort from a full-round action to a standard action that does not provoke an attack of opportunity.

Regen Tank: This most advanced of all Ancient medical devices is a large immovable tank, filled with a special chemical fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the regen tank is sustained by the chemical (the body is kept alive in much the same manner as it was when it first developed in the womb, relying on umbilical support from the tank’s machinery), while the fluid in the tank causes wounds to heal and ruptured or damaged organs to literally regenerate. Such devices require a great deal of power to operate effectively, and the patient is effectively unconscious and vulnerable while immersed in the tank. The tank requires 2d12 hours to fully regenerate any and all lost limbs or body organs, as well as lost hit points (though fatal injuries are not reversed, those with potentially fatal consequences, such as diseases, are). *Power Source:* Pack.



ARCANUM

The books, propaganda, and other educational devices of the Ancients are called “arcanum” and are as revered as firearms, fancy armor, and other gizmos. Some cults actually worship old books and readings - “Archie” comics and Disney storybooks have spawned a number of odd cults in the wasteland.

Books: Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. Books can range from comics to classic literature, and their value can range widely from community to community depending on literacy, interest, or pure curiosity. Still, books are widely considered rare and eccentric finds, and generally fetch a handsome value among the wasteland communities and trade centers. An average book weighs about 5-10 lbs.

Cerebral Bioelectronic Implants: Cerebral Bioelectronic Implants, or “CBIs”, were advanced forms of educational implants used with moderation just prior to the fall of civilization. Other CBIs were also made to enhance physical and mental performance. CBIs appear as small half- or quarter-spherical electronic boards, complete with insulated processor chips encased in non-reactive bioelectronic-compliant gels and coatings. CBIs were used by literally implanting them on the exterior of the brain, with electrodes connecting with the brain at key points to stimulate certain brain functions; in effect, the CBI prompts the brain to react at a higher level to certain situations. The kinds of CBIs are as follows:

Agility Implant: This type of CBI is typically colored green, and fits snugly around the motor cortex, the part of the brain that controls basic and skilled movements of the body. The coordination implant stimulates the brain

to prompt advanced and complex agility and dexterity. This CBI provides a permanent +1 to Dexterity while installed.

Coordination Implant: Restricted to military use before the Fall, this type of CBI is typically colored red, and fits around the upper-forward part of the cerebrum, connecting to the center of the brain controlling emotion and behavior. This type of implant acts to dull certain electric impulses originating in the brain arising from danger situations, in effect controlling and diffusing fear and terror, allowing the creature to operate without inhibition in combat. The CBI gives the character a +2 bonus to his Initiative rolls, and a +4 enhancement bonus to saves vs. fear.

Education Implant: The widely-employed “education implant” is color-coded white, and was developed to provide quick learning in specific skills. Fitting partly

around the memory center of the brain, the implant allows the human mind to unconsciously access its miniaturized memory cells. In effect, an education implant provides a +8 enhancement bonus to one random skill, allowing use in skills otherwise not possessed by the character. To determine an implant’s particular skill, use the Manual Subjects table (**Table 7-10**).

Interface Implant: This type of CBI allows direct interfacing to computer terminals and other digital devices. Characters using a computer via an Interface Implant can increase their efficiency and gain a +5 circumstance bonus to their computer knowledge skill.

Memory Implant: This type of CBI is typically colored yellow, and fits around the frontal area of the cerebrum - the memory center of the brain. The memory implant stimulates the memory center of the brain, forcing it to record, access, and process data (even on a chemical

TABLE 7-9: ARCANUM (MARKET PRICES)

Minor	Moderate	Major	Arcanum	Market Price
01-90	-	-	Book (any subject)	250 cp
91-00	01-15	-	Map	1,000 cp
-	16-20	-	Manual (Climb)	3,000 cp
-	21-25	-	Manual (Disguise)	3,000 cp
-	26-30	-	Manual (Forgery)	3,000 cp
-	31-40	-	Manual (Perform)	3,000 cp
-	41-45	-	Manual (Swim)	3,000 cp
-	46-50	-	Manual (Use Rope)	3,000 cp
-	51-55	-	Manual (Decipher Script)	5,000 cp
-	56-70	-	Manual (Heal)	5,000 cp
-	71-85	01-15	Manual (Knowledge, Vehicle Operations)	5,000 cp
-	86-90	16-20	Manual (Open Locks)	5,000 cp
-	91-00	21-25	Manual (Wilderness Lore)	5,000 cp
-	-	26-30	Manual (Craft, Electrician)	7,500 cp
-	-	31-35	Manual (Craft, Mechanics)	7,500 cp
-	-	36-40	Manual (Craft, Weaponsmithing)	7,500 cp
-	-	41-45	Manual (Disable Device)	7,500 cp
-	-	46-50	Manual (Knowledge, Ancient Lore)	7,500 cp
-	-	51-55	Manual (Knowledge, Computers)	7,500 cp
-	-	56-60	Manual (Knowledge, Medicine)	7,500 cp
-	-	61-62	Manual (Knowledge, Technology)	7,500 cp
-	-	63-67	Manual (Profession, any)	7,500 cp
-	-	68-72	Manual (Speak Language, Computer)	7,500 cp
-	-	73-74	Manual (Craft, Cybernetics)	10,000 cp
-	-	75-76	Manual (Craft, Robotics)	10,000 cp
-	-	77-81	Manual (Craft, Technician)	10,000 cp
-	-	82-83	Manual (Knowledge, Genetics)	10,000 cp
-	-	84-89	Manual (Knowledge, Pharmacy)	10,000 cp
-	-	90-91	Manual (Knowledge, Pathology)	10,000 cp
-	-	92-93	Cerebral Bioelectronic Implant (Education)	12,500 cp
-	-	94-95	Cerebral Bioelectronic Implant (Interface)	18,000 cp
-	-	96	Cerebral Bioelectronic Implant (Agility)	27,500 cp
-	-	97	Cerebral Bioelectronic Implant (Memory)	27,500 cp
-	-	98	Cerebral Bioelectronic Implant (Coordination)	30,000 cp
-	-	99	Cerebral Bioelectronic Implant (Memory Suppression)	36,000 cp
-	-	00	Cerebral Bioelectronic Implant (Preservation)	72,000 cp

level) much more efficiently. The memory implant provides a +6 enhancement bonus to all Int-based skill checks.

Memory Repression Implant: Highly illegal before the Fall, these advanced bioware (organically-grown machinery) implants literally erase and reprogram a person's mind. The manufacturer of the implant could thus reinvent a human's memory and personality. These devices were outlawed throughout the States, their use reserved for insidious military purposes. This type of implant, once installed, erases all practical memories (such as name, origin, etc.), as well as any and all experiences. This type of implant works only so long as it is implanted; if removed, all memories return in 1d4+3 days.

Preservation Implant: This type of CBI, typically color-coded purple, fits snugly around the brainstem (in particular, the thalamus). The implant magnifies the efforts of the brain stem to preserve the basic and instinctive functions of the body - keeping the heart pumping, maintaining breathing, etc., even when the brain has suffered serious shock or damage. This type of implant kicks in whenever the brain stops sending these vital signals to the body and will maintain all vital functions of the body indefinitely. This type of implant has very little use in Darwin's World, however, as any damage so extensive to the brain is likely to be permanent, as the facilities for reviving the brain no longer exist.

Installing CBIs: CBIs are installed by operating on the skull and implanting the device on the indicated part of the brain, a task that requires a Craft (cybernetics) check DC 30. Other than the process of brain

TABLE 7-10: MANUAL SUBJECTS

d%	Skill
01-03	Climb
04-06	Craft (Cybernetics)
07-11	Craft (Electrician)
12-16	Craft (Mechanics)
17-19	Craft (Robotics)
20-24	Craft (Technician)
25-27	Craft (Weaponsmithing)
28-30	Decipher Script
31-33	Disable Device
34-36	Disguise
37-39	Forgery
40-42	Heal
43-46	Knowledge (Ancient Lore)
47-51	Knowledge (Computers)
52-54	Knowledge (Genetics)
55-59	Knowledge (Medicine)
60-62	Knowledge (Pharmacy)
63-65	Knowledge (Pathology)
66-69	Knowledge (Technology)
70-72	Knowledge (Vehicle Operations)
73-75	Open Locks
76-79	Perform
80-84	Profession (any)
85-89	Speak Language (Computer)
90-92	Swim
93-95	Use Rope
96-00	Wilderness Lore

surgery, this is actually an easy process, as CBIs are perfectly-shaped to fit the contours of the human brain. Implanting them is only a matter of lining up the right ridges with the right brain features and connecting the electrodes. Though there will be a scar where the CBI was installed, only a detailed scan (by a diagnostic scanner, for example) will reveal its presence. A Craft (cybernetics) check (DC 16), allows a character to identify any kind of CBI. CBIs will not work on creatures that have brains unlike non-mutated humans, as they will simply not fit. A CBI does not require a power source, as it runs off the body's natural electric impulses. Finally, only up to two CBIs can be used on a single individual, as they tax the electrical system of the body by their very presence.

Manuals: Instructive books, or "manuals", are extremely useful finds providing access to skills otherwise denied primitive or uneducated peoples (e.g. texts on cybernetics, robotic repair and the use of advanced technical

skills). In game terms, the referee may permit the long-term owner of a manual to purchase its specific skill as a *class skill*, through study, even without a mentor or other source of training. If already a class skill, there is no



benefit. Keep in mind that manuals are written in Ancient, requiring knowledge of that language to be used with any appreciable effect. **Table 7-10** is a listing of typical subjects covered by instructive manuals. An average manual weighs about 5-10 lbs.

The degree to which a character can learn from a manual is usually quite limited, however, since even the best manual cannot cover everything that might come up. A character can learn up to a maximum of 5 ranks from a manual. A character can only increase a given skill once from the use of manuals. A character must study the manual for a month before gaining any skill bonuses.

Maps: Maps, among other forms of arcanum, are often priceless finds in the post-holocaust world. Whether found in the form of a foldable travel map or as a small electronic map display device (a “computer map” so to speak), maps from before the Fall can provide an invaluable tool for the finding of Ancient storehouses - lost cities, military reserve depots, research facilities, or water sources (such as forgotten mountain lakes, reservoirs, etc). Almost all communities value pre-war (and even some post-war) maps like water.

GIZMOS

The glory that was once the Ancients is now only a remnant, found in the few devices and electronic equipment that remains. These items, gizmos that work a strange magic understood by few, are among the greatest objects of worship by the survivors of the holocaust. *Note that all items that require power (cells, packs, etc) have a 50% chance of coming with one inside, with a random charge remaining, if discovered as part of a treasure horde.*

Advanced Breathing Apparatus: This is a generic term used to describe a variety of breathing-assistance devices, such as diver’s air tanks, firefighter’s oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack-mounted air tank (not always the case, as in the case of the most advanced - which employ oxygen recycling systems, negating the need for tanks), good for 1 hour of use (some are even good for up to 10 hours of use). Unlike a gas mask, which only filters air, the apparatus generates or carries its own supply. The apparatus renders the wearer immune to gaseous toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

Advanced Weapon Parts: A number of advanced high-technology weapons may require special parts to repair in the case of being damaged or broken. Example parts include the following (these are generally considered rarer items, and are in themselves valuable finds):

- Power Bus (a power connector used in energy weapons)
- Refining Crystal (a high-chromium gemstone used in

laser weapons)

- Flash Lamp (a high-luminosity flash bulb used in laser weapons)
- Flashtube (a tube filled with xenon that amplifies ion activity)
- Ion Injector (a high-speed ion injection device used in plasmas)
- Magnetic Field Generator (a device used in plasma weapons)
- Yttrium Target (a device bombarded by energy to emit X-rays)
- Magnetron Tube (a device that emits microwaves)
- Synchrotron (subatomic particle accelerator)
- Betatron (electron accelerator)

Using one of these parts to repair a damaged item requires either a Craft (weaponsmithing) check at DC 18, a Craft (electrician) check at DC 20, or a Knowledge (technology) check at DC 25.

Astronaut Pen: This is a fantastic pocket pen made from high-durability titanium, with a 1,000 year guarantee of operation. An astronaut pen can write on wet surfaces (even underwater), upside down, and for an unlimited period of time.

Autograpnel: This piece of equipment appears to be a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel (which draws the rope with it) up to 75 ft. straight into the air; the device may be used to slowly retract 5 ft. per round (it can, for example, be used to draw a person up into the air after the grapnel; the rope is strong enough to support the weight of roughly two Medium-sized beings). An autograpnel weighs 6 lbs. *Power Source:* Cell.

Biomechanical Targeter: This advanced piece of electronic equipment was used to augment the soldiers of the Ancients during the Fall. The *biomechanical targeter* is a bodily modification that requires one eye of the recipient to be surgically removed and replaced with an advanced optical lens that acts as a miniaturized computer targeting system. The biomechanical targeter requires no power (it runs off an ingenious power system fed by natural electric impulses), and acts to increase accuracy at a range.

A biomech targeter gives the user +20 in bonuses, divisible as she wishes among any and all ranged attacks each round (rounded down). For instance, one attack at +20, two attacks at +10, three attacks at +6, etc. The targeter can only be applied to existing attacks; it cannot *give* additional attacks.

Installation of these devices is difficult, requiring a Knowledge (Cybernetics) check at DC 30 (and in any case, one of the recipient’s natural eyes is forever lost).

Bollix Pack: The “bollix pack” is a small, super-advanced device that can be worn on a special belt, or detached and re-attached to a *stealth pack* to make an effective combination. In any event, the bollix pack acts to confuse and deceive all kinds of electronic sensors,

TABLE 7-11: GIZMOS (MARKET PRICES)

Minor	Moderate	Major	Gizmos	Market Price
01-10	-	-	Firestarter Cube	25 cp
11-15	-	-	Astronaut Pen	90 cp
16-25	-	-	Flashlight	90 cp
26-35	-	-	Power Cell	90 cp
36-45	-	-	Cigarette Lighter	250 cp
46-50	-	-	Gas Mask Filter	250 cp
51-55	-	-	Hazard Detection Device (Rad Tab)	300 cp
56-65	01-15	-	Power Clip	500 cp
66-70	16-18	-	Communicator	500-2000cp
70-75	19-20	-	Fire Extinguisher	600 cp
76-80	21-25	-	Boron Solution Spray	750 cp
81-90	26-31	-	Power Pack	750 cp
91-95	32-36	-	Advanced Weapon Part	1,000 cp
96-00	37-38	-	Emergency Raft	1,000 cp
-	39-43	-	Minifusion Cell	1,000 cp
-	44-48	-	Power Beltpack	1,250 cp
-	49-50	01-05	Plutonium Clip	1,500 cp
-	51-55	06-07	Electronic Notepad	1,800 cp
-	56-60	08-12	Power Backpack	2,500 cp
-	61-62	13-14	Language Translator	2,600 cp
-	63-67	15-16	Autograpnel	3,000 cp
-	68-72	17-21	Infra-Red Goggles	3,500 cp
-	73-74	22-23	Power Fist	4,000 cp
-	75-76	24-25	Metal Detector	5,000 cp
-	77-81	26-30	Portable Computer	5,000 cp
-	82	31	Motion Detector	7,000 cp
-	83	32	Portable Up-Link Communicator	7,000 cp
-	84	33	Gravity Boots	7,500 cp
-	85-89	34-38	Water Purifier	7,500 cp
-	90	39-43	Biomechanical Targeter	8,000 cp
-	91	44	UV Sterilizer	8,000 cp
-	92	45	Optic Scanner	10,000 cp
-	93-94	46-48	Hazard Detection Device (Chemical Sensor)	10,500 cp
-	95-97	49-53	Gas Mask	12,000 cp
-	98-00	54-58	Hazard Detection Device (Geiger Counter)	12,000 cp
-	-	59	Portable Detection Radar	14,000 cp
-	-	60-62	Magnetic Shield A	16,000 cp
-	-	63-65	Energy Shield A	17,500 cp
-	-	66	Memory Chip, Android (+6)	18,000 cp
-	-	67-70	Advanced Breathing Apparatus	19,000 cp
-	-	71-75	Portable Petrol Power Generator	20,000 cp
-	-	76	Harmonic Cell	24,000 cp
-	-	77-78	X-Ray Goggles	25,000 cp
-	-	79	Bollix Pack	30,000 cp
-	-	80-81	Magnetic Shield B	36,000 cp
-	-	82	Memory Chip, Android (+12)	36,000 cp
-	-	83-84	Energy Shield B	37,500 cp
-	-	85	Jetpack	40,000 cp
-	-	86	Stealth Pack	52,000 cp
-	-	87	Memory Chip, Android (+18)	54,000 cp
-	-	88-89	Magnetic Shield C	56,000 cp
-	-	90-91	Energy Shield C	57,500 cp
-	-	92-99	Electronic Skeleton Key	62,000 cp
-	-	00	Force Field Belt	110,000 cp

effectively turning the wearer “invisible” to scans and biosensors. The bollix has no effect on visual or audio sensors, however. The bollix eats up energy at an immense rate (one discharge per round of operation). *Power Source:* Backpack or backpack.

Boron Solution Spray: This advanced tool looks just like a portable fire extinguisher, except that it contains a special chemical mixture (primarily of boron powder) used to dampen and inhibit neutron activity (in other words, it reduces radioactivity). When the solution is sprayed on any radiating source (a cracked power cell, nuclear waste, anything emitting radiation), it cuts the emitted Rads by 1/2 for each application (thus, applying two charges of spray on a 1000 Rad source would bring it first down to 500, then 250 for the second use). Each boron spray container generally contains 1d10 spray charges.

Cigarette Lighter: This tiny, priceless object creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 “charges”.

Clones: A common service provided widely throughout the United States prior to the fall of the Ancients, was the creation of *clones*. Clones were human beings grown artificially in a “vat”, using genetic codes gleaned from samples (hair, blood, skin, etc) given by their owners. In addition, the clone bank (the clone manufacturer) recorded the memories and personality of the client, and stored this as well in the form of a tailored “virus”. Clones, when fully grown (taking some 1-4 weeks), exactly resembled the client, but were kept inactive until “needed” - clones were only activated when the clone bank got word that the owner had died. When activated, the memory virus was injected into the clone, which quickly adhered to the human tissue and integrated itself in the clone’s brain - implanting the exact memories, skills, and proficiencies of the client. In effect, the client was “reborn” as the clone. Clone services were rather expensive, but were obviously well worth it for those who risked their lives on a daily basis. Clone technology is all but lost in Darwin’s World, however.

Communicator: The Ancients used a wide variety of portable communications devices, from those similar to walkie-talkies, to headset communicators or hand-held gizmos with similar parameters. A typical communicator uses either radio or microwave emitters/receivers, giving a range from 1 to 10 km and weighs about 1-2 lbs. *Power Source:* Power cell.

Electronic Notepad (“Biodome Buddy”): A kind of portable computer, this device appears to be a metal box, often with a logo of some sort on the face. A small plastic or glass screen takes up most of the device, along with a few buttons. The device can be programmed (through use of the buttons or a keypad) to hold various messages and notes. The device has a clock and can display messages at certain times (as a reminder of time left to do a job, for example). The device has a fair-sized memory bank, and can be used to store all manner of messages, notes,

diary entries, and even basic maps. An electronic notepad weighs 2 lbs. *Power Source:* Cell.

Electronic Skeleton Key: This type of device was highly illegal before the Fall, and is thus very, VERY rare. Used by safecrackers and burglars, the electronic skeleton key looks like a small metal box with a computer chip sticking out of one end. This end is inserted into keycard slots, and the device automatically attempts to duplicate the electric signal produced by the required card. Using the key, a normally invincible keycard lock can be bypassed (using Disable Device; DC shown in **Table 7-12**):

TABLE 7-12: ELECTRONIC KEY SUCCESS

Stage	Chance
Stage I	DC 8
Stage II	DC 10
Stage III	DC 13
Stage IV	DC 15
Stage V	DC 20
Stage VI	DC 25

Attempting to bypass military access codes increases the DC by +5; military cards of IV and above cannot be bypassed with this device in any event. An electronic skeleton key weighs 2 lbs. *Power Source:* Cell.

Emergency Raft: This is essentially a bright orange plastic container (cylindrical or box-shaped) with a thick rubbery shoulder strap for easy carrying. When opened and a tab pulled, an auto-inflating raft literally “pops” out. The raft is generally large enough to support eight Medium-sized people steadily on all but the roughest seas, remaining buoyant for about 1-2 weeks. A fold-out tent top can be deployed to protect against cold and high winds. It can be used only once, however, and cannot be re-packaged.

Energy Shield: With the development of new energy-based weaponry in the final years of humanity’s reign of Earth, new forms of lightweight shields needed to be developed. Energy shields, like earlier magnetic shields, are harness-like devices that project a powerful energy-dampening field, reducing the effects of directed energy attacks (such as lasers) against the wearer, in the form of damage reduction. The actual amount reduced depends on the model of shield (**Table 7-13**).

The energy shield protects against directed energy attacks, including lasers, masers, sonic weapons, particle beam weapons, and electricity. Normal projectile weapons, mass drivers, and radiation attacks are not affected. Power is only used when and if the wearer is struck (one discharge per hit). *Power Source:* Backpack or backpack.

Fire Extinguisher: There are various models of this type of device available. Chemical extinguishers usually work poorly because of years of chemical settling, but

Table 7-13: Shield Type

Type	Damage Reduction
A	5
B	10
C	15

some surviving examples so far in the future still perform their function admirably. Treat such a device as a *rod of flame extinguishing*. A fire

extinguisher weighs 4 lbs.

Firestarter Cube: A clear plastic cube, 1 in x 1 in; when the side tabs are pulled, the cube heats chemically to ignite flammable materials within contact, even in extreme dampness or high winds. Ideal for starting a campfire in a storm.

Flashlight: This wand-sized light source typically illuminates a cone 60 feet long and 20 feet wide at the end. A flashlight weighs 2 lbs. *Power Source:* Cell.

Force Field Belt: This priceless artifact creates a reactive force field around the wearer. While energized, the shimmering force field resists all forms of damage, elemental and physical, providing the wearer with basic resistance of 20 against all attacks (it absorbs the first 20 points of damage per round). In addition, the force field belt also gives the wearer a +4 deflection bonus to AC. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user. *Power Source:* Plutonium clip.

Gas Mask: Old-style gas masks are found in a wide variety of styles, shapes, and colors, from military to police issue, and even some colorful (and stylish) ones of civilian manufacture (used extensively during civilization's final years). Gas masks, in general, work to filter out biological and chemical agents that work through inhalation (they have no effect against skin-affecting agents), but not radiation. The masks work to absorb all inhaled agents, for up to four hours of continuous use, before the filter must be replaced.

Gas Mask Filter: Gas mask filters appear in a number of varieties, from cylinders to "hockey pucks". In the later stages of civilization, most were made to a universal specification. As stated under the gas mask, such items work for up to four hours at a time before becoming clogged and useless. All filters are disposable (they cannot be re-used).

Gravity Boots: These items appear to be thick plastic boots; they can be voice- or button-activated to allow the wearer to float slowly into the air, walk up most unsure surfaces, etc., as if *levitating*. The boots do not, of course, allow the wearer to climb sheer surfaces and the like. In cases where a check is required, the boots are considered to give a +20 enhancement bonus to Climb and Jump checks. A single charge powers the boots for 10 minutes. *Power Source:* Beltpack or backpack.

Hazard Detection Devices: There are various types of chemical/biological/nuclear detection devices available; some are hand-held devices, some are worked into clothing, others are mounted on helmets and gloves. The

numerous models, produced during the final stages of civilization's wars, vary in size, shape, color, and name, but pretty much work the same. The three main types are as follows:

Chemical Sensor. These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation). Includes hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 ft and weighs 1 lbs. *Power Source:* Beltpack.

Geiger Counter. This type of item can be hand-held, mounted on a shoulder harness, or even installed in some advanced infantry combat suits like a modified "HUD". Such an item detects the exact Rad level in an area, displaying it on a numbered dial (sometimes digital), emitting a high-pitched whine when the user gets close to the source of radiation. A Geiger counter has a range of 75 ft and weighs 3 lbs. *Power Source:* Beltpack.

Rad Tab. Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous (50+ Rads) radiation level areas. Such an item changes from black to yellow at 50+ Rads, yellow to orange at 150+ Rads, and orange to red at 300+ Rads or more. After exposure to radiation, a Rad Tab cannot be used again. Range is *immediate*. *Power Source:* NA.

Infra-Red Goggles: These appear as heavy silvered goggles. The lenses are filled with a glycene coating, filtering out all light except for that produced by infra-red. IR goggles allow the wearer to clearly discern heat sources in the dark (bodies, fires, etc.) as *darkvision* 240 ft. These goggles weigh 2 lbs.

Jetpack: The jetpack is a heavy device worn on the back providing flight with a speed of 120 feet (90 feet if the user wears medium or heavy armor). The jet output can be altered to fly at half speed, and descend at double speed, and otherwise acts as a *fly* spell; maneuverability is *poor*, with the exception that the jetpack wearer can choose to hover for two full rounds before being required to maintain speed. Using a jetpack does not require the use of hands, and thus the wearer can use weapons normally while flying. A jetpack can generally carry only one hour's worth of fuel and weighs 25 lbs.

Language Translator: A special device, testament to the genius of the Ancients before the fall of mankind, a language translator consists merely of a small angular box, often with a leather or rubber strap allowing it to be slung over the shoulder or strapped to the arm. A translator listens to any vocal emissions in the area (i.e. talking), taking 3d10 minutes to analyze the vocal emissions fully. Once a comparison with its memory banks can be made the translator translates any spoken communication into the language it was programmed (for instance, an American-made translator translates anything spoken

nearby into English). The translator can either display the translation on a screen or can emit the translation through its speakers. The translator translates the closest or loudest speaker in its range of 25 ft. The translator works on all forms of verbal communication, including “alien” languages (such as post-apocalyptic languages). However, it only translates into a known language from before the Fall. *Power Source:* Beltpack.

Magnetic Shield: These forms of personal shielding appear to be a kind of metal “harness” with a central circular device that fits in the center of the chest when worn. The device, when activated, generates a field of magnetic energy around the wearer’s entire body (but only affecting one person, the wearer) that slows and deflects incoming kinetic attacks. The actual amount reduced depends on the model of shield (**Table 7-13**).

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers). Power is only used up if the wearer is struck by an attack. *Power Source:* Beltpack or backpack.

Memory Chips, Android: These devices appear to be small, slender chips of delicate silicon, often color-coded (but not always so; some are coated in a protective black rubber sheath to prevent erosion over time). Memory chips store entire volumes of knowledge on a certain subject (metallurgy, robotics, etc), like an encyclopedia, which can be accessed only by robotic brains. When installed in an android, a memory chip gives the android a number of ranks in that skill. The degree of the chip’s extensiveness (i.e. the rank gained) depends on the chip’s quality rating (**Table 7-14**).

If the android already has the skill at a higher level, the memory chip has no effect, but otherwise the android receives the new skill at the stated level. An android can only benefit from a maximum of two such chips. If removed or in some way damaged, the rank bonus is lost.

Chip Rating	Skill Rank
Grade A	6
Grade B	12
Grade C	18

Metal Detector: This appears to be a long metal staff with a circular or donut-shaped pad at one end. The device chirps and whines as it nears any source of metal within 10 feet (getting stronger as one gets closer). Operating a metal detector is a full-round action. *Power Source:* Cell.

Motion Detector: This item appears to be a fanciful metal device, with a glass T.V. tube on its topside. The device, when activated and pointed in a certain direction, detects all motion in a cone (at 30 degrees) some 50 ft long. Things that are moving appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things Tiny or larger. A motion detector weighs 4 lbs. *Power Source:* Beltpack.

Optic Scanner: An alternative security lock is the “optic scanner”, which guards computer terminals, doorways, and buildings in the manner of ID cards. Mutants with aberrant eye deformities (including albinism, photosensitivity, mongoloid, bilirubin imbalance, etc) are not recognized by such scanners and will not be granted admission by them.

Such security systems can be bypassed through normal means (Disable Device, DC 22; Knowledge (computers), DC 25; Craft (electronics), DC 27).

Portable Computer: This appears to be a suitcase or attaché case, openable and containing a computer screen, keyboard, and mouse attachment. The computer can be used for a variety of purposes, but mainly acts as an input device (it can be linked up to larger computer terminals to provide access). A portable computer weighs 4 lbs. *Power Source:* Pack.

Portable Detection Radar: This appears to be a plastic screen on a metal backing, attached to a small tripod-mounted radar dish. The radar is lightweight, can be carried easily, and can detect movement by Medium-sized or larger creatures within 3 miles. The radar detects in a 120-degree arc, and monitors general size, distance, and speed. It weighs 5 lbs. *Power Source:* Pack.

Portable Petrol Power Generator: This appears to be a heavy machine with plastic or metal carrying bars (it’s the size of maybe two or three car batteries, very heavy, but still man-portable). This type of miracle device uses petrol (25% of these devices use *alcohol* instead) to generate a steady current of electricity. The generator produces 1 Megawatt per half liter of petrol, per hour. The tank in the generator generally holds two liters. It can generally only be linked to household devices (not weapons), but its flow is enough to power most devices in a small community. It weighs 100 lbs.

Portable Up-Link Communicator: This appears to be a small metal box (a portable computer of sorts), with a telemetry dish and plexiglass screen. When activated, the communicator makes a direct link to one of several orbital platforms around the planet. Since none of these platforms are still operable, however, the effects of using this device will vary depending on the referee’s whim. The up-link communicator weighs 4 lbs. *Power Source:* Pack.

Power Fist: This appears to be a single heavy black metal glove, perhaps spiked or studded with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion. This weapon acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer’s Strength. If two power fists are used, the bonus increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 lbs. *Power Source:* Beltpack or backpack.



Power Sources: Various items of this type were created to supply power to the various technological devices of mankind's creation, just prior to the end of civilization. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells made in pre-holocaust America used hydrogen as a fuel. The various types of power sources in Darwin's World are as follows:

Power Cell. This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack. The power pack was created to give power to almost everything in mankind's world just prior to the fall of civilization - ultra-modern blenders, computers, even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook. A power pack weights about 3 lbs.

Power Clip. The power clip, created for use with portable weapons, is a small black "battery." When slid into any acceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon.

Power Backpack. The power backpack was a development for the military, and consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The backpack can be used to power energy weapons and other devices that will

accept it. A power backpack weighs 2 lbs.

Power Backpack. The ultimate personal power source, this type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it). A power backpack weighs 4 lbs.

Minifusion Cell. This device (a small silver clip with an orange or red radiation symbol) was the ultimate in military development. The cell continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

Plutonium Clip. This military development was used to power the various advanced portable nuclear weapons (such as atom guns, fusion rifles, etc). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium within is drawn from the clip as the weapon fires, draining it just like "charges."

Harmonic Cell. This super-advanced form of power generation relies on cultured crystal formations that reflect sound waves in a complex web-like fashion. The sound waves grow in intensity each time they reflect, causing a cascading chain of vibrations that power internal generators. Harmonic cells, roughly the size of a human hand, are VERY rare (perhaps they are remnants of a

TABLE 7-15: POWER SOURCES

Power Source	Uses	Power
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges*
Power Backpack	Energy weapons	25 discharges*
Power Backpack	Energy weapons	50 discharges*
Minifusion Cell	Powerful energy weapons	10 discharges*
Plutonium Clip	Powerful energy weapons	10 discharges*
Harmonic Cell	Unknown	Unlimited (20 per day)*

* When used to power non-discharged items, these power sources will provide indefinite use.

bizarre alien technology), and generate an infinite stream of strong current. Though the harmonic cell must “rest” after 20 discharges, it is recharged after 24 hours. A harmonic cell is interchangeable with any other power pack, military or civilian.

Different weapons/devices use different power sources. Certain weapons are restricted to using minifusion cells or plutonium clips, for instance. Power cells and packs are for civilian electronic items only, and cannot power weapons. A single source can power only once device at a time.

Power sources cannot be recharged with the diminished resources of most post-holocaust communities. Only the most advanced (which might well be considered out of the scope of player involvement) have this ability.

Stealth Pack: This type of item appears to be a black rectangular “pack”, covered in blinking green lights. The device, when activated, creates a light-distorting field around the user, making him effectively *invisible* to those around him. As soon as he moves, however, the uneven distortion of the light waves (one can see the distortion moving) gives a better chance of spotting him, instead acting as *displacement* (50% miss chance). The pack uses up one discharge per round of use. A stealth pack weighs 3 lbs. *Power Source:* Beltpack or backpack.

UV Sterilizer: This electronic device was used for scientific and medical research before the fall of civilization. The device appears to be a small hand-held “television” or flash screen, used much like a hand-held scanner. The UV sterilizer emits a continuous pulse of UV-C (at a short wavelength from 2800A to 150A), a strong enough radiation to sterilize surfaces, killing all known viruses and bacteria. Whatever the UV ray passes over is totally “cleansed” in a matter of 1d2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d6 in heat damage for every two rounds of direct exposure; 3d6 vs. fungi and plant-like creatures). One discharge is used for each round of operation. A UV sterilizer weighs 3 lbs. *Power Source:* Backpack.

Water Purifier: A variety of models of this device exists, but in use, it operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day’s water requirement for a medium size creature. The average water purifier weighs 2 lbs. *Power Source:* Pack.

X-Ray Goggles: This form of super-advanced eyewear permits the wearer to see into and through solid matter. The item works exactly as a *ring of x-ray vision*, without the Con drain of that item. *Power Source:* Cell.

ADVANCED WEAPONS

Advanced weapons comprise a broad category of rare and precious articles of war – the implements of destruction used on a mass scale by the arrogant Ancients in their insane wars that led to the inevitable Fall. Most weapons survive though finding them is certainly a difficult and dangerous undertaking. Most have long been held as heirlooms or prizes by warlike communities or raider gangs, while others remain buried in dust, sand, or rubble among the ruins of Ancient cities and installations.

These weapons were the finest America had to offer before the fall of civilization - lasers, gauss weaponry, and special devices mostly used for military applications. They are the most priceless of artifacts in Darwin’s World.

Chainsaw: Not exactly an “advanced” weapon, the chainsaw is nonetheless commonly found in a combative role in the post-apocalyptic world. Most models are bulky and cumbersome, prone to shorts or fuel failures, but their damage capability is nonetheless impressive. *Power Source:* Clip, beltpack, or backpack.

Chainsword: This type of device, simple but remarkably brutal in effect, is in essence a chainsaw/sword combination. It works just like a chainsaw, but has a narrower, razor-sharp blade, and a handle more receptive to swinging about in pitched combat. *Power Source:* Beltpack or backpack.

Energy Pike: A very common weapon of the U.S. Army during the years of foreign invasion (especially useful in the spontaneous execution of prisoners of war), this appears to be a dull black or gray staff, universally 8’ long, but when activated (usually through pressing a button or switch on the pommel), the last three feet or so begins to glow brightly. The reason for this is that the pike has a powerful ion emitter that ionizes the air around the weapon, in effect creating a high-energy “power field” around it.

The weapon attacks like a regular melee weapon (base damage is as the normal melee weapon), but is far more

TABLE 7-16: ADVANCED WEAPONS

Roll	Advanced Weapons
01-10	Advanced Melee Weapons
11-20	Special Modern Ranged Weapons *
21-40	Advanced Ammunition **
41-60	Energy Weapons *
61-70	Mass Drivers ***
71-80	Particle Beam Weapons ***
81-00	Explosives

* No Minor items in this category; if the find is a Minor item, roll again.

** No Major items in this category; if the find is a Major item, roll again.

*** Major finds only.

TABLE 7-17: ADVANCED MELEE WEAPONS (MARKET PRICES)

Minor	Moderate	Major	Weapons	Market Price
01-75	-	-	Stun Baton	1,050 cp
76-00	-	-	Shock Gloves	2,050 cp
-	01-30	-	Power Sword	8,300 cp
-	31-90	-	Chainsaw	9,000 cp
-	91-00	01-50	Chainsword	18,300 cp
-	-	51-95	Energy Pike	32,300 cp
-	-	96-00	Warp-Field Sword	50,000 cp

TABLE 7-18: ADVANCED MELEE WEAPONS

Exotic Weapons - Melee

Weapon	Damage	Critical Increment	Range	Weight	Type**
Unarmed Attacks					
Shock Gloves * Small	*	x2	-	1 lb.	*
Stun Baton § Medium-size	2d6	x2	-	3 lb.	*
Chainsaw	3d4	18-20/x2	-	12 lb.	Slashing
Chainsword	3d6	18-20/x2	-	8 lb.	Slashing
Power Sword *	2d6	19-20/x2	-	4 lb.	Slashing
Warp-Field Sword *	1d8	19-20/x2	-	15 lb.	Slashing
Large					
Energy Pike † ^a	2d8	18-20/x2	-	15 lb.	Slashing

deadly when it hits (increased critical range). In addition, it emits a *glow* up to 30 ft. around the user. As a type of polearm, the energy pike has reach of 10 feet, but cannot be used against an adjacent foe. *Power Source:* Beltpack or backpack.

Power Sword: This item appears (and operates) much like an *energy pike*, except that it possesses a special charge-building device that causes the energy within to accumulate in a special power storage unit. Every few minutes this unit can be discharged, shooting the cycled power out in a *blast*. This type of weapon inflicts the listed damage in melee combat, but also once every five rounds the user may *discharge* a beam of energy (as a *ranged touch attack*) that duplicates the effects of a laser pistol Mk2. *Power Source:* Beltpack or backpack.

Shock Gloves: These items were used in both close-quarters military action and in illegal boxing matches. Shock gloves appear to be metal gloves, but emit a strong visible electric field. Each time a hit is scored, in addition to regular punch damage, a powerful shock shoots through the target, inflicting an additional 1d8 points of damage. Shock gloves require the exotic weapon proficiency to use, but are otherwise treated as unarmed attacks in all ways, including attacks of opportunity. *Power Source:* Beltpack or backpack.

Stun Baton: This appears to be a metal baton, which emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that effectively stuns the target. *Power Source:* Beltpack or backpack.

Warp-Field Sword: This tremendously-advanced device was said to be a product of the infamous “Philadelphia Experiment” of the Ancients, a landmark event that allowed man to break through the dimensional barrier. The sword generates a field that causes the blade to “dance” between dimensions, allowing it to literally “pass” right through obstructions - specifically, *armor*. The sword is completely unaffected by armor (armor provides no bonus to AC). *Power Source:* Minifusion cell.

SPECIAL FIREARMS

These include a small number of special modern-era firearms not normally available to characters.

Cannon: Cannons are EXTREMELY rare weapons, and are almost all gone - the

vehicles mounting them were all but lost long ago. Tanks and other armored vehicles generally used cannons as their main armament, while lighter cannons were used in a man-portable role as heavy weapons (such as so-called “recoilless rifles”). A cannon can only be fired once per round, and must be reloaded after each shot, requiring a full-round action. Firing a cannon is also a full-round action.

Machinegun: A rare weapon in the wasteland (mainly because most were lost during the wars preceding the current time period), machineguns are heavy automatic weapons capable of dishing out a high volume of fire in seconds. Machineguns came in several forms, usually differing from light MGs (those easily carried by soldiers and propped during fire), and heavier ones (those mounted on armored vehicles, jeeps, etc). A machinegun can fire one hundred times before reloading and is considered a *rapid-fire* weapon. Reloading is a standard action; *firing* a machinegun is a full-round action. Machineguns use normal rifle cartridges, linked to a belt.

Projectile, Cannon: This is simply a heavy cannon round, fired from a cannon.

Shock-Field Glove: This item, used only by the military when first made, appears to be a metallic “hand” - which fits over the user’s hand like a glove. The glove

TABLE 7-19: SPECIAL MODERN RANGED WEAPONS (MARKET PRICES)

Moderate	Major	Weapons	Market Price
01-75	-	Shotgun, Automatic	4,750 cp
76-00	-	Shock-Field Glove	8,050 cp
-	01-85	Machinegun	19,500 cp
-	86-00	Cannon	200,000 cp

TABLE 7-20: SPECIAL MODERN RANGED WEAPONS Martial Weapons – Ranged (Special)

Weapon	Damage	Critical	Range Increment	Weight	Type**
Small					
Shock-Field Glove *	1d8	x3	20	1 lb.	Special
Medium-size					
Shotgun, automatic *	*	*	10 ft.	10 lb.	Piercing
Large					
Machinegun *	1d12	x3	500 ft.	75 lb.	Piercing
Huge					
Cannon	10d10	x3	1000 ft.	750 lb.	Piercing
Projectile, cannon	-	-	-	75 lb.	-

produces a strong electric charge with every power cycle, allowing the user to “zap” a nearby target without having to actually touch it (treat this as a *ranged touch attack* with a maximum range of 20 ft.; it can be used to shock in contact as well). Using the glove is considered a discharge. *Power Source:* Beltpack or backpack.

Shotgun, Automatic: Automatic shotguns have the rapid-fire capability of more advanced weapons, and the conical effect of shotguns. Automatic shotguns inflict 3d6 points of damage to a target in its first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An additional hit roll is required for each target in the blast area. An automatic shotgun can fire ten times before reloading and are considered *automatic* (providing one extra attack at the firer’s highest attack bonus). Reloading up to two shells is a standard action. Reloading more shells than that (up to ten) is a full-round action.

SPECIAL WEAPON FEATURES

Certain weapons may benefit from added features or modifications, giving enhancements to damage, attack rolls, and other facets of combat. The bonuses given here, unless specified, can be stacked with other bonuses freely.

Market prices for these special modifications and features can be found under **Table 7-21**.

Bipod: This is a lightweight aluminum or alloy accessory that can be added to any Medium-size or larger crossbow, firearm, or ranged energy weapon. A weapon so-equipped can be stabilized as a move-

equivalent action. So long as the firer does not move, all shots fired from the weapon thereafter receive a +1 attack bonus.

Heavy Capacitor Unit: This type of device is attached to energy weapons much like an advanced “adapter” of sorts. Heavy capacitors are strengthened catalysts that allow more energy to be used when firing - in effect, increasing the “punch” of the weapon. The unit channels more power from the power source (be it a clip, backpack, etc) to bolster each shot. Use of the unit drains *double* the power for each shot (two discharges instead of one). The effect is to increase the damage of the weapon by +1 *per die*. However, any critical miss on to-hit (a natural roll of 1) indicates the heavy capacitor unit is *destroyed*, and there is a further 75% chance that the weapon itself is also destroyed.

Hi-Powered Modifications:

This can be purchased once for any existing firearm (and firearms only). The weapon is thereafter considered high-powered, giving it a certain damage bonus with all shots. The actual bonus depends on the degree of modification; +2, +4, or +6.

Improved Discharger: This add-on device, applied to energy weapons to improve their combat performance, improves the purity, stability, and cohesion of beams when they are fired, in effect providing greater range capability. The improved discharger increases the range increment of the weapon by x1.5. Any critical miss destroys the

TABLE 7-21: SPECIAL WEAPON FEATURES (MARKET PRICES)

Special Weapon Features	Market Price
Bipod	500 cp
Target Weapon Modifications (+1)	1,000 cp
Heavy Capacitor Unit	2,000 cp
Hi-Powered Modifications (+2)	2,000 cp
Improved Discharger	2,000 cp
Target Weapon Modifications (+2)	2,000 cp
Starlight Scope	2,500 cp
Hi-Powered Modifications (+4)	4,000 cp
Target Weapon Modifications (+3)	4,000 cp
Telescopic Sight	5,500 cp
Targeting Scope	7,500 cp
Hi-Powered Modifications (+6)	8,000 cp

* These features are purchased for an existing weapon, and not found alone, per se.

TABLE 7-22: ADVANCED AMMUNITION (MARKET PRICES)

Minor	Moderate	Advanced Ammunition	Market Price
01-02	-	Projectiles, EST (10)	50 cp
03-04	-	Rubber Cartridges, Pistol (10)	60 cp
05-10	-	HC Cartridges, Pistol (10)	60 cp
11-19	-	HP Cartridges, Pistol (10)	60 cp
20-21	-	Rubber Cartridges, Carbine (10)	75 cp
22-30	-	JHP Cartridges, Pistol (10)	80 cp
31-35	-	Projectiles, Gauss (10)	80 cp
36-44	-	Glazer Cartridges, Pistol (10)	90 cp
45-46	-	Rubber Cartridges, SMG (10)	90 cp
47-55	-	Rubber Shotgun Slugs (20)	90 cp
56-64	-	Rubber Cartridges, Rifle (10)	100 cp
65-66	-	HC Cartridges, Carbine (10)	105 cp
67-68	-	HP Cartridges, Carbine (10)	105 cp
69-70	-	HC Cartridges, SMG (10)	120 cp
71-72	-	HP Cartridges, SMG (10)	120 cp
73-77	-	HC Cartridges, Rifle (10)	135 cp
78-79	-	HP Cartridges, Rifle (10)	135 cp
80-81	-	JHP Cartridges, Carbine (10)	140 cp
82-83	-	JHP Cartridges, SMG (10)	160 cp
84-92	-	Shotgun Slugs (20)	160 cp
93-94	-	JHP Cartridges, Rifle (10)	180 cp
95-96	-	Glazer Cartridges, Carbine (10)	210 cp
97-98	-	Glazer Cartridges, SMG (10)	240 cp
99-00	-	Glazer Cartridges, Rifle (10)	270 cp
-	01-20	Projectiles, Gauss ATG (10)	350 cp
-	21-70	Projectile, Cannon	1,000 cp
-	71-00	Projectile, Gauss Cannon	2,000 cp

discharger unit.

Starlight Scope: This heavy, powered scope provides the firer with low light vision. This feature can be combined with a regular targeting scope. *Power Source:* Cell.

Targeting Scope: A scope of this kind is a computerized attachment to any firearm or ranged weapon, enhancing its to-hit ability. When used the scope gives a +2 bonus to attack rolls. *Power Source:* Cell.

Target Weapon Modifications: This denotes a custom-designed (or “masterwork”) weapon, weighted and/or balanced, for super-accurate shooting. This can be applied to any ranged weapon (generally including bows, crossbows, firearms, and ranged energy weapons). This provides an attack bonus on all to-hit rolls with the weapon; either +1, +2, or +3.

Telescopic Sight: This item is attached to rifle-sized weapons, and enhances the ability to hit at long ranges. When in use, the sight gives the firer the feat, *Far Shot*, for free (but only while using the scope, requiring a move-equivalent action). If this feat is already possessed by the firer, the range increment increase is raised to double (instead of x1.5). A scope never affects thrown weapons.

ADVANCED AMMUNITION TYPES

Firearms may benefit from enhanced or improved ammunition types. Such ammo types are typically rare finds, but they potentially provide a definite edge in combat.

Glazer: Glazer ammunition effectively transforms a regular pistol/rifle cartridge into a concentrated scattergun blast on impact. Glazer rounds give a damage bonus of +2.

Hard Cast: Hard-cast (or “target”) bullets retain their shape without deformation over long distances – maintaining accuracy at range. HC rounds increase a weapon’s range increment by one-half.

Hollow Point: These rounds include tumblers, dum-dums, squash-head, etc. HP rounds increase the critical range of the weapon by one step (i.e. turning 20 into 19-20).

Jacketed: This ammo type includes armor-piercing, teflon-coated, and other advanced armor-penetrating rounds. Jacketed hardpoint (JHP) rounds reduce the armor bonus of the target by 2.

Rubber: Rubber (or bean-bag) bullets inflict subdual damage. For shotguns, rubber slugs inflict only 3d6 points of subdual damage.

Shotgun Slugs: Slugs are only available for shotguns. They do not spread out over range like normal shotgun shells, but inflict 3d6+3 at all ranges to one target.

TABLE 7-23: ADVANCED AMMUNITION COSTS

Basic Type	Glazer	HC	HP	JHP	Rubber §	Slugs
Cartridge, pistol (10)	90 cp	60 cp	60 cp	80 cp	45 cp	-
Cartridge, carbine (10)	210 cp	105 cp	105 cp	140 cp	75 cp	-
Cartridge, rifle (10)	270 cp	135 cp	135 cp	180 cp	100 cp	-
Cartridge, SMG (10)	240 cp	120 cp	120 cp	160 cp	90 cp	-
Shotgun shells (20)	-	-	-	-	90 cp	160 cp

DIRECTED ENERGY WEAPONS

Weapons of this type, widely used by the Ancients in their final wars, act to generate and concentrate powerful energy to incinerate, disintegrate, or otherwise destroy the tissue of opponents. Energy weapons solved the problem of varying calibers and munitions types by utilizing the universal power pack, making them infinitely more useful in those days. Directed energy weapons should be treated like other ranged projectile weapons.

Blaster: The most advanced kind of weapon in general service before the fall of civilization. The blaster appears to be a small metal box, sometimes with a small rectangular “T.V.” screen or bulb set in its center. The blaster is made of connecting metal rods, and is most often shoulder-mounted on *powered armor* suits; with a touch of a button, the device folds itself up and out of the way (and can be just as easily deployed). The device is powered like any other energy weapon. The weapon, when fired, shoots a narrow beam that affects the air around the target, creating a field of energy that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disintegrates organic tissue and even inorganic substances - in effect, the blaster *disintegrates* its target from the bottom-up. A target hit by a blaster must make a Fortitude save (DC 25) to avoid being immediately disintegrated; even if she saves, she still suffers 5d6 points of damage from the physical disruption of her body. A blaster can be fired only once per round, regardless. *Power Source:* Minifusion cell.

Dazzle Rifle: This appears to be a regular rifle, but instead of firing an injurious beam or projectile, the rifle emits a brilliant beam of *photons* (light) in a wide “pulse”. The dazzle rifle is a ranged touch attack. The targeted creature must make Reflex save (DC of the attackers hit roll) or be *blinded* for 1d6 minutes. A blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers’ attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. *Power Source:* Clip, backpack or backpack.

EMP Rifle: The EMP rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-deployed due to the increasing numbers of robots and androids then making up the majority of the world’s fighting armies (such was the result of a dying humanity, having to replace its own diminished numbers by AI surrogates). The EMP rifle generates a powerful electro-magnetic pulse and projects this at the target; the pulse

is strong and centralized enough to cause incredible damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation. The EMP rifle does full damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). It does minimum damage (5 points, 10 with a critical) against living creatures. An EMP rifle can fire only once per round, regardless of the user’s number of attacks. It also attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Minifusion cell.

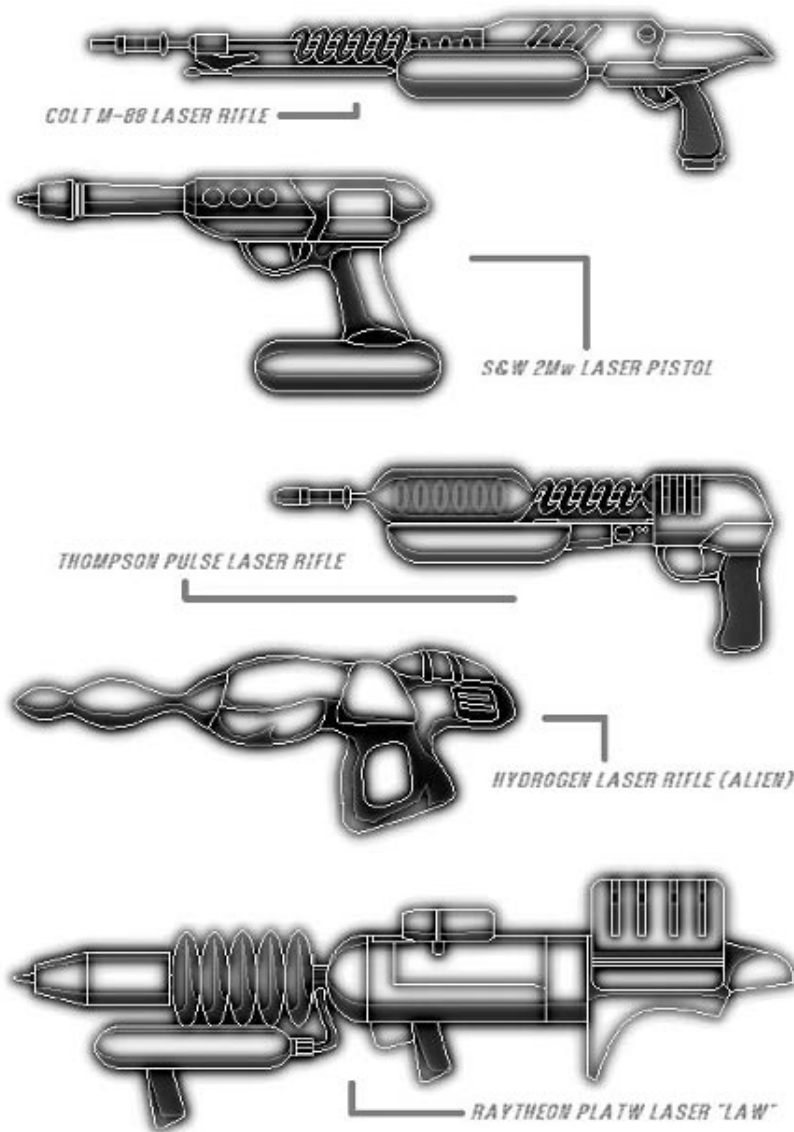
Fusion Rifle: This type of special rifle, often known as a “fusion incinerator”, fires a crimson ray of aggravating radiation that causes molecular *fusion* at the impact point - the target’s cells are literally bonded together on a molecular scale, causing massive disruption and disintegration. The victim of such a weapon often has its features cave in and literally “melt away”. A fusion rifle can be fired only once per round. *Power Source:* Minifusion cell.

Hand Stunner: This type of weapon is a miniature stun gun, often no larger than a deck of cards (thus it can be held easily in the hand), possessing two buttons on the top surface. The item fires through the pressing of one button, ejecting the power cell with the other. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip.

Hydrogen Laser Rifle: This weapon is essentially a laser weapon, though instead of the typical medium of neodymium, it employs a pure refined hydrogen gas. This allows for a greater increase in the frequency and energy

TABLE 7-24: ENERGY WEAPONS (MARKET PRICES)

Moderate	Major	Energy Weapons	Market Price
01-15	-	Hand Stunner	450 cp
16-30	-	Stun Gun	2,150 cp
31-35	-	Dazzle Rifle	2,300 cp
36-48	-	Maser Pistol	6,500 cp
49-61	-	Laser Pistol Mk1	8,500 cp
62-74	-	Laser Pistol Mk2	16,500 cp
75-87	-	Maser Rifle	16,500 cp
88-92	-	Sonic Rifle	16,500 cp
93-00	01-40	Laser Rifle	18,500 cp
-	41-45	Plasma Pistol	18,500 cp
-	46-50	Laser LAW	20,725 cp
-	51-55	Infra-Red Laser	32,500 cp
-	56-64	Pulse Laser Rifle	32,500 cp
-	65-69	X-Laser	32,500 cp
-	70-78	EMP Rifle	50,000 cp
-	79	Hydrogen Laser Rifle	50,500 cp
-	80-84	Plasma Rifle	50,500 cp
-	85-89	Fusion Rifle	51,500 cp
-	90-94	Radiation Rifle	51,500 cp
-	95-99	Blaster	73,000 cp
-	00	Laser Cannon	218,000 cp



of the lasing atoms, exponentially increasing the power of the weapon. Some have suggested that this weapon is not native to planet earth, but an advanced weapon brought by alien invaders appearing at the end of humanity's war, who have since mysteriously disappeared from the face of the planet. It is said some examples of their equipment (such as this rifle) were left behind in haste. A hydrogen laser rifle can be fired more than once per round if the firer has the ability to make multiple attacks. *Power Source:* Harmonic cell.

Infra-Red Laser: This is a special laser with a coated discharge lens that filters out all light except for that emitted at .01 cm wavelength or greater, thus emitting only an infra-red beam. Though the IR laser is substantially low-powered when compared to other laser weapons (it has far less energy than those of lower wavelengths), the IR laser is totally *invisible* (except if viewed by *IR goggles*, which will show the beam solidly), much like a maser, and thus unaffected by obstacles (such as glitter).

An IR laser can be fired more than once per round if the firer has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Laser Cannon: The laser cannon is simply a gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more powerful burst of lasing energy. These weapons are extraordinarily large (generally only mounted on tanks or in ground-based AA batteries, for instance), but are effective against almost all forms of heavy vehicles and fortifications. Firing a laser cannon is a full-round action. *Power Source:* Minifusion cell (one shot per cell only).

Laser LAW: This man-portable laser anti-tank weapon (or "laser LAW") is a shoulder-mounted laser weapon (so-made because the internal light generators are rather heavy, as they generate a far more powerful power pulse than the typical laser), used to destroy light armored vehicles - armored cars, attack skimmers, and light fortifications. Firing a laser LAW is a full-round action. *Power Source:* Minifusion cell (one shot per cell only).

Laser Pistol Mk1: The earliest forms of laser pistol, designed for a number of uses and widely sold throughout the world, the laser pistol Mark 1 appears to be a silvery slender pistol. Lasers in general work by colliding lasing atoms with electrically-accelerated electrons in an active medium (gas, liquid, or crystal). The laser Mk1 uses a ruby rod with a mirror on one end and a partially-silvered mirror on the other, surrounded by a coil of high-durability glass (a xenon flash tube). The light produced

by the xenon flash tube excites the chromium atoms (of which there is a substantial amount in gemstones) in the ruby core; as the electrons begin to get excited, variations in the energy levels of these electrons cause an emission of photons (light particles). These photons bounce back and forth down the rod off of each of the two mirrors; as they collide they create more of the same as they strike each other, in effect amplifying the light, increasing the usable energy exponentially. This process occurs in a mere fraction of a second, the ordinary light pulse turning into a highly-concentrated and energized beam in the blink of an eye. A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks.

Laser Pistol Mk2: The laser pistol Mark 2 was designed for military service, and is generally more rugged, and various variants were made (some looking like black slender pistols, others almost the size of a small carbine).

To make it more durable, the ruby rod is replaced by a more flexible medium, typically a neodymium gas tube which has much the same effect as ruby chromium, but which cannot “shatter” under high stress - this allows it to discharge energy at much higher frequencies. A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack. *Power Source:* Clip, backpack or backpack.

Laser Rifle: The laser rifle was the standard rifle of the American armed forces before the fall of civilization. The laser rifle is really just an extended laser pistol Mk2, but incorporating various features, not the least of which is larger and sturdier laser-generation equipment (requiring the larger and more extended shape and design). Also, superior artificial refining crystals and focus mirrors along the laser’s length allow it to retain tighter photon-beam cohesion at greater distances - increasing the weapon’s range. A laser rifle can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Maser Pistol: Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor and a reduced magnetron tube. Although it does less damage, its small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually very widespread as a civilian and police sidearm during the final years of the Fall, when cities were shrouded in thick smog from over-pollutive industry, and came in a number of models with varying appearances (from simply advanced pistols to hand-held “microwave lamps”). A maser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. *Power Source:* Clip, backpack or backpack.

Maser Rifle: The “maser” is, in effect, a microwave laser, designed primarily to make the use of smoke and glitter as a countermeasure ineffective. The maser, as it operates using non-visual light, is not affected by such obstacles (which, of course, refract or obfuscate visual light). The maser consists primarily of a high-capacity magnetron tube (not unlike that found in a microwave oven), which fires a narrow stream of microwaves at the



TELEFUNKEN Sw-90 SONIC RIFLE



AR-91 MICROWAVE (MASER) RIFLE



RAYTHEON X-RAY LASER



AK-2000 FUSION RIFLE

target, causing extreme vibration and energization of water molecules - in effect, boiling the target area in the fraction of a second. A maser rifle can be used to attack more than once per round if the user has the ability to make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. *Power Source:* Clip, backpack or backpack.

Plasma Pistol: The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle in a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large (looking like a souped-up “ray-gun” with antenna and such), and the plasma generated was comparatively low-powered. Despite this, these weapons were showing promise before the Fall. A plasma pistol can be fired only once per round. *Power Source:* Minifusion cell.

Plasma Rifle: The plasma “rifle” (really a man-portable “cannon”) is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is heated to nearly 180,000 degrees F by injecting it with high-speed ions (typically from a compact synchrotron or betatron in the weapon) that collide with the gas particles, increasing their thermal energy to super-heated levels (to prevent the entire weapon from melting, the plasma chamber is contained within a magnetic field - of 50,000 gauss or more - generated by the weapon itself). This super-heated plasma spontaneously begins to vibrate and react as it excites, the atoms of which begin to create nuclear reactions as they collide. In effect,

the ionization of the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy. The weapon is a heavy device with multitudes of knobs and things, carried on a harness that is supported by power suspensors (pocket gravity-field generators). A plasma rifle can be fired only once per round. *Power Source:* Minifusion cell.

Pulse Laser Rifle: This advanced energy weapon fires pulses of laser light, much like how an automatic rifle fires multiple rounds in a stream. The weapon is, in basic principle, simply a Laser Rifle A with auto fire capability, this ability provided by a high-capacity xenon flash tube (providing a stream of flash pulses) instead of the normal single-pulse flash lamp (which only produces a single pulse). In addition, *argon* is typically used instead of the standard *neodymium*, as argon requires less energy to create a laser pulse (a more powerful series of pulses

creates far more strain on the xenon flash tube). Although the pulse laser rifle does create a stream of laser fire like an automatic weapon, it does have two drawbacks - range is reduced because the laser pulses have less time to be refined (and are thus more short-lived), and the damage of the individual beams is less than a normal laser rifle because less energy is used per pulse. A pulse laser rifle is considered a *rapid-fire weapon*. *Power Source:* Clip, backpack or backpack.

Radiation Rifle: This kind of energy rifle generates a directed and controlled cloud of *uranium hexafluoride*, a corrosive gas, by breaking down the plutonium in its clip. This gas is shot from the rifle much like a flamethrower. In addition to doing damage, the radiation rifle also inflicts intense 1d4 x 100 Rads of *radiation* on the target. A radiation rifle can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus,

TABLE 7-25: ADVANCED RANGED WEAPONS (ENERGY WEAPONS)

Exotic Weapons (Energy Weapons) - Ranged

Weapon	Damage	Critical Increment	Range	Weight	Type**
Tiny					
Hand Stunner ‡	2d4	x3	20 ft.	1 lb.	*
Small					
Blaster	*	*	20 ft.	2 lb.	Special
Laser Pistol Mk 1	2d8	x2	100 ft.	2 lb.	Special
Laser Pistol Mk 2	2d10	x2	100 ft.	2 lb.	Special
Maser Pistol *	2d8	x2	100 ft.	1 lb.	Special
Plasma Pistol	2d12	x3	100 ft.	5 lb.	Special
Stun Gun §	2d8	x3	50 ft.	2 lb.	*
Medium-size					
Dazzle Rifle	*	*	50 ft.	7 lb.	*
EMP Rifle *	5d8	x2	20 ft.	15 lb.	Special
Fusion Rifle	4d10	x3	100 ft.	15 lb.	Special
Hydrogen Laser Rifle	4d10	x2	200 ft.	5 lb.	Special
Infra-Red Laser *	2d10	x2	200 ft.	7 lb.	Special
Laser Rifle	3d10	x2	200 ft.	7 lb.	Special
Maser Rifle *	3d8	x2	200 ft.	5 lb.	Special
Plasma Rifle	4d12	x3	200 ft.	15 lb.	Special
Pulse Laser Rifle *	2d10	x2	100 ft.	5 lb.	Special
Radiation Rifle *	1d10	x2	20 ft.	15 lb.	Special
Sonic Rifle	2d6	x3	20 ft.	10 lb.	Special
X-Laser *	3d8	x2	100 ft.	10 lb.	Special
Large					
Laser LAW	6d10	x2	100 ft.	65 lb.	Special
Huge					
Laser Cannon	10d10	x2	500 ft.	1,000 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

ª If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

only Dex modifier to AC).
Power Source: Plutonium clip.

Sonic Rifle: This kind of weapon appears to be a heavy rifle with a special dish or microphone on one end. The sonic rifle creates strong vibrations literally shaking apart the target with tremendous sonic forces. A sonic rifle can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip, backpack or backpack.

Stun Gun: These widely-found weapons were the standard armament of civil authorities; they come in a variety of forms and shapes (such as the real-life “taser”), but are usually pistol-sized. In general, the stun gun transforms power from its source into a low-voltage field, ray, or emission that stuns the nervous system of the target. A stun gun can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Clip.

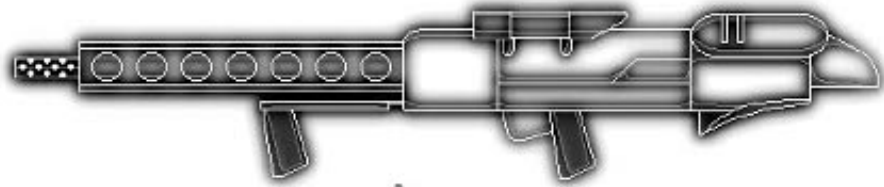
X-Laser: The “x-laser” is a heavy energy rifle that fires an *invisible* beam, much like the maser, so as to ignore smoke and other countermeasures. The principle behind the x-laser is shared by the common x-ray device; a tungsten or yttrium “target” inside the weapon is bombarded by high-speed electrons, creating an emission of x-rays, potent radiations that penetrate a far greater amount of tissue, materials, etc. than most radiations. Unlike the typical x-ray machine, however, the x-laser emits x-rays at a shorter wavelength, causing a more violent effect. X-rays cause damage mainly by breaking down and disintegrating the tissue they contact. An X-laser can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). In addition, the X-laser can fire through walls and other obstructions no more than 6” thick without reduced effect against targets concealed *behind* them. Any thicker and the beam has no effect. Often an X-laser will be mated with X-ray goggles to allow the firer to see what he is firing at. *Power Source:* Minifusion cell.



WINCHESTER ARMS M-1399 GAUSS AUTO RIFLE



DERRINGER GAUSS PISTOL MODEL 99



“ARMBRUST” GAUSS ATG

MASS DRIVERS

Mass-driving weapons (or simply “mass-drivers”) are weapons that operate on a simple principle - a force (usually gravity) is used to drive a mass to dangerously-high velocities to punch through armor, metal, tissue, whatever. Such weapons are a bridge between traditional ballistic weapons and energy weapons; they fire ballistic missiles but require an energy charge or field to build up the required force. Mass-drivers are almost universally known as “gauss weapons”, and come in a number of forms. Mass drivers should be treated like other ranged projectile weapons.

Gauss weapons use special gauss projectiles as well as power discharges from a regular power source when fired. Gauss weapons cannot benefit from advanced ammunition types.

TABLE 7-26: MASS DRIVERS (MARKET PRICES)

Major	Mass Drivers	Market Price
01-10	Electro-Saw Thrower	18,750 cp
11-25	Gauss Pistol Mk1	18,750 cp
26-40	Gauss Pistol Mk2	20,750 cp
41-45	Gauss ATG	22,275 cp
46-60	Gauss Rifle Mk1	32,750 cp
61-75	Gauss SMG	32,900 cp
76-90	Gauss Rifle Mk2	34,750 cp
91-99	Gauss Auto Rifle	50,750 cp
00	Gauss Cannon	232,000 cp

TABLE 7-27: ADVANCED WEAPONS-RANGED (MASS DRIVERS)**Exotic Weapons (Mass Drivers) - Ranged**

Weapon	Damage	Critical Increment	Range	Weight	Type**
Small					
Gauss Pistol Mk 1 *	1d6	x2	100 ft.	4 lb.	Piercing
Gauss Pistol Mk 2 *	2d6	x2	100 ft.	4 lb.	Piercing
Gauss SMG *	1d6	x2	100 ft.	4 lb.	Piercing
Projectiles, gauss (10)	-	-	-	2 lb.	-
Medium-size					
Electro-Saw Thrower	3d4	x3	80 ft.	7 lb.	Slashing
Gauss Rifle Mk 1 *	3d6	x2	200 ft.	10 lb.	Piercing
Gauss Rifle Mk 2 *	4d6	x2	200 ft.	14 lb.	Piercing
Gauss Auto Rifle (GAR) *	3d6	x2	100 ft.	12 lb.	Piercing
Projectiles, EST (10)	-	-	-	3 lb.	-
Projectiles, gauss (30)	-	-	-	6 lb.	-
Large					
Gauss ATG *	6d6	x2	200 ft.	50 lb.	Piercing
Projectiles, gauss ATG (10)	-	-	-	10 lb.	-
Huge					
Gauss Cannon *	10d6	x2	500 ft.	1,500 lb.	Piercing
Projectile, gauss cannon	-	-	-	50 lb.	-

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Electro-Saw Thrower: This appears to be a light rifle with a broad flat barrel, throwing forth energized monofilament circular saws that are propelled at high speed. A drum-like clip holds the saws, feeding them into the EST, while an energizer unit charges each saw with an electric field just prior to firing. An EST can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Backpack or backpack.

Gauss ATG: This weapon appears to be a huge shoulder-mounted “railgun”, like an advanced anti-tank weapon. The weapon fires a large (10 mm) *depleted-uranium* (“depleted uranium” is uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid) mushrooming sliver, which was primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus to AC of a target by *one half (round down)*. Firing a gauss ATG is a full-round action. *Power Source:* Minifusion cell.

Gauss Auto Rifle (GAR): This is a special gauss rifle that is capable of full auto fire. Like the gauss SMG, the

cyclic rate of fire of the weapon reduces the momentum and punch of each fired round, as less time is allowed to build up the magnetic force of the shot. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss auto rifle is considered an *automatic weapon*. *Power Source:* Clip, backpack or backpack.

Gauss Cannon: This is a gigantic version of the basic gauss weapon, typically mounted on tanks or in heavy gun emplacements. Most of these weapons were destroyed long ago during the wars of the Ancients, but some few examples are said to still remain operational. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. Firing a gauss cannon is a full-round action. *Power Source:* Minifusion cell (one shot only per cell).

Gauss Pistol Mk1: This type of weapon (and all other gauss weapons) works on magnetic principles; the projectile (a sliver of depleted uranium or any other alloyed metal, ranging typically in size from 1mm to 5mm) is held by extreme opposing magnetic forces in the magnetic chamber, being fired when one magnetic

field is dropped - propelling it outwards. At various points along the barrel, magnetic “rails” boost the projectile with additional force at each stage, increasing the momentum exponentially. Such weapons are virtually noiseless, but require a great deal of energy (a typical rail generates 10,000 gauss of force; to put this in perspective, the earth’s gravitational force is only equal to 1 gauss). Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss Pistol Mk2 (Heavy Gauss Pistol): This appears to be a heavier, longer-barreled version of the original gauss pistol, employing four gauss accelerators (instead of the regular two or three of the Mk1). This increases the velocity and “punch” of the gauss round, directly translating into a deadlier weapon. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss pistol Mk2 can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss Rifle Mk1: A larger version of the basic gauss weapon, this incorporates a larger and longer barrel (permitting more rails, and thus increased momentum for the gauss round), a folding stock, and more powerful magnetic generators. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss rifle can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss Rifle Mk2 (Heavy Gauss Rifle): This gauss rifle is similar to the Mk1, but has a larger barrel to accommodate larger rounds. It looks like a portable hand-vacuum, but with an extended nozzle. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss rifle Mk2 can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, backpack or backpack.

Gauss SMG: This is a compact but high rate of fire gauss weapon - literally a “gauss machine pistol”. The weapon works just like a regular gauss weapon, but with



SPAS-5000 ATOM GUN



LOS ALAMOS LABS X-7 NP CANNON



RUGER MODEL-92 10N RAY



KRAG-JORGENSEN M1995 MESON CANNON

a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a high rate - permitting a continuous stream of fire. However, the drawback is that this lessens the magnetic buildup of each shot, reducing the momentum and damage. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus of a target by *one half (round down)*. A gauss SMG is considered an *automatic weapon*. *Power Source:* Clip, backpack or backpack.

Projectiles, EST: EST ammunition is a series of paper-thin, razor-sharp circular saw blades.

Projectiles, Gauss: All man-portable gauss weapons (except for the ATG) use the same kind of ammo, a “needle” of high-density metal.

Projectiles, Gauss ATG: This is a larger “needle” for use in the gauss “anti-tank gun”.

Projectile, Gauss Cannon: This is a large “needle” for use in the gauss cannon.

PARTICLE-BEAM WEAPONS

Particle-beam weapons typically emit a single charged particle or stream of particles to inflict damage. Ions, mesons, or other subatomic particles are propelled by these weapons at colossal speeds to achieve the desired effects. They are often very deadly. Particle-beam weapons should be treated like other ranged projectile weapons.

TABLE 7-28: PARTICLE WEAPONS (MARKET PRICES)

Major	Particle Weapons	Market Price
01-45	Ion Ray	32,750 cp
46-54	Atom Gun	50,750 cp
55-99	Meson Cannon	50,750 cp
00	NP Cannon	98,750 cp

Atom Gun: This weapon is a “miniature nuclear reactor” of sorts. Atomic particles in a central reactor in the weapon collide and split, the energy of the reaction being channeled out the barrel. The atom gun can also be made to fire several atomic particles at colossal speeds, throwing out a spread of these radiating atoms at a high rate and over a wide area, just like a “shotgun”. The atom gun deals 6d6 damage to a target in the first range increment, 4d6 to a target in the second range increment, and 2d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An additional hit roll is required for each target in the blast area. An atom gun can be fired only once per round. Since this was intended as a close-range weapon, damper coils on the barrel reduce the emission of radiation from the weapon’s internal reaction to an insignificant amount. *Power Source:* Plutonium clip.

NP Cannon: This weapon appears to be a heavy rifle-like weapon. Central to the device is a *neutrino collector*, an advanced piece of technology that manages to collect neutrinos and hold them in a powerful but contained magnetic field until used. These minute particles, compacted to the point of instability, when fired from the collection chamber spread out with intense violence from each other due to an unknown repulsion effect, their minute size ripping through any matter in the way. By

spending a full-round action, the NP performs a *coup-de-grace* attack when it fires. The NP cannon is also unimpeded by obstacles, and can thus be fired through most walls, doors, etc. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Minifusion cell.

Due to the unbalancing power of this weapon, and its dubious “sci-fi” mechanics, the NP cannon is considered an optional device the GM can remove if he deems appropriate.

Ion Ray: This advanced energy weapon fires a beam (or stream, in rapid-fire mode) of ions that electrify the target’s cellular structure. The ion ray is actually a rather simple device, utilizing an advanced *synchrotron* (a subatomic-particle accelerator) to generate a concentrated burst of ions that are directed towards the target’s tissue. This pulse is extremely rapid, causing intense damage to obstructions (organic or otherwise) as it literally “bombards” the target area with excited ions. Flash burns and spontaneous incineration usually result from such a concentrated strike. An ion ray is considered a *rapid-fire weapon*. *Power Source:* Minifusion cell.

Meson Cannon: The meson cannon is a powerful energy weapon that fires a narrow stream of positively-charged mesons at the target, causing a disruptive effect on tissue and obstructions. These are often referred to as “particle-projectors”. A meson cannon can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Minifusion cell.

TABLE 7-29: ADVANCED WEAPONS-RANGED (PARTICLE BEAM WEAPONS)

Exotic Weapons (Particle Beam Weapons) - Ranged

Weapon	Damage	Critical Increment	Range	Weight	Type**
Medium-size					
Atom Gun *	*	*	10 ft.	10 lb.	Special
Ion Ray *	2d6	x2	100 ft.	8 lb.	Special
Meson Cannon	4d6	x2	200 ft.	10 lb.	Special
Large					
NP Cannon *	2d4	x3	500 ft.	20 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

GRENADES, EXPLOSIVES, AND DETONATION CHARGES

Explosives inflict damage similar to scatter weapons (though they are not directed, like a shotgun blast), covering an area of effect. Grenade like weapons require no proficiency to use, and are *ranged touch attacks*. A direct hit with a grenade or explosive means that the weapon has hit the creature it was aimed at and everyone within the blast radius, including that creature, takes the indicated damage. A miss requires a roll for deviation for a regular grenade like weapon, but rather than dealing splash damage to all creatures within 5 feet, the weapon deals the same damage to all creatures within the blast radius of where it actually lands.

Grenades, if thrown, use the listed range increment, but if launched from a grenade launcher, it uses that weapon's range increment. Reloading any form of explosive or grenade-throwing device is a full-round action.

All explosives operate like *poisons*, in that there is a 5%


chance per use of accidentally setting it off immediately and unintentionally. This applies to set explosives, grenades, and even ranged explosive weapons.

Anti-Tank Grenade: This type of grenade appears to be a heavy black metal canister with a dial or two on top, allowing it to be set for a certain designated time (up to 60 seconds after being armed). The grenade uses highly-explosive and violent chemicals to blast straight through armor plate. This type of grenade has a blast radius of 5 feet and deals 10d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Blood Agent Grenade: This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the smoke is limited to 2 feet. Everything within the cloud has 90% concealment. In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or suffer 1d6 in acid damage.

TABLE 7-30: EXPLOSIVES (MARKET PRICES)

Minor	Moderate	Major	Explosives	Market Price
01-04	-	-	Molotov Cocktail	15 cp
05-19	-	-	Smoke Grenade	25 cp
20-24	-	-	Glitter Grenade	50 cp
25-33	-	-	Concussion Grenade	90 cp
34-46	-	-	Dynamite	100 cp
47-59	-	-	Fragmentation Grenade	150 cp
60-64	-	-	Inferno Grenade	150 cp
65-69	-	-	Photon Grenade	150 cp
70-78	-	-	Stun Grenade	150 cp
79-93	-	-	Irritant Gas Grenade	225 cp
94-00	-	-	Negation Grenade	225 cp
-	01-09	-	Anti-Tank Grenade	375 cp
-	10-14	-	Energy Grenade	375 cp
-	15-19	-	Shock Grenade	375 cp
-	20-24	-	Plasma Grenade	500 cp
-	25-33	-	Satchel Charge A	700 cp
-	34-38	-	Radiation Grenade	1,650 cp
-	39-47	-	Satchel Charge B	1,650 cp
-	48-52	-	Blood Agent Grenade	1,900 cp
-	53-57	-	Light Anti-Tank Weapon	2,275 cp
-	58-62	-	Nerve Gas Grenade	2,275 cp
-	63-71	-	Satchel Charge C	3,000 cp
-	72	-	Mutation Grenade	3,825 cp
-	73-77	-	Flame Pistol	4,000 cp
-	78-86	-	Grenade Launcher	4,500 cp
-	87-91	-	Rocket-Propelled Grenade Launcher	4,500 cp
-	92-00	-	Flamethrower	18,000 cp
-	-	01-55	Micro-Missile Launcher	72,000 cp
-	-	56-94	Mini-Missile Launcher	98,000 cp
-	-	95-00	Missile Launcher	128,000 cp



Concussion Grenade: This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of grenade has a blast radius of 5 feet and deals 3d6 points of subdual damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Dynamite: Includes TNT, nitroglycerin demo packs, and other common demolition explosives. Such items usually come in stick form, and are detonated either through a twist cap, fuse, or electronically-activated time detonator. Lighting dynamite is a standard action. The explosive has a blast radius of 5 feet and deals 3d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Energy Grenade: This type of grenade generally utilizes plutonium or uranium in a solid and stable “chip” form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of a powerful energy burst. This type of grenade has a blast radius of 20 feet and deals 8d6 points of damage (*special* damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Flame Pistol: The flame pistol is a rather remarkable little assault weapon; it is, in essence, a compact flamethrower the size of a heavy pistol. Made of durable heat-resistant metal, the flame pistol is capable of shooting a burst of flame in the same manner as the normal flamethrower, though its compact size allows it to be held in only one hand. The pistol can fire from small canisters (attached to the weapon like a “clip”), or can be hooked up to a regular flamethrower tank to use flamethrower fuel. A typical canister holds only three shots of fuel (if a flamethrower tank is used, 16 shots). The flame pistol can be fired only once per round. Damage is dealt in a 2-foot-wide stream extending to the maximum range. A separate attack role is required to each target in the stream.

Flamethrower: This kind of item appears to be a wire-frame weapon with a cord attaching it to a heavy tank that is worn on the back. There are various items of this type, but all have the same general effect. The flamethrower excretes a jet of flaming “jelly” in a wide cone, affecting all within for the stated damage. A typical flamethrower’s fuel tank holds enough napalm jelly to provide for 8 bursts of flame. Flamethrowers can be fired only once per round. Damage is dealt in a 5-foot-wide stream extending to the maximum range. A separate attack role is required to each target in the stream.

Fragmentation Grenade: This type of grenade, by far the most common of grenade types, explodes into a shower of white-hot metal fragments. The casing of the grenade, generally perforated, produces the majority of the fragments, wasting nothing. This type of grenade has a blast radius of 20 feet and deals 6d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Glitter Grenade: This type of grenade utilizes a sheath

of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud (20 feet radius) of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoky glitter in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). Lasers will not affect targets in glitter cloud.

Grenade Launcher: Items of this type come in a wide variety of forms, from SMG-like weapons to pistols (much like a flare gun), to grenade mortars, shoulder-mounted pack launchers, etc. These weapons can be used to fire special grenades (the kind of grenades are the same as thrown types) – but they cannot fire grenades made to be thrown. Grenade launchers can be fired only once per round, and must be reloaded each time it fires, requiring a standard action (unless propelled integrally from a powered armor suit, in which case reloading is a free action). Reloading a launcher causes an attack of opportunity.

Inferno Grenade: This type of grenade (napalm or white phosphorous being the primary chemical agent) starts a chemical reaction to create a raging fire. One round after a grenade of this type lands, it emits a cloud of vapor (20 feet in radius) that spontaneously ignites on the following round. Those still within the cloud (or entering into the cloud) suffer 5d6 in fire damage. The cloud continues to grow outwards by 5 feet for the remainder of its life (1d3+6 rounds in still conditions, 1d3+1 rounds in windy).

Irritant Gas Grenade: This type of grenade creates a cloud of irritant gas (such as tear or retch gas), like a smoke grenade, but the gas causes gagging, choking, and nausea to those in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 20) or suffer from *blindness*. A gas mask or other filtering device will protect against such gas.

Light Anti-Tank Weapon (LAW): Various weapons of this type were made by the various nations of the world before the fall of the Ancients. The LAW is a disposable anti-tank rocket - in effect, a one-shot man-portable missile. LAWs can be fired only once per round. Damage is half piercing, half fire. A LAW has a blast radius of 10 feet.

Micro-Missile Launcher: Micro-missiles are the smallest type of missile, usually no more than four or five inches long; they were used primarily only in suits of powered or power-assisted armor, and are fired from this special 30-tube launcher. A micro-missile launcher is considered a *rapid-fire weapon* and has a blast radius of 5 ft.

Mines: These types of explosives were incredibly common throughout the world, and remain as a deadly threat to survivors in the aftermath of the nuclear holocaust. Capable of being hidden for decades and still work (plastic parts not only make them impossible to detect, but also ensure their long life), mines are among mankind's most tragic testament to strife. Mines typically do the damage of a Fragmentation Grenade, but special munitions (duplicating the effects of other grenades) are not at all unknown. A Disable Device check is required to disarm a mine for later use (typical DC is 16; this may increase if set by a Demolitions Expert; see Prestige Classes).

Mini-Missile Launcher: Also known as a "rocket", mini-missiles (12" to 24" long) were most often mounted in packs on helicopters, aircraft, and attack spacecraft. Most varieties could be re-equipped to hold different warheads (these act just like regular grenades, with the same variety of types). A mini-missile launcher has a rate of fire equal to the attacker's number of attacks and has a blast radius of 10 feet.

Missile Launcher: This type of weapon, sometimes up to four or five feet in length (but usually no more than 36" long), was mounted on helicopters, attack air cars, combat walker androids, and tanks, for attacking other armored vehicles or emplacements. Missile launchers can be fired only once per round and have a blast radius of 15 feet.

Molotov Cocktail: This device, which is still commonly made even in the wasteland, is merely a glass bottle of wine, whiskey, or other alcohol with a wick inserted. The cocktail is lit and thrown, exploding into flames on landing. The cocktail has a blast radius of 5 feet and deals 2d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Mutation Grenade: This type of grenade, created during the brutal and inhuman final months of the Final War, emits a powerful field of mutative radiation in its area of effect. One round after a grenade of this type lands, it emits a burst of gamma radiation affecting all within a 20 foot radius with 2000 Rads. Those caught within the blast radius can make a Reflex save (DC 20) to receive only 1000 Rads.

Negation Grenade: This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic

equipment (including powered weapons and armor, as well as robots of all kinds) for 2d4 rounds.

Nerve Gas Grenade: This type of grenade emits nerve gas, which destroys the central nervous system. Colorless and odorless, it kills. This acts like a normal gas grenade, but in addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or die. A gas mask will not protect against such gas (it is transferred through skin contact as easily as through breathing), though a complete protective suit will. Nerve gas grenades have a 20 foot radius and persists 1d3+6/1d3+1 rounds, depending on still or windy weather.

Photon Grenade: This type of grenade lets off a powerful burst of photons (in effect, charged light beams), which damage or destroy optical nerve endings. Those within 30ft radius and facing the grenade when it detonates must make a Reflex save (DC 20) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save incurs *blindness* for 1d4 hours.

Plasma Grenade: The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated gas (i.e. "plasma"). When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease. This type of grenade has a blast radius of 20 feet and deals 9d6 points of damage (*special* damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage. *These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).*

Radiation Grenade: This type of insidious grenade, when detonated, emits a cloud of quickly-expanding *uranium hexafluoride* - creating a radioactive cloud of acid gas in the area of effect. One round after a grenade of this type lands, it emits a cloud of greenish vapor in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the vapor is limited to 2 feet. Everything within the cloud has 90% concealment. In addition, each round a target remains in the smoke, he automatically suffers 1d6 in acid damage as well as accumulating 100 Rads.

Rocket-Propelled Grenade Launcher (RPG): This item, commonly called an "RPG", is a missile launcher that fires special rocket-propelled grenade rounds. Such rounds can duplicate the effects of any standard grenade type, but are propelled to a greater range. The weapon can be reloaded, unlike the LAW. An RPG can be fired only once per round.

Satchel Charge A: The smallest type of "damage pack", this weapon is roughly the size of a remote control. They were used primarily for covert detonation, but are still highly useful. The A charge has a blast radius of

10 feet and deals 4d6 points of damage (half fire, half piercing). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Satchel Charge B: The standard explosive charge, still easily transportable by the foot soldier, the B charge is roughly the size of a small portable radio. The B charge has a blast radius of 20 feet and deals 6d6 points

of damage (half fire, half piercing). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Satchel Charge C: This type of detonation charge is the largest, being roughly the size of an attaché case. The C charge has a blast radius of 30 feet and deals 8d6 points of damage (half fire, half piercing). Those caught within

TABLE 7-31: ADVANCED WEAPONS-RANGED (Explosives)

Exotic Weapons (Explosives) Ranged

Weapon	Damage	Critical	Range Increment	Weight	Type**
Tiny					
Blood agent grenade *	1d6	-	10 ft.	1 lb.	Special
Concussion grenade §	3d6	-	10 ft.	1 lb.	*
Dynamite	3d6	-	10 ft.	1 lb.	*
Energy grenade	8d6	-	10 ft.	1 lb.	Special
Frag grenade	6d6	-	10 ft.	1 lb.	Special
Glitter grenade *	*	-	10 ft.	1 lb.	*
Inferno grenade *	5d6	-	10 ft.	1 lb.	Special
Irritant gas grenade *	*	-	10 ft.	1 lb.	*
Molotov cocktail	2d6	-	10 ft.	1 lb.	Special
Mutation grenade *	*	-	10 ft.	1 lb.	*
Negation grenade *	*	-	10 ft.	1 lb.	*
Nerve gas grenade *	*	-	10 ft.	1 lb.	*
Photon grenade *	*	-	10 ft.	1 lb.	*
Plasma grenade *	9d6	-	10 ft.	1 lb.	Special
Radiation grenade *	1d6	-	10 ft.	1 lb.	Special
Satchel charge A	4d6	-	-	1 lb.	Special
Shock grenade *	3d6	-	10 ft.	1 lb.	Special
Smoke grenade *	*	-	10 ft.	1 lb.	*
Stun grenade *§	5d6	-	10 ft.	1 lb.	*
Small					
Anti-tank grenade	10d6	-	10 ft.	2 lb.	Special
Flame pistol *	2d4	-	5 ft.	4 lb.	Special
Grenade launcher *	*	-	200 ft.	12 lb.	*
Mine *	*	-	-	2 lb.	*
Satchel charge B	6d6	-	-	1 lb.	Special
Medium-size					
Flamethrower *	3d6	-	20 ft.	8 lb.	Special
Micro-missile launcher *	1d6	x2	40 ft.	12 lb.	Special
Satchel charge C	8d6	-	-	1 lb.	Special
Large					
LAW	5d10	x3	80 ft.	10 lb.	Special
Mini-missile launcher	4d8	x2	100 ft.	80 lb.	Special
Missile launcher	6d10	x2	200 ft.	120 lb.	Special
RPG *	*	*	100 ft.	20 lb.	Special

* See description of this weapon for special rules.

** When two types are given, the weapon is both types.

‡ Double weapon.

§ The weapon deals subdual damage rather than normal damage.

† Reach weapon.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

the blast radius can make a Reflex save (DC 20) to take half damage.

Shock Grenade: This type of grenade lets off a blast of electricity in its area of effect - this causes regular damage but protection and cover is not afforded by metal obstacles (the charge passes right through, so the area of effect stays the same even in close quarters). This type of grenade has a blast radius of 10 feet and deals 3d6 points of damage (bludgeoning damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Smoke Grenade: This type of grenade uses chambered chemicals that, when combined, emit a thick obscuring smoke (such as hexachloroethane) wherever the grenade lands. One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance).

Stun Grenade: This type of grenade emits a powerful stunning electric field when the internal power generator (a one-shot power magnifier that burns itself out reaching the detonation energy level) detonates, affecting not only living things, but electronics (including robots) as well. This type of grenade has a blast radius of 10 feet and deals 5d6 points of subdual damage (effective even against androids and warbots). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

ADVANCED ARMOR

Advanced armor types include the fanciful protective devices of civil and military agencies, as well as the advanced and foreboding military-issue powered armors that were used in mankind's final wars with itself. Since none remember the events that drove original man extinct, these items stand only as silent reminders of his former greatness.

Advanced Metal: Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc, covering the body not unlike a suit of medieval plate armor.

Ballistic Nylon: This kind of armor usually consists of a vest, but sometimes involves an entire body suit (vest, gorget, leg armor, and arm gauntlets). The armor itself is made of advanced Kevlar fibers, woven to create an impact-resistant armor. Ballistic nylon provides damage reduction 10 against projectiles and ranged ballistic attacks, but not energy or elemental (acid, cold, electricity, fire, and sonic) attacks.

LazAb: Short for "laser ablative", this type of experimental armor appears to be a highly-reflective form of metallic plate. LazAb is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), LazAb provides damage reduction 10.

Metal-Insert: Metal insert armor sandwiches metal plates behind a layer of simple ballistic cloth or leather, creating a near-bulletproof layer of armor protection. It is, however, very bulky. Metal-insert armor provides damage reduction of 5 against projectiles and ranged ballistic attacks, but not energy or elemental attacks.

NBC Suit: These precious suits protect against a wide variety of biochemical agents and most low-levels of gamma and UV radiation. They come in a variety of types, from rugged special military suits to thin military pull-over suits, to heavy and cumbersome civilian suits used in industry and power-plant maintenance. Some are simply overalls, while others have an internal framework of light aluminum to keep the suit rigid, while advanced forms also have internal and external lighting (like flashlight beams from the side of the head). Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own

TABLE 7-32: ARMOR (MARKET PRICES)

Moderate	Major	Advanced Armor	Market Price
01-10	-	Plastic Plate	4,900 cp
11-25	-	Civil Security Suit	5,500 cp
26-35	-	Advanced Metal	5,800 cp
36-40	-	Metal Insert	9,400 cp
41-45	01-10	Plastex	9,900 cp
46-60	11-25	Ballistic Nylon	16,400 cp
61-65	26-40	Laz-Ab	16,500 cp
66-70	41-45	Special Security Suit	17,000 cp
71-85	46-60	Military Combat Suit	20,400 cp
86-00	61-78	NBC Suit	21,800 cp
-	79-83	Scout Armor	37,800 cp
-	84-88	Powered Armor	50,800 cp
-	89-90	Mk1 Hermes Armor	67,400 cp
-	91-92	Mk1 Ares Armor	73,300 cp
-	93-94	Mk2 Ares Armor	106,800 cp
-	95-96	Mk2 Hermes Armor	135,300 cp
-	97-99	Mk3 Ares Armor	183,800 cp
-	00	Zeus Suit	294,800 cp

TABLE 7-33: ADVANCED ARMOR TYPES

Armor	Armor Bonus	Max Dex Bonus	Check Penalty	Speed 30ft.	20 ft.	Weight
Medium armor						
Metal insert *	+5 *	+2	-5	20 ft.	15 ft.	30 lb.
Ballistic nylon *	+5 *	+3	-4	20 ft.	15 ft.	20 lb.
Heavy armor						
NBC suit *	+4	+1	-6	20 ft.	15 ft.	50 lb.
LazAb *	+7 *	+0	-7	20 ft.	15 ft.	50 lb.
Plastic plate	+7	+1	-6	20 ft.	15 ft.	25 lb.
Advanced metal	+9	+0	-6	20 ft.	15 ft.	50 lb.
Plastex	+10	+2	-5	20 ft.	15 ft.	30 lb.
Scout armor *	+12 *	+1	-6	50 ft.*	35 ft.*	500 lb.*
Powered armor*	+14 *	+1	-6	20 ft.	15 ft.	750 lb.*

air supply) and an interior pressure system which causes the suit to “inflate” - the higher pressure inside keeping chemical and biological particles out (hence the bulkiness of the suit). Most protect against all agents, others only one or two. In general, however, a NBC suit found by characters will likely be suited for exploration of all three environments (just to make things easy), with a maximum protection of up to 1000 Rads.

Plastex: Plastex is an advanced form of armor that was developed just months before the Fall. It was a development of cheaply-made plastic armor that far exceeded most basic armor types, but at a fraction of the cost of powered armor suits. Plastex is relatively lightweight, however, giving it a definite advantage even over powered armors. Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm guards, etc. Unfortunately, plastex suits were fitted to each soldier’s personal measurements, and thus suits found so far in the future are seldom usable except in rare cases.

When a suit of plastex armor is found as treasure, roll its dimensions randomly as if rolling a character’s height and weight. A character can only wear armor of this type if it is suited to his dimensions.

Plastic Plate: Armor of this type is made of reinforced plastic plate, usually used in light infantry armors. It is like metal plate in strength and shape, but much lighter.

Powered Armor: Duraplate powered armor is a heavy futuristic metal armor combining metal fiber-weaving construction and super-advanced elements. Powered armor, and power-assisted armor (suits that employ electronic assistance in the limbs, allowing the human body to support tremendous weights) are the only kinds of armor made of duraplate. Such armor is by far the most advanced, though it was in widespread use among surviving military forces just prior to the Fall. Powered armor provides elemental resistance against heat, cold, acid, electricity, etc of 10 (absorbs the first 10 points of elemental damage). It also supports its own weight when worn. *Power Source:* Minifusion cell or plutonium clip.

Scout Armor: Scout armor is a development of

basic powered armor, utilizing lighter body construction materials to permit greater movement and speed. A power-assisted leg framework permits the wearer to literally run at speeds in excess of 40 kph for unlimited periods. Scout armor, like regular powered armor, provides an elemental resistance of 10. It also supports its own weight when worn. *Power Source:* Minifusion cell or plutonium clip.

SPECIFIC ARMORS

The following specific suits of armor usually are preconstructed with exactly the qualities described here (these can only be encountered as special finds).

Civil Security Suit (Civ Sec Suit): During the final years of mankind’s degenerating dominance of the world, civilization began to break down. Suits such as this were



issued to all police officers. The armor consists of a plastic plate breastplate, leg guards, and helmet, and are generally fashioned to mimic a uniform of some kind - indicating the officer's number and the words "MetPol" or "LAPD" blatantly evident on the armor panels. Generally a web belt is also included for the placement of a sidearm, irritant gas grenades or photon grenades, and a portable hand radio set (1 km range). There is only a small chance that any of these items will be found with an intact suit (their cost is not included in the listed price). The Civ Sec Suit protects as plastic plate armor.

Military Combat Suit (Mil Com Suit): This kind of armor was employed by the majority of the world's armed forces during the war. The suit consists of a ballistic nylon vest and arm greaves, with a helmet as well - it was meant to protect the vitals only. The suit will always be camouflaged to the particular environment in which it was meant to be used. The helmet is also usually equipped with a built-in headset communicator (1 km range) and IR goggle face-plate or visor/shield. The Mil Com Suit is treated as ballistic nylon armor.

Mk1 Ares Armor (Heavy Combat Suit): This armor was the first-generation of powered armor, used only by the military and then only for a short time (though many eventually found their way to national guard units). The suit is simply powered duraplate armor, including an advanced breathing apparatus in the helmet (good for 10 hours, after which time it must rest and recharge for 1d2 hours) and a view screen that can be polarized to serve in an infra-red capacity. This suit protects as powered armor, with an integral advanced breathing apparatus and IR goggles. *Power Source:* Minifusion cell.

Mk1 Hermes Armor (Light Infantry Armor): This kind of armor was designed for special forces and scout units during the war, allowing for greater protection while maintaining personal flexibility and mobility. The armor consists of a ballistic nylon helmet and vest, along with thick arm and leg greaves. A compact, watch-sized Geiger counter/chemical sensor was often fixed to the suit's waist or on the vest. The face-plate can be electrically polarized to provide IR capability, and a flip-down X-ray filter permits x-ray vision. The LIA suit is treated as ballistic nylon armor, with an integral Geiger counter/chem sensor and IR/X-ray goggles. *Power Source:* Beltpack or backpack.

Mk2 Ares Armor (Battle Armor): This type of armor was by far the most effective (and tactically valuable) of the powered types. The armor has a miniature headset radio (1 km range) in the helmet, a *laser pistol Mk1* built into each wrist (leaving hands free), and an optional shoulder-mounted *grenade launcher*. A pack on the back, alongside the power backpack attachment, holds up to twelve grenades of different types, which are fed directly to the launcher. Firing any of these weapons is a standard action. An *Energy Shield A* is commonly found as part of the suit. It has full gamma radiation protection (up to 1000 rads) and a digital Geiger counter display, as well as



IR capability. The Mk2 Ares protects as powered armor, with the additional features noted above. *Power Source:* Minifusion cell.

Mk2 Hermes Armor (Scout Armor Plus): This suit of power-assisted armor increases the wearer's movement to 40+ kph, allowing the soldier to cover great distances in a constant run. It possesses no built-in weaponry, however, unlike heavier suits of powered armor, since the focus of the Mk2 Hermes was recon work. The suit combines a miniature headset radio (1 km range) in the helmet, full protection against radiation (up to 1000 Rads), a digital Geiger counter display on the helmet's thick IR-capable visor, flip-down *X-ray goggles*, a built-in *Energy Shield A*, a *bollix pack*, and a detachable shoulder-mounted *motion detector* unit. A replaceable power belt-pack is usually attached to provide power to its various systems (50% chance it is found with one), and provision is made to permit the wearer to also carry a *portable detection radar* on his back (though this radar is seldom present; it is not

included in the basic price). This suit otherwise protects as scout armor. *Power Source:* Minifusion cell.

Mk3 Ares Armor (Heavy Battle Armor): This type of armor was used to supplement regular battle armored forces in the field. The armor has a miniature headset radio (1 km range) in the helmet, a *blaster* built into the left wrist, and an optional shoulder-mounted *grenade launcher*. A pack on the back, alongside the power backpack attachment, holds up to twelve grenades of different types, which are fed directly to the launcher. Firing any of these weapons is a standard action. An *Energy Shield B* is commonly found as part of the suit. Has full gamma radiation protection (up to 1000 Rads) and a digital Geiger counter display, as well as variable IR polarization (giving it infra-red visual capability). This suit protects as powered armor, with the additional features noted above. *Power Source:* Minifusion cell.

Special Security Suit (Spec Sec Suit): This kind of protective armor was issued to special police security teams before the Fall, units such as SWAT, food riot control, etc. The armor consists of rigid plastic plates on the arms and legs, and a ballistic nylon vest and helmet (with clear or mirrored faceguard). A filter mask (*gas mask*) is integral to the helmet, allowing the trooper to operate in tear gas or other irritant agents unimpeded. The Spec Sec Suit is treated as plastic plate armor, with a web-belt for riot gear and a built-in gas mask with accommodation for 1-2 disposable filters.

Zeus Suit (Assault Armor): This mother of all powered armor is menacing in appearance, and rightly so. It is bristling with features to give the individual soldier maximum firepower and survivability on the nuclear battlefield. The armor has a miniature headset radio (1 km range) in the helmet, a *blaster* in the right arm (appearing like a thin rectangular orange “screen” projecting from the wrist), and a heavy *mini-missile launcher* in the left (the arm appears to have no hand, just a bullet-shaped rocket launcher with a dozen small holes). The arm holds three salvos for this launcher. Firing any of these weapons is a standard action. An *Energy Shield B* is commonly found as part of the suit. This true “assault armor” has full gamma radiation protection (up to 1000 Rads), a digital Geiger counter/chem sensor display, IR capability, and even a shoulder-mounted *motion detector*. The “Zeus Suit” otherwise acts as powered armor. *Power Source:* Minifusion cell.

TABLE 7-34: VEHICLES (Market Prices)

Moderate	Major	Vehicles	Market Price
01-25	-	Motorcycle	2,500 cp
26-50	-	Racer	2,850 cp
51-65	-	Small Car	5,200 cp
66-00	01-39	Medium Car	5,550 cp
-	40-64	Large Car	5,900 cp
-	65-90	Pickup	7,250 cp
-	91-00	Truck	15,600 cp

VEHICLES

Before the fall of civilization, America was at the forefront of car manufacturing - Cadillac, Chevy, and Ford were all still big names. Ground cars, chugging gasoline or powered with super-advanced electric cells, were prevalent but sleek air and hover cars were also increasingly common on the great American highways before the bombs began to drop.

Vehicles in the wasteland are somewhat of a rarity and are generally considered highly-valuable weapons of war - entire bandit armies mounted on motorcycles and souped-up cars roam the deserts looking for more to add to their collections. Merchants who can afford to use them as high-speed “fortresses on wheels”, crossing huge distances of country along the few operable roadways. Others - scavengers, rogues, and vagabonds - sometimes take possession of a single vehicle and use it to roam the world like castaways on a turbulent sea.

There are various types of vehicles in Darwin’s World, most of which are generally self-explanatory. Vehicles are pretty useful to PCs in the wasteland because fuel is still an existing commodity and thus they remain as an excellent means of getting around the desert.

TYPES OF VEHICLES

Large Car: Large cars include stretch sedans, station wagons, etc. A large car permits the carrying of one driver and five passengers. A large car provides three-quarters cover for passengers and driver.

Medium Car: Medium cars include a variety of common automobiles, and carry a single driver and up to three passengers. A medium car provides three-quarters cover for passengers and driver.

Motorcycle: The typical raider mount, the motorcycle is piloted by one driver, but may also mount a single passenger. The driver of a motorcycle has one-half cover. A passenger on the back of a cycle has only one-quarter cover. Motorcycles cannot be *flanked*.

Pickup: A wide variety of rugged, off-road capable vehicles with an open bed for carrying cargo or armed boarders. A pickup has two cabin crew (including driver) and up to six passengers in its bed. A pickup provides three-quarters cover for its cabin crew, but only one-quarter cover for any passengers in back.

Racer: A dune buggy or stripped-down auto designed for speed and off-road capability. Usually such a vehicle carries a single driver and crewman. The driver and passenger of a racer have only one-half cover.

Small Car: Any typical compact or subcompact auto. A small car carries a driver and three passengers, tops. A small car provides three-quarters cover for passengers and driver.

Truck: The titans of the open road, used by some merchant groups to transport entire stockpiles (a caravan’s fuel, for instance, or food shipments for a dozen desert

TABLE 7-35: VEHICLES

Vehicle	Size	Face	AC	Hardness	Hit Points *	Speed
Motorcycle	Large	5 x 10 ft	19	5	4d8+10 (35 hp)	40 ft.
Racer	Huge	10 x 10 ft	18	5	5d8+10 (40 hp)	40 ft.
Small Car	Huge	10 x 10 ft	18	5	5d8+15 (45 hp)	50 ft.
Medium Car	Huge	10 x 10 ft	18	5	6d8+30 (65 hp)	50 ft.
Large Car	Huge	10 x 15 ft	18	5	8d8+30 (75 hp)	50 ft.
Pickup	Huge	10 x 20 ft	18	5	8d8+50 (95 hp)	50 ft.
Truck	Gargantuan	10 x 40 ft	16	10	12d8+50 (120 hp)	50 ft.

* A vehicle's hit points can be determined randomly, reflecting different models of varying condition when first found. A vehicle's damage can be repaired only with a Craft (mechanics) check, DC 20. A successful roll indicates a reduction of damage by 1d8, +1 per two levels of the mechanic (max. +20). In this manner, the skill roll can be made only once per 1d3 days.

communities). A truck generally has one driver and up to four "passengers" in niches, turrets, or cupolas along its trailer. A truck provides three-quarters cover for its entire complement.

VEHICLES IN COMBAT

Vehicular combat should be handled like regular combat. Vehicles are only mounts for mounted warriors. In some cases they can be made to ram, run over opponents, or even mount weapons for car-to-car skirmishes.

The unconventional nature of vehicular battles, especially in large numbers and at high speeds, often warrants the use of miniatures, cardboard counters, and grid maps. The use of grid maps is especially convenient concerning movement, range calculations, and attacks.

Attacking A Vehicle: Firing at a vehicle is like attacking a held, carried, or worn object (including half damage from acid, fire, and electricity attacks), but doing so does not provoke attacks of opportunity.

When his vehicle is being targeted, the driver applies his own Dex bonus to the vehicle's total AC for determining the difficulty to hit. If a vehicle is struck, all damage must overcome its Hardness (just like a normal object), but then it goes straight to the vehicle's hit points.

Vehicle Destruction: A vehicle reduced to zero hit points or lower quickly comes to a stop, though passengers and crew are unharmed. It decreases speed by 25 feet per round until its speed reaches 0 feet per round; during this time it can only move in a straight line. If the vehicle is prohibited from going straight during its deceleration (for instance, an obstacle is in the way), it *crashes*.

If a vehicle is ever reduced to -10 or less it is immediately *destroyed*, without slowing to a stop.

Vehicle Crashes: If a vehicle is *destroyed* (or *crashes*) while in motion, all within must make a Reflex save (DC 30). Failure indicates catastrophic damage; success indicates injury to a lesser degree. Unless otherwise specified, all damage incurred is half-fire, half-bludgeoning. If the vehicle is moving double or quadruple speed, the damage is also doubled or quadrupled.

Flanking A Vehicle: Vehicles can only be *flanked* if there are no passengers on board (if there are, a vehicle's crew is considered to be warned of any side or rear attacks).

Targeting The Crew: Attackers can attempt to target the driver, crew, or passengers of a vehicle instead of attacking the vehicle itself. Doing so is difficult, however, since a driver receives his normal AC bonuses (though he can't dodge in his seat, he can make the entire vehicle slip aside, and thus he retains any dodge bonus; the only exception is if he's been flanked), and both driver and passengers receive a cover bonus (see individual vehicle description for this bonus). If a hit is rolled but the result is a miss due to concealment, the hit instead strikes the vehicle itself.

Firing A Weapon While Driving: The driver of any vehicle can both manipulate the wheel and use a one-handed weapon at the same time, but doing so is treated as using a second weapon (without Ambidexterity/Two-Weapon Fighting).

Dead Driver (and Wresting Control): If a driver is killed while his vehicle is still in motion, special rules apply. The vehicle will continue to move straight, but will decelerate at a speed of 5 feet per round. If an obstacle prevents the vehicle from moving straight, it *crashes*.

If a driver is killed/incapacitated and there is another passenger, crewman, or boarder inside the vehicle, the passenger(s) may attempt to wrest control of the vehicle before it crashes. Wresting control is a full-round action (provoking an attack of opportunity if others are present), requiring two hands and a successful Knowledge (vehicle operations) check at DC 16.

One attempt can be made, per round, no matter how many people are inside the vehicle. Failure to gain control means the vehicle continues to move straight, decelerating 5 feet per round.

Boarding Actions: Attackers can leap from one vehicle to another in combat, even when their vehicles are in motion, by making a Jump check. This is considered a full-round action on the boarder's part (he does, not

TABLE 7-36: VEHICLE CRASHES

Crashed Vehicle	Save	Successful Save
Motorcycle	15d6	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Racer	15d6	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Small Car	12d6	6d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Medium Car	10d6	5d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Large Car	9d6	5d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Pickup	7d6	4d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Truck	5d6	3d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)

TABLE 7-37: BOARDING DC**DC Circumstances**

16	Speeds equal; and vehicle size difference no greater than one step
18	Speeds equal; and vehicle size difference is greater than one step
22	Speed difference is within 20 ft per round; and vehicle size difference no greater than one step
24	Speed difference is within 20 ft per round; and vehicle size difference is greater than one step
28	Speed difference is over 20 ft per round; and vehicle size difference no greater than one step
32	Speed difference is over 20 ft per round; and vehicle size difference is greater than one step
36	Attempting to board a moving vehicle from a stationary stance

however, provoke attacks of opportunity when boarding). The DC of the Jump check depends on the speed of the opposing vehicles and their relative height difference. The **Table 7-37** lists the most common circumstances in boarding attempts.

For example, a character is attempting to board a truck from the back of a souped-up racer. The truck is moving 100 feet per round, the racer 80 feet per round. Since the difference in speed is exactly 20 ft, and the difference between a racer's size (Huge) and a truck's size (Gargantuan) is one step, the DC of the boarding attempt is 22.

Note that the distance of the vehicle to be boarded must be within the limits of the character's Jump capability. If the boarder cannot reach it through jumping, he falls short.

Once a character has successfully boarded a vehicle, he is considered part of the crew (in terms of attempting to hit him from outside, and his chances of surviving a crash), and may attack those inside the vehicle normally.

Falling From A Vehicle: If a boarder fails his Jump check, or if at any time a passenger or boarder is thrown from a moving vehicle, he faces serious injury. The damage incurred is always 2d6, +1d6 per 20 ft of current speed. All damage suffered is considered bludgeoning damage.

Ramming (or Running Over): Ramming is a typical offensive action taken in vehicular combat. Ramming itself is a standard action taken by the driver, and is considered an attack. The damage inflicted is *similar* to that of falling objects (page 89 of the *DMG*), based on the size of the vehicle and its moving speed (see **Table 7-38**).

Ramming another vehicle requires the vehicle to end its movement in base-to-base contact with the target. In specific, the *front end* of the ramming vehicle must be in base-to-base contact with the target.

A vehicle that rams successfully automatically drops to a speed of 0 feet after its attack is made. It may resume moving on the following turn. The only exception is when a vehicle strikes a Large or smaller creature (running it over); in this case, the vehicle's speed is halved for the following turn, but the vehicle otherwise continues moving.

Side Swipes: As an alternative to ramming, a vehicle can also be used in a *side-swipe* bash attack against other vehicles or dismantled foes. Bashing in this sense is a driver's standard action.

To side swipe, the vehicle must come into base-to-base contact with the enemy, but either side (but not front or rear) must be used for the contact. There is no reduction of speed in a side swipe attack. Damage inflicted depends on the size of the vehicle (see **Table 7-38**), but in a side-swipe attack, speed is irrelevant.

VEHICLE MOVEMENT

Straight-moving vehicles are always considered to be moving, allowing *double movement* each round regardless of the driver's actions. The only exceptions are a vehicle that is being used to *ram* or *side-swipe* (with armor spikes), in which case it moves at regular speed (as it slows) due to the standard action required for this offensive maneuver. Also, a vehicle can be pushed just like "flat-out" running for characters, permitting *quadruple* movement, but to do so requires the driver's full attention (no other actions) to maintain control.

The referee should arbitrate special vehicle maneuvers using miniatures or cardboard pieces during vehicular combat.

Irregular Speed: As stated above, a driver can move his vehicle with *double movement* freely. A driver can speed up by pushing his car, taking up all his actions for that round, speeding up to *quadruple speed*.

A vehicle, unlike a character, must move at or close to its current speed each round. This prevents unrealistic “starting and stopping” each and every round.

Instead, a driver may only opt to move his vehicle at its base speed, double speed, or quadruple speed in a given round. To slow, he may decrease his speed by 10 ft per round freely (no action required).

Turning: Turning while vehicles are at speed is handled much like the maneuverability of flying creatures. The rate of turn (in degrees) depends on the type of vehicle.

Vehicles also have the option of *drifting* instead of making full facing changes. Whenever a vehicle is able to turn, the driver may alternatively choose to drift his vehicle over to either the left or right by 5 feet. A drift can only be performed when a vehicle is able to turn (i.e. limited to distance between turns); the distance slipped with a drift cannot be increased through “turning in place”.

Passing Through: Vehicles can never pass *safely* through an area occupied by another vehicle or person, friendly or otherwise.

Road Hazards: In certain circumstances the roadways of the Twisted Earth are less than ideal for high-speed chases and vehicular combat. The wrecks of ancient vehicles, the encroachment of sand dunes, and expanses of cracked and broken asphalt all provide common but treacherous hazards to driving.

Obstacles should be treated as terrain features, with proper measurements (for instance, a wrecked truck takes up 10 ft x 40 ft of roadway). It is usually a simple matter just to turn and avoid an obstacle, but in certain circumstances (if the vehicle has turned too frequently to allow another maneuver, for example, or if boxed in by enemies on all sides) hitting the obstacle will occur.

When any kind of road hazard threatens a vehicle, the driver must make a Knowledge (vehicle operations) check or suffer a *crash*. If the save is made, there is no effect; the vehicle rams through it, rolls over it, or otherwise is unharmed. The DC of checks involving road hazards generally rely on the speed of the vehicle (**Table 7-40**).

The GM can freely rule that an obstacle poses a greater threat than merely a chance roll; for instance, a collapsed overpass blocks an entire roadway, and even a good driver can’t avoid hitting it if he continues to go straight towards it.

VEHICLE MODIFICATIONS

Certain gangs, road-oriented communities (e.g. “nomads”), and even individuals commonly modify their vehicles to maximize their performance not only on the road but in battle.

For the purpose of modifying vehicles, the type and number of features added increases the cost in the manner of magical weapon and armor features in the Core Rules.

TABLE 7-38: RAMMING AND SIDE-SWIPE DAMAGE

Vehicle	Ram	Side-Swipe
Motorcycle	2d6 +1d6 per 20 ft of speed	2d6
Racer	3d6 +1d6 per 20 ft of speed	2d6
Small Car	4d6 +1d6 per 20 ft of speed	2d6
Medium Car	4d6 +1d6 per 20 ft of speed	3d6
Large Car	5d6 +1d6 per 20 ft of speed	3d6
Pickup	6d6 +1d6 per 20 ft of speed	3d6
Truck	10d6 +1d6 per 20 ft of speed	5d6

Armor Spikes: The vehicle sports all manner of spikes and scythe blades, making it deadly in fast-paced, toe-to-toe racing. A car with armor spikes does x1.5 damage in *side swipe* attacks (x3 with a critical), though collateral damage from the attack is not increased against the spiked vehicle. In addition, any vehicle ramming or striking the spiked vehicle takes an automatic hit as if swiped. Finally, any character or creature attempting to board a spiked vehicle while in motion (successful or not) takes an automatic hit for 2d6 points of damage. This damage can be avoided with a successful Reflex save (DC 15).

Armored: Armor plating surrounds the exterior of the car and protects the vital machinery within. An armored vehicle’s Hardness increases by +5.

Driver-Controlled Weapon: As *mounted weaponry*, the weapon can be toggled by the driver as a free action, once per round. In addition, the weapon is confined to a single facing (“front”, “rear”, “left side”, or “right side”),

Table 7-39: TURNING

Vehicle	Turn	Turn In Place *
Motorcycle	45°/10 ft	45°/-10 ft
Racer	45°/15 ft	45°/-20 ft
Small Car	45°/15 ft	-
Medium Car	45°/20 ft	-
Large Car	45°/20 ft	-
Pickup	45°/30 ft	-
Truck	45°/60 ft	-

* Motorcycles and racers can swap speed for an increase in their ability to turn. The most a vehicle can turn is 180° in any event.

TABLE 7-40: ROAD HAZARDS

Speed	DC
0-39 ft	*
40-59 ft	15
60-79 ft	20
80-119 ft	30
120+	40

*A vehicle moving this slow does not crash when it strikes a hazard; instead, it’s movement is halved for the entire round following the botched check.

TABLE 7-41: MARKET PRICES FOR VEHICLE MODS

Moderate	Major	Equivalent	Market Price
01-20	01-10	+1	+1,000 cp
21-40	11-20	+2	+4,000 cp
41-60	21-40	+3	+9,000 cp
61-80	41-70	+4	+16,000 cp
81-00	71-00	+5	+25,000 cp
-	-	+6	+36,000 cp
-	-	+7	+49,000 cp
-	-	+8	+64,000 cp
-	-	+9	+81,000 cp
-	-	+10 *	+100,000 cp

* No single vehicle can have more than +10 in bonuses added to it, regardless of the money and effort spent in the attempt.

and can only fire in a 90 degree arc outward. Normal modifiers for mounted combat also apply.

Hoverfan: The vehicle employs a high-speed hoverfan, replacing wheels and ground movement with the ability to “skim”. A vehicle with a hoverfan ignores the effects of ground terrain, as it hovers anywhere from one to five feet above the surface. In certain circumstances it is also unaffected by road hazards (though larger obstacles and hazards still threaten, such as vehicle wrecks, walls, etc).

Kicker: The vehicle has a special turbocharger or nitrous oxide intake valve that gives it extra juice at the driver’s command. A vehicle with this feature can be made to increase its movement by +20 ft per round, but only for up to five rounds of total operation. The speed gain is not cumulative if used consecutively.

Recharging a kicker requires a Craft (mechanics) roll, DC 18, and an hour’s effort.

Light Frame: The vehicle has been stripped down to the bare essentials. A lightly armored vehicle suffers a reduction in its Hardness of -5, but its base speed is increased by *one half* (if combined with another feature that increases speed by a half, the base speed is doubled).

Light Frame cannot be combined with the *Armored* feature.

Mounted Weaponry: The vehicle has a weapon mounted in it (the weapon’s cost must be added), either set on a pivoting mount or in a ring-turret. A passenger (“gunner”) can fire the mounted weapon as a standard action, but not the driver, in any desired direction. Mounted weapons can include all forms of weapons of Medium-size or larger, without restriction on the firer’s size. Normal modifiers for mounted combat still apply, however.

If the weapon is powered, it must have a normal power supply (clip, backpack, etc).

Ram Plate: The vehicle is equipped with reinforcing plates or a huge dozer-blade for ramming at high speed. When used to ram, the vehicle inflicts x1.5 regular damage (x3 with a critical), though collateral damage from the ram is not increased against the ramming vehicle.

Smoke Screen: The vehicle injects fuel directly into the exhaust, creating a thick billowing screen of smoke behind it. A vehicle with a smoke screen feature can create a cloud, 10 ft wide and 20 ft long, from its rear when moving. It can continue to generate smoke for up to five rounds (leaving an elongated cloud 10 ft wide and 100 ft long). The cloud persists for 1d6+5 rounds even at high speeds. Visibility is limited to 5 feet in the smoke, making pursuit or attacks almost impossible. Creatures within 5 feet have one half concealment (20% miss chance), and targets beyond 5 feet have total concealment (50% miss chance). In addition, those within must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing (a driver unable to act as a result of smoke continues to drive straight). A character that chokes for two consecutive rounds takes 1d6 points of subdual damage.

Supercharged: A souped-up engine that permits the driver to push the limits of performance. A supercharged vehicle increases its base movement by *one half* (if combined with another feature that increases speed by a half, the base speed is doubled).

TABLE 7-42: VEHICLE MODIFICATIONS

Moderate	Major	Special Feature	Market Price Modifier *
01-10	01-10	Armor Spikes	+1 bonus
11-20	11-15	Light Frame	+1 bonus
21-45	16-35	Mounted Weaponry	+1 bonus
46-50	36-40	Driver-Controlled Weapon	+2 bonus
51-70	41-45	Kicker	+2 bonus
71-80	46-50	Ram Plate	+2 bonus
81-00	51-70	Armored	+3 bonus
-	71-75	Smoke Screen	+4 bonus
-	76-90	Supercharged	+4 bonus
-	91-00	Hoverfan	+5 bonus

* Add up modifiers for vehicle modifications to determine a vehicle’s total market price.

CHAPTER VIII: GENERAL DANGERS

An important part of playing a post-holocaust role-playing game is survival - the desperate struggle for food, water, and supplies. This section is meant to deal with the dangers of *disease* and *radiation*.

GAMMA RADIATION

Radiation is a word coined for ionizing energy that injures tissue, and is measured in a number of ways (*rem*, *rads*, *sieverts*, etc). The lands of Darwin's World are heavily polluted with the tainting and mutative radiation of gamma rays - the product of the great holocaust that incinerated mankind's last hopes in one great and final cataclysm. These radiations, which will last for tens of thousands of years, pose perhaps the single most insidious threat to life in the now-arid and harsh desert wilderness.

Gamma radiation is different than other contaminants and dangers - it's not ranked by level, "per se". Radiation is accumulated by living things that pass in or near an area of radiation (examples include fractured reactor cores, ruined nuclear missile silos, and of course, nuke craters); this is not at all uncommon, since the entire world was bombarded with massive amounts of nuclear weapons, and its lingering clouds of dust and nuclear snow were blown over even the most distant wilderness areas.

Areas of radiation should be assigned a Rads level (a unit of measure for radioactivity) value, depending on the age of the site, the size of the weapon that created it, etc. When a character (or any creature for that matter) enters such an area, the Rads value is accumulated under Rads (see the character sheet); when the Rads total reaches certain thresholds, different effects take place (see **table 8-2**).

Rads can only be purged from a character's system with time (or, in some cases, special drugs and chemicals). A character's Rad level decreases by 1d6 per day under normal situations; until his rad level decreases to a level beneath that giving the stated effect, he will continue to suffer from that effect.

DISEASE

Diseases are a big concern in the aftermath, after years of biological warfare, rampant disease among the millions of dead, and the effects of radiation on these viruses



spawning thousands of new illnesses. Entire regions known to suffer from strange plagues are sometimes simply abandoned by superstitious survivors, who often call viruses and illness the "wrath of the Gods" or even the "curse of the Ancients".

Diseases should be handled using the same rules and examples provided in the Core Rules.

CHEMICAL CONTAMINATION

Chemicals, in the form of chemical weapons, are no longer a direct threat to the people of Darwin's World, for (simply put) the chemicals have long diminished. In some regions, however, chemical bi-products are still evident, in the form of leaks, industrial wastes, etc. Examples of chemical contamination in Darwin's World might be - leaking underground chemical storage tanks in the water table, lead contamination in water, chemical runoff, etc. Chemical contamination of food and water sources is treated just like the intake of poisons, requiring a saving throw and reduction of abilities through Initial and Secondary damage. A few unique forms of contamination are presented here (**table 8-3**).

TABLE 8-1: TYPICAL RAD SOURCES

Location	Typical Rads
Cratered ruins (city heart)	1000-4000
Blasted city (inner reaches)	100-400
Typical urban ruins	10-50
Wasteland (accumulated dust)*	5-15
Radiation storm**	300-750

*A character can avoid the daily-accumulated Rads of inhaling dust out in the wastes through the use of a breathing apparatus, protective suit, or simply by covering his mouth and nostrils when the wind picks up.

** Radiation storms are rare but deadly natural occurrence where the wind picks up giant clouds of radiated sand and dust particles and carries them for miles. The Rads accumulated are per day of exposure to the storm.

TABLE 8-2: RADIATION

Rads	DC	Effect
50-149	13	Fatigue and nausea. The character suffers noticeable weakness, reducing Strength and Constitution by -1d4 each.
150-299	15	Beginnings of the destruction of marrow, and the start of infection and hemorrhage. Strength and Constitution are reduced by -1d8 each.
300-499	19	As 150-299 Rads, but the loss to Constitution is <i>permanent</i> .
500-749	21	As 300-499 Rads. Hair also falls out, resulting in a permanent -1 Charisma modifier. A lowered white blood cell count means that the character's blood no longer clots, indicating that she no longer heals through natural means.
750-999	25	As 500-749 Rads. Also, delirium and wild fever. The character must make a Fortitude save once per day or suffer as the spell <i>Confusion</i> for the day's entire duration.
1000-3999	30	Loss of fluids/electrolytes in the intercellular spaces and gastro-intestinal tract. Death occurs in 2d4+2 agonizing days due to electrolyte imbalance, bone-marrow decay, and terminal infection. If the DC 30 Fortitude save is made, treat as 750-999 Rads.
4000	40	Damage to the vascular system, causing cerebral edema. Death occurs within 48 hours due to shock and neurological disturbance. If the save is made, treat as 750-999 Rads.

TABLE 8-3: CHEMICAL CONTAMINANTS

Poison	Type	Initial Damage	Secondary Damage
Low-grade pollutants	Ingested DC 13	1 Con	1d4 Con + 1 Wis
Industrial waste	Ingested DC 17	2d6 Con	2d6 Con + 1 Wis *
Deadly chemicals	Ingested DC 20	2d6 Con	3d6 Con + 1d6 Wis *

* Indicates a permanent drain.

CHAPTER IX: THE TWISTED EARTH

The Ancients were, as anyone left alive in this world knows, the Gods who once ruled the earth. Theirs was a time of great knowledge and industry, where technology knew no bounds, and where the world was populated with more people than there were grains of sand. It was a world filled with beauty and great things, where disease was almost unknown and sadness completely extinct.

But something happened. No one really knows what – not anymore, anyway. They call it the “Fall”, because that’s what it was. Somehow, somewhere, the Gods forgot themselves and fell. Maybe they soared so high that, like a towering spire, they grew too lofty and collapsed under their own might. Perhaps they took for granted all that beauty and became jaded to perfection, and sought only to undo what they had done. Who knows? But it happened. In one fell swoop, all the nations of the world, all its people, became upset with one another and without so much as thinking brought a terrible end to what had once been.

And so it came to pass. Their weapons were great, their destruction complete. They unleashed on the world a plague of fiery bombs, mighty missiles, and armies of robots. Diseases, their effects forgotten for generations, were brought out from hiding and released on the masses. Men, women, and children died by the millions. Chemicals, poisonous not only to man but the very earth and air, came to taint even the fabric of the planet. And then, the great clouds of red fire came to burn away what was left, erasing every last vestige of the Ancients’ presence on the world. Entire cities were blasted into oblivion; nation-states smudged like smoky vapor in the burning wind, or buried under the dust that had once been the bodies of so many billions of humankind.

But life did not die there. Somehow...people survived. Like rats hiding under a smoldering furnace, life escaped ultimate destruction. No one can know who they were, or what horrors they faced in their time – it was far too long ago for anyone to truly know. But they lived, they persisted, and they gave birth to the men of what is now known as the Twisted Earth, the unraveling ruined world that is Darwin’s World.

ADVENTURE LOCATIONS

The wastes of Darwin’s World are home to all manner of creatures and ruined remnants of the Ancients. When designing adventures and scenarios for your players, feel free to incorporate things from movies, books, and even real life. There really is a kind of “beauty” to decay - rusted old oil refineries, the hollow remains of a crashed jet liner, etc. The people of the ruined wasteland make use of mankind’s junk and wrecks the way birds make nests from human garbage. Old junkyards are storehouses of useful things, old military depots are storehouses of Ancient treasures, etc. Here are a few ideas to help flesh

out the flavor of locations in Darwin’s World.

Dead Zones: Large expanses of the world were left completely and entirely desolate after the fall of civilization. With climactic change came the encroaching deserts, which engulfed entire regions and even turned some smaller bodies of water into great dune “seas”. Such areas are often avoided - they hold nothing for hundreds of miles, just barren, naked sands. Often they are infested with weird mutated life forms (giant sand worms, for instance), and thus they are the perfect place to exile the unwanted members of a society. As a result, many skeletons are found among the sands ... a few who manage to survive often form bandit groups that raid the trade routes around the outskirts of the ‘zone. Despite the slim prospects for life in these desolate regions, the lucky traveler might stumble upon the ruins of some ancient structure - a generations-old tanker, beached in the middle of the sandy desert, still managing to power its own cargo hold filled with foodstuffs, fuel, and supplies. Perhaps the wanderer is less lucky, finding only an ancient oil refinery, its parched rusted towers jutting from the sands like gnarled bony fingers struggling for life in this forgotten wasteland...

Fallout Shelters: Rumored “domes” - underground or otherwise completely-enclosed shelters built to withstand a direct nuclear attack, as well as support a large community for decades or more - erected in the American countryside still exist, in one form or another, so many years after the cataclysm they were designed to protect against. Some opened long ago, the occupants eager to see the world again - never to return. Some are now home to weird monsters, having moved in for refuge (or perhaps they are the degenerate descendants of those who once lived there?), while others are still bottled up, their occupants afraid to come out. They are cautious, almost xenophobic communities that hold vast reserves of useful tools, food, water, and knowledge of the Ancients.

Machine Worlds: Many “communities” exist in Darwin’s World, but those of this type are among the most mysterious. Certain “communities” of robots still exist in the ruin, such as ancient factories, corporate buildings, military bases and depots, etc. Robots that have survived all the decades still roam the halls and corridors, performing the functions they were originally programmed for, never having been given the order to quit. Now that mankind is no longer “mankind”, they no longer recognize the orders of mutantkind - and still perform their duties, eradicating “intruders” into their territories. These locations are like taboo regions to wasteland mutants, totally avoided because of the “ruthless and mysterious” inhabitants within. Often entire valleys (old weapon test sites, for example) are bypassed for fear of intruding. More often than not, however, these locations conceal a bounty of pre-holocaust technology and artifacts, and sometimes a group of raiders or adventurers will dare the legendary guardians

to get at what they hide within. Few, if any, return.

Necropoli: The great cities of old, the “necropoli” (“cities of the dead”), are great metal and stone ruins located in the blistered deserts and thick lustrous jungles of the American continent. Usually shunned because of the “glow” surrounding them (the tell-tale sign of lingering radiation from the wars), and legends telling of great diseases infesting them (from bio-engineered plagues unleashed during the final fighting of the apocalypse), they are, regardless, a haven of life. Mutated beings thrive in the tall burnt-out skyscrapers, in the clogged and decrepit sewers, and in the barren streets. Ghouls seem to congregate here more often than other beings, but colonies of “wild men” (insane savage humanoids) are also known to thrive in some as well. In jungle-covered cities of the old South, it is said, snake-men dwell in the old monuments and buildings of the Ancients, possessing a kingdom of great evil and tyranny.

MAJOR GROUPS

The setting of Darwin’s World is rich with scattered communities and enclaves of civilization. Certainly there exists virtually scores of villages, towns, and even “cities” among the sands, but these are generally isolated or unique, their presence felt only in their specific locality.

Elsewhere, however, exist what can only be described as major factions, movements, and philosophical fraternities. Organized along numerous lines (monastic traditions, neo-military structure, etc), these few are the major powerhouses that promise to one day bring back civilization in their own form – or threaten to bring about another Fall through their own wars of ignorance and domination.

Benders (Resurrectors, Membership 800): The community of Bend City is said to be home to a stable populace of peaceful yet wary folk on the edge of known country. The Big Bend is a rugged valley where once a great river ran wild and free, but which has turned into an impassable gulch that separates the northern, flat lands with the mountains of the south – mountains which, according to local legend, run to the edge of the world.

The Benders maintain this distant outpost because of what Bend City sits right on top of – *oil*. Benders claim to be the descendants of the personnel that originally operated it as an important installation of the Ancients. Whatever the truth of their origins, the oil supply is a steady one, steady to such an extent that the water merchants of the Clean Clan have been navigating a particularly-dangerous route south from Trade City to Bend for the past decade or so. In return for their water shipments, the Clean are warily rewarded with bountiful oil that is perhaps the single-greatest source of oil outside of that produced by the Cartel.

This abundant oil does not come without a price. The mountainous desert region around Bend City is legendary

for its dangers – extreme heat and lack of drinkable water, rare but ferocious sand-burrowing worms, and especially *road gangs*. Raiders, whose vehicles have often-times been stripped of their electric power to run off combustible fuels, have always sought to crack Bend City open and loot its wells for the millions of gallons it allegedly hordes.

To protect itself, Benders have turned Bend City into a great fortress, surrounded by metal and wooden walls, great moats, and towering lookouts to spy the dusty approach of such gangs. Not even the Clean and their caravans are permitted into Bend City. The people of Bend City have never shown any inclination to joining any regrowth community, and have even denied the protection of the Cartel. According to the Clean, their dealings are always done at a distance, with intermediary drop-offs and pick-ups, as if they feared everyone else in the world had the plague. As such, accounts of the actual people have always been vague at best.

Brethren (Resentfuls; Membership unknown): The “Brethren” are a rather disturbing army of men, women, and children dwelling in the radiated and diseased ruins of the San Francisco and other cities in the Sierra Gehenna region. Many stories surround the Brethren and its activities, and traders who have been to their decrepit cities often speak of the danger they pose to outsiders. The Brethren believe that the Ancients were demons, and through their own malevolence they destroyed the world, reducing mankind to what it is now – twisted and hideous. Themselves mutants of a sort (years of troglodilian existence beneath the city – a lifestyle forced upon them by more powerful mutant groups now vanished from the face of San Francisco – has left them albino and photosensitive), they detest everything the Ancients ever made: guns, television, power, and even medicine. It is their sole goal to destroy everything of technology that was left by the Ancients, slaughter all pure-strain humans and survivors, and bring to the world a new era of “innocence” (or ignorance).

Though they have large numbers, their religious views prohibit the Brethren from employing firearms and other weapons, and as such they are often their own greatest enemy, limiting their own power and abilities. However, large packs of screaming Brethren, clad in their long black robes and only ever emerging after twilight, are more than enough to overwhelm and butcher lone travelers or lightly-armed convoys nearing their cities.

Brotherhood Of Radiation (Ritual Preservationist, Membership 11,000): A well-known movement sprawling over the deserts in recent years is the Brotherhood of Radiation – a community of monastic mutants who follow a dream to bring peace, understanding, and worship of the “holy power” (radiation) abandoned during the Fall. Creating their own bizarre ritual society, their message – though strange – has become one of the most attractive to the myriad mutant races of the world that seek to learn of their “secrets”. Many simply wish to believe that their mutations are not a curse, but actually a blessing.

The Brothers are some of the few surviving communities to retain any knowledge of pre-holocaust technology, and they guard this wisdom jealously. Sadly, this often leads to resentment and envy by other, less privileged groups, which spawns numerous rumors about the monks' true motivations and sanity. It is known that the cult constantly radiates new members through exposure to radiated sites, spawning legions of hairless glowing "freaks" that wander out to do all sorts of quasi-religious machinations. Few understand the goals of this organization, but most are sure they are not benevolent.

All over the wasteland, tales of the Brotherhood's "Holy City of Lights" are almost legendary. This once-spectacular citadel of towering skyscrapers and broad leafy boulevards, kept alive with water pumped from other lands, is now a dusty ash-bin, kept brilliantly illuminated by lights from the High Temple. It is a beacon to all who seek enlightenment in the Brotherhood's beliefs.

Outside of the Holy City, the Brotherhood is known to have numerous cells and branches, especially in places of atomic interest (power plants, missile silos, cratered ruins, waste dumps, etc).

The Brotherhood Of Radiation uses the "Holy Cloud" (a mushroom cloud) as its universal symbol, easily recognized everywhere in the world.

Cartel (Resurrectors, Membership 9,000): One of the best-known trade organizations in the American Southwest, the so-called "Cartel" represents the encroaching influence of an alliance of peoples from all across the wasteland. The Cartel originally started as a group of heavily-armed trade caravans braving the many deserts of the continent, but soon came to embody a number of oil and salt merchant interests with over half a dozen major trade routes extending as far west as Bernardino (after being pushed out of the ruins of Old Los Angeles) and as far east as the Grass Plains. The Cartel, while admittedly motivated solely by capitalist concerns, also seeks to spread civilization and open new markets throughout the post-apocalyptic wasteland. Though not immediately concerned with a resurrection of the Ancient way of life, they are by far the best hope for humanity's future. Their policy is always to tread softly but to carry a big stick, for there are many who would readily prey upon the prosperity and success of the Cartel throughout the wasteland.

The Cartel has grown considerably in the past few decades. It is well known that their capital is the city of "Kingman Town" (said to be a virtual junkyard of oil derricks and rusted-over train cars), but they have spread out from this distant location to maintain outposts in the settlements of Styx, Little Vegas, Midway, the Arid City, and as far west as Bernardino – on the outskirts of the haunted, burned-out ruins of the Necropolis.

Within this band of control the Cartel is a hard and ruthless caretaker of its territory, though this inflexibility towards raiders and vagrants has made these among the safest regions to travel through in the world. The Cartel's

symbol is a red field (symbolizing the deserts from which they originated) and a design of lines spreading out from the middle. This symbol is meant to represent the many roads on which the Cartel trades.

Children Of The Metal Gods (Ritual Preservationists, Membership 3,000): The hated "Children of The Metal Gods" are a cult of technology worshippers who follow the often odd and archaic commands of their masters – robots and androids whom they have discovered in old storehouses and military bases, and brought back to life through the following of "revered magic tomes" (repair manuals). These robots often kill one or two of their "children" before realizing how incredibly naive they are – and begin to take advantage of their worship. Such cults are often brutal, working in unison, sacrificing their lives at the whim and command of their metal masters. Often at the heart of these cults are one powerful artificially intelligent robot, the genius and tyrant behind their power.

Clean Water Clans (Resurrectors, Membership 5,000): The Clean Water Clan are one of the most powerful and widely known trade organizations across the face of the Twisted Earth. From the Free City of Styx to as far north as Free Water, they trade the world's most valuable commodity – *drinking water*. The Clean claim to have a heritage stretching back to the time of the Ancients, and hold that their claim to trade rights across America were established even well before the Fall. They are a highly respected organization, with a powerful status everywhere they go due to their valuable commodity as well as their fierce reputation for brutally destroying competitors, raiders, and enemies of the Clan. Led by a group of wise elders, their main concern is with the generation of profit; they are largely uninterested in politics and other factors that weigh many communities down. In addition, a cunning policy of trading water for technology (or outright theft) has left them with the know-how of producing high-tech weapons and equipment. They are truly a force to be reckoned with.

Doomriders (Radicals, Membership 500): What some scribes consider to be just another raider gang in the Forbidden Lands, is actually a great new threat to the balance of power in that dry and dismal region. The Doomriders are a sadistic all-male cult that can only be described as crazy madmen. A quasi-monastic society of road warriors, they've got only one purpose in mind – the extermination of the human and mutant races of earth.

No one knows who started the Doomriders, but according to reports they're led by one, perhaps two powerful overlords who attain their position through sheer brutality, killing all other rivals to the gang's leadership. They view themselves as "warrior-monks" of a sort, charged with a "holy" mission to end the legacy of the Ancients. They're one of those groups (among the more powerful ones too) that detests the Ancients for what they "did" to the world – turning it into the deadly wasteland it is. Burning with this hatred, their alleged goal is to

exterminate all mankind, and finish the work the Ancients left undone.

To this end the Doomriders butcher all females they come across – perhaps the greatest atrocity ever known. No woman, not even child, is left with a merciful death. Able-bodied men are taken in by the Doomriders as “janissaries” of a sort, forced and brainwashed into their cause. Those who cannot fight, or are too fair, are tortured or worse, certain to die within a few weeks of mistreatment. No communities are safe from the Doomriders, for they make no friends, alliances, or treaties. Anything they want or need, they simply take, and ruin, soil, or destroy the rest to ensure that life elsewhere cannot benefit from it.

The Doomriders are a threat to more than just the disorganized and scattered communes of the desert. Larger communities such as the Cartel and Water Clans have also suffered their wrath at various times; lucrative bounties have been placed on the heads of all gang members, with a virtual fortune out on their leaders. The Doomriders are a ruthless and powerful organization; they wear good armor, ride modified vehicles (numerous reports of flamethrowers, lasers, and even cannon-mortars), and are well organized for a desert raider gang!

Entropists (Radicals, Membership 1,250): The “Entropists” are a doomsday group (similar to the Doomriders of the Forbidden lands) known to prowl the old highways and high wastelands of the Mountains of Misery region, striking often into Trader Pass and the southern Far Desert in virtual “fleets” of shiny automobiles and motorcycles, with flapping oriental banners depicting gruesome scenes and proclaiming Biblical sayings about the End of Times.

The Entropists are dedicated to a singularly destructive and nihilistic cause – the ending of all life on the planet. Consumed by strange beliefs and rituals, they sack, pillage, and destroy everything in their path, leaving no survivors and only burning remains. They are feared throughout the south.

Far Traders (Resentfuls, Membership 1,500): The Far Traders are another well-established trade association that once served the Arid City and its Savant masters. Though not particularly fond of the Savant manner of ruler ship, the Far Traders knew a profit was to be had here, and engaged in Corium trade and the dealing of odd merchandise from the wastes to the West.

The Far Traders are an age-old association, best described as “gypsies” of the mutant world. A long time ago they forfeited their claim to a sedentary existence to become a nomadic people, winding their way across the Twisted Earth in miles-long caravans, their carts, wagons, and Conestoga stacked-high with a menagerie of weird goods from all over the deserts. Though ostracized in many communities as thieves and superstitious beggars, the Far Traders nonetheless hold to their own code and are at least known to be honest – once a legitimate trade has been engaged in.

The Far Trader symbol displays the prophetic words

“Trade Is Life” – not only a common Trader saying, but also the very essence of their beliefs and way of life. They exist solely on the profit of barter and exchange, a fact dependent on their acceptance by the peoples of the wasteland. Their symbol also displays the traditional Far Trader trade wagon, which has come to be an easily recognizable flag in the wasteland.

Foundationists (Guardian, Membership 1,000): One of the more famous (or infamous) organizations in the wasteland is the so-called “Foundation”, a central association of warrior-thinkers that believes in the preservation of lost technologies for the benefit of a future time, some day down the road, when all the people of the world will be ready to accept their Wisdom. Until that time, the Foundationists seek, though diplomacy, scrounging, or outright military force, to locate and secure lost installations, vehicles, gizmos, and Arcanum from the barbarians of the desert.

The Foundationist movement believes that the only way to secure the future of man and mutantkind is to take extreme measures, and not to roll over like so many others and die. Hard military training and a strict education are the destiny of all who join the ranks. They are known to hold a number of bases and old centers of military significance (what few remain intact) all over the western part of the Twisted Earth. In particular, the Foundation’s presence is most widely felt in Old California, in large settlements and trade hubs where they can best keep an eye on the markets for the appearance of lost technologies. Over the Big Rocks, however, their power and influence is shaky at best, though it is rumored the Foundation is seeking to grow...

The Foundation is well known for its efforts to preserve technology, though they are more often than not viewed as bullies, bandits, or worse. Many think their quest of preservation just a ruse, so that they can accumulate the most powerful weapons and armor for some future plan of conquest. Wherever a Foundationist goes, he is treated with quiet respect, sometimes awe, but usually a subtle dislike.

The Foundationists use a very symbolic icon to represent their philosophy and membership. The twin embracing arms of the Future represents their bright vision of a world-to-come. Above this is the Book of Wisdom, its pages open for all to read – but hovering over this is the Foundationist sword, a reminder that such knowledge comes with a price, and that it must forever be protected with vigilance and valor.

Ghouls (Radicals, Membership 20,000): First there was civilization, then war. And in the dust and ashes of mankind’s glory, there were survivors. They survived by staying alive, no matter what the cost – to their minds and their humanity. In the ruins of the many cities scattered across the Twisted Earth, there was little left that was uncontaminated or destroyed in the looting that followed the great collapse so many decades ago. But what was left, and has never since been in short supply, were the

bodies of men. Men killed by war or disease.

Ghouls are a widespread and horrible race of degenerate humans and mutants that managed to survive in the ruins for so many years, through abandoning all humanity and sinking to the level of dead-eaters and cannibals. Years of such decadent appetites have left them markedly changed – unhealthy, unstable, and utterly insane. The communities of the world despise ghouls above all others, for their ability to sneak through the sewers and shadowy rubble of the ruins is unparalleled. While not strong individually, a mass of ghouls emerging from the darkness is a most terrifying sight. They often drive before them masses of giant mutant rats that act to screen their advance rather effectively.

The many ghoul enclaves throughout the cities of the Twisted Earth use a variety of symbols to mark their respective territories against intrusion. Typical examples include a series of bloody streaks and any number of clever or terrifying sayings/slogans.

Movement (Resurrectors, Membership 5,000): The so-called “Movement” is a rather unique – and new – group to visit the rasping, wind-swept deserts of the Grassland Empire. Though said to have had humble beginnings, the organization has grown in recent years to include a vast number of mutants and pure-blood humans alike – something that has not been seen on the face of the Twisted Earth before.

The Movement has a legend that all members know and can recite, word-for-word, with a glimmer of promise, hope, and belief in their eyes. A long time ago (so they say), when Pure Ones and Beastmen fought constantly, with anger and hatred against one another, the red skies of the Twisted Earth thundered with the anger of the Gods. It was on a field of battle, where two opposing forces of man and mutant met, when the sky turned white with the trail of a great comet – a comet that fell from the dimly-visible stars above and impacted on the hard earth between the armies as they faced off.

From the shell of this fallen comet came a living God, clad in a suit of gleaming silver armor, his flesh magically unburned from his descent from the stars. His armor bore the symbols of the Ancients, and with him he carried the great weapons of his brother-Gods.

Awed by the appearance of this God, who came to them with words of peace, the armies of men and mutant were forced to sit and listen. And listen well they did, and came to understand the Love and Peace that was once the Ancients’ own, and understood then that this God had come to bring back their Blessed Ways.

The Fallen God (as he came to be known) lived with the people for a time; he wandered the land, they say, and brought peace and harmony where he went. Where his wisdom and words of peace were not enough to tame the foolish children of the Twisted Earth, his mighty weapons set the people right. It is said that he brought an end to the slavery that once was a way of life in the Northern Deserts, and led a coalition of the peoples against the

dreaded Mongoliant horde. He united peoples of all races and shapes under his guidance, and brought the Promise of a new reign of Brotherhood.

That was many years ago, and though the Fallen God vanished as mysteriously as he appeared, his Message has never been forgotten. In the Northlands, his Children continue to carry on his Dream and Promise. Man and mutant live as one, and peace reigns. The Movement spreads, and with their coming they bring their vision of the future, where all men are equal, where choices are made by the people, and where no man may rule others unjustly or with cruelty.


Though He is gone, the Promise remains alive.

The Movement uses a contemporary symbol used to represent the values of the Fallen Gods’ vision of the future. It depicts hands of different colors coming together in peace and friendship, and bears the words of Promise that guarantee peace and brotherhood in our world.

Paradise-Believers (Visionary Reinventors, Membership 1,000): The “Paradise-Believers” are a quasi-religious group based in the Forbidden Lands, a collection of misfits and self-proclaimed visionaries whose belief is centered on a mystical quest to reach Paradise (said to be a planet discovered by the Ancients just before the War). The Paradise-Believers are a naive peace-loving group, believing that they can talk their way out of any problem through reason and peaceful gestures. Believer groups across the Forbidden Lands are constructing a fleet of mighty rocket ships (of scavenged metal and junk) with the efforts of their delusional followers to blast their way to the stars. Few believe their efforts are anything but foolish.

Raider Gangs (Radicals, Membership unknown): To state the obvious, there are almost countless individual “gangs” and “bands” of raiders in the blighted radiated wastelands of Darwin’s World. These bands are usually composed of the absolute dregs of post-holocaust society - murderers, thieves, rapists, and insane mutants. Often they are loosely organized, controlled only by one leader’s ruthlessness or bribes. Many of these gangs terrorize a community for a time, before they turn on themselves and destroy one another. Other times, in the case of larger gangs, their own power is enough to keep them together, and these prove to be a blight of their own - often they prowl the wastes in huge motorized gangs (modeled after ancient biker gangs), burning, raping, and pillaging everything in their path. They are the greatest nightmare of the post-holocaust world, being those careless men and mutants who take what they wish, often destroying entire communities who seek only peace. Ruthless, vicious, and brutal in their tactics, they pose the strongest threat to travelers of the open wilderness.

Rangers (Guardians, Membership 500): The “Rangers” are a notorious force of unforgiving law and justice in the Shifting Wastes, known to “serve” a number of communities throughout the region. Legend traditionally surrounding the rangers suggests that they



were, at one time, descended from an actual military unit that survived piecemeal the final Fall, to carry on the rules and justice of the Ancients into this brave new world.

Not unlike wandering “Texas Rangers” from America’s distant past, Rangers have a reputation for being the best of the best when it comes to living off the land and waging war against raiders and road gangs. Being descended from professional soldiers, their people have worked hard to preserve the rigorous training and lifestyle that makes them truly “elite”. Where the Rangers are known, people look up to them as protectors and lawmen of a higher caliber. Gifts of food and other luxuries are often offered to the Rangers as rewards for their services, but seldom are these accepted by their spartan leadership. It is common for people, upon hearing of a Ranger detachment’s arrival in a town or village, to gather and petition them for assistance in whatever trouble they are having.

Rangers employ a symbol used by their fathers, grandfathers, and their predecessors before them. It is the patch of the unit they once served in, usually sewn onto their clothing, uniform, or stenciled onto armor or helmets.

Ravagers (Radicals, Membership 1,000): Among the raider gangs of the wasteland are many of peculiar size and power, and of these the so-called “Ravagers” are perhaps a glaring example of brutality and tyranny. The rampaging army of raiders that follow the Ravager banner is known throughout the Forbidden Lands, led by an infinitely depraved and ruthless raider emperor - whose true name is unknown. The Ravagers are a terror throughout the land; bringing burgeoning communities low for their own perverse pleasure and gain, stamping out all growing civilization in the Forbidden Lands region. Riding on virtual armadas of motorcycles, trucks, and cars that churn enough exhaust to cloud the horizon when on campaign, and armed with shotguns and automatic weapons, the Ravagers have come to make their name known far and wide. Members of this particularly sadistic raider gang are subjected to tremendous tortures on initiation, but nearly anyone can join if he can survive the test. A few women are kept around only as slaves and playthings, but these inevitably die due to mistreatment and malnutrition.

Savants (Visionary Reinventors, Membership 200, slave races 25,000): This cryptic brotherhood originated among the ruins of the Midwest, and is composed of mysterious mutants who appear to have cultivated a very special ability, which they (and others who have survived contact with them) can only call “magic”. The “magic” is, in fact, a mastery of mental powers beyond the norm seen by most of mutantkind. It is said that the Savants are capable of forming invisible energies as they need - but the mental strain is said to be immense and their methods are obviously guarded savagely. The Savants are known for their arcane robes and KKK-style hoods, amassed weapons and refurbished droid servants, and their lack of mercy for any who stand in their way. Some legends claim the Savants are, in fact, the descendants of criminal

Ancients who were subjected to great tortures by their former captors, only to survive the holocaust to claim the new world as their own.

Savants compose a nation of bizarre mutant entities that dominate the lands south of the desert and east of the Big Rocks. This is an arid land that rises from the unforgiving sands, turning into the flat open grassy plains that – unlike anywhere else in the world – have seen the steady fall of rain in all but the driest months. This arable paradise, stretching for countless miles towards the unknown lands of the east, skirts the south like a promised paradise just out of the reach of human hands.

Xenophobes (Guardian, Membership unknown): There are various communities in Darwin’s World that have progressed beyond the mere struggle for survival, but many of these guard their secret to success/civilization through secrecy - secrecy often guarded with ruthless and merciless brutality. These xenophobic communities are exceedingly common, having their own secluded walled compounds, stockpiles of weapons, food, and fresh water, and often a veritable army of dedicated and ruthless soldiers.

JOINING A GROUP

For those characters wishing to join a faction or alliance, many communities are, in fact, looking for new members (especially those who need cannon fodder for their inter-community wars). Characters can try to become members of communities whenever they get into friendly (or at least tolerable) contact with them.

No rules can really be established for attempting to join a community; the exact community, its goals and views on independent survivors, etc. are all factors that will play a part in their acceptance of new members. You as GM may use the NPC reaction results to find the general level of acceptance, or simply use role-playing and story to dictate a community’s outlook on a certain player character or group.

Outsiders

Beyond the major groups, there are other, alternate paths for characters to pursue in Darwin’s World. These are only a few examples:

Amazons: In many of the communities of Darwin’s World, women of all kinds are little more than property - the more handsome, the more valuable as commodities to the various bands of raiders, survivalists, and brutal scum. Treated as mere objects by most, used as trade goods in many communities, and only seldom valued for any purpose other than pleasure and reproduction, they face a nightmarish existence in this world devoid of civilization. But in the radiated wilds, there are some few females - loners mostly - who have struck out to find their own destiny. Many are escaped slaves, or girls secretly exiled by their parents at birth to save them from a horrible fate. Regardless, the solo life is a rough one, even for rugged males, and those few females who have survived

to womanhood are among the most vicious, hateful, and brutal of their gender - they have to be, for over every hill lies a community or pack who would just as soon make her a slave as a friend. Those women who do survive are known almost universally among communities as “amazons”, tough and savage females who are as skilled at combat as the most rugged survivalists.

Bounty Hunters: In the world of the wasteland, some men choose not to adhere to communities or social organizations, instead seeking profit alone from everyone. But unlike the merchant, whose coming is a great cause of celebration, the bounty man performs the unenviable task of hunting down men and creatures. The bounty man wanders the deserts and ruins, offering his services to communities who have been shattered by raider attacks. Using his skills as a survivalist and tracker, he hunts with precision, bringing down his quarry with whatever means necessary. He carries only those things that are required for hunting his prey - other things merely slow him down, hampering his dogged pursuit.

Pit Fighters: The many subhuman and uncivilized communities of the wasteland, from the fortresses of desert slave traders to the brutally-oppressive communities with fresh water access, are areas of chaos - mutants from all over congregate at these places to bring their wares, livestock, and to do trade. Crime, too, is a big business, but so is the demand for entertainment. Entertainment has deteriorated with the growing harshness of life, and the only sport the city dwellers care for is combat. In the pits, one man is pitted against another (or, for a treat, against a widely-feared beast), and they fight to the death. Many of these “pit fighters” are slaves, captives, or men sentenced to the pits as punishment. Some few are professional fighters, who go about performing for the money and rewards. Regardless, they are toughened sorts to say the least, but they usually only specialize in melee combat - missile weapons make the battle far too quick and uninteresting.

Purists: “Purists” are post-war survivors who have never (for one reason or another) suffered the effects of mutation, despite all the radiation and mutative chemicals in the ecosystem. Many come from sheltered communities, such as man-made biodomes (totally enclosed ecosystems) deep in the desert, but there are known to be other sources of the purists elsewhere. Purists typically adhere to themselves, sometimes in groups, but seldom, if ever, mingle with mutants, whom they both fear and look down upon as subhuman. Several purist groups are known to prowl the wastes exterminating mutants they encounter, often assembling and performing savage raids of butchery against mutant communities. Characters can come from a Purist background, though it may take some ingenious planning. The most obvious is that the character(s) was expelled from the Purists, or simply ran away. Perhaps the character was beginning to show signs of mutation, and the Purists - afraid to face the fact that they are slowly mutating as well - cast him out. Perhaps

there is no mutation, but the character simply disagreed with their Nazi-like discrimination against the mutant races of the wasteland.

TRADING ESTABLISHMENTS

Trading is a central source of revenue for most communities (some are even founded just for such a commercial purpose). When (and if) characters make friendly or tolerable contact with communities, trade will be possible.

The GM should set up a short list of things available in the community, from readily available items to steeds and mounts, etc, using information provided throughout this book for ideas on availability and frequency. No rules are presented to spontaneously create a market with a few dice rolls – each and every trade community or market will certainly be different depending a number of factors.

If characters have previously traded in goods they have found on adventures, these should be added to the list of goods circulating around (though the GM should decide if they’ve been sold off yet, depending on their value to the community in question). Rules for determining supply/demand would take up far too much room to cover here, so use your common sense, but certain examples include:

Trader: A typical in-community trader stall or establishment. This type of merchant generally trades with other travelers to replenish his stock, and thus only gets the stuff other people don’t want. Junk items and Arcanum are commonly found in trader stalls; foodstuffs have also been known to pop up. Rarely, electronic goods of trivial value may also be found in such minor establishments.

Bazaars: This is the kind of marvelous exhibition set up by traveling merchants when they visit widespread communities - bringing all sorts of interesting and amazing items from across the wasteland. Bazaars are certainly rare events, often involving the attention of the entire town due to the number and exotic kinds of goods made available. Weird and colorful junk items, flashy Arcanum or gizmos, foodstuffs galore, clothing of the Ancients, etc. are all common features of traveling merchant bazaars.

General Store: A typical in-community establishment that carries a wide variety of generic items. Generally such an establishment only carries post-Fall manufactured goods, such as leather gear, primitive armor and weapons, and, on rare occasions, potions, thundertwigs, smokesticks, etc.

Arms Dealer: In some city ruins, where communities are comparatively “richer” due to the near-infinite junk and artifacts (damaged or otherwise) surrounding them, opportunity exists to sift through the ruin and scavenge all manner of goods – weapons included. An arms dealer is a shopkeeper, usually in a city enclave or stockade, who specializes in the trading of arms. Such enterprising folk generally possess their own bodyguards or even private armies, as well as prized stocks of modern-era and advanced arms and armor for sale.

Medicine Men: Medicine men, the doctor or “juju man” of a given settlement, can often be convinced to trade meds - their specialty – as well as primitive chemical concoctions such as potions and the like. Some medicine men have scavenged more advanced medicines and clinical devices (such as *diagnostic scanners*), but such finds would certainly be rare.

LEGENDS, MYTHS, AND FAMOUS PLACES

The wasteland is rife with rumors, myths, and legends, as would be expected from a world of degenerate civilizations and increasing primitiveness. It is obvious to both feral and rising communities that the Ancients were a super-advanced people, almost like “gods”, whose inexplicable (and irreplaceable) technology was capable of vast wonders. But there are other legends and tales too.

Fantastic Airships: Far to the west, where the Black West Ocean once ran the length of the old coast in a long ribbon, now lies only the great “Escarpment”. Settlements of the Ancients end at the rim of a great cliff wall, suggesting (to those who have any semblance of knowledge left) that this vast sea of shifting dunes was once in fact a vast world-spanning ocean. Now it is all but dried up for as far as the eye can see.

Although it is possible to venture into the Sand Sea (also known to many as the Sea of Sadness, or the Ocean of Glass Tears), few do. The fact that even the ruins of the Ancient cities do not stretch out into the sea means there is simply no reason. None but the most insane merchant will even venture into the Sand Sea, and few lone survivors make their way out there, for there is nothing to be found for thousands of miles.

In addition, the Great Sand Sea itself is a deadly hazard. Literally miles of shifting sand and dust form an unstable surface. Creatures as large as men sink quickly in this sand, which has no end, and no known depth. No traveler who has ever made the foolish attempt to cross the Great Sand Sea has returned ... most likely their bones lie just a mile or so into the sea, swallowed by the sands.

As far as land-dwellers (those on the former continent of the United States) are concerned, the Great Sand Sea is simply an impassable barrier, to which none can escape, and from which nothing has ever emerged. It is a true deadland in this land of wastes.

But legends and myths persist, weaving fabulous and unlikely stories of life far out beyond the seldom-seen Escarpment boundary. Far to the west, one would not expect to discover that communities (indeed, entire civilizations) exist in the Great Sand Sea. But the stories say otherwise. The sand out in the middle of the former ocean is miles deep, and just as unstable - nothing but the strangest inhuman creatures (giant sand sharks, razor-

toothed burrowing whales, etc.) exist out here. How do they survive then?

According to legend, centuries ago, small communities with a certain knowledge fled across the Great Sand Sea - in airships. Constructing zeppelins, these survivors sought to throw their fates to the desert winds.

Today, entire empires of airborne peoples are said to exist far out in the Great Sand Sea, never coming into contact with the land-dwellers (the distance is generally too great). Entire communities exist on gigantic zeppelins (of humongous proportions); solar-powered gas-generation and fuel processing on these massive airships, along with totally self-sufficient agricultural “pods”, allow these ships to operate independently for years at a time. So large are these “floating cities” that entire fleets of aircraft are kept on board to defend against the attacks of airborne pirates and marauders.

Just as on the land, the air empires of the Great Sand Sea consider vast areas as their own territory, denying passage by others. Resources are few and far between, and independent merchant airships ply the airways trading between the air cities. Natural gasses are priceless commodities; several small islands (or what once were islands when the sea existed; now they are massive mesas rising from the sand) out in the sea actually mine and refine the gasses, selling to the “people of the airships” in exchange for the life-supporting products they need. These are some of the only land people who know of the floating cities and their vast wars. An entire culture and economy has developed over the years from the entire phenomenon.

Throw into this mix the fabled bands of “air pirates”. Stories portray them as exiles from larger airborne communities; would-be tyrants, and vile mutants, using smaller, faster zeppelins to scour the deserts at night, raiding from secret bases from which they launch small fleets of propeller and jet aircraft, to wreak havoc on airship communities throughout the deserts.

It is truly a fantastic world – if it truly exists. Massive air battles in modified, or scavenged air vehicles, fighting for control of entire zeppelin-cities over a vast world where to touch the ground is certain death (to be dragged under by the loose, shifting sands). Fresh water is the most priceless commodity, followed by the rare lighter-than-air gasses needed to keep the zeppelins in the air for generations. The people of these empires, whether good or evil, preservationist or reinventing their own future civilization, are master pilots, having their own bizarre technology (based on the creation, production, and maintenance of post-holocaust aircraft), and live an existence as bloody and ruthless as any.

Mythical Amazon Paradises: In the great and distant mythical city of the Arid City, where numerous societies have arisen in the ruins, there is a persistent legend of a fabled paradise of women somewhere in the plains.

According to the legend, a community of women, amazons, exists somewhere in the Arid City, taking

shelter in a fantastic fortress of twisted metal, stone, and glass, making a fabulous retreat from the discarded waste of the Ancients, defending against all trespassers with merciless hatred. In ancient times, hunting parties of the local communities would seek out the place to capture the fabled fertile women within, for their survival depended on it. With time, fewer and fewer groups set out to find the fabled paradise, for with each expedition, none returned. Today, most of the local populace shuns the Forbidden Reaches entirely, and the quest for the beautiful childbearing women of this place has become just a myth.

Evidence of this paradise is tangible and real, however. The heads of men, and those foolish enough to wander into the Reaches, are often found on stakes or poles on the east side of the ruins, warning against intrusion. It is obvious that some community does exist out there, though whether it is of the legendary amazons or not, can only be guessed at.

Star Cults: Groups of men congregate amid the desert dunes. Above shine stars through a particularly bleak night sky - clouds, as in the day, are all but gone, leaving a broad and fantastic sphere of darkness above. No cities, and a thinning polluted atmosphere, leave the sky unrestricted to sight.

An old legend, which still finds many adherents (or at least many who listen with some semblance of subscription), is that the Ancients took to the stars before the Fall. Loading themselves into great chariots of metal, they harnessed the greatest destructive forces to hurl themselves from this cursed planet to places unknown, far among the distant stars and the veil of galaxies that are seen moving each year across the heavens.

One day, it is said, these Ancients (or their descendants, most likely), will return to claim what was once theirs - the great Twisted Earth.

From this legend, many cults have risen. There are those who seek to preserve the culture and beliefs of the Ancients, so that when the great descendants arrive they will find brethren worthy of their respect and friendship. Such cults believe that those who do not share the same dedication to preservation will surely perish, as the Ancients will vanquish them as mere animals, lacking any mind or civilization.

There are those, too, who dread the return of the Ancients. Knowing themselves wicked of form and of mind (equating their own loss of civilization and technology as evil, or corruption); they look to the stars each night in fear. Comets and eclipses are omens of the return of the Ancients - foretelling an arrival of the Fire Chariots and the end of their race(s) in a great Armageddon from which there will be no escape.

Others, though, lay upon the sands at night and stare far above, dreaming of the glory that once was the Ancients'. To conquer the heavens - to leave the Twisted Earth and visit such distant places. Staring high, they cannot but dream of what the world once was. It is these, the

majority, who revere the Ancients through the admiration of all that has been lost since their vanishing from the face of the Twisted Earth.

The Lost City: In the Sierra Gehenna region it is said an entire city of the Ancients was simply "lost" during the Great End of Man. Such was the power of the Ancients that entire cities could be wiped clean from the face of the earth, in some places leaving not a bit of ruin or rubble to show for the thousands that once dwelled there.

Such is the tale of the Lost City, a place in the Great Rift Valley, the existence of which is now legendary. According to the legend, a cave somewhere in the mountains overlooking the Rift, as unremarkable and easily-overlooked as any in the rocky badlands, leads down through strange and fantastic lava tubes and fractured tunnels to a great vault, a massive cavern, swallowed entirely by the earth. It is within this buried cavern that the Lost City lies, preserved as it was hundreds of years ago when it was swallowed up by the earth in some great cataclysm, the product of a seismic catastrophe triggered by the wars of the Ancients.


Although the inhabitants of this once former city of greatness died in the same cataclysm that sunk their city beneath the earth and sealed it in with a great churning of rock, new, more horrible creatures from the deeps came to find the largely intact city and make it their home. Dwelling in the darkness, ghouls, mutated giants, and creatures of living fungus came to portion up the city and squabble over it like mutant gangs in surface city ruins. Because it had been lost for so many centuries, it is said that great treasures of knowledge and technology are still to be found deep beneath the earth in the Lost City, but the dangers greatly outweigh the benefits of finding it.

The Lost City, even if it does exist, remains as a kind of "wonderland" of both fascination and dread to the people of the western deserts.

The Seed-Carrier: One legendary figure in the wasteland is the fabled Trenton Bixby, a character as unlikely as any but whose myth is ever popular. Bixby, according to legend, was (or is; some say he still lives) born in a lost biodome in the desert, the shielding and automation of which had failed, contaminating its sheltered people. Dying, this lost colony of man was forced to abandon itself; its few remaining souls spreading out into the wastes to find their fortunes.

One of these was Bixby, a small man who chose to bring the message of knowledge to the people of the wasteland. A humble hero, this glasses-wearing man faced all manner of challenges, both physical and social. Ignorance and tyranny stood in the way of his spread of freethinking and scientific wisdom. According to myth, Bixby has managed to defeat a great minion of the Metal Gods in a lost temple, acquiring the great and miraculous weapons within. Taking these weapons as his own, he was thus able to survive against all manner of oppression.

Bixby never chose to conflict, and always preferred a peaceful solution to war - though when forced to fight he



was always victorious. This attitude, and the general air of good will about him, won the hearts and admiration of the communities he is said to visit (many communities in the desert harbor some legend about the visit of Bixby, these being fables or stories used to explain the origin of some scientific knowledge or repair of some valuable resource that has managed to keep the community alive), including those of many petty tyrants. In some regions, where formerly hardened bandit kinds have embraced democracy or loosened their grip on their people, some whisper it is because of a visit of this legendary peacemaker.

No one knows if Bixby still lives, or if he ever lived at all. A man with knowledge, who walks the wastes alone, certainly could not survive long against the many dangers of the wasteland. Few remember him, other than his glasses and his peaceful, friendly nature, and he remains to most a kind of patron of the sciences, a mythical figure, and no more. In at least one savage region, images of Bixby are prayed to for guidance on the repair and maintenance of certain mechanical and electronic items, the knowledge of which has long been lost.

The Wheeled Avenger: Another legendary hero, some say embodiment of divine vengeance, is the mythical “man on wheels”, known more commonly as the great “Motorcycle Man”. To those who still might analyze mythology with a scientific objectivity, the Motorcycle Man stands as a prime example of the people’s psychological need for a hero. Although the presence of this figure is considered mainly mythical, there are some entire communities who swear to his existence, and to the deeds he has wordlessly performed against the evils of the desert.

Motorcycle Man is a figure that is said to appear whenever a small-oppressed community is in need of a great hero. He has appeared before when bandit kings have taken absolute control of a village, when mutant armies threaten entire communities, etc. In each case the ghostly hero is described the same - a man in a long leather trench coat, concealed by a helmet, riding on the back of some fire-breathing cycle (known as “The Phantom Ride” in common folklore) which roars like thunder on the horizon and belches steam and sparks as it races over the dunes. In one hand he holds the legendary Stick of Vengeance, which breathes death on the wicked, dropping even the most heavily armored man with a mere wave of the Motorcycle Man’s hand. In the other he casually controls the wild mechanical Ride, sometimes running down his evil opponents.

As legend has it, Motorcycle Man vanishes almost as suddenly as he appears. Bringing swift justice and death to those who would harm the innocent, his presence is quick and brutal, leaving no survivors. He takes what he deems as his - often the instruments of those he has slain - and retreats once more to the swirling sands of the desert. Some never see or hear of him again. Some do, claiming to spy the glimmering of his Ride in the desert (most likely just a mirage), or to hear the roar of its engine

in the howling of a sandstorm.

Fedor The Hunter: This quasi-mythical figure is often attested to in many urban communities, and it is said that he did indeed exist (though which tales about him are true, and which are not, can only be speculated at). A great warrior, Fedor was a lone scav, combing the ruins to survive, often vanishing for years at a time. Equipped with a legendary rifle (“...[which] felled the greatest of tyrant beasts with its fierce tempest of flame...”), and wearing the skins of a fantastic black panther, he was nonetheless a hero to the civilized people - a kind of mythical “mountain man” who came every now and then to the communities to trade and tell stories of the beasts in the outlying regions.

Fedor is also somewhat deified, being the source of many legends. He is believed to have been a great enemy of Ghouls everywhere, a mythical hunter and was even once saved by the Rat People of Haven through his skills of storytelling - winning himself the cure to a sickness which had befallen him.

Fedor is said to have saved the people of Haven, fighting alongside their warriors like a hero in the great Ghoul War. He is also said to have kept those isolated people alive, by donating his seed so that they might end years of inbreeding. At least two groups claim to be his descendants there.

Remarkably, the amazons of the Forbidden Reaches also hold Fedor as a hero of their people, for this great rugged figure of lore was said to have defended them against war parties of hunters, even fighting his own brothers to keep the amazons free. According to their own legends, Fedor took one of their number as his bride, and together they left to wander the ruins. He is still considered a protector to this day, being something of a patron or guardian figure to which many pray.

The Arching Eye: Once every three to five years, a great celestial object rises and falls over the night sky for two weeks in midsummer. This sight is seen throughout the southern deserts of the wasteland, observed by the savage tribal and sheltered communities of the Range of The Lost and Sulphur Peaks. It is a sight that is viewed with suspicion, fear, and awe.

Legends abound as to the nature of this object, which is “larger than a star but not quite a moon”. Its movement is noticeable as well, unlike the slowly-shifting Sphere of The Heavens (on which the stars move), and from it can sometimes be observed blinking, pulsing lights - green and sometimes red.

Among the savage brain-eating tribes of Baja, the sight of the “Arching Eye” is one of great terror, and during the few weeks it appears the tribe retreats to its mountain fortress to wait out the period of ill fortune. It is said that during this time the evil spirits of their plundered and murdered prey rise to bring vengeance against them, and as such their warriors refuse to emerge during the cool, haunted nights.

The Far Traders of Lost Albuquerque, a vast merchant group that wanders the deserts on mutated camels like a

great train of gypsies, know the Arching Eye well and time their annual migrations by its appearance. To them it is a portent too, a sign telling them that their people must move onwards to fresher pastures.

Numerous other groups know of or have come to observe the Arching Eye, and countless other myths and beliefs have arisen from its short appearance in the sky. Most of these revolve around change and short periods of misfortune or dread. In some primitive cultures, the final week of its appearance (and especially the last night of its arch through the sky before it vanishes for another year) is cause for great celebration and ceremonies of thanks to the Gods.

Many have commented on the Arching Eye and to its nature; some claim it is a comet, some say an evil star, others an angry God of vengeance and destruction. Scientists in the Ultraviolet Empire, who claim to have observed the Arching Eye through a great seeing glass set atop the Great Palace in Mountain Home, describe it as a "great metal wheel ... slowly revolving as it passes through the sky ... its surface glowing with blinking, glimmering lights..."

The Fantastic "Century Whale": An obscure legend of the southern deserts speaks of a great metal "whale" - a massive metal vessel, perhaps - that once every two centuries makes a landing in an unremarkable spot of the desert and opens its great maw, sitting quietly and patiently. Larger than any creature known to exist, certainly larger than the tallest towers (almost as high as a mountain), the great whale roars with fire from its underbelly and shakes the earth like a thundering quake.

According to legend, those who enter the mouth of the beast do so foolishly, for though drawn in by great and fantastic sights within, the beast's mouth inevitably closes and traps them within. After only a few hours of motionless silence, it rises once more into the sky and vanishes into the Heavens, joining once more with the stars of the night's embrace.

Legend has it that the "whale" is, in fact, a colossal space vessel (some learned men of great age say a colony ship of the Ancients, perhaps), far beyond the scope of most men's minds. Within it is an entire city of passages, chambers, rooms, and tunnels. Entire "decks" dedicated to automated agriculture, capable of supporting thousands of people for decades. Automatons and drones wander the halls catering to a ghost crew, long vanished from the haunted, echoing hallways. Lights that bear no flame or heat flicker on and off as if commanded by phantoms. Chitters, groans, and echoes abound in all directions, coming from above and below.

This last legend is attested to by a venerable hunter of the Jackal Jaw tribe, a man who claims that as a youth he and his fellow hunters (all boys at the time) foolishly went aboard the "whale" and found a lost city within. They claimed to have seen all manner of marvels - metal men in the halls, entire levels of automated gardens fit for the feeding of thousands. Yet the scared group saw no sign

of human life (though accommodation for thousands was obvious), as if all had simply "vanished" from within. Frightened, they fled, only barely leaping from the beast's maw as it inevitably closed. Of the group, three escaped - the other four were not so fortunate and never made it through the maw. Trapped within, none can say as to their fate, for the whale took off to the Heavens with the screaming savages inside and was never seen again.

The Cave Of Life: The Nightwind Tribe of savages in the Far Desert has long held one hallowed site sacred above all others. It is the location of a certain mystical "cave", to which young warriors of the tribe are sent to prove themselves as men in the eyes of their peers.

The so-called "Cave of Life" has long been known to the Nightwind Tribe as a place of great evil and mystery. Lying in the middle of flat desert sands, there stands only an open portal in the earth - no hill, no mountain - sometimes lost for years by the great sandstorms known to ravage that desolate wasteland.


This tube leads straight into darkness to a great labyrinth of hollowed-out caves and tunnels in the mighty desert rock. When their ancestors first came to the cave dying of thirst, they discovered within a complex of a strange and unnatural kind - twisting, smooth-rocked tunnels, water-filled chambers, and vaults filled with unnamed subterranean scavengers. They also found a great source of water, a magical "spring", from which the water never seemed to stop flowing. Despite this rare and miraculous find, it was deemed to dangerous to stay in the unknown complex and so they moved on, always remembering the cave's location, passing its position down from generation to generation.

The ritual of manhood now serves two purposes. The aspirants who go there not only face the legendary dangers there (the mystery of what dwells within alone stands as a great barrier - the sounds of some great bellowing beast have been reported over the years, though this creature has never actually been seen) and thus prove themselves brave, but also are sent to retrieve a substantial supply of the fresh water there to keep the village nourished for years to come.

It is not known what the "cave" is, but it is likely that it was once some kind of installation or complex of the Ancients, for what few accounts of its construction do exist seem to indicate an advanced origin. If any legendary beast does in fact dwell beneath, its true nature can only be guessed at. Needless to say, it is unlikely anyone will ever know the truth, for the Nightwind Tribe guards its ancestral lands (and their mystic source of water) savagely and without mercy.

More information on the Cave of Life can be found in the Cave of Life Adventure supplement published by RPGObjects®.

The Mountain of Time: Legends in the wasteland tell of a fabled "Mountain of Time", a legendary paradise said to dwell in the most savage and desolate part of the deserts. None know the truth behind this wild tale, but



according to the legend, this mountain is a jungle paradise, where rivers run freely from the mountain's summit down through lush tropical forest, filled with wild animals, edible fruits, and scenes of great beauty. It is also said, however, that savages dwell on the lower reaches of the mountain, guarding against intrusion with poisonous arrows and darts. Few who have claimed to have seen the Mountain ever wish to return there, despite the alleged beauty and bounty of the place, for they also say it is haunted by "immortal pygmies" - who can be shot or stabbed but always return again later to haunt the trespasser, and some other, greater evil supposedly existing near the summit of the mountain.

Aliens? Legends abound that tell of "visitors" from the stars, who came at the time mankind tore itself apart in its mad and inhumane wars. A common theme exists in many older cultures that attest to these "aliens", but from there the stories become different and confused.

According to some legends, the aliens - beings from a distant planet or star - came to Earth at the first sign of the great holocaust, at first observing in their great silvery spheres and saucers from space, then landing and attempting to force a peace on the warring factions of humanity. It is said that despite their efforts, these aliens (who are said to appear as anything from beautiful humans to little green men with antennae) were unable to bring their own message of peace to man, and were too killed in the cataclysm that mankind wrought.

Other tales tell that the aliens came as vultures, predators, waiting until the wars were over to come and conquer the planet. It is said by these that the aliens do indeed rule the Twisted Earth, and that any number of mutated beasts found in the wastelands are actually the aliens outside their vessels. Some others suggest that the aliens themselves instigated the war, bombarding earth from space with nuclear bombs and rays of incinerating radiation, wiping entire cities from the face of the earth and churning the landscape like the seas of the lost oceans with their tremendous force. The Ancients fought back with their primitive weapons, but were unable to stop the inevitable destruction of the human race.

Others claim that the aliens indeed came and conquered, and that a great empire exists somewhere far to the east, in the center of a vast ocean, on a fabled island, where they have erected cities of bronze and polished marble, over flown by hovering fleets of silvery saucers and cigar-shaped dirigibles.

Admittedly these are among the wildest tales of the wasteland, and little - if any - evidence has ever been proven as to the existence (even as far back as the Ancients) of "alien beings" having ever landed on this planet.

The Forbidden Lands: The Forbidden Lands are a region of mesa-like deserts in the wasteland (much like the Badlands of today), where water and technological skills are incredibly scarce. In the Forbidden Lands dwell raider gangs of a most brutal nature, and petty wars are fought constantly over water, technology, and territory there. It

is a place where few will venture, for there are said to be only small savage bands of survivors and raiders in the region, and no places of trade, commerce, or peace.

The Great Dust Seas: To the north, where deserts and grasslands intermingle in a dry range that stretches for months in all directions, lie the Great Dust Seas - a number of vast expanses of shifting, sandy desert. It is said that these were once seas (certainly they were too vast to be mere lakes), connecting this region to an even vaster ocean far, far to the east. Whether this is true or not can only be speculated at, but the seas are in fact at a lower level than the surrounding plateaus (to the south). Few have journeyed north beyond the seas, for it considered foolish to do so - few tales speak of what might lie beyond.

Numerous small communities exist on the edge of the Great Michigan Plateau, where grasslands and scrubland provide some few hearty trees and hidden pockets of water. These diminish, however, as the cliffs fall and turn into the flat, rolling Great Dust Seas, traveled only by raiders and merchants.

Some merchants claim to have crossed the Great Dust Seas, in fact using them as a quicker means to travel the "Plateau Coast" (the name used to refer to the settlements along the plateau's rim). They tell of vast deserts, days of perilous travel, and a land infested with strange sights. They tell of particularly insidious mutant desert raiders, and Ancient "ships" found in the middle of the sands, as if dropped there from some great height, certainly hundreds of miles from water. Some even claim to have found real oceans, far out into the Dust Seas - large bodies of fresh water far beyond the range of most caravans. Again, none can tell what is truth, and what is fiction.

The Cursed Desert: The Cursed Desert is a desolate region in the middle of mountainous deserts in the central part of the known world. Legends of this mysterious place are not widely known, except in the northern lands, where the tales of the strange colored desert are prevalent.

The Cursed Desert is said to be a great "dust bowl", a great expanse of salt desert. So high is the content of salt and other minerals here that the place shimmers under the hot sun. The salt of the Cursed Desert is legendary, and many have tried to come and mine it - though such forays were never heard from again. Legend has it (and those few have ventured to that forbidden wasteland can also attest) that the desert there is of a strange green-blue color, almost like turquoise, the very sand and rocks taking this strange color. Even the bones of ancient animals and creatures are found in this color, as if a great evil magic left a discoloring blight upon the land, cursing the precious salt found there.

Besides great blue bones and boulders, the Cursed Desert is a deadland, quiet and lifeless except for the wind. Some have said that strange glowing creatures walk the haunted salt sea here, but none have ever been able to confirm these reports.

The Hollow Hills: This region, undiscovered by the majority of the populace of the wastes, is a land of steep

COMMONLY ACCEPTED RULES OF THE WASTELAND

There are a few things that all players (and the GM) should be aware of – though barbarous and savage, the wasteland does have its rules. These are a general “code” by which most folk, from scavengers to community locals, tend to adhere to; if not out of a sympathy for those who’d suffer without it, then in hopes that others will if they ever need to fall back on its basic stress on hospitality.

- If you are dying and a man shares with you his water, you owe him your life
- If any man frees you from bondage, you owe him your life
- If a man shares salt with you, you are honor bound to put aside differences and feuds for seven days
- If a man shares his shelter with you, you are likewise honor bound
- Never turn against a lord, master, or host who shares water and food with you, even if he is evil or a tyrant, for you are honor bound to respect him
- All men are expected to leave adequate warning of dangers when encountered so that others might avoid them in the future
- Ghouls and cannibals are animals, and should be shown no mercy
- Women should never be killed, for they are too precious
- No man should horde a woman to himself, for they are too precious
- Those with scientific knowledge should never be killed, but enslaved
- If you carry great wealth, never accept hospitality, for it may be a trick
- He who has the biggest gun and the greatest strength makes the rules
- Might makes right
- Never accept a can of anything if it isn’t labeled - it could be lima beans

rising hills and bare stone mesas that ascend into the Great Divide to the west. The Hollow Hills are so named because frequently are found strangely shaped arches of stone, worn away by wind and time. The sound of the unobstructed wind (blowing in from the high mountains) creates a reverberating whistle and echo, which can be heard throughout the hill region.

The Purple Desert: The Purple Desert is a vast stretch of wasteland that once occupied a huge area of the United States. Nuclear detonations and the destruction of numerous metropolis and industrial centers circling and in the region created such a wasting effect of the land that it became a desert, and all the ancient forests and grasslands vanished.

The Purple Desert gets its name from the purplish glow that emanates from the sands at night. During the day, this radiance is noticed as the white sands glow intensely in any sunlight, almost blindingly white. Few beings call the Purple Desert home, but those that do are most certainly highly mutated beings or wildly fantastic new life forms. Most, if not all, creatures that are native to this bizarre desert glow themselves. Few travelers dare come through the Purple Desert, for sickness and wasting fever are said to affect those who do.

The Wasteland Of “Bone Cities”: This vast belt of desert and sparse grasslands extends for hundreds of miles. From afar, this flat desolate land can be seen emanating reddish glows in many directions - the glowing ruins of ancient cities in the distance. The Wasteland is spotted with the destroyed and radiated ruins of numerous ancient metropolises, cities said to be constructed in the last days

of humanity to provide homes for the millions of homeless of America. These “pre-fab” cities strung along the entire agricultural belt once abundant with crops, but now remain as nuked ruins in the harsh, sand-swept wastes.

Few venture into the Wasteland or to the distant “glows”, as radiation is rife in the region, and powerful plains beasts are known to roam within its vast stretching boundaries.

CHAPTER X: PRESTIGE CLASSES

The world of mankind's aftermath is a different world entirely. Decades after the fall of civilization, few attempts to assemble mankind into a potent force over nature have been made, and even fewer have succeeded. Mother Nature, responding to man's failed chance to guide the planet, and his gross destruction of her children, seems to have prevented man, at every turn, from rising from the ashes to take the threshold again. But from the ashes, a few groups have risen, spawning countless gangs, communities, bands, and miniature societies.

Those who have survived against the odds are stronger, smarter, and better off for all their trouble. Whether members of elite organizations or re-growth societies, or simply wanderers with skills that make them as tough as nails (or as deadly as a one-man army), those who manage to live beyond a score or so years are those to be feared.

Besides the generic backgrounds suggested in the Darwin's World Core Rules, there are a number of established organizations and communities for the wannabe petitioner to choose from in Darwin's World. Though communities in Darwin's World are little more than eggs in a sea of sand, fragile bubbles of civilization and organization in a limitless expanse of chaos, they are nonetheless appealing to the masses of drifters, beggars, and scavengers who seek a better (or easier) life. There are various communities in Darwin's World, ranging from slave lord cities to fortresses populated by mad cultists – those below are only the major ones, and certainly there are many more across the Twisted Earth.

BRETHREN FOLLOWER

The so-called "Brethren" are a rising movement and philosophy throughout the wasteland and ruined cities of the Twisted Earth. The children of a dying mankind, mutants and terminal patients of radiation/disease, they are the "Hateful Ones", those who have survived the torment and curse of the Ancient "gods" and now live in bitter hatred of their former ancestors. Dwelling among shattered ruins that stand like tormenting visions of a great past, they have come to inherit only a cruel world filled with poison and misery.

This bitterness against the Ancients and their ways has spawned a revolution of sorts among many surviving communities of mutants and ruin-pickers. Spurned by more advanced groups (such as purist communities who view them as mere degenerates and "wild men"), they have turned their miserable situation of squalor into a driving force to wipe out any and all remaining vestiges of Ancient glory.

Members of the Brethren adhere to a singular vow, to find and destroy the stink of Ancient life, culture, and technology from the world. Forsaking lasers, advanced medicines, and other wonders, they instead embrace

a return to nature (albeit a mutated nature) and an abandonment of the decadence and luxury of the past. To them, a perpetual misery is the only way to ensure that another Fall will never again occur.

To this end, the Brethren actively vandalize and destroy technological items when and where they find them; they mar, burn, or break down old billboards and statuary in the lost cities, and make great bonfires of old libraries and dance wildly in joy around the leaping flames. Advanced devices are smashed to pieces; medicines unfamiliar to them are spilled wastefully or burned up as well.

The Brethren follow a code that completely forbids the use of technology, even against technological foes.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a Brethren follower, a character must fulfill all the following criteria.

Alignment: Chaotic alignments only.

Base Attack Bonus: +3.

Background: Feral, Primitive, Ritual Preservationists (fallen away), Resentfuls, and Radicals only.

Knowledge (mutant lore): 4 ranks.

Feats: Great Fortitude.

Membership: A character wishing to join the Brethren must be admitted by their leadership.

Prohibitions: May not use items of Ancient technology under any circumstances. Items that can be used include basic armor (such as those pre-modern era types presented in the Core Rules), all simple weapons, and potions (primitive medicines). If the Brethren follower ever uses a prohibited device, he is driven out of the Brethren's ranks and cannot advance further in this prestige class.

CLASS SKILLS

The follower's class skills (and the key ability for each skill) are Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Move Silently (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Brethren follower prestige class.

Hit Dice: d12.

Weapon and Armor Proficiency: A member of the Brethren is proficient with all simple weapons, as well as all armors and shield use.

Experience Bonus: Members of this prestige class receive bonus experience points for *destroying* technological devices and artifacts (this does not include the destruction of robots or anything else that normally gives XPs for being defeated). The experience point value is equal to 1/100 the market price of the item destroyed.

TABLE 10-1: THE BRETHREN

Level	Base Attack Bonus	Fort	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Experience bonus, improved unarmed strike, rage 1/day
2	+2	+3	+0	+0	Trap-making (1d6, DC 16)
3	+3	+3	+1	+1	-
4	+4	+4	+1	+1	Rage 2/day, weapon specialization
5	+5	+4	+1	+1	Trap-making (2d6, DC 19)
6	+6	+5	+2	+2	-
7	+7	+5	+2	+2	-
8	+8	+6	+2	+2	Rage 3/day
9	+9	+6	+3	+3	Trap-making (3d6, DC 22)
10	+10	+7	+3	+3	-

“Destroying” does *not* include the use of one-shot items (such as grenades and medicine). The referee can rule out giving this bonus in uncertain situations.

Improved Unarmed Strike: The Brethren follower receives this feat for free.

Rage: When confronted with any kind of technologically superior foe (this includes robots, androids, soldiers in powered armor, or even an otherwise primitive enemy with a rifle, pistol, or other technological weapon), the follower can whip himself into a battle frenzy. This acts exactly as a barbarian’s *rage* ability, with the same limitations and rules.

Trap Making: To help defeat opponents with a technological edge, Brethren followers often devise

cunning traps – pits of spikes, pungi-stakes, etc. Setting up a trap takes two full rounds, and the damage inflicted (as well as DC for disarming) when sprung depends on the follower’s level. A follower can only make three traps per day (duration lasts until triggered, however).

Weapon Specialization: At 4th level the Brethren follower receives Weapon Specialization as a free feat, but only if he already possesses a Weapon Focus in the same weapon. This Weapon Specialization can only be taken for a simple weapon (melee or ranged).

BROTHERHOOD FORCE MASTER

The Brotherhood of Radiation is a highly popular cult of mutants and altered humans that has spread steadily throughout the American Southwest. Originating in the ruins of ash-blackened Las Vegas almost two decades ago, their movement has attracted many hopeless and desperate souls from all over the dusty wastelands to their “Holy City of Lights”.

The history of the Brotherhood is not entirely clear, even to most members of the cult. It is said that some twenty years ago, among the ruins of Las Vegas, a sagacious woman led her weakened people into the shelter of a burned-out nuclear power plant, away from the savages and road gangs of the desert country. Legend states that this princess (whose name is now considered too sacred to pronounce aloud) retreated into the darkness of this old plant where, blessed with radiation-induced visions, she had a vision. This dream was of a paradise-like future of peace and brotherhood, a world run by her children and their children’s children. Though many thought her mad at first, a strange glow overcame her as she addressed her people, and it soon became clear she was, indeed, gifted.

Since that time the ranks of the Brotherhood have only increased – and exponentially at that. Though the followers of this princess/priestess have taken on odd mannerisms and ritual adornments (long brown robes, shaving their heads, etc), their exposure to the



“glow” of their High Temple (the old plant) has left many changed and mutated. Not all are altered in a positive way, and the majority only become sick and must resign themselves to worship from afar, living in squatter-like settlements outside the Holy City. Oddly, though their princess is in her old age, she continues to monitor the new converts, check their progression and strengths, and tutor new disciples in the development of their own innate mental faculties.

As a movement, the Brotherhood claims to seek peace in this post-holocaust world and the rebuilding of a new civilization upon the ashes of the old. They do not fear radiation like so many other people; instead considering it to be the penance man must pay for his mistake in destroying the Earth. Every now and then one of their number will be born with powerful psionic abilities - telekinetic bolts of psionic force, or the ability to spontaneously generate explosive heat.

The Brotherhood, despite its true goals, is not particularly trusted in many communities – their religious obsession with radiation and the mutation of mankind, as well as their cult-like structure, makes them suspect to many primitive peoples. Nonetheless, the cult is particularly large and powerful; cells exist in almost every settlement, large or small, along the known trade routes. The Brothers often mount expeditions to recover nuclear technology (even nuclear waste is considered holy), and have been known to pay well those who are interested in helping them achieve their goals.

Followers of this popular desert cult are easily identifiable by their baldness (ritual exposure to radiation, as a test of initiation, causes all members to lose their hair), long monastic robes, and religious fervor. Many openly embrace radiation and its mutative effects; creatures such as nuke pooches and rad wolves are trained and kept as guard-dogs for local cells.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a force master, a character must fulfill all the following criteria.

Background: Ritual Preservationists and Visionary Reinventors only.

Alignment: Any lawful.

Feats: Iron Will.

Base Attack Bonus: +5.

Concentration: 8 ranks.

Mutation: The Brotherhood of Radiation attracts to its ranks only mutants (though first, second, and third generations alike are all welcome). Anyone wishing to join the Brotherhood must have at least one mental mutation (*neural*).

Membership: A character wishing to join the Brotherhood must be admitted by the Brotherhood leadership.

CLASS SKILLS

The force master’s class skills (and the key ability for each skill) are Animal Empathy (Cha), Decipher Script (Int), Heal (Wis), Knowledge (ancient lore) (Int), Perform (Cha), Sense Motive (Wis), and Speak Language (any) (-).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the force master prestige class.

Hit Dice: d8.

Weapon and Armor Proficiency: A force master receives no additional proficiencies for weapons or armor.

Radiation Immunity: A force master, once enlightened, becomes immune to the detrimental effects of radiation, whether in nature or produced by a weapon. However, he loses all body hair as a result of continued exposure and also becomes sterile (if the FERTILE Feat is possessed, it is forever lost).

Willpower: When forced to make a saving throw, the force master may roll as a Willpower save instead.

Manipulation: A force master has the ability to focus his mind to generate a minor form of telekinetic

TABLE 10-2: THE FORCE MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Radiation immunity, willpower
2	+2	+0	+0	+3	Manipulation
3	+3	+1	+1	+3	Telekinetic shield
4	+4	+1	+1	+4	-
5	+5	+1	+1	+4	Minor precognition
6	+6	+2	+2	+5	-
7	+7	+2	+2	+5	Focus sword
8	+8	+2	+2	+6	-
9	+9	+3	+3	+6	Major precognition
10	+10	+3	+3	+7	Free neural mutation

force. This acts exactly as the spell *Mage Hand*. Using this power requires a standard action, but can be used unlimited times per day.

Telekinetic Shield: At 3rd level the force master has learned the way to focus his telekinetic abilities to create a “shield” of force to deflect attacks against him. The shield provides three-quarters cover (+7 AC and +3 on Reflex saves against attacks that affect his area), but does not impede the force master in any way. Raising a telekinetic shield is a move-equivalent action; it can be maintained for 1 minute per level of force master per day.

Minor Precognition: At 5th level the force master gains the ability of a subtle “second-sight”, giving him a +4 enhancement bonus to Initiative.

Focus Sword: At 7th level the force master can generate a beam of pure energy from the power of his thoughts alone. This beam sprouts from his palm and can be grasped without harm, permitting him to wield it like a sword. The *focus sword* cannot be dropped or sundered, and inflicts damage as a bastard sword (1d10 damage, 19-20/x2 crit). Furthermore, the focus sword emits light up to 20 ft, and ignores all non-living matter (including armor and its bonuses to AC). Initiating a focus sword is a move-equivalent action, and can be maintained for 1 round per level of force master per day.

Major Precognition: At 9th level the force master’s second sight is incomparable. In addition to those bonuses already gained from this ability, at this level the force master receives a +2 bonus to all Listen and Spot checks, and cannot be *flanked*.

Free Neural Mutation: At 10th level the force master gains the use of any one *neural* mutation, for free.

CHAMPION

The champion is the best a community has to offer, the cream of their elite guard or soldiery. Champions are those individuals who have survived years of inter-community conflict, raider attacks, or power struggles through his own strength, wit, and martial skill. Champions are almost universally respected and feared as a result, being true survivors whose manner of living is through the killing of all who threaten him or his people.

Champions have a place in almost every society or group, from established citadels of civilization in the

desert to rampaging raider gangs. In the former, they are likely the captains of the watch, or the commander of a community-leader’s personal bodyguard. In the latter, champions often rise to assume a role of leadership and command, using their power to squash all competition.

Some champions, instead of rising as heroes of a given community, instead hone their skills to their elite rank through gladiatorial games. Their reputation is thus gained not through acts of bravery and lifelong dedication, but rather due to brutality, slaughter, and carnival showmanship.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a champion, a character must fulfill all the following criteria.

Background: Not open to characters from a Feral background.

Feats: Toughness.

Intimidate: 5 ranks.

Base Attack Bonus: +10/+5.

CLASS SKILLS

The champion’s class skills (and the key ability for each skill) are Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the champion prestige class.

Hit Dice: d12.

Weapon and Armor Proficiency: A champion is proficient with all simple weapons, martial, and exotic weapons, and light, medium, and heavy armor and shields.

Rallying Cry: The champion is a figure that rallies his fellows even in the more dire situations. All allies within 20 ft of the champion receive a +1 morale bonus to saves and attack rolls. If the champion is brought down, however, this bonus is lost.

Study Foe: A champion can tell a person’s weakness just looking at him. If you spend a full-round action watching a foe, you receive a +2 competence bonus to to-hit against him for the duration of a battle.

Reputation: The champion possesses a reputation recognized by raiders, fellow community members, and outsiders alike. When a champion reaches this level she gains the extraordinary ability to instill *fear* in others as a free action once per day.

TABLE 10-3: THE CHAMPION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rallying cry
2	+2	+3	+0	+0	-
3	+3	+3	+1	+1	Study foe
4	+4	+4	+1	+1	-
5	+5	+4	+1	+1	Reputation

CARTEL TRADE MASTER

As a society, the so-called “Cartel” is a highly-organized cooperative of uncanny traders and merchants, complete with their own private army. The Cartel is, in effect, a trade empire, hoarding the priceless knowledge of fuel production - their main commodity that they sell for reasonable prices and limitless quantity to the wasteland communes. The Cartel is a vast organization, bringing a new promise of capitalist civilization to the wild wasteland. They extensively seek talented men and women as diplomats (“ambassadors”) to the barbaric communities of the Forbidden Lands, as well as recruits for their large army (complete with armored vehicles, towed artillery pieces, and battle rifles). The Cartel desperately seeks to keep relations between it and the various groups it “serves” healthy and productive. Being traders, they cannot afford to rub anyone the wrong way. Still, they have a reputation for dealing swiftly and decisively (often with overpowering numbers) with those who would prey on them, such as road gangs and would-be bandit kings. Traders of the Cartel are renowned as diplomats, peacemakers, and in-depth planners, but they also organize themselves into distinct “divisions” – those who excel at making contact with tribes and communities among the deserts (and securing trade treaties), and those who are best suited to defend Cartel caravans, convoys, and army movements. This prestige class covers their better-known diplomatic corps.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a Cartel trade master, a character must fulfill all the following criteria.

Alignment: Any neutral.

Abilities: Cha 15+.

Bluff: 7 ranks.

Diplomacy: 7 ranks.

Speak Language: Trade.

Spit Polish: To be a Cartel Trade Master a character must have the “Spit Polish” ability.

Membership: A character wishing to join the Cartel must be admitted by its leadership.

CLASS SKILLS

The trade master’s class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Sense Motive (Wis), and Speak Language (any) (-).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the cartel trade master.

Hit Dice: d6.

Weapon and Armor Proficiency: A trade master is proficient with all simple and martial weapons, as well as light and medium armor and shields.

Free Skill Focus: At 1st level, the Cartel trade master starts with a free skill focus in the skill, Diplomacy. This otherwise acts as the feat, Skill Focus.

Make A Deal: At 4th level a trade master can get himself out of trouble by striking an irresistible deal with his captors. Attempting to “make a deal” requires the *subject* to make a Will save (DC 10 + Cha bonus) or let the trader go. There are certain limitations to this ability; the “trouble” must be a sentient creature that speaks the same language as the trader, and also the creature must have some basic need that the trader could possibly provide. Whether or not the trader actually follows through is entirely up to him. A trader cannot attempt this ability more than once with a given enemy (or community).

Wise Man Speaks: At 3rd level, the trade master can add his Wisdom modifier (if any) to his Charisma bonus when dealing in diplomacy, trades, or negotiations.

Peacemaker: At 4th level, the trade master has become renowned as a leader and midway between distant peoples, and his reputation is honored in all communities for neutrality and objectivity. This makes the trader respected as a diplomat and peacemaker. A trader of this level receives a +8 competence bonus to all Bluff, Diplomacy, Innuendo, Intimidate, and Sense Motive checks.

Sandwalker: At 5th level, a Cartel trade master receives the Sandwalker feat for free, even if he doesn’t meet the normal prerequisites.

TABLE 10-4: THE CARTEL TRADE MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Skill focus
2	+1	+0	+0	+3	Make a deal
3	+2	+1	+1	+3	Wise man speaks
4	+3	+1	+1	+4	Peacemaker
5	+3	+1	+1	+4	Sandwalker

TABLE 10-5: THE DEMOLITIONS EXPERT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Eye for safety, Keen eye, trap making (DC 16)
2	+1	+0	+3	+0	Grenadier +1
3	+2	+1	+3	+1	-
4	+3	+1	+4	+1	Trap-making (DC 19)
5	+3	+1	+4	+1	Grenadier +2
6	+4	+2	+5	+2	Make Explosives
7	+5	+2	+5	+2	Trap-making (DC 22)
8	+6	+2	+6	+2	Grenadier +3
9	+6	+3	+6	+3	-
10	+7	+3	+7	+3	Trap-making (DC 25)

DEMOLITIONS EXPERT

A deadly shadow that moves through the darkness, the demolitions expert is most lethal when his handiwork goes unseen – at least for the time being. The demolitions expert is one whose mastery and understanding of flash powders, fuses, and all manner of explosive devices makes him a fiendish killer. Capable of expertly placing tripwires to trigger violent traps against the unwary, as well as concoct powerful explosives from mundane chemicals, he is a formidable opponent despite his tendency to operate in secrecy.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a demolitions expert, a character must fulfill all the following criteria.

Abilities: Dex 13+.

Feats: Skill Focus (Craft, tinker).

Craft (Tinker): 8 ranks.

Disable Device: 8 ranks.

CLASS SKILLS

The demolitions expert's class skills (and the key ability for each skill) are Climb (Str), Craft (tinker) (Int), Disable Device (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the demolitions expert prestige class.

Hit Dice: d6.

Weapon and Armor Proficiency: A demolitions expert is proficient with all exotic weapons.

Eye For Safety: A demolitions expert never risks the chance of an explosives *Misfire*, either when setting them up (as a trap) or using them in a combat situation.

Grenadier: A demolitions expert receives a special attack bonus when using thrown explosives (such as

grenades, dynamite, etc). This increases as he goes up in level.

Keen Eye: A demolitions expert can always use Search to locate traps, no matter the DC of the trap.

Trap-Making: A demolitions expert can rig any explosive device into a trap, detonating to affect a single target or target area (if applicable). Setting up a trap takes two full *rounds*; damage inflicted depends on the explosive used. The DC for the trap depends on the expert's level. A demolitions expert can only make three traps per day (duration lasts until triggered, however).

Instead of being triggered by an opponent, an expert can detonate any explosive trap he has set up *remotely*, if he so wishes.

Make Explosives: At 6th level the demo expert can actually make explosives from materials he scrounges. To make a desired explosive, the expert must spend a base cost in materials, as well as make a Craft (tinker) check; DC and cost are both based on the type of explosive to be made (table 10-6).

TABLE 10-6: EXPLOSIVES

Explosive	DC	Materials Cost
Anti-Tank Grenade	25	75 cp
Concussion Grenade	18	18 cp
Dynamite	18	20 cp
Fragmentation Grenade	20	30 cp
Irritant Gas Grenade	18	405 cp
Molotov Cocktail	12	5 cp
Satchel Charge A	20	140 cp
Satchel Charge B	25	330 cp
Satchel Charge C	30	600 cp
Smoke Grenade	12	5 cp



FOUNDATIONIST PALADIN

A lot can be said about this most famous (or infamous) of post-apocalyptic organizations. They are known by a number of names (many derogatory), but universally call themselves either “Foundationists” or simply “The Foundation”. Put simply, Foundationists are ardent and dedicated collectors of the relics of the Ancients. They call themselves preservationists, and openly the word is that they seek only to save the last vestiges of man’s technology from the inevitable ruin and decay of this chaotic world.

Foundationists are men (and sometimes women) who revere the Ancients almost like “demi-gods”, awed and respectful of the incredible technology and civilization of their forefathers – a civilization of which only ruins and rubble now remain. The Foundationists as a people have many theories as to why civilization fell, but in the end, their ultimate goal is only to preserve and protect whatever remains for a future time when peace and harmony can be revived. Until that day, which they call “Eden”, the Foundationists have sworn to seek out, extract, and hoard all manner of technologies (weapons, armor, vehicles, power sources, medicines, etc), keeping them from even the most well-meaning primitives for some greater purpose far in the future.

Individually, this philosophy makes members of this allegiance quite colorful and easily recognizable; a Foundationist values old, rusty things like they were priceless artifacts, from preserved ration packs to pocket lighters. Any and all things used by the Ancients are worthy of their worship and care, and they will go to extraordinary lengths to acquire them - even if it means theft or war. Though the actual technology of certain Foundationist communities sometimes varies, as a united movement they possess some of the most advanced weapons and military equipment left operable in the world.

In addition to their quest to find and protect technology, the Foundation seeks also to promote scientific understanding and development in the world. What started as simply developing an edge to ensure their survival against other marauding bands in the post-holocaust world, has turned them into the world’s foremost experts in the recreation of lost technologies. They are constantly building and recovering the gizmos of the Ancients, from weapons to water-purification tech. They share this knowledge with who ever they deem worthy (folk such as the Cartel have already begun to benefit; technology is denied to those who seek to cause pain, terror, and mayhem). In their hearts they carry what many believe to be the seed of resurrecting the glory of the Ancients.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a Foundationist paladin, a character must fulfill all the following criteria.

Background: Ritual Preservationists, Resurrectors, Visionary Reinventors, Guardians, and Advanced communities only.

Alignment: Any Lawful.

Abilities: Int 15+.

Base Attack Bonus: +5.

Knowledge (ancient lore): 8 ranks.

Membership: A character wishing to join the Foundationists must be admitted by the Foundation leadership.

CLASS SKILLS

The Foundationist paladin’s class skills (and the key ability for each skill) are Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (ancient lore) (Int), Knowledge (vehicle operation) (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Foundationist paladin prestige class.

TABLE 10-7: THE FOUNDATIONIST PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Ancient lore, bonus feat
2	+2	+3	+0	+0	-
3	+3	+3	+1	+1	Command 3
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	Command 5
6	+6	+5	+2	+2	Heroic direction
7	+7	+5	+2	+2	Command 7, bonus feat
8	+8	+6	+2	+2	-
9	+9	+6	+3	+3	Command 9
10	+10	+7	+3	+3	Command 10, bonus feat

TABLE 10-8: ANCIENT LORE

DC	Type of Knowledge
10	Commonly-known information: Figments of Ancient life, culture, and society; Ancient laws and customs; common phrases and sayings from before the Fall.
20	Vague legends, lost information: What certain drugs are used for; how to repair and maintain items of advanced technology; how to construct a makeshift electric motor.
30	Obscure stories of Ancient tech: The general location of lost army depots; the workings of advanced vehicles (tanks); the history of a military unit.
40	Knowledge from just before the Fall: What fate befell a certain city or settlement during the Fall; command codes to a specific missile silo.

Hit Dice: d10.

Weapon and Armor Proficiency: A Foundationist paladin is proficient with all simple, martial, and exotic weapons, and light, medium, and heavy armor. They are not proficient with shields.

Ancient Lore: All Foundationists have been instructed in the legends surrounding the Ancients. Though in many cases these stories have been altered or embellished, an underlying understanding of Ancient ways is ingrained in the Foundationist psyche. A Foundationist may make a special lore check with a bonus equal to her level + her Intelligence modifier to see whether he understands the general nature and use of any item or object he comes across. The GM will determine the Difficulty Class of the check by referring to the table below.

Command: The Foundationist Paladin's leadership has not been overlooked, and he is given a battlefield command. The actual rank of the character depends on his level: 3rd "Squire", 5th "Knight", 7th "Paladin", 9th "Paladin-Commander", and 10th "General".

A "Squire" is qualified to lead a single element in the field. He receives a 1st level Guardian as a follower.

A "Knight" is given command of three 1st level Guardians or one 3rd level Guardian.

A "Paladin" commands nine 1st level Guardians, or six 1st level Guardians and one 3rd level Guardian.

A "Paladin-Commander" takes control of a larger force, generally around eighteen 1st level Guardians or twelve 1st level Guardians and two 3rd level Guardians. Instead of

3rd level Guardians he may choose to take a single Thinker (usually a specialized Mech) of 6th level to join him.

A "General's" command can range widely from double that of a Paladin-Commander to an entire field army.

This ability usually takes the place of the Leadership feat for Foundationist paladins. A character may decline the offer of command without consequence. A character with a command of eighteen or more men is often charged with heading a Foundationist mission to colonize or conquer a certain area for the community's settlement, or build a new stronghold (a task requiring several months to years or more). This usually spells the end of his active, front-line service, however.

Heroic Direction: At 6th level, you can use a full-round action to bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

Bonus Feats: At 1st level, the Foundationist paladin gets a bonus feat in addition to those feats she already gets for advancing in level. The Foundationist paladin gains an additional bonus feat at 1st level and every 3 levels thereafter (4th, 7th, and 10th). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Improved Critical, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Weapon Focus.



JUJU DOCTOR

The “juju doctor” is one of the most mysterious and yet highly-valued members of any community in the wastes. Legends speak of the painted faces, feathered headdresses, and magic focus sticks of tribal shaman and desert witches, and the potent magic of healing and life-giving they alone possess – a knowledge of the human body and lost spellcraft passed down only through jealous whispers from one generation to the next.

In other places, the phenomenon of the juju doctor is a little more refined, circulating among the educated elite as a priceless science for the repair of injury and disease. In more civilized communities, however, the juju doctor is equally elevated in position and prestige, his art still often viewed as a kind of “magic” in a world of decaying understanding and enlightenment.

Though the juju doctor does not, in fact, have “magical abilities”, his understanding of wounds, disease, and poison (and their treatment) make him one of the most important assets to a people or group in the harsh and inhospitable world of the Twisted Earth.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a juju doctor, a character must fulfill all the following criteria.

Feats: Brew Potion, Skill Focus (Knowledge, medicine & pharmacy).

Heal: 9 ranks.

Knowledge (Medicine): 9 ranks.

Knowledge (Pharmacy): 9 ranks.

CLASS SKILLS

The juju doctor’s class skills (and the key ability for each skill) are Decipher Script (Int), Heal (Wis), Knowledge (ancient lore) (Int), Knowledge (medicine) (Int), Knowledge (mutant lore) (Int), Knowledge (pathology) (Int), Knowledge (pharmacy) (Int), Perform (Cha), Profession (herbalist) (Wis), Sense Motive (Wis), and Speak Language (any) (-).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the juju doctor prestige class.

Hit Dice: d4.

Weapon and Armor Proficiency: A juju doctor receives no additional proficiencies for weapons or armor.

Brew Potion: Though other characters may get the Brew Potion feat, **table 10-9** below is presented here to show the material cost of making “Potions” (Primitive Medicines).

Canny Defense: Juju doctors know how to avoid the dangers only they can repair. This acts like a Scav’s ability to dodge, giving the juju doctor an additional Wisdom bonus (if any) to their AC. If caught flat-footed or otherwise denied a Dexterity bonus, the juju doctor also loses this bonus. If canny defense is already possessed due to some other class, there is no further benefit.

Doctor’s Know-How: You have an innate ability to tell what a certain drug, chemical, poison, or medical apparatus will do. If you make a Wis check (DC 20), you can automatically determine how any medical or poisonous chemical, drug, or device will generally operate.

TABLE 10-10: Brew Potions

Medicine	Material Cost
Drink of Fools	13 cp
Juju Salve	25 cp
Infusion of Valor	50 cp
Oil of Remedy	50 cp
Sleeping Potion	50 cp
Purgative	63 cp

TABLE 10-9: THE JUJU DOCTOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Doctor's know-how, herbal medicine (minor)
2	+1	+3	+0	+0	Canny defense
3	+1	+3	+1	+1	Herbal medicine (moderate)
4	+2	+4	+1	+1	Improved first aid
5	+2	+4	+1	+1	Bedside manner +2, herbal medicine (major)
6	+3	+5	+2	+2	-
7	+3	+5	+2	+2	Neutralize poison
8	+4	+6	+2	+2	Witch
9	+4	+6	+3	+3	Bedside manner +4
10	+5	+7	+3	+3	Cure disease

Herbal Medicine (Minor): As you go up levels, you learn more advanced techniques to heal, using mundane herbs and commonly found plants. This ability works just like the spell, *cure minor wounds*. A character may only receive Herbal Medicine once per day. Use of this ability requires a full round action and a successful Heal check (DC 10).

Herbal Medicine (Moderate): As minor herbal medicine, but the Heal check is DC 15, and the effect is like *cure light wound*.

Improved First Aid: When the skill, Heal, is used to stabilize a patient with negative hit points, the 4th level juju doctor brings that character to 1 hit point instead of merely stabilizing hit point loss with a successful roll.

Herbal Medicine (Major): As minor herbal medicine, but the Heal check is DC 20, and the effect is like *cure moderate wound*.

Neutralize Poison: You can treat even the most deadly poisons with seemingly “magic herbs”. A character may only receive Neutralize Poison once per contraction. Use of this ability requires a full-round action and Heal check (DC 20).

Bedside Manner: The juju doctor knows how to apply medicines. If a juju doctor actually administers a shot or other medicine personally, his patient's save to check for medical incompatibility is made with a +2 competence bonus (this increased to +4 at 9th level).

Witch: At 8th level the juju doctor can use secret chemical techniques to take a small amount of existing

medicine, even those of the Ancients, and make more. The medicines that can be duplicated are listed in **table 10-11** below, along with the cost in materials and time required for a single dose. The juju doctor must have at least one dose of the stated medicine to begin with to use this ability.

Cure Disease: At the highest level, the juju doctor can, with a Knowledge (pathology) check (DC 20) discern the nature of any disease and formulate an effective cure. A character may only receive Cure Disease once per contraction.

MECH

Covered in an oily layer of obscuring black grease, his clothes soiled but patched-up with a collection of pockets and pouches, a belt jingling with keys, screwdrivers, and wrenches, the mech is a unique sight among more advanced communities. The mech is a repairman, a tinker, a “Mr. Fixit” without equal, given the task of maintaining, repairing, or resurrecting items and artifacts of technology and electrical operation.

Though in many communities techs are considered invaluable assets with rare skills in technical fields and mechanics, with an equal (if not prestigious standing) among their peoples, some groups instead enslave the skilled mechs and treat them little better than dogs to be kept in kennels and fed only to sustain their strength. In such barbarous communities, the mech is seen as a “tool” only, keeping machines, water purifiers, and vehicle fleets running.

The Foundation employs an inordinate number of mechs to keep their resurrected machines, weapons, and armor operating in full working order. Mechs (known as “scribes” among their knightly ranks) in the employ of the Foundation are accorded unprecedented dignity and respect by their more militant peers.

On the flip side, among the infamous group known as the “Children of The Metal Gods”, mechs are merely weak-minded religious fanatics of little intelligence (but great skill) who have come to not only re-activate

TABLE 10-11: Witch

Medicine	Material Cost	Time Taken
Antitoxin	190 cp	2 days
Filter-Dose	200 cp	2 days
Halazone Tabs	25 cp	1 day
Mercurin	75 cp	1 day
Rad-Purge	190 cp	2 days
Stimshot A	75 cp	1 day
Stimshot B	150 cp	2 days
Superegen	75 cp	1 day
Truth Serum	123 cp	2 days



lost robots and androids where they find them - but also worship them. Though often considered little better than insects to their super-egotistical robotic overlords, the mechs are kept alive in miserable squalor to oil and tend their masters in their campaigns of global conquest.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a mech, a character must fulfill all the following criteria.

Background: Ritual Preservationists, Resurrectors, Visionary Reinventors, Guardians, and Advanced only.

Feats: Skill Focus (technology or mechanics).

Craft (Mechanics): 8 ranks.

Craft (Technician): 8 ranks.

Knowledge (Technology): 8 ranks.

Speak Language: Computer.

CLASS SKILLS

The mech's class skills (and the key ability for each skill) are Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Knowledge (ancient lore) (Int), Knowledge (computers) (Int), Knowledge (technology) (Int), Open Lock (Dex), Profession (any) (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mech prestige class.

Hit Dice: d4.

Weapon and Armor Proficiency: A mech receives no additional proficiencies for weapons or armor.

Repair Mechanical Damage: As a full-round action a mech can repair any damage to constructs, doors, sundered objects, and non-living obstacles (including vehicles). The amount repaired is 1d8 hit points, +1 point per level of mech. This ability can be used once daily.

Growing Toolkit: As a mech gains in level, he adds to his personal toolkit and accumulates numerous gadgets to aid in his endeavors. This equates to a competence bonus to *any* of his Craft skills, dependent on his level. The grubby, often misunderstood tools and trinkets in his kit cannot benefit anyone but himself.

Identify: Lots of interesting things pass through a mech's hands throughout his life, and his hands-on experience with all sorts of passing artifacts (broken or not) means he knows a little about everything. At 3rd level the mech can identify any item he sees and handles. He can determine if it is damaged or malfunctioning, and discern its purpose and use.

Artifice: The mech is a master at duplicating technology, even stuff he barely understands.

If a mech has seen and handled a technological object in the past, he can attempt to make a working replica (given the proper materials and time) later on. Common examples of mech artifice include certain junk items, gizmos, weapons, and medical devices. Foodstuffs, drugs and chemicals, and certain other items are of course not reproduced using artifice.

The cost in materials (spare parts, salvaged junk, etc) of the object to be created is equal to 1/3 of its normal cost. The maximum cost (base cost; not the cost of materials) of an item to be created is determined by the mech's level. The time required for the item's creation is one day for every 100 cp in production cost (rounded up). The game referee can place any limitations he deems practical on objects created by a mech.

For example, a mech once examined a maser pistol and now wants to make one from a collection of spare parts. The base cost of a maser pistol (6,500 cp) is within his level limit, so he can go ahead and make the item, spending 2,167 cp in materials and twenty-two days.

The object - no matter what it is - is somewhat faulty. On anytime a critical miss or fumble occurs, the object breaks or falls to pieces and cannot be repaired.

Minor Helper: The mech can create a small wheeled or tracked "robot" to assist in operations. A minor helper is

TABLE 10-12: THE MECH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Repair mechanical damage
2	+1	+0	+3	+0	Growing toolkit +5
3	+1	+1	+3	+1	Identify
4	+2	+1	+4	+1	Artifice (8,000 cp max)
5	+2	+1	+4	+1	Minor Helper
6	+3	+2	+5	+2	Growing toolkit +10
7	+3	+2	+5	+2	Artifice (16,000 cp max)
8	+4	+2	+6	+2	-
9	+4	+3	+6	+3	Major helper
10	+5	+3	+7	+3	Artifice (32,000 cp max), growing toolkit +15

merely an automaton that carries small loads such as tools and equipment, and follows its master about - but can do very little else. A minor helper acts much like a *floating disk*, carrying up to 100 lbs of weight, following 3 feet behind its creator, never leaving his sight. If separated, the helper will continue to move towards its creator's location so long as the distance is no greater than 50' (at which time it will remain immobile until the creator comes within 3 feet again). A helper can possibly be destroyed through normal physical damage and effects.

Major Helper: The mech can now create a more useful "helper", equipped with a single articulated arm for manipulation. The major helper operates similarly to a minor helper, but it can also perform simple functions and tasks (scouting, exploring, opening doors, picking up objects, etc), verbally communicated to it by its creator in 25 words or less. It cannot be commanded again if it leaves hearing range of its creator.

RANGER

The famed "Rangers" are a militaristic community of men and women who vigilantly patrol the Shifting Wastes region of the Twisted Earth. The Rangers are believed to be the descendants of a US army unit that found itself in the area when the Fall came - taking with it in one fell swoop the remnants of the world they had pledged to defend. Though some suggest their forefathers were, in fact, deserters (why else were they in the middle of nowhere when the bombs began to fall?), whatever the truth of it one cannot deny they are among the bravest and most widely-respected men in the world.

Having survived the nuclear exchange isolated in the desert, the Rangers were able to maintain items of high technology despite the advance of the years since the Fall. Though they have almost all but lost the culture they originally were sworn to uphold, generations of soldierly-training and a policy of continued "police actions" to keep the peace have transformed them into the closest thing many tribal and desert communities have to a protective agency.

As such, even generations later, the Rangers have come to symbolize the only law and order in the wasteland. These men and women raise their own, train their own, and protect their own. Few are permitted into their ranks, since few can survive the rigors of the Ranger lifestyle - military rationing, a military command structure, military law and punishments (i.e. firing squads and hard labor), and military discipline rule every aspect of Ranger life.

But despite their rough military origins, the Rangers have undeniably instituted a semblance of law, order, and peace in the desert - a peace backed by the threat of death, of course. Characters who come from the Rangers are assumed to be scouts from the community, probably sent out into the desert to investigate some rumored disturbance, and put things right for the benefit of those under the Rangers' umbrella of protection. Individual groups of Rangers are often sent into the field for months or even years at a time to deal with renegade groups such as road gangs or rising tyrannies, coming into contact with base only every now and then only for supplies, medical aid, or review by their superiors (they still adhere to a strict code called "Rules of Engagement" by which they live).

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a ranger, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral only.

Abilities: Con 15+.

Base Attack Bonus: +7.

Feats: Iron Will, Toughness.

Membership: A character wishing to join the Rangers must be admitted by the Ranger leadership. The Rangers don't normally accept new recruits, and those that wish to join are put through terrible hazing and trials before admittance is allowed. Those that stick it through, however, soon learn that the Rangers is all they imagined it to be and more.

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Gather Information



(Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Speak Language (-), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ranger prestige class.

Hit Dice: d10.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, and light, medium, and heavy armor. They are not proficient with shields.

Rigorous Training: Rangers are subject to rigorous

training that prepares them for hardships. Ranger receive a +4 morale bonus to Constitution checks for making forced marches, difficult physical maneuvers (sloshing through hip-deep mud), or any other task requiring extended exertion.

Wanderer's Reputation: When you enter a new settlement, the reputation of your people proceeds you; locals typically pause, gather, and listen to your needs. A ranger adds his ranger levels to all Intimidate and Diplomacy checks. For instance, a 5th level ranger has a +5 bonus to all related checks.

"Feel" For Weapon: At 3rd level the ranger has learned to use one weapon perfectly, as if he had the feat, "Feel" For Weapon. The weapon must already be in the character's possession, and must be determined when the level is taken.

Do It With Eyes Closed: At 4th level the ranger gains the ability to assemble, reassemble, and maintain his weapon with the precision of a machine. As a full-round action, a ranger can effectively repair damaged, jammed, or misfired weapons automatically, with or without the needed parts or even a Weaponsmithing check.

Leave No One Behind: Rangers never quit. You inspire allies to fight to the death at your side as well. Allies within 30 ft of you continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points. In addition, they are immune to all forms of fear so long as you remain with them (within 30 ft). These abilities apply to you as well, but only if others are at risk.

ROAD WARRIOR

The road warrior is a member of a unique breed of men who roam the vast plains and desert wastes of the Twisted Earth, obeying no law, serving no community, and scavenging with each passing day the things he needs from the abandoned hulks of trucks, cars, and other vehicles all along the American road. The road warrior subsists not unlike the scav on rare junk he finds, but his primary concern is not food for his own stomach, or water to sate his thirst, but fuel to power his ride.

The highways of the Twisted Earth still rumble every now and again with the thunder of road gangs and the rare truck convoy of powerful merchant groups. Highway ambushes by motorcycle gangs on fuel and food convoys are

TABLE 10-13: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rigorous training
2	+2	+3	+0	+0	Wanderers reputation
3	+3	+3	+1	+1	"Feel" for weapon
4	+4	+4	+1	+1	Do it with eyes closed
5	+5	+4	+1	+1	Leave no one behind

TABLE 10-14: THE ROAD WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Boarding party, offensive driving
2	+2	+0	+3	+0	Defensive driving
3	+3	+1	+3	+1	Vehicular dodge
4	+4	+1	+4	+1	Master mechanic
5	+5	+1	+4	+1	Improved defensive driving

not uncommon; neither are the appearance of solitary folk on cycles, cars, or trucks of their own seeking only the freedom of the open road and the detached life of day-to-day survival.

The road warrior is a member of this stereotype, a man who has become reliant on a vehicle for his survival in the empty, desolate world. This reliance on a car or motorcycle has made him an expert at fighting from the back of his ride, as well as defending himself from the attacks of motorized brigands and warlord armies that are known throughout the sands.

GAME RULE INFORMATION REQUIREMENTS

To qualify to become a road warrior, a character must fulfill all the following criteria.

Feats: Road Warrior.

Base Attack Bonus: +5.

Knowledge (vehicle operations): 4 ranks.

Craft (mechanics): 4 ranks.

Special: To become a road warrior a character must be in possession of a working vehicle.

CLASS SKILLS

The road warrior's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechanics) (Int), Disable Device (Int), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (vehicle operation) (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the road warrior prestige class.

Hit Dice: d8.

Weapon and Armor Proficiency: A road warrior is proficient with all simple and martial weapons.

Boarding Party: A road warrior can leap from one vehicle to another, even at high speeds. You gain a +4 competence bonus to Dex checks when attempting acrobatic maneuvers during boarding attempts.

Offensive Driving: The road warrior can fire a one-handed ranged weapon and operate a vehicle at the same time, without additional penalty. Otherwise, this is treated as using a second weapon (without Ambidexterity/Two-

Weapon Fighting.

Defensive Driving: While driving defensively the road warrior cannot attack, but he gains a +4 AC dodge bonus. In addition, his vehicle also gains a +4 AC bonus. A road warrior can only maintain this defensive posture for one round per level of road warrior.

Vehicular Dodge: A last minute veer. The road warrior can use this ability to literally "dodge" an attack directed at his vehicle. To do so the character must spend a standard action. Dodging permits the driver to make a Reflex saving throw (DC 20) to avoid a hit against himself or his vehicle. A road warrior must be aware of an attack to dodge it.

Master Mechanic: A road warrior gains a +2 competence bonus to Craft (mechanics) skill checks.

Improved Defensive Driving: At this level the road warrior becomes expert at maintaining evasive maneuvers. With this level of ability the road warrior can maintain his Defensive Driving (see above) for an unlimited period, so long as his vehicle is still moving.

SISTER OF THE DESERT (AMAZON)

Women in this awful, radiated world are a rarity in these times, a commodity and luxury to be collected and kept under lock and key. The high radiation of the planet's ecosystem has, over time, diminished mankind's ability to reproduce, and by some abnormal coincidence the frequency of female births in this day and age are plummeting. As such, women have long been valued by the marauders and warlords of the earth.

The so-called "Sisters of The Desert" were, at one time, the priceless slaves of raider kings, debauched community leaders, or gang bosses of the various ruined cities of this savage land. These few women, most often beauties hand-picked from the masses and cultured like pearls, became things for men to achieve and earn in the service of their masters.

But the status quo is not an easy one to maintain, even in these times, and though many slaves are cowed into submission, many more choose to risk death rather than serve as maids, servants, and concubines. When one community is attacked and destroyed, their harems are often abandoned before the victor can come to claim the

spoils. Women are not stupid – they have seen their sisters raped to death in the ensuing chaos of a power struggle, and few manage to escape with their lives.

The Sisterhood is made of those few women (and sometimes delicate men or children) who have braved certain death and torture to live free. They are universally a band of escapees, runaways, and renegade “property” seeking only isolation and independence. Unused to a life of hardship and survival, and without their former masters to care for them, many die only months after escape, until meeting up with the Sisterhood. Given food, water, shelter, and hope, they find that the Sisterhood is the strongest movement on the Twisted Earth.

The Sisters Of The Desert are comprised solely of women (or, in some rare cases, men formerly “used” in a similar fashion for obscene entertainment) who have survived a nightmare life of capture, use, and perpetual abuse. They have come to form a small but determined coalition of scattered tribes that is bent on only one thing – exacting vengeance against the raiders, bandits, slavers, and other tyrannical groups of the wasteland. It is their dream to take back the world as reparation for their existence of squalor, and set up a new society separate from the barbarism of the post-holocaust wasteland.



GAME RULE INFORMATION REQUIREMENTS

To qualify to become a sister of the desert, a character must fulfill all the following criteria.

Feats: Concubine, Endurance.

Base Attack Bonus: +5.

Special: Generally speaking, only women can be members of the Sisterhood, but sometimes (rarely) exceptions are made. Cells are typically organized and led by a strong female leader, scarred by a life of hardships, and thus the general view of the association is negative towards males in general.

Membership: A character wishing to join the Sisterhood must be admitted by its leadership.

CLASS SKILLS

The sister of the desert’s class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Craft (any) (Int), Escape Artists (Dex), Handle Animal (Cha), Hide (Dex), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Tumble (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sister prestige class.

Hit Dice: d8.

Weapon and Armor Proficiency: A sister is proficient with all simple weapons, and light and medium armor and shields.

Fascinate: A sister, being of the rare female gender, fascinates those who first see her for what she is. On the first round of any meeting, the sister can attempt to fascinate a single opponent/subject. The target must be a sentient human or mutant (character races only), and must fail a Will save (DC 15 + Charisma bonus) for the attempt to succeed. A fascinated subject does nothing but watch the sister, standing still and not acting in any way – even in the middle of battle. An entranced subject can be struck (with a +2 bonus to the attack roll, as if it were stunned), but thereafter it recovers and may act normally. In any event, the fascinate ability only works for 1 round + the sister’s Charisma modifier. Using this ability is a free action.

Note that the GM may decide this facet of the Sister prestige class is only open to females – the rare male exception should generally not receive this special ability.

Natural Healing: Sisters are expert at using herbs and natural methods to treat their injured comrades. Once per day a sister may cure 1d8 points of damage freely, on top of other healing due to treatment and rest. Using this ability requires 1d6 hours of undisturbed care, however.

Go For The “Eyes”: A sister knows how best to injure her male predator. By taking a full-round action,

TABLE 5-13: THE SISTER OF THE DESERT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fascinate
2	+2	+3	+0	+0	Natural healing
3	+3	+3	+1	+1	Good with animals
4	+4	+4	+1	+1	Go for the eyes
5	+5	+4	+1	+1	Leave no one behind, Superior camo

her attack inflicts an additional +1d6 damage to any *male* opponent. This only applies to melee attacks.

Good With Animals: Animals feel the naturally gentle nature of the outcast sister too. A sister can duplicate the effects of the spell, *Animal Trance* (DC 10 + level in sister), but only on non-mutated natural animals. The attempt requires a full-round action.

Leave No One Behind: Sisters never leave their own behind to be captured or suffer a horrible fate. Allies within 30 ft of a sister continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points. In addition, they are immune to all forms of *fear* so long as the sister remains close (within 30 ft).

Superior Camo: At 5th level the sister has learned to disguise herself with paint, leaves, etc. so well that she blends in perfectly with the background. When attacked at a range greater than 100 ft, attacks suffer a 20% miss chance against her.

SYMBIOT

In the wasteland, surviving on one's own is almost impossible. Rampant environmental dangers, mutant creatures thriving among the ruins, and the odd marauding raider gang make life a treacherous prospect indeed. There are those, however, who adapt to the dangers surrounding them by making *friends*. But in many cases one's friend will only turn out to be a thief and traitor, robbing you blind when you put your guard down or killing you while you sleep.

The *symbiot* is a rare breed of scav, loner, or vagabond who has come up with another solution – to make friends with someone who *won't* cheat him. The symbiot is a character that has an unusual bond with an animal - a dog, wolf, wildcat, or other creature - that has become his companion, compatriot, and friend. Together they share the burden of finding food, water, and shelter, watching each other's back and keeping each other safe on long, cold desert nights.

Due to their unusual bond, symbiots often become withdrawn from others of their kind, preferring the company of their companion to other sentient beings. As such, they soon earn the reputation as hermits, "wild men", and ferals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a symbiot, a character must fulfill all the following criteria:

Animal Empathy: 8 ranks.

Handle Animal: 4 ranks.

Sense Motive: 4 ranks.

Wilderness Lore: 8 ranks.

Feats: Forsaken.

Special: To be a symbiot a character must have the *nature sense* ability or the mutation, *neural empathy*.

CLASS SKILLS

The symbiot's class skills (and the key ability for each skill) are Animal Empathy (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis).

Skill Points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the symbiot prestige class.

Weapon and Armor Proficiency: A symbiot gains no additional proficiencies for weapons or armor.

Animal Partner: At 1st level the symbiot attracts an *animal partner*. The animal serves in a capacity not unlike a familiar or animal companion, but due to its inherent intelligence (see below) it is more like a "partner" and "friend".

Typically, dogs, coyote, wolves, horses, and even wild cats can be taken as symbiotic partners. Mutated animals (such as the "ravening hound" or even "snuffle hog") may be taken as companions, with the GM's consent.

If a symbiot's companion animal is ever killed, he may attract a new animal of a similar kind in one year. The new creature only gains level 1 benefits (see below) for the first month. After this time it gains level 2 benefits, as the symbiot becomes more attuned to this new companion. Each additional increase in benefits will require a full month's time before they can be used.

Opportunist: Once per round, the symbiot can make an attack of opportunity against an opponent in melee that has just been struck for damage in melee by his animal partner. This attack counts as the symbiot's attack of opportunity for that round. Even a symbiot with the Combat Reflexes feat cannot use this ability more than

once per round, although the symbiot will still be able to employ his other attacks of opportunity.

Reliance: The symbiot has come to rely on his animal companion, for good or for bad. When the companion is within 10 feet of the symbiot, the symbiot gains a +2 morale bonus to all saving throws. If the animal partner is out of line of sight of the symbiot, the symbiot suffers a -2 morale penalty to all saving throws.

Bond Of Friendship: The symbiot gains the ability to detect the direction and distance of his animal partner if the two are ever separated. This ability requires an Intuit Direction check (DC 15), and counts as a standard action.

Inspire Skill: This acts just like the Thinker's ability of the same name, but the symbiot can only share his skills with his animal partner. The skills that can be used should generally pertain to emergency situations.

Ranged Opportunist: Once per round, the symbiot can make a ranged attack of opportunity against any opponent who has just been struck for damage in melee by his animal partner. This attack counts as the symbiot's attack of opportunity for that round. Even a symbiot with the Combat Reflexes feat cannot use this ability more than once per round, although the symbiot will still be able to employ his other attacks of opportunity.

SYMBIOTIC PARTNER

Upon becoming a symbiot, the character's animal partner will gain further abilities due to its close relationship with the character, based on the character's symbiot class level.

Class Level: This is the symbiot's class level. As he goes up in level, his companion gains new abilities.

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice also improve the partner's base attack bonus and saving throws, as normal.

Natural Armor: This is a bonus to the partner's natural armor rating.

Strength Adjustment: Add this figure to the partner's Strength score.

Int: With advancement, the partner's Intelligence score increases.

Bond of Friendship: This ability acts exactly as the symbiot's ability of the same name, but the partner receives it at an earlier level. The animal often unexpectedly finds his master in times of trouble and comes to the rescue.

Share Saving Throws: The partner uses its own base save or the symbiot's which ever is higher.

Track: The partner receives the *Track* feat, for free.

Blood Bond: The partner gains a +2 bonus on all attacks, checks, and saves if it witnesses the symbiot being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Familiarity: The symbiot and the partner share a great familiarity with one another. In addition to receiving a +8 competence bonus to Innuendo checks when communicating with the animal, the symbiot can use her Sense Motive skill to understand her partner's *thoughts* as a free action. The difficulty of this use of the Sense Motive skill is 15. Note that only limited understanding (emotions, drives, current state of mind, etc) can be communicated due to Familiarity.

Never Quits: The partner never gives up when it or the symbiot are threatened. As long as the threat is immediate and apparent, the partner will continue to act until it reaches -10 hit points, whereupon it dies. Once at 0 or less hit points, the partner can only take partial actions.

Man's Best Friend: The partner's bonuses become +4 on all attacks, checks, and saves if it witnesses the symbiot being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Speak with Symbiot: The symbiot and the partner communicate as if speaking a common language. Although each sounds distinct from the other, each is understood fully. Others cannot understand this communication.

TABLE 6-14: SYMBIOT PARTNER

Level	HD	Armour	Str	Int	Special
1	+2	+1	+0	6	Bond of friendship, share saving throws, track
2	+2	+3	+1	8	Blood bond, familiarity
3	+4	+5	+2	10	Never quits
4	+4	+7	+3	12	Man's best friend
5	+6	+7	+4	14	Speak with symbiot

TABLE 6-15: SYMBIOT

Level	Base Attack Bonus	Fort	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Animal partner
2	+1	+3	+3	+0	Opportunist
3	+2	+3	+3	+1	Reliance
4	+3	+4	+4	+1	Bond of friendship
5	+3	+4	+4	+1	Inspire skill, ranged opportunist

Mutations and Defects

Some characters, depending on their race, may have mutations. Mutations are classified by type, being either Minor, Moderate, or Major. Beneficial mutations are simply called mutations, debilitating mutations are referred to as defects. A few mutations, called 'Neural' mutations, require a Concentration check to activate.

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Name: _____ Type: _____ DC (Neural Only): _____ Mutation or Defect? _____
Benefit or Penalty: _____

Changes to Appearance

In some cases, mutation results in a change to physical appearance. Describe these changes here.

Notes

RPG
OBJECTS

d20
system



Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

Darwin's World is a post-apocalyptic role-playing game set in the wild inhospitable world of mankind's ruin, decades after a series of devastating wars that brought the human race to the brink of extinction. In a world where radiation altered the very course of nature, mankind ceased to exist in its current form. Mutations and genetic variations are the edge separating a species from life and death.

© 2002 RPG Objects

www.RPGObjects.com

\$19.95

RPO 0001