

# OTHER DARWIN'S WORLD SUPPLEMENTS

## OTHER SUPPLEMENTS

A number of advanced classes, feats, mutations, and articles of equipment mentioned in this book won't be found in the basic *Darwin's World 2nd Edition* rulebook. Below are the relevant characters (feats, mutations, class abilities) mechanics from those supplements.

If you don't find something below, it is either already factored into the stat block or is not truly needed for the adventure. Equipment from those supplements is not included below and GMs who don't own the respective book can simple swap that gear for something similar.

We've also provided some coupons should you wish to fill out your Darwin's World collection.

## THE BROKEN AND THE LOST

**Flank Attack:** Fighting in packs, the Horde Warrior often finds the opportunity to slip in unnoticed and lunge at an opponent's exposed weak side. As such, she receives a damage bonus whenever she is flanking her target. A Horde Warrior may only use a melee weapon in a flank attack.

**Junk Crafter:** The items the character crafts employ junk for many secondary components, making them much cheaper to make – but just as effective. When making any item the cost in raw materials is halved.

**Know The Signs:** You gain +2 to Search checks when looking for traps, and +2 to Spot and Listen checks when detecting an ambush. Even if you are surprised, following the surprise round you receive +2 to your Initiative roll.

**Mimic:** If you have observed another person actively using an item of technology (for example, firing a weapon, using a medical device, or any miscellaneous tech item), you may make an Intelligence check at DC 15. If successful, you understand its rudimentary functions and may employ it as if you were proficient with it.

This effect lasts for 1d4 + your Intelligence modifier rounds, after which time the complexity of the item confounds you. You may use this feat again on the same item again.

**Ophidianism:** The mutant's ground speed is reduced by two-thirds (round to the nearest 5 ft. increment). The mutant is limited to walking speed; she may not trot or run. Balance, Climb, Jump, and Swim checks suffer a -6 penalty,

though Escape Artist checks are made with +2 racial bonus.

**Pack Tactics:** You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

**Play Possum:** If you are lying prone, you can use the Bluff skill as a move action to pretend you are dead, gaining a +4 competence bonus to check for success. If successful, you can attack from prone catching your opponent(s) flat-footed for your first attack. You can only do this once in an encounter.

**Ritual Scarification:** The character's massive damage threshold is increased by +1 and he receives a +1 bonus to Willpower saves.

**Sand in the Eyes:** As a full-round action, you can grab a handful of sand or dirt and fling it at a nearby target. Treat this as a ranged touch attack, with a range increment of 5 feet. If you hit the target, it must make a Reflex save equal to your modified attack roll or be *blinded* for 1d4 + your dexterity modifier rounds.

**Shaman:** You can perform one ritual per day, affecting all who receive it with the same bonus. You can affect one person per point of Charisma bonus each day (you may include yourself as one of those affected), and they must be present when you conduct the ritual; the ritual takes 1 hour to complete. The effect lasts for 12 hours afterwards. You must choose what type of ritual to perform from the following:

*Ritual of Blood Frenzy:* By ritually executing a captive or slave (as long as it is sentient) as painfully as possible in front of your men, you inspire them with a bloodthirsty frenzy. For the duration, your men are immune to fear effects, and further gain a +1 morale bonus to attack and damage rolls.

*Ritual of Flagellation:* While the shaman chants wildly, participants engage in excruciating self-mortification. At a cost of 1d4 hit points all participants in the ritual become immune to the effects of massive damage (i.e. they do not need to make massive damage saves) for the duration.

*Ritual of Flesh-Eating:* All participants eat the flesh of an animal, mutant beast, or person killed in the last 24 hours. Depending on which of the creature's attributes was highest (Str, Con, Dex, etc.), the participants in the ritual gain a +2 morale bonus to that attribute for the duration.

# THE RUINS AT THE END OF THE WORLD

**Shared Glory:** At 2nd level the Horde Warrior learns to better aid his fellow warriors in battle. When using the Aid Another action in melee combat his ally gains a +4 circumstance bonus to his attack rolls or Defense.

**Slippery Foe:** If an attacker who is flanking you misses with a melee strike, he must roll again to see if he hits the opponent threatening you from the other side. If he does, he inflicts normal damage as if he had attacked that person instead.

**Stargazer:** You receive a +2 bonus to Navigate checks. In addition, the DC for making Navigate checks to cover great distances is 20 regardless of the length of the trip.

**Stubborn Ox:** You automatically stabilize when reduced to -1 or lower hit points. In addition, you recover hit points naturally automatically.

**Sworn Enemy:** Choose a general group from the categories below; you receive a +2 bonus to damage rolls against enemies from any of the backgrounds listed as part of that group.

**Terrorize:** Whether through the use of mimicking ferocious animal cries, the liberal application of war paint to make her seem “ghostly,” wearing animal pelts and skulls to emulate a wild beast, or merely utilizing bloody self-mutilation to show her insensitivity to pain, the Outcast Survivor is able to dishearten her enemies. By spending a full-round action the Outcast Survivor forces all enemies within 30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become *shaken* for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

**Twist the Blade:** If you successfully hit an opponent in combat with a piercing melee weapon, your weapon becomes momentarily lodged in him. You can use your succeeding attack (if any) to twist the blade, automatically inflicting damage without needing to roll to see if you hit. Otherwise there is no effect.

This benefit can only be exploited once per round.

**Unbreakable:** Your damage reduction increases by +1/- . This stacks with other damage reduction abilities and features.

**War Chat:** If you spend 1 full minute building up a chant you gain a +1 morale bonus to attack and damage rolls with melee weapons for the duration of the next combat.

**Wounding Blow:** At 2nd level the Tribal Stalker can use an action point to turn any successful attack that causes injury into a wounding blow. A wounding blow inflicts normal damage but also causes bleeding at the rate of 1 hit point per round. Cumulative wounding blows cause cumulative bleeding (i.e. two hits cause the victim to bleed at a rate of 2 hit points per round). A wounding blow will continue to bleed for 10 rounds (or until healed through healing medicine or a Treat Injury check at DC 15).

A Tribal Stalker receives a +5 circumstance bonus to Survival checks when tracking a foe affected by a wounding blow (this is not cumulative).

## FOUNDATION / METAL GODS

**Arms Pupil:** You can employ virtually any mundane object as a melee or thrown weapon without penalty, doing base 1d8 damage regardless of what it really is. The object must be of Medium-size or larger. For the first round the object is employed, your opponent is considered flat-footed as a result of being taken off guard.

**Battlefield Leader:** As Rallying Leader, except any ally that is within line-of-sight of you (regardless of range) may re-roll.

**Combat Medic:** You can use the Restore Hit Points ability an additional time each day on a character.

**Master Artificer:** The time required to create an item that you have seen and studied is halved.

**Master Mechanic:** The amount of damage you repair by using the Repair skill is doubled.

**Rallying Leader:** Allies within 30 feet of you who fail to save against fear, panic, or routing (of any kind) may take a re-roll, using your Will save. Only one re-roll is allowed per ally per combat.

**Urban Warfare:** You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in urban terrain: Balance, Climb, Hide, Knowledge (Tactics), Spot, Survival.

## METROPOLIS RHO

**Peacekeeper:** When using a nonlethal weapon with which you have the appropriate Weapon Focus, you inflict an additional dice of damage. For example, a character with this feat using a stun baton would inflict 4d6 points of nonlethal damage with each hit. This feat can only be taken once.

**Peacemaker:** When using a nonlethal weapon with which you have the appropriate Weapon Focus, if your damage exceeds the target's Constitution score the save to avoid being knocked unconscious is made with a -2 penalty.

## SANDWALKERS

**Massive Obesity:** The mutant suffers a -2 penalty to Constitution. In addition, any time she moves at more than her base speed (walking) she must make a Fortitude save at DC 15 or become fatigued.

**Advancement:** Each time this defect is advanced, the penalty to Constitution increases by 1 and the Fortitude save DC to avoid becoming fatigued increases by 2.

# THE RUINS AT THE END OF THE WORLD

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